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INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 55 GAMES

STRANDED WITHOUT SNUFF, IN DIRE STRAITS WE ARE!

ROBINSON CRUSOE

ADVENTURE ON THE CURSED ISLAND

Zur Information gleich vorweg:

Eine Neuauflage mit überarbeiteten Regeln erscheint bei Pegasus Spiele 2013

*„I had fuel for a bonfire stored on top of Mauna Kika Nui, there!**If the Coast guard sees it burning, help will come running!“
Scrooge McDuck, „The Menehune Mystery“*

Stranded on an unknown, mysterious island in the South Pacific – a classic start for an exciting adventure! What is one to do first? For sure, look for a fortified dwelling to be protected against wind, weather and other adversities such as wild animals or even cannibals! Then build a signal fire or something similar to be prepared for the – although unlikely – event of a ship passing by against all hope. Finally, one can also explore the island, perhaps to discover inhabited land from the other side or from an elevation. There is a volcano here, is there not?

„Robinson Crusoe“, a cooperative adventure game from Poland, tries to offer all of these options. Players represent one of four characters: Carpenter, Cook, Explorer, Soldier (female or male, the only difference being their respective portrait image). Each character has specific abilities (so the Cook can heal wounds or make bearable the winter storms with brandy, the Explorer may raise the morals of the group, and so on), as well as an exclusive sketch for a piece of equipment from the beginning (e. g. the soldier may make a spear, the carpenter can set up a trap, etcetera). The aim of the game is to survive a certain number of rounds (that is, all of the characters; if any one dies, the whole group loses the game) and to fulfil different tasks during this time according to the chosen scenario.

Look at scenario No. 1, for example. According to the rulebook it is by the way the easiest adventure to play through. The characters have to build an enormous woodpile for a distress signal fire. In the third scenario they want to rescue another shipwrecked castaway or found a family in Scenario 6 and get them through the winter. Eventually a volcano will erupt or demons and cannibals go about their business on this cursed island. To start, choose one of the scenarios from the basic game (there are already more scenarios ready for download at either <http://portalgames.pl/pl/robinson->

[crusoe/#Pliki \[Polish\]](http://portalgames.pl/en/robinson/#Files), [http://portalgames.pl/en/robinson/#Files \[English\]](http://portalgames.pl/en/robinson/#Files) or at <http://boardgamegeek.com/boardgame/121921/robinson-crusoe-adventure-on-the-cursed-island>).

Laying out the game, although not unnecessarily complicated, is going to take some time: on the game board, which is quite prettily designed like a desk for sea charts, are to be placed numerous cards and markers (may depend on the number of players) on predefined spaces. In almost all scenarios of the basic game, put the first hexagonal island tile into the left half of the board, which represents a map rolled-up. This island tile is the base camp (starting point) of the Character group. Place the Character sheets, any other playing cards and markers, the stock pile of island tiles as well as the adventure dice and the rather clunky looking wooden playing pieces next to the game board, easily accessible for the players.

The rounds are divided into six phases: Morale (the First Player checks the determination of the group), Production (the group receives resources such as food or building material), Action (first the group discusses their plans for this phase and then set out, usually individually or in small groups, to take their actions), Weather (rain and snow may hurt the group), Night (mainly food is consumed and wounds are healed) and draw Event Cards (usually unpleasant things will happen such as storms or predators on the prow, but also, very rarely, useful flot-sam is washed upon the shore) for the next round (if there is going to be another one).

Most important and most interesting for everyone is the Action Phase. The group should decide together who will do what. The choices are: one (sometimes two) Threat Action(s), dangerous trials resulting from tasks in the Event Cards space; Hunting for food or fur and fight wild animals; Building of fortifications and objects (Invention Cards can under certain conditions be converted into useful items and may be used from the next round onwards); Exploring the island (reveal new Island Tiles, possibly fulfil tasks like fighting wild animals or discover a treasure); Gathering Resources from island tiles already explored; „Arrange Camp“ and thereby strengthen the morale of the group (the morale drops whenever there is

a food shortage or a character is wounded heavily); Rest and thereby heal wounds.

For most adventures there are specific inventions or items (printed on the respective scenario card) that are useful to the characters in this setting only. They, too, are to be constructed during the Action (Building) phase. There are different ways to cope with tasks of the Action phase. Most of these tasks may only be taken on by more than one adventurer. That is always the case, if they are to be tried farther away from the base camp tile of the group. Sometimes, Characters may employ Non-Player-Characters, either as a result of an Event or from

Martina, Martin Markus

The very nice basic idea of a cooperative adventure game is ruined by rather confusing and, unfortunately, obviously rather not consistent instructions. At the moment the only help would be house rules, but that cannot be the intention of a new game.

discoveries in previous rounds (or as a simplified version of the game). So there is a Friday N-P-C as well as a dog N-P-C, but also anonymous helpers that appear and then quickly disappear again, before they could, for example, consume valuable food. Some actions, though, can be tackled by a character on his own. In most cases, then the result will be decided by rolling the dice. Combat on the other hand, usually against animal enemies, is not resolved by dice rolling, but by comparing combat strength tables. Characters get wounds more often than not that way, but usually they still may secure their prey (food, fur).

The game material, with the exception of the Character pawns (chunky wooden cylinders in hardly distinguishable colors), is designed with great effort and attention to detail. For example, all Scenario Sheets differ in color scheme and background design – some of them look like a map or chart, some like pages from a ship's log, some even like a wooden board with scribbling – but they still sport the same, clear structure of the scenario (special rules, a short summary, etc.).

We were rather less satisfied with the rules of the game. Clumsily constructed, without any register or index, we found ourselves at a loss due to the partly inconsistent, peculiar, and probably faulty or perhaps not always complete translation. (We could review both the German and the English version; unfortunately, no one amongst us reads or understands Polish.) Although there are numerous examples and explanatory boxes in the text, they mainly deal with facts which would have needed no explanation, anyway. Other things remain obscure. E.



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

g., the rules state that all players get back their Character pawns (N-P-Cs are either taken out of the game or are returned to their starting places) after the Action phase. According to the rules, though, during the Night phase some Characters seem to have not returned to the base camp tile (and therefore face the danger of starvation or receiving wounds for sleeping in the open). There are, however, no movement rules anywhere that would make plausible the Characters' presence outside of their camp. If this presence should be caused by Event Cards, we did not discover them (although our Characters had been injured by effects of Event Cards and other cards more often than we thought their fair share). In each scenario tested, similar discrepancies have emerged. That significantly limited the desire to try again.

In addition, the balance between strategy and chance effect is hardly given. The effects of food shortages and bad weather are almost too realistic for an adventure game, which is supposedly meant for eight-year-olds.

To come to a conclusion: the game's rules need a thorough revision and, probably, a better translation. Moreover, a starter scenario would be very desirable, since the first scenario „Shipwrecked“ (in which heavy weather conditions may occur for the first time after nearly half of the adventure has been played; actually a treat from the author to beginners) is already hard to cope with without additional explanation or dra-

matic bending of the rules. ☑

Martina und Martin Lhotzky
Marcus Steinwender

INFORMATION

Designer: Ignacy Trzewiczek
Artist: P. Slaby, M. Mutwil + Team
Price: ca. 34 Euro
Publisher: Portal 2012
www.portalgames.pl

PLAYERS
1-4

AGE:
8+

TIME:
120+

EVALUATION

Kooperativ, Abenteuer
Zielgruppe: Für Experten
Version: en
Regeln: cn de en fr it pl ru
Text im Spiel: ja

Comments:

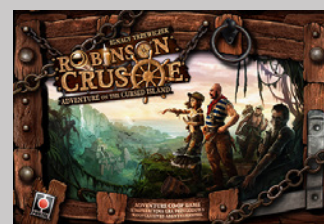
Very nicely designed components *
Very realistic consequences of problems *
Target group age 8 rather low *
Introductory scenario would be helpful

Compares to:

Cooperative adventure games

Other editions:

Revised Edition at Pegasus 2013
Filosofia, uplay, Hobby World, Z-Man, MYB



My rating: ★★★★★

When at long last you hold the box of the game, the long wished-for game of which you had heard so much, I always ask myself: What was more important for the decision to buy, the game or its designer (game author)? The game, the product, is published by a company and often a gamer's heart beats faster when he reads the name of the publisher on a box, the designer is not always the reason for the excitement.

How is the situation with other products, where the creator is more in the lime light? For instance, take the new book by Robert Galbraith, that is, by Joanne K. Rowling.

As long as the general public only knew that this book is the first book by a new author, nobody was interested in it, but since the real author is known the book has become a bestseller! From one thousand five hundred copies to many millions!

Well, those are numbers that we can only dream of in the games industry. Even when it suddenly becomes known a game might in reality be by Reiner Knizia, Klaus Teuber or Wolfgang Kramer, this will rarely influence the print run numbers.

Therefore we should look after our authors, our designers as well as they are looked after in the book and music business, so that we will be given many good games by them.

Do you like our WIN? If yes, please become a subscriber! We have a PayPal account, so the payment of € 6,00 for an annual subscription can be made easily and safely, see also

<http://www.gamesjournal.at>.

Unser Games companion GAME BY GAME 2014 is available since SPIEL at Essen:

<http://www.gamescompanion.at>

CAMPAIGNS FOR CONQUESTS

RUTHENIA

IN EASTERN EUROPE

Risk - who does not know it, the game in which you have to conquer or free - depending on the edition - continents or maybe even the whole world. Denys Lonshakov from the Ukrainian publishing company TwoGeeks hat tried to lift the rather simply Risk onto another level altogether, at least that is my impression of this game. Let me make one thing clear at the start of the game: The 16 pages of closely written rules are tough and hard to deal with. I have played quite a number of „complicated“ games after extensive studying of the rules, but something equal to Ruthenia has not yet come my way. The usual beforehand-reading of the rules and explaining the rules, as so beloved by my friends, can be disregarded here, because you cannot remember all, not even parts of it. Which means that the rules need to be worked out together and this cannot happen in less than three hours of reading them together.

But what is the theme of the game? Ruthenia (or Ruthenien in German) is a historic name for a landscape or region that was given to different regions in Eastern Europe in historic times, mainly in the area of today's Ukraine and Belarus (source: Wikipedia). The game covers the period from the 7th to the 11th century. Four factions rival for victory points, in a game that features three different sets of conditions how the game can end: One player controls eight provinces (which, incidentally, is not a lot), or somebody manages to conquer the home provinces of someone else or somebody exceeds 25 victory points.

The board is equipped, according to the template, with army markers (leaders), two each for each home province, also with markers for three so-called „rich“ provinces and sundry markers for two non-player factions. In case of less than two players each missing player is also added and managed as a non-player factions. In my opinion the system only works with four players, as otherwise an imbalance occurs in the conquest of provinces, as a human player always implements other moves than a randomly moving non-player faction (as experienced personally). As playing cards there are stacks of mercenary cards - they are important for battle, tactic cards and action cards. Furthermore, each player has sundry cards of his color, which represent his tro-

ops, and sundry markers for constructs and markers to hallmark one's own provinces. An army is made up of a leader and at least one troop card. Money to buy and support/maintain mercenary cards and for sundry other purposes is also available. And, as in real wars, you do not achieve much without money, so you need, especially at the start of the game, take pains to make sure that it multiplies quickly so that you can quickly reinvest it, for instance for mercenaries and for use of action cards.

The course of a round is divided into a planning phase, a movement and combat phase, a bureaucracy phase and a phase for movement and combat of non-player factions. Sounds rather simple, but is not simple, because the sundry possibilities in the movement phase must be checked permanently until you have memorized them, not to mention the different methods of combat. In the planning phase you can give orders to construct a fleet (yes, there are also ships, it would be too simple otherwise, fortunately in those times there were no aircraft carriers or dirigibles, or else we would have them in the game, too, for sure) or a fortress or a market or a temple. These constructions can be started by armies, provided their leaders have the corresponding ability, or for money by hired workers. All constructions, by the way, are not finished instantly; this happens in the bureaucracy phase unless the respective province was conquered by the enemy or plundered. Besides constructs you can give a trade order to a fleet, which means that one money unit turns into two money units or hold a charity event for 1 money in the temple, which later also earns a victory point.

In the phase movement/combat each player gives orders for maximum four movements of his armies. But you can also move the maximum three fleets of a player. This happens in turn by placing arrow markers next to the armies; on the backside of the marker you can later see if a conquest or a plundering was intended, which of course need different implementations. You can also use your movement markers to move an army onto a fleet in order to make a surprise landing in a distant area. With fleets you can attack enemy fleets or support your own attacks or support fleets that are attacked. One more little remark on the „lunacy“

of the rule book: The possibilities for armies and fleets which you can use before you place a movement marker - regrouping of troops, movement within your own area in relation to fortresses, movement of fleets in your own waters or along rivers - are described on a complete page of the rules.

When all players are done with placing the movement markers, the markers are turned over and all can see what the others are planning. Based on this knowledge you can now cancel your revealed movement intentions, so as to not leave a suddenly attacked province unprotected, for instance.

Then all battles of a player are resolved; one picks up the rulebook and studies the plethora of possibilities - Fleet(s) against fleet(s), player versus player, Attack on an unoccupied province, battle at the border of a province, player attack on a non-player

Gert Stöckl

Ruthenia offers area conquering and battle simulation for experts and freaks who do not mind digging into copious and very detailed rules.

faction and vice versa, conflict between two non-player faction, three-sided battles and much more. I do not even try to start to enter into the niceties of the many ways of how to fight - the conflict player versus player, which is resolved in several „clashes“, alone takes up four pages of the rulebook. At this point I must mention that this conflict resolving, when you have finally mastered it, is definitely interesting and played with many surprising twists, with the help of tactic and action cards. Such a conflict can, depending on the size of the armies involved, take up to ten minutes to resolve (at least until you have grasped how it works); how this fits the total playing time of 120 minutes as given on the box, I do not know; probably they meant 120 min per player.

I also must not conceal that the army leaders have diverse special abilities, which give them advantages in conflict with other players, in conflict with non-playing faction, in movement, in plundering with armies or ships (it shouldn't be too easy, should it?). One victory point is earned for two destroyed units of an opponent and five for conquest of an enemy home province and for a certain special leader ability and probably for something else which I have forgotten by now, as I write this review without re-reading all 16 pages. For craven retreat from a conflict you lose one victory point which is sometimes better than losing all units.

In the bureaucracy phase the ordered constructs are finalized and you cash sundry money for fleet trade orders, home provinces,



rich province, standard own province and from markets. Victory points are earned for each controlled province and each charity event in temples. Then you only need to upkeep your mercenary units with money and then you can hire new commanders, your own troops or new mercenary troops. And yes, you can also train your own troops by spending money, which earns you tactic cards that are important for combat and which at long last also introduces the luck of dice rolls. If you cannot provide for your mercenary units you lose one victory points per card.

In the last phase the non-player faction boosts and their eventual movements and attacks are resolved in relation to the number of markers per province. I will spare you those details, all in all another page in the rules.

Now for my conclusions: A game for fans of games with veeeeeeeeery complex rules. The company name TwoGeeks says it all. If you have understood all rules, have manage to grasp, understand and memorize them in several games and are able to always play with the same people - then this game might be fun. I can imagine that the author spent a year puzzling out the combat system. I only see the problem, that Ruthenia is an explicit game for experienced players, not to call them freak gamers, and that they do not have as few games at home that they play Ruthenia again and again, because this is the only way for Ruthenia to deploy its strategic possibilities and depths. Each faction plays a little different, after all. I for myself, was not much taken with Ruthenia, because in the end the evening is

called games evening and not rule-reading evening. If you like reading rules, you need to download the revised rules from BGG; as the game is not playable with the original rules, as one whole paragraph is missing (at least in the edition that I used). ☑

Gert Stöckl

INFORMATION

Designer: Denys Lonshakov
Artist: A. Nikanorov, A. Taranenko
Price: auf Anfrage
Publisher: TwoGeeks 2012

PLAYERS
2-4

AGE:
13+

TIME:
120+

EVALUATION

Conflict simulation, territorial conquest
 Users: For experts
 Version: en
 Rules: en
 In-game text: yes

Comments:
 Extreme complex rules * Takes massively more time to play than stated * For absolute experts only

Compares to:
 All games featuring conquest and influencing of regions, with complex rules

Other editions:
 Currently none



My rating:



GAMES BUYER INFORMATION SYSTEM - GABIS

STRUCTURE

Each game review also features an evaluation which can help you to find the game that best suits your tastes. The color accompanying each game title represents the USER Group. The headline also contains icons for age and number of players.

The BAR in the evaluation box displays color codes for up to 10 features of a game.

USER GROUP

We have defined 4 target groups (color accompanying the head line)

Kinder:

Games for children and educational games. Adults can play in a guiding function.

Familien:

Children and parents play together, all have the same chance to win and have fun.

Freunde:

Young people and adults play together as equals

Experten:

Games with special demands on rules and playing time. Especially for game geeks

Please note for the user groups **Children**, **Family** and **Friends**: Children who love to play can be ahead of their peers! Please note that our target group "families" does not imply the classical concept of „family games“! Furthermore, our user groups can overlap. The choice of suitable games always depends on your playing partners and your fun with games!

Games that are especially eligible for **Solo** play or for **2 players** or **Large groups** of players are marked with an icon.

FEATURES

Each game targets preferences for different features in a player, therefore each game is not suitable for each player. We have listed 10 features players note when deciding on a game. Only if a player finds his preferred features in a game he will enjoy the game. The color code marks the dominant features. Educational games train the highlighted preference.

Empty boxes: This feature is neglectable or not present
 One colored box: This feature is present, but not essential
 Two colored boxes: This feature is present and important in the game
 Three colored boxes: This feature is dominant and essential

Chance:

The game is influenced by dice, cards or any other form of random generator

Tactics:

Take decision, short-term planning, planning based on one move

Strategy:

Think ahead, long-term planning, planning for several moves

Creativity:

The player has to provide words, phrases, images and other creative efforts

Knowledge:

Cultural and educational knowledge, long-term memory

Memory:

Remember, learn by heart, short-time memory

Communication:

Talk to each other, negotiate, inform

Interaction:

Influencing each other, bluffing, auction

Dexterity:

Motor skills

Action:

Body movement, balance and reaction

ADDITIONAL INFORMATION

Version: The edition of the game on which the review is based

Rules: This lists the languages in which rules are available or are included in the game, often even more translations can be found on the web.

In-game text: A YES marks a game with language-dependent components that cannot be played without translation or knowledge of the language

PUZZLING WITH SHIP PARTS

NAUTICUS**FREE IS RATHER CHEAP**

„A ship is coming, bringing me my point, the one point I love, a ship is coming, fulfilling my desire from many a gaming night I'm dreaming of.“

One ship alone, unfortunately, will not be enough to win by far, the more ships the better and the bigger, that is, the longer, the more victory points it is promising. The assembling of the ship parts reminds me of the tower construction in „Asara“ (awarded Spiel der Spiele 2011). We cast our minds back: Each tower has to consist of at least a base and a top, and you could introduce any number of middle parts or floors - rather illogically also after placing a top - but all parts have to have the same color.

The ships in this game, respectively, are combined out of hull, mast and sail tiles and must be assembled in exactly this order; (only) mast and sail must on principle have the same „color“, here represented by a symbol. Such a completed one-mast ship does not look very well geared to travel on the High Seas, it looks more like it is about to topple at any moment either forward or

backwards and sink as soon as it enters the water. Your eye and also your victory point account will be much more pleased by a two- or three-mast ship; and a very heartfelt „ahoy“ is given to a four-mast ship. Each part of the hull must - in case of those multiple-mast ships - carry an additional mast and sail, again of the same color/symbol, but for those ships the individual hull parts differ - there are bow and stern parts and middle parts. Retroactive expansion of a ship - by inserting middle parts - is explicitly forbidden in Nauticus. The more strict construction rules are meeting the game mood requirements a bit better, but consequent and consecutive logic is still missing. You are still allowed to have a ship that is fully equipped at one side and is awaiting its completion, kind of hanging about in mid-air. Even more irritating and strange is the fact, that you can already load commodities on such a half-constructed ship wreck, albeit with unloading, that is, delivering the goods being still impossible.

How do we acquire our ship parts? For this

purpose the designer have provided an action wheel, or roundel, that is newly assembled in each round and which enables us to use a total of eight different actions. The game mechanism here picks up the multiply proven idea that the player who is allowed to choose first is given an exclusive bonus, but that the other players are allowed to implement the same action, of course without the bonus for the active player. Three of the actions provided are used for acquiring hull parts, masts or sails. This is of course not without cost, but costs you between zero and three coins for each part (the price changes in each round. Wait a minute, there is something to be had for zero coins, so there are things for free? No,

Harald Schatzl

A tactical and strategic building and optimization game with a very low amount of chance that offers challenging fun; in the wake of „Die Paläste von Carrara“ probably another sure candidate for appearing on the nomination list for „Kennerspiel des Jahres“ 2014.

because there is a second currency, worker cubes, which have to be spent, that is, discarded, after each use - like the ever-scarce money (obviously each paid job is coupled to a deadly accident at work). So you have to pay for a free part with a worker cube. New and very well designed is the mechanism that each provides between zero and three virtual free workers that you can use, but



who are forfeit if you do not choose the action. Despite of all this, you will not want to and will not be able to join every action, has another reason besides the ever-present scarcity of money and workers - passing an action earns you victory points.

Really and truly completely free of any charge, even without cost in workers, is the fifth part that you buy, albeit only if the previous bought parts have been a set of four different parts. On the other end of the scale, the acquisition of additional identical parts is possible only at very high costs, in general four coins plus worker. So, does that mean that you will in general be interested to acquire such a fifth part? No, because during all of the game there is one „golden rule“ in place: All parts that are acquired (more or less) for free cannot be used immediately, but must be stored first on your private player board. For the further use of such stored parts, getting them to the ship and adding it to the ship, you must use another action altogether, which does not cost money, but one worker for each part that you transport. The fate of a stop in storage does also hit those ship parts that, due to logical reasons, cannot be added to the ship immediately, for instance sails, for which the masts are still lacking. This problem can be avoided quite well by applying a bit of logistics and planning, but the greed for free parts can still result in an overfull storage, where certain ship parts slowly acquire a coating of dust, while you do not manage on time to turn them into magnificent ships.

In this way all players have to solve their respective optimization tasks, whereby the puzzling together of the ship parts and the equally necessary logistics for storage administration present a challenging and enticing task insofar as you may instantly choose for each completed ship - besides the points that wins you at the end of the game - between one and four rewards, depending on the number of masts in the completed ship. And those rewards are really for free! The dilemma with those rewards is that they are really hard to choose from - to which reward should I treat myself? Of course one would like to have them all. Among the choices there are „joker“ masts and sails, which not only can be put on any ship instantly, but they also yield victory points during the game with certain actions. If you receive such joker ship parts within the transport action this can lead to a chain of additional completed ships and even more blessed gifts.

Shipping fish with finished ships:
Next to building the ships the buying and selling of commodities is a deciding source

of victory points for the game-end scoring. Those commodities are available in four types, where you can accrue more points if you have several commodities of the same type. During the shopping action each identical commodity costs you an additional four (instead of zero to three) coins, so that it is not easy to collect identical commodities. And, of course, your fellow players can buy up the last items of the commodity you want, so that you should decide on one kind at the start of the game that is not yet much in demand. It is also important - and is very often forgotten in the beginning - to remember that the sale of commodities does not earn you coins. Anyway, the action wheel also provides an opportunity to acquire money. The workers are another case altogether: Workers can only be acquired with some of the starting player bonuses for actions, so that you - as the one having first choice - are forced to choose a less attractive action to be able to increase one's work force a bit again. As an alternative you can also take three worker cubes as a reward for completed ships, but usually joker ship parts are the preferred choice. Anyway, you can still choose to pass at your own action selection after you have taken the action bonus.

And this takes us the third possibility in which you can accrue points during the five rounds and that are not to be looked at askance. With the eighth and final action you receive victory points for each joker ship part that you own, even if it is still accumulating dust in storage, and for each previous passing in the current round. A second motivation for passing is the fact that a joint using of every action is penalized at the end of the round with six penalty points, so that you should forfeit an action at least once or twice a round. For some actions this forfeiting is rather easy - if I would like to concentrate on the building of ships I need not be involved in trading commodities; if I want to ship lots of commodities I will not want to start a new ship in the last third of the game. A mix of strategies seems less recommendable, as this also enhances the risk of dissipation. And yet, there always develops a beautiful dilemma of decisions, especially when an action than one could easily forfeit comes accompanied by three virtual free workers.

The amount of those free workers is distributed in each round randomly and anew on the eight actions, so that your own strategy can face a nice breeze or a strong headwind, randomly provided by the God of the Seas. It is especially aggravating when maybe the preferred action is offering only one or even zero workers in more than one consecutive

round. In fact, a timely storage policy helps to mitigate such bad luck a bit, but good workers are unfortunately hard to come by in sufficient numbers. Furthermore, in each round only seven of eight actions are activated, so that success or failure of one's own way to play also depends largely on the desires and plans of one's fellow players. For instance, it would be very awkward if another player would choose the action of selling commodities before one had the opportunity to load commodities on one's ships. Or, if another player goes shopping for sails and adding them to this ship and one is still lacking the masts and so has to store sails first. As a last stand every player has one private special action during the game, but this you would of course like to use more efficiently than as a gap-stopping action.

Components are of adequately good quality, a bit harassing is the sorting of the many tiles before and after the game. The rules explain everything quite nicely, but some details, which furthermore only come into play rather rarely, come across as too awkward and as ballast for the rules. ☒

Harald Schatzl

INFORMATION

Designer: W. Kramer und M. Kiesling

Artist: Alexander Jung

Price: ca. 40 Euro

Publisher: Kosmos Verlag 2013

www.kosmos.de

PLAYERS
2-4

AGE
12+

TIME
120+

EVALUTION

Building, resources management

Users: With friends

Version: de

Rules: de

In-game text: no

Comments:

Very good and extensive rules * Game mechanisms fit the background story only moderately well * Basically good graphic design, but still danger of mix-ups for certain actions

Compares to:

Games with a bonus for choice of action (Puerto Rico, Race for the Galaxy)

Other editions:

Currently none



My rating:



FROM ROME TO BRITANNIA

CONCORDIA

COLONIES, GODS AND RESOURCES

It took Mac Gerdts more than two years to arrive to this final version of the game. I had the opportunity to follow this project since the first version to the „almost“ finished one: in effect it was at PLAY 2012 in Modena (Italy) where Mac brought with him the prototype game that we started testing at the convention. Then Mac spent some days here in Cesena as my guest and we had the opportunity to make some walks at the beaches of the Adriatic Sea ... errr ... oopsss ... the opportunity to test POPULUS ROMANUS (this was his name at that time) at home with friends and at the club with different players: we all thought that the game was interesting but it was too long (more than 3 hours) and some „actions“ seemed „forced“, thus depriving it of some feeling. Mac was kind enough to mark those notes together with the others coming from different test groups, and he modified the basic game sending all the modifications for further testing.

At PLAY 2013 Mac came again in Modena with a new version of the game and again we all tested it and were all happy of the simplified version: now the playing time was more or less 2 hours and most of the little annoying problems were gone. And again Mac came to Cesena with Peter Dörssam (publisher of the game) and we played a few test games at the club that brought Mac to some minor modifications to the cards. Once again the development continued in Germany, of course, until the game was really tuned.

Mac Gerdts is a very sturdy designer that pays a very high attention to each detail of his games: every „critic“ is warmly accepted, deeply examined and eventually tested and every „suggestion“ find him available and very open. The name of the game changed many times, from Populus Romanus to Roma Caput Mundi (discarded because the Latin word „Caput“ (capital) could be misspelled with the German name Kaputt (broken) then to Oppida (not an interesting name for a game a development) and finally to Concordia (even if we, Italians, objected to this name as it means „peaceful life all together“, and it seemed ... not so appropriate). All in all it is really hard work and explain why Mac Gerdts games are so detailed and well tuned and highlight also the reason of the high appreciation of the gamers.

Designing a game is not so difficult, but de-

signing a GOOD game that is balanced and nearly without bugs is a task for few and it takes a lot of time.

THE GAME COMPONENTS

All that said let's examine what we find inside the box:

A map of the Mediterranean ancient cultures: from Hispania to Syria, from Egypt to Britannia. Italia is in the middle and Roma is the starting point of the game. But ... surprise, on the back of the map there is a different one depicting only Italy and his very Ancient Regions (but with Roma still in the middle). Play is the same, but the Italian (Republican Rome) version is simpler and uses less resources so I will discuss here the IMPERIAL complete version only.

The map shows 12 different Provinces with more or less the real Roman name for them: playing necessities obliged the Designer to make minor changes but this is obviously not a problem. Each Province has 2 or 3 cities and each city is coded with a letter from „A“ (Britannia and Germania) to „D“ (Italia and Hellas). The game provides 30 City tokens with the same letters on the back: you randomly distribute the tokens on the cities with the same letters and then all tokens are turned up.

Each token shows one of 5 resources: Brick - Food - Tool - Wine - Cloth. Each of this resources has a value from „3“ (brick) to „7“ (cloth): players have to look inside each Province and see which is the highest value City: a „bonus“ marker of the same type is placed on the small case with the name of that Province in a track printed on the map. Cities are connected with „Ground“ roads (brown) or „Sea“ routes (blue): of course Land colonists may only travel along the brown roads while Sea colonists may only move on blue routes. Colonists never moves FROM or TO Cities, but on roads/routes between the Cities, so each unit is always adjacent to two cities. Each road/route may be occupied only by ONE colonist at a time, but a unit may move „over“ another one if it has enough Movement Points.

Each player receive 1 storehouse, a set of 3 Sea colonists, 3 Land Colonists, 15 Houses, 1 Scoring marker, 7 „Personality“ cards (with the back of the chosen color: red, green, black, blue or yellow) and some Sesterzi (the money of the game): 5 Sesterzi to the first player, 6 to the second, etc. The storehouse

has 12 cases and is loaded with 2 Land colonists, 2 Sea colonists, 2 Foods, 1 Brick, 1 Tool, 1 Wine and 1 Cloth: two cases remain free.

Each player also takes a summary card that shows the cost to build „colonies“ during the game. A card called „Praefectus Magnus“ is given to the last player and another card (showing the Concordia Goddess) is place aside to be used at the game's end.

A deck of 30 „neutral“ personality cards (divided in Periods: I-II-III-IV-V) is placed on side of the board together with the Sesterzi (in coins of 1-2-5-10 value) and all the resources (colored wooden tokens). The first 7 cards are turned and place them on their display, printed on the board. Each card has a „cost“ (in resources) but its position on the display may oblige you to pay extra costs: the first card has no extra; the second and third ask you for an extra resource (at your

Pietro Cremona

A surprisingly simple game with a lot of depth and many strategic options, but fortunately lacking the ultimate and Only possible winning strategy.

choice), etc.

Each Personality (colored of neutral) is associated to one of the Ancient Gods and this is VERY IMPORTANT to remember during the game as most of the Victory Points (VP) are scored at the game's end based on how many cards you have of the right God. In other words you should try to determine a strategy after 2-3 rounds and then to purchase the Personalities that belong to the Gods that favor your strategy. If, for example, you want to follow JUPITER you have to try to collect the most possible of the Jupiter followers and put your houses on the Cities; if you prefer SATURNUS you will have to travel to and colonize most of the Provinces in order to maximize your score; etc. More on this later.

The game is very simple to explain and to understand: you have just to play one of your cards when your turn arrives and follow ... the instructions. Played cards remain in a deck in front of you and you may take all of them again in your hand playing the TRIBUNE card. New acquired cards are added directly to your hand (which of course will grow round after round).

The game ends in two ways: if all the „neutral“ personalities are sold or if a player places his 15th house on the board.

THE ACTIONS

In your turn you have to play a card and follow the related action:

- ARCHITECT: allows you to move your Units (Land colonists or Sea colonists) and build Colonies. You may move a number of „sections“ equal to the number of your

Units already on the board. At the beginning, for example, every player has only a Land colonist and a Sea colonist in Roma, so your Movement Allowance is just „2“ and you may use it to move a Sea colonist and a Land colonist 1 section each, or one Unit only for two sections. As soon as you place new units on the board your Movements Allowance increase accordingly.

To create a Colony you should have Units adjacent to cities: you then look at each City's type (Brick, Food, etc.) and you pay the amount of resources and money listed

on the Summary Card (For example you have to pay 1 Brick + 1 Food + 2 Sesterzi for a „Food“ City, etc.). Finally you place one of your houses on this City. You may also build more than one Colony per turn, if you have enough Units adjacent and resources. If you want to build a Colony in a City that already has one or more houses of different colors you must pay to the Bank 2-3-4-5 times the indicated amount of Sesterzi (one time more for each extra house).

- PREFECT: you have two options.

(a) - You name a Province and you take for

free the resource indicated on the related bonus tile which is immediately overturned, showing 1 or 2 coins. Then all the Colonies already established on that province also collect the resource indicated by the City type.

(b) - You need cash and you takes as many Sesterzi as are the coins shown on the already reversed bonus tiles: then you turn all those tiles again face up.

- MERCATOR: You immediately receive 3 Sesterzi from the bank (5 if you bought a „neutral“ Mercator) and then you may sell



and/or purchase up to two kinds of resources: the number of item of each type is not important, provided that you use only two types. Prices are always those printed on your storehouse.

- DIPLOMAT: the easiest card to use: you simply „copy“ the action of another player, provided that the related card is still visible on top of a discard deck.

- SENATOR: playing this card allows you to purchase one or two of the neutral cards in the display. You pay the cost of the card and the eventual extra resources requested. Then you move the remaining cards to the left and fill the empty spaces with new cards.

- TRIBUNE: this card allows you to recover all the previously played cards and to get also some money from the bank (count the number of cards, subtract „3“ and the final result is the number of Sesterzi that you take). In addition you may also purchase one new Unit (paying a fixed cost of 1 Food and 1 Tool) and you place it in Roma. In the „neutral“ card deck there are also some extra cards: we already met the Mercator (5 Sesterzi instead of 3) and the other ones are

- COLONIST: you have two possibilities
(a) - Purchase new Units to place in any City of the map where you already have one house.
(b) - Collect 5 Sesterzi plus 1 extra coin for each Unit already on the map.

- CONSUL: This card allows you to purchase another „neutral“ card without paying the extra costs of the display (you only spend the basic resources printed on the card): this is a very powerful card towards the end of the game.

- SPECIALIST: there are 5 „unique“ cards, one for each resource. They allow you, if played, to get one resource of the printed type per house that you have in Cities with the same symbol.

- PRAEFECTUS MAGNUS: this is a bonus card (typical of Mac Gerdt's games) that is given to the last player in the turn order. If that player use a PREFECT to collect the Bonus Resource from a Region he takes TWO resources instead of one. Then the card is passed to his right.

The final scoring, as I anticipated, is based on the number of cards of Gods that you have, compared to what you performed on the field: „Vesta“ gives you 1 VP per card and per 10 Sesterzi accumulated, „Jupiter“ 1 VP

per card and per house placed on the map (excluding Brick Cities), „Saturnus“ 1 VP per card and per Province where you have at least one house, etc.

The game has also a couple of options:

(a) - the initial resources are not distributed, but the players get 25-26-27-28-29 Sesterzi instead

(b) - you may add an intermediate scoring system to get some extra Sesterzi: I tried it only once and immediately ... cancelled it from the options as it is not interesting, especially with expert players

Well, you are now ready to play CONCORDIA without even reading the rules: in effect the game is so simple to learn but quite demanding to play.

The first player has an initial advantage as he may usually build immediately two Colonies in Italy, obliging the other players to move further far from Roma to find free Cities to populate. But the 4th and 5th players have more money and may afford to build a Colony in the same cities of the first player.

In the first few turns it is very important to build some Colonies in the Cities closest to Roma in order to slow down the expansion of the other players. It is very usual to see the first players moving mainly towards North Europe with their Land colonists while the last players take the sea and try to explore Hispania and/or Africa.

As soon as possible use your Prefect cards to collect bonus from any Province that offer an important resource (especially when you need it urgently) and try to select Provinces where you already have colonies in order to get more resources. It is a good strategy to try to make a Colony in a high class City (Wine or Cloth) in Provinces where an opponent already has a City: there are more opportunities to get goods when your opponent use a Prefect there.

After 3-4 turns you should concentrate on 2-3 possible strategies: trying to get anything anywhere is a losing tactic as you will finish with a few God cards of any type, getting an average score. If you concentrate on, say, a couple of Gods only you will try take most of these cards, getting a high score at the end.

An example: let's suppose that the situation of the game suggest you to select Jupiter (1VP per house): probably your better choice will be to go also for Saturnus (1 VP per Province where you have at least one house) because the goals are complementary: you must then build houses everywhere it will be possible (avoiding to have too many brick Cities) reaching most of the Provinces and purchasing extra Prefects, Consuls, Architects, Diplomats, etc. Other cards are not absolutely necessities and you do not waste resources or money: also if you have 2/3 Diplomats you will use them on

cards played by your opponents

We did not find a „winning strategy“ and I am happy as this means that the game is a very balanced one. Of course if you play for the first time against a „veteran“ of Concordia you will not have too many hopes, but hopefully you will not be bored for two hours watching the others playing: this game allows you in effect a lot of opportunities and ... next time you will be ready for a competitive match.

As I explained before even the first version of the game was very interesting and we were happy to play-test Concordia so many times because every new version was better than the preceding one, while the core of the game was never modified.

In conclusion my compliments to Mac Gerdt's for the game and also to Peter, as it is not easy to maintain under control a Vulcan of ideas as his friend is: it was really amazing to see the hard discussions between the two when Mac wished to test new ideas and Peter objected that the game was right and finished, ready to be sent to the printer ... in time.

The game has in effect two extra options: this was a sort of „armistice“ between the two!!! ☑

Pietro Cremona

INFORMATION

Designer: Mac Gerdt's

Artist: Marina Fahrenbach

Price: ca. 43 Euro

Publisher: PD Verlag 2013

www.pd-verlag.de

PLAYERS
2-5

AGE
12+

TIME
120+

EVALUATION

Development
Users: For experts
Version: de
Rules: de en nl
In-game text: yes

Comments:

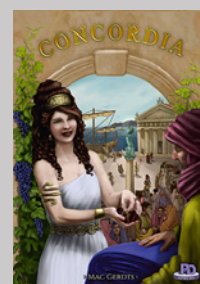
Beautiful components * Astonishingly simple rules as compared to the depth of the game * If you love Mac Gerdt's game, you will love Concordia

Compares to:

All other Mac Gerdt's Games

Other editions:

999 Games, Rio Grande Games



My rating:



ADVENTURES IN MIDDLE EARTH

DER HOBBIT**AN UNEXPECTED JOURNEY**

The transformation of the novel „The Lord of the Rings“ into a film, filmed in three parts by Peter Jackson, is definitely one of the cineaste master pieces of the new millennium. When Peter Jackson decided to make a film out of The Hobbit as a prequel public expectations run very high. Peter Jackson then decided to to three parts of the prequel as well.

The first part of this Prequel, titled THE HOBBIT AN UNEXPECTED JOURNEY, came up to the expectations of most of the general public and also turned into a huge success at the cashier boxes.

The Kosmos game DER HOBBIT EINE UNERWARTETE REISE tries to follow in the footprints of the film, and to anticipate, over long passages this works very, very well.

When we open the box we find in it those components:

20 movement cards (five each in four colors), 8 dwarves (two each in four colors), 1 Bilbo marker, 1 Gandalf marker, 1 Orc marker, 1 ring, 1 die as well as 10 adventure cards „Troll Caves“, 16 adventure cards „Misty Mountains“, 44 cards „The Shires“, 16 cards



„Rivendell“ and 12 cards „Carrock“ and also one game board.

Bilbo is forced to leave his home in the Shires to begin a troublesome and dangerous journey, on which he is helped by the dwarves and Gandalf the Magician.

The board shows the road that Bilbo and the dwarves must pass to successfully master the adventure.

Gandalf travels on his own path which enables him to actively support his fellow travelers.

The adventure cards „Troll Caves“ are shuffled and put on the corresponding spot on the board, the same goes for the adventure cards for Misty Mountains, The Shires, Rivendell and Carrock.

The game is played in clockwise direction and the active player has three actions in his turn: 1. Playing a movement card and use it to move one of his dwarves. 2. Playing any number of cards from hand. 3. Drawing two cards.

The aim of the game is: Each player must guide at least one of his dwarves to the finish and Bilbo must also be at the finish before the Orcs get the upper hand.

On their journey players must take care that Bilbo and his dwarves are not taken prisoner, but in many situations this is rather unavoidable.

At the start of the game, each player takes both dwarves of his color, the corresponding five movement cards and is dealt three cards from the „The Shires“ stack.

1. Play a movement card:

At the start of the game all players with their dwarves and also Bilbo begin at a joint starting position. But soon the dwarves separate and only now and then dwarves move together as a pair or a dwarf is able to take along Bilbo for a travelling companion.

To determine their movement players are provided with five movement cards, showing values 3, 4, and 5, a symbol for rolling the die and a card marked 1-2-3-4. The values of the cards denote the number of steps that you can move a playing piece; players decide if they want to move the piece forward or backwards. To move backwards is sometimes useful to be able to take along another dwarf or even Bilbo. Another reason for moving backwards might be that you do not feel strong enough to enter an

adventure space.

The movement card 1-2-3-4 allows a player to decide if he wants to move the piece 1, 2, 3 or 4 steps.

The movement card dice roll forces a player to roll the die and he must then move the piece by exactly that many steps.

2. Play any number of cards from hand:

When a player has selected and played a movement card and has moved his piece accordingly, he may play any number of cards from hand.

Most cards that are drawn by players show dwarves with a certain combat value which

Maria Schranz

I think I will put this game on the table again and again as it is a real challenge while being a lot of fun!

are necessary for the encounters on the adventure spots in the Troll Caves and in the Misty Mountains.

When a player ends the move of his dwarf on an adventure spot, he must turn up the top card from the corresponding adventure stack and execute the instructions on the card.

On spots in the adventure region „Misty Mountains“ he is usually forced to fight opponents. Most of those opponents will be trolls.

When a player wins such a fight by playing cards from his hands, which means playing dwarves showing a total of comb at values which exactly equals the strength of the Troll the player can remain on the spot with his dwarf and his eventual companions.

But if a player should lose such an encounter he must move his marker, and also eventual companions, back by the number of steps equal to the combat value of the opponent (Troll).

When Gandalf on his own path is also present in the respective adventure area he supports the player and makes execution of the task easier.

Aside from dwarves to master adventures and encounters the stacks also hold cards that are used to move Bilbo, cards for movement of Gandalf and Pony cards.-

Pony cards are a special feature, their use is very important and should be carefully planned and executed. By playing a pony card you can move one of your own dwarves by a certain number of steps. This would not be special, but with such a Pony move your dwarf can take along other pieces that are on the same spot as his dwarf. In this manner you can take Bilbo along, too.

But there are only allowed maximum two



playing pieces on a spot: Should a third piece have to enter a spot on which there are already two pieces, this third piece is advanced in direction of the movement to the next empty spot or one with only one piece in it.

It is also of interest to know that you can move the dwarf of another player onto an adventure spot, using a pony card, and try to master the task that is presented by the card that is drawn.

3. Draw two cards:

In relation to the location of his two dwarf pieces a player draws one card for each of his dwarves. There are two special areas on the path: Three spots for Rivendell and three spots for Carrock. When a dwarf of a player stands on one of the three Rivendell spots he draws one card from the Rivendell stack. In analogy a player draws 1 card from the Carrock stack when his dwarf stands on a Carrock spot. When a dwarf is neither in Rivendell nor on Carrock, a player draws a card from „The Shires“ stack for this dwarf.

In the stacks for those regions there are mostly positive cards, which players take in hand. But, unfortunately there are also cards in the stacks that have a reddish background, and those cards are negative events; the most unfortunate of those events is the event „Danger“, because whenever such a card is turned up, you must move the Orc piece forward by one step. The Orc spiral shows, besides the starting spot for the Orc piece, spots numbered from 1 to 12. Should the Orc piece reach spot 12 before all players have at least one dwarf at the finish and before Bilbo is at the finish, all players together lose the game instantly.

Even worse, if possible, is the fact that, whenever the Orc piece reaches the spots 4, 7 and 9 on the spiral, the dwarf in first position is taken prisoner and can only be moved again when he was freed by another dwarf, be it one of the players own or a dwarf of another player.

And the worst possible case happens when two pieces stand in first position on the travel path, as they are out of the game for good when taken prisoner. You cannot free those pieces. Bilbo also can be in first position and be taken prisoner. Should Bilbo happen to be taken prisoner together with a dwarf, the game is instantly lost for all players.

To enable players to move one of their dwarves to the finish, they must discard dwarves of combat value 10 or more for

each dwarf moving there.

The special card Thorin can be used to free imprisoned playing pieces; in case of fights on adventure spots Thorin does not automatically win the fight, but the player's dwarf may remain in position and need not move back. Thorin can be also used to move your own dwarf into the finish.

„The One Ring“ is another special card: Should players happen to manage to let Bilbo and the Ring meet on a spot, Bilbo puts on the Ring and cannot be taken prisoner from now on.

Despite the simple mechanism and basically not really difficult rules the successful completion of the adventure is very difficult and needs quite a lot of clever cooperation of all players. In general one can state that players, who play the game for the first time, usually do not manage to win it at first play. But even experienced players and those who have played „Der Hobbit Eine Unerwartete Reise“ already several times must often cope with suffering a defeat.

The well-working mechanisms of the game put more and more pressure on all players during the game. The Orc piece represents a huge threat. Much too fast the piece arrives at the end of the Orc spiral and thus seals the defeat of all players.

It has turned out to be very important to leave dwarves, who are situated on spots in the Rivendell and Carrock regions, in position there for some time. On those spots the probability to draw a „Danger“ card is considerably lower and therefore you should try to draw several cards there, as they usually also offer higher combat values of dwarves, which enables one to win fights easier or to maybe free imprisoned dwarves a bit easier.

The game really offers quite a lot of allure to keep putting it on the table and to try and finish the game with a success. The visual impression and graphic design are excellent and provide a lot of flair and feeling.

In our trial games opinions on the success in reproducing the plot of the film in the course of the games differed widely. Some players stated that they could not see the plot of the film in the flow of the game and that for them the topic seemed to be forced and not to really mirror the film. Other players, and that includes me, did not share this opinion at all, but, on the contrary, we could very well imagine ourselves in the roles of the dwarves and Bilbo and for the game did make the plot appear and reproducible.

In my opinion game designer Andreas Schmidt did manage very well to illustrate the travel adventures of Bilbo and the dwarves, as shown in the film, in this game play.

Cineastes and film lovers will get a whole-hearted recommendation from me to buy the game for themselves. To players with some gaming experience, which are not put off by the cooperative mechanisms and game play I can also recommend the game warmly, it is a really good cooperative game and surely is one of the best in this genre. To families and to casual gamers I would recommend, before buying the game, to estimate if family members and casual players can cope with lots of defeats meted out by the game, as surely a lot of games will be necessary to have a chance to win it; if they can cope well then I can recommend the game because it is really a lot of fun and presents a real challenge.

The game is also very good for two players. Families with some gaming experience should take a look at the game, and as it might be difficult to play and win for unexperienced players I do not dare to give a positive recommendation for them.

My conclusion: A felicitous game interpretation of a film that surely will become a classic in a very short time. Experienced players and experts should try the game, it is really a rewarding experience. ☑

Maria Schranz

INFORMATION

Designer: Andreas Schmidt
Artist: Pohl & Rick, Bernd Wagenfeld
Price: ca. 25 Euro
Publisher: Kosmos 2012
www.kosmos.de

PLAYERS
2-4
AGE
10+
TIME
60+

EVALUATION

Cooperative, events
 Users: With friends
 Version: de
 Rules: de en es fr gr nl pl ru
 In-game text: yes

Comments:
 A nice transposing of a film topic into a game, of a film that will soon become a classic.

Compares to:
 As to topics, all games on Der Hobbit, otherwise first game of its kind

Other editions:
 Announced: Filosofia, Devir, 999 Games, Galakta, Hobby World



1, 2, HÜPFEREI

MEINE ERSTEN SPIELE



The frog pond is set up using the box bottom and the foldable inlay forming a ramp; in front of the box, for the standard game **Eins, zwei, kleine Froschhüpferei** you lay out the board showing the side marked with the mole and set up a staircase using the three wooden blocks, leading to the rim of the box and the beginning of the water ramp.



Each child is given a frog and you use the light-green die. In your turn you roll the die and move your frog the resulting number of pips, of course the assisting adult helps with counting.

Each square on the board is one step and also each step of the stairs. Whoever reaches the top step first, can let his frog slide into the water with the next

step. If you manage to be first to do this, you win. In the version **Eins, zwei, drei, große Froschhüpferei** you use the other side of the board, marked with a mouse, the track now has two obstacle squares with thistles. If you would have to enter such a spot, you cannot do so, but must stop on the square in front of it and try to jump over the thistle square in your next turn. Again, the winner is whoever slides his frog into the pond first. Of course, you can also use the components for free playing and for telling and inventing stories, but also use the components as training materials for counting up to 5 - there are dragonflies, fish, water lilies, ducklings, eggs or flowers that can be counted.

1, 2, Hüpferei provides us once again with a game in best quality, with a first introduction to game rules, and the jumping of the frogs from steps to steps nicely illustrates the concept of steps and tracks on a board and also of obstacles. ✓

INFORMATION

PLAYERS:
2

AGE:
2+

TIME:
5+

Designer: designdirect
Artist: Anna Karina Birkenstock
Price: ca. 21 Euro
Publisher: Haba 2013
www.haba.de

EVALUATION

Roll & move, toddler
Users: For children
Version: multi
Rules: de en es fr it nl
In-game text: no

Comments:
Attractive, functional components * Teaches first adhering to rules and counting * Frog-hopping is nicely used to illustrate movement on a board

Compares to:
Roll & move games for toddlers

Other editions:
Currently none



ATLANTIC CITY

MINI STORY

16+

Your story, your rules - the game rules provide only a frame. Similar to the well-known crime events here an event invites into a gaming den of 1920s. The story evolves during the game, driven and directed by cards. In the preparation phase you distribute character cards, motivation cards and relationship cards. Characters are visible for all, the abilities and character-

istics are yet kept secret, as is the motivation and with it the assignation to one of the two gangs. Relationship cards define the relations of a player with his neighbor. Finally, you ready the Fate card.

In Scene 1 all introduce themselves. In Scene 2 you turn up a card and play a scene with any other player, the card can chance hand in this scene. In

Scene 3 you turn up a card and keep it or let two other players deal with it in a scene. Scene 4 brings a show-down, each player does one scene with a partner and should at this point have completed his secret motivation goal. Scene 5 offers a last chance to do so. In Scene 6 you report and score. You win as a member of the gang that has earned the highest total of money.

When at some point in the story two players cannot agree on how the story should continue they ask a third, uninvolved player to choose one of the stories and to throw the Fate card - the story continues depending on the position the Fate card ends up.

Lots of fun in a small game, with lots of leeway for your personal creativity. As long as you manage to complete your motivation goal you can change the story any way you like, embellish it or simply hand a card to others to deal with it - and maybe this now completed your motivation? ✓



INFORMATION

PLAYERS:
3-5

AGE:
16+

TIME:
30+

Designer: Britta Fiore
Artist: Fiore GmbH
Price: ca. 5 Euro
Publisher: Noris Spiele 2013
www.noris-spiele.de

EVALUATION

Role playing
Users: With friends
Version: de
Rules: de
In-game text: yes

Comments:
Very few, broadly worded rules * Lots of leeway for players * Fate card prevents blind alleys for the story

Compares to:
Role playing games

Other editions:
Currently none



CARCASSONNE SÜDSEE

FISH, SHELLS AND SHIPS

7+

We find ourselves in the idyllic Southern Pacific regions. Landscape tiles are laid out to form a South Seas archipelago.

Planks connect the islands and yield shells, the islands bring bananas and fish comes from the ocean. Four ships out of 24 are always on display and show goods which you must deliver to score points.

The game comprises the start-

ing tile and 72 tiles showing planks with shells, islands with bananas, ocean with fish and also markets.

In your turn you draw a tile and place it correctly next to one or more in the display. Then you can place or take back a Native. Completed islands, planks, ocean regions or markets are scored as usual, but instead of points you get one good per

symbol in the region you score.

A completed market gives you the ship of highest value in the ship display. At the end of your turn you can then deliver goods to a ship in the display: You discard the necessary goods and take the ships for points as noted on the ship tile. When the last tile has been placed or the last ship tile was taken you score all natives still on tiles in the display: Planks, islands and ocean regions with natives are scored as if they were complete, and, finally, three goods each give you one point. If you have most points from ships and remaining goods, you win.

Carcassonne as we know it and love it, and yet different. The detour via goods and ships for points is interesting and makes for a little bit of tactic; you should try for many goods instead of goods of a certain kind. That you can take back natives balances their scarcity and the basic element of chance in drawing the tiles has not changed at all. ☑



CHICKEN CAESAR

ROOSTERS FOR OFFICE!

As a member of an aristocratic ancient Roman family of chickens you try to leave a legacy for your family.

Renown is earned from political offices. If you can establish yourself as an Aedile or Praetor and find a few allies you will rise in office quickly and will become rich and famous holding the offices of Censor, Consul or Caesar. Each turn includes Advance -

free spots in offices are filled with member of lower ranks, Action - each office is doing its job, Award - Officers are given insignia and frumenti, which is grain; Attack - fox attacks are dealt with; then comes Attrition and Adaption - usually Caesar dies, possibly in a cooking pan, and his Censor ends up with the Quaestor, and finally there is Accolade - you can suggest im-

provements to statues for dead chicken.

Advancement and Attack are decided by voting, preceded by intense negotiations, in which agreements involving monetary arrangements are binding. You negotiate, bribe and vote, collect tax as an Aedile, set up guards against foxes as a Praetor, as a Quaestor you exile officers, and decide as a Consul if statues for dead roosters can be approved. As Caesar you have no action, but see to it that all others do their job and you can use a veto against one vote in a round.

If offices cannot be filled from lower ranks or when all roosters in a family are dead or when all insignia for a type of office are all given out, you win with most grain.

No outright satirical game, but a strategically and tactically interesting games with very much interaction and only a little wink in the topic, an introductory course into negotiation skills and successful bribing. ☑



INFORMATION

PLAYERS:
2-5

AGE:
7+

TIME:
35+

Designer: Klaus-Jürgen Wrede
Artist: Lieske, Lohausen, Tisch
Price: ca. 17 Euro
Publisher: Hans im Glück 2013
www.hans-im-glueck.de

EVALUATION

Placement
Users: For families
Version: de
Rules: de en fi fr nl
In-game text: no

Comments:
Part of Carcassonne around the World * Very attractive and interesting version * Still mostly governed by chance and a little tactic

Compares to:
Carcassonne

Other editions:
Z-Man, Lautapelit, Filosofia, 999 Games



INFORMATION

PLAYERS:
3-6

AGE:
13+

TIME:
90+

Designer: B. Fischer, J. Sizemore
Artist: Bryan Fischer, Ed Batkins
Price: ca. 40 Euro
Publisher: Nevermore Games 12
www.nevermoregames.com

EVALUATION

Politics, negotiation
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:
Unusual, but well-working topic * Many strategic and tactical possibilities * A certain king-maker effect is noticeable

Compares to:
Basically all games with a political topic, first game of its kind with this particular combination of mechanisms and topic

Other editions:
Currently none



CHOP CHOP

**PINEAPPLE ON GRAPES
FOR YOUR PLATE!**

6↑

A Fruit Festival is held in the village of Ttungji-guri, that's what the rules tell us, and in a competition you need to fish fruit out of the bowl using chop sticks.

The bowl is simulated by the box bottom and the game features five different kinds of fruits, two pieces of each kind. The chop sticks come with an adjustable handling assistance disc.

Fruits are placed in the bowl and

task cards are distributed evenly to all players. Then all turn up their top task card at the same time and try to take out the necessary fruits from the bowl.

When you have placed the correct fruit you set aside the card. If you did not manage to get the correct fruits or if none were left, you put your card beneath your stack, but do not give the fruits back yet.



If you fish out a wrong fruit you must take a card that you did already set aside and put it back underneath your stack for a penalty. Chop Chop symbols on your task cards represent a joker, you can put any kind of fruit on it. If you are first to complete all your cards and set them aside, you win.

A fast game, a hectic game, a witty game, the fruits are big, but not really handy after all, and of course you will push fruits out of other people's chop sticks, while still in the bowl.

This is quite good fun to snatch the pineapple away from your neighbor and put it on your own Chop Chop symbol. By the way, eating at Chinese restaurants with chop sticks will be easier from now on and if you want to play the expert version you play without the assistant disc.

We have found the fun from the "Fun & Brain" motto, and for brain we simply think of the motor skill training! ✓

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
10+

Designer: J. Kim, H. You
Artist: not named
Price: ca. 25 Euro
Publisher: Joen 2013
www.joen.co.kr

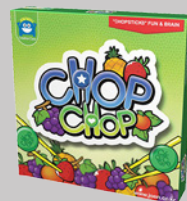
EVALUATION

Dexterity
Users: For families
Version: multi
Rules: en kr
In-game text: no

Comments:
Pure dexterity game * Advantage for those who can handle chop sticks * Can be frustrating for those who can't * Basically nice fun, with beautiful components

Compares to:
Feuer & Flamme and other dexterity games with picking up items

Other editions:
Currently none



CLUEDO

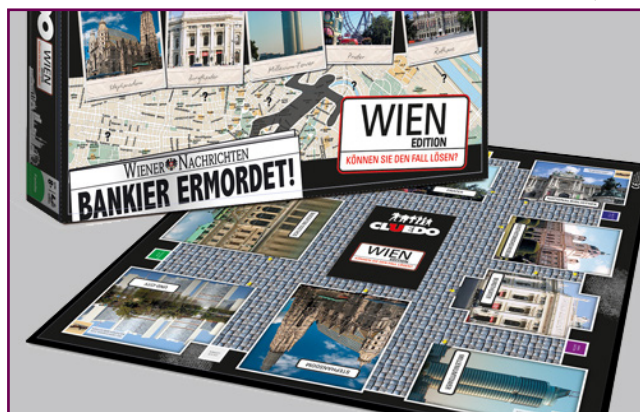
WIEN EDITION

8↑

Wien is a new edition of the classic deduction/detection game, this time with local references. In the town that is famous for "Der Dritte Mann" and in which a dog in "Kommissar Rex" shows talents for criminal investigation, Sebastian Goldstein has been murdered and players are tasked with finding out who did it where using which weapon.

The names of the characters are

mix of well-known standards and new elements. We encounter Journalist Mark Gatow from Donaustadt, Justus Leimel, the banker from Brigittenau, Kevin Buschinski, a soccer player from Liesing, Gloria Hermann, an Ex-Children star from Penzing, Klaus Heinemann, a politician from Landstrasse and Porz, the Society lady from Favoriten - a nice pun, as Favoriten is not necessarily one



of the best districts of Vienna. The names of the districts, by the way, are the classic local names for them.

The weapons are the standard one, rope, dagger, candlestick, pipe, pistole or pliers. As usual, the case is determined by secretly drawing one card from suspect, weapons and location piles and players need to solve it by deducing weapon, location and culprit. Gloria Hermann starts each round, you play counter-clockwise: You roll and move or use the Fiaker for corner spots. At a location you stop your move and voice a suspicion, that is, move a weapon and a suspect to this location. Then in turn, you check your suspicion with other players. If one of them holds a card for any element of your suspicion, he shows it to you only. If you want to solve, you move to the Cluedo Room and name the combination. If you are correct, you have won, if not, you drop out of the game.

Cluedo Wien edition - a pretty new cover for a much-played that is still challenging and fun to play. ✓

INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
45+

Designer: not named
Artist: not named
Price: ca. 40 Euro
Publisher: Winning Moves 2013
www.winning-moves.de

EVALUATION

Deduction
Users: For families
Version: de
Rules: de
In-game text: yes

Comments:
Cluedo with local references * Standard rules and mechanisms * Adapted graphics * Other City editions are available

Compares to:
All versions of Cluedo

Other editions:
Currently none



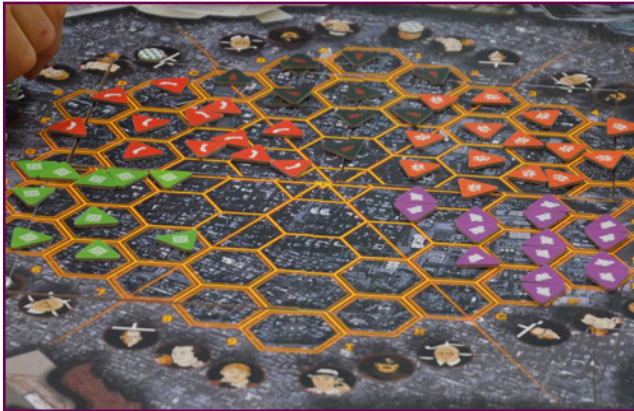
CROWN OF UNDERWORLD

GANG WARS AND PROHIBITION

In a fictitious town at the American East Coast we find ourselves in a setting of 1930ties prohibition and gang bosses. One of them has been assassinated this instant and the armed truce is instable, gang wars are looming. The game lasts 10 rounds and each of those rounds is subdivided into many phases and chapters.

So - after setting up the game

- you begin with the Chapter Story, comprising the phases of Anarchy, Upkeep, Bribery and Planning. This is followed by Chapter Two which is titled Fortune. In this chapter you resolve bribery and random events, it comprises the phases of Bribery and Head Lines. Chapter Three is called Attack, in which the quasi-military aggressions are implemented, featuring the



phases of combat, spending money, receiving money, and influence and clearing up. There is also a list of victory conditions - if you have completed any of them at the end of a game you get bonus victory points, you do not win with it. The game always and in any case ends after exactly 10 rounds.

The ambitious project was presented in 2012 at Essen, in a so-called Pre-release version, all was put together in a still somewhat amateurish way, albeit rather attractively, the game mechanics are rather complex and the rules are very short and scarce in information for such complex intentions.

A final version of the game or the rules are as yet not available, but the website announces an upcoming or planned version for mobile devices, smartphones etc.

It must be said that for a new board game version the rules need to be thoroughly revised, in this version they can only be handled by really experienced players. ☑

INFORMATION

PLAYERS:
2-6

AGE:
18+

TIME:
180+

Designer: Jastrzebski, Mulicki

Artist: Michal Mulicki

Price: on demand

Publisher: Platypus Lounge 12

www.advertant.nazwa.pl/platypus_e

EVALUATION

Mafia, power, majorities

Users: For experts

Version: en

Rules: en

In-game text: yes

Comments:

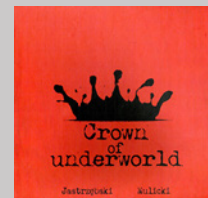
Pre-release version from 2012 * Currently a version for mobile devices is planned/announced

Compares to:

Complex games on majorities

Other editions:

Currently none



CUBORO TRICKY WAYS

BALL PATH BOARD GAME

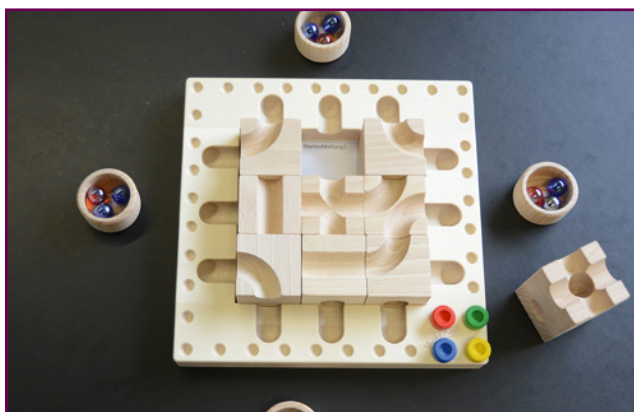
6+

The ball path, for which cuboro is famous, is a standard toy. Now cuboro has carried the principle one step further and has made a game out of the toy: By rearranging cuboro elements you create paths as long as possible leading from the starting tower to an empty finish zone.

The game board has nine positions, on eight of them the cuboro cubes are placed in their

starting positions.

In Version 1 you use paths, so-called gorges, on the surface of the elements. You have three choices of how to re-arrange the cubes in this simple version: You can push a cube to a new position, you can turn the cube in its current position and can relocate it to the empty field and can turn it before setting it down.



All in all you have three action in your turn, you can do three different ones or three of the same kind, just as you like. Then you place the starting tower and let the ball roll. Very important to remember: You cannot make a path to a finish area already taken, you can only construct paths leading to empty finish areas and this gets more and more difficult towards the end of the game.

Each gorge in a cube that you used earns you one point.

In Version 2, which is a bit more difficult you can, if you like, turn the cubes over and use elements inside the cubes for double the amount of points for each used gorge inside a cube. Each player holds a red ball for a joker, which he can discard once in the game to do a fourth action in his turn.

A beautiful game to look at and to touch, with traditional good cuboro quality and with sophisticated mechanisms, a wonderful family game that also poses a challenge to adults. ☑

INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
30+

Designer: Johannes Guischart

Artist: not named

Price: ca. 100 Euro

Publisher: cuboro 2013

www.cuboro.ch

EVALUATION

Placement, puzzle

Users: For families

Version: multi

Rules: languages

In-game text: no

Comments:

Beautiful, solid quality *

High price is justified by

quality and re-play value

* Absolutely recommendable for a family game

Compares to:

First game of its kind

Other editions:

Currently none



DAS LETZTE BANKETT

COOPERATIVE INTRIGUES AT COURT



The king holds a banquet and court intrigues reach a new height when all factions try to accomplish their secret goals, determined by the chosen scenario.

When the scenario is chosen, players sort themselves into the necessary number of factions and choose a character within the faction, thus role and faction of a player are known.

The scenario, as mentioned also defines the goal of the game, and each faction by itself discusses the possible course of actions according to the abilities and possibilities offered by the characters. In the basic scenario, for instance, one of the weapon carriers should sit next to the king at the end of the round to be able to instigate an attack.

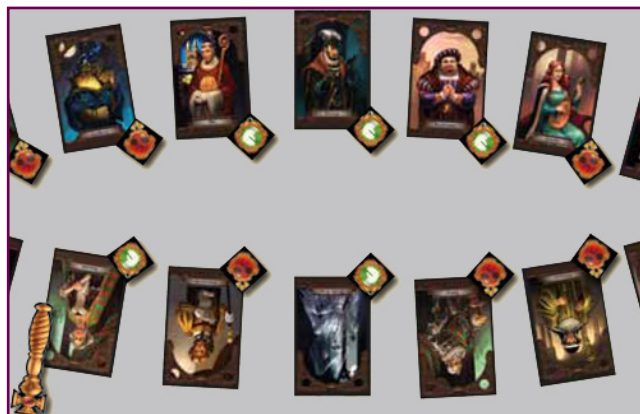
At the start each player chooses

a place in the circle, the king has last choice and can demand any seat for himself.

You achieve your goal by re-locating and changing places of players and changing of the seating order. Each player is active at least once per round and might also be included in the actions of another active player. If you had your active turn, you sit down. When the goal of a faction is achieved, all members of the faction win together.

Sounds easy, but is not that easy - you might need a few games to familiarize yourself with the rules so that rules checks do not interrupt the game. And you also need a large group to really enjoy the game, as it needs another mode to play with fewer than 10 players.

If you look for a more elegant game than Werewolves and might feel inclined to dress up according to your role and this illustrate the courtly dance of intrigues you will have lots of fun with that cooperative observation game. ☑



INFORMATION

PLAYERS:
6-25

AGE:
10+

TIME:
45+

Designer: & Britta Wolf, Nietzer

Artist: Simon Eckert

Price: ca. 30 Euro

Publisher: gameheads/Heidelberger 12

www.heidelbaer.de

EVALUATION

Cooperative role-paly

Users: With friends

Version: de

Rules: de

In-game text: no

Comments:

Very beautiful components

* Well-working, unusual

game concept * Some trial

games are recommended *

Works best with really large

groups

Compares to:

Werewolf games for winning factions

Other editions:

Currently none



DICE RUN

RACE OF DICE!

A new Italian publisher issues a new edition of a game that was published first in 2002: Dice Run, a race run by 30 dice!

In four stages of the race you try to meet a secret specification set by a requirement card, for instance "green dice showing 1 pip should be in front".

The 30 dice in five colors are rolled at the start of a game as one group in the middle of the

table. Then, in turn, you play a card, draw a card and then move dice according to the card you played - either all dice of the color you played or all dice showing the number of pips, or you choose a color or number or you swap two adjacent groups, the swap cannot include the top flight; or you move three dice from the top flight in front to form a new top flight, or you

move all dice in the group in last place into second place, or you decide on a number and a group and turn all dice with this number in the group to their opposite side, or you place the card as a virtual group between two groups or choose a die from the top flight and put it into the last group.

For instance, if you played "red" you take, starting with the first group, all red dice in each group and put them one position forward.

The stage-card initiates a scoring - you score 1 point for each color and number of pips in the top flight that corresponds to your specification - and you draw a new requirement card. Whoever has accumulated the highest score after four stages, wins.

Sounds idiosyncratic, but works very well, is unusual and a lot of fun! The rules are simple and the tactical opportunities more varied than you might think. Still one of my favorite light games, happy to have it back! ☑



INFORMATION

PLAYERS:
3-6

AGE:
14+

TIME:
45+

Designer: Spartaco Albertarelli

Artist: Chiara Vercesi

Price: ca. 20 Euro

Publisher: Kaleidos Games 2013

www.kaleidosgames.com

EVALUATION

Race game with dice

Users: With friends

Version: multi

Rules: de en fr it

In-game text: no

Comments:

New edition, first edition

at Kidult Games 2002 *

Simple rules providing

good fun * More tactical

than you think

Compares to:

Dice Run, Kidult Games

Other editions:

Currently none



DIE LEGENDEN VON ANDOR

DER STERNENSCHILD

10+

Heroes protect the realm of Andor from evil creatures, which beleaguer the King's Castle, so in consequence all heroes are defeated when too many creatures invade the Castle. In five legends we must defend the Castle and complete Legend Objectives.

A narrator moves along a letter track; when there is a legend card for a letter, it is read out

- it tells the story, introduces creatures and resources, and names legend objectives and additional rules. Each hero has 10 hours per turn at his disposal; the narrator moves when a creature is defeated and when all heroes have used up their turn time. When the narrator reaches the end of his track, legend objectives must have been completed.



The first expansion for Die Legenden von Andor demands the completion of three tasks: Defending the castle in analogy to the core game; fulfilling a Prince's Task according to card A3 and deflecting a threat determined by roll of a die at card C. When this threat has been deflected the game ends instantly, so the Prince's Task must be completed first.

This is supplemented by a new system of Legend cards; those are sorted alphabetically but for some letters there is now a choice of four cards, the three not used are meant for future games. Sternenschild covers monsters and stops their movement. One of six threats comes into play in a game, those threats are not considered to be creatures.

This is a beautiful expansion for a beautiful and challenging game that demands that you start at the beginning and familiarize yourself with it gradually; this is rewarded with a fantastic, challenging and thrilling game! ☒

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
90+

Designer: Michael Menzel
Artist: Michael Menzel
Price: ca. 15 Euro
Publisher: Kosmos 2013
www.kosmos.de

EVALUATION

Fantasy, adventure, cooperation
Users: For families
Version: de
Rules: de fr
In-game text: yes

Comments:
Harmonious extension of the core game * Needs core game to play * Some gaming experience is necessary * Two versions, one of them is for experienced players only

Compares to:
Basically all fantasy adventure games, first game with this combination of features

Other editions:
Iello



DIE NACKTE WAHRHEIT

CLUMSY OR TELLING JOKES BADLY?



Everybody has his unique little ticks and in this game you might be confronted with them. You hold number of players minus one evaluation cards of one color. A speech bubble color is chosen for the current game. Four rounds comprise the phases of card distribution and scoring.

In the first three rounds you hand in Phase 1 as many cards

to each player as there are players in the game. All read the speech bubbles carefully and then hand one card to each of the other players, face-down and as appropriate as possible, the remaining card goes out of play. The starting player is the first "patient", puts his card face-up in the middle and reads out the bubbles- the card to his left is Number One, and so on. The



other players evaluate the cards and put down the evaluation card with the number of the card they think most appropriate - Card #1 if you think the left-most card is most appropriate, for instance. Players that do not know other players well may ask one question that can be answered with yes or no.

If you voted for the card that was chosen by the majority, you score one point and the patient takes back this card. This is continued until everybody was patient once in each of the three rounds.

In the fourth round you use the cards from the previous three rounds and evaluate them again, for correct selections you now score 2 points. After round 4 you win with most points.

A nice and cute basic idea, quickly explained and quickly played, albeit with some caution for some groups, not everybody can cope with plain truth. The better you know your fellow players, the better the game gets. ☒

INFORMATION

PLAYERS:
3-7

AGE:
13+

TIME:
30+

Designer: M. Gagné, C. Lemay
Artist: Fiona Carey
Price: ca. 15 Euro
Publisher: Heidelberger 2013
www.heidelbaer.de

EVALUATION

Communication, party
Users: With friends
Version: de
Rules: de fr pl
In-game text: yes

Comments:
Good texts * Fun of the game depends on the group * Works better if you know each other well

Compares to:
Dixit and other games looking for correlations

Other editions:
Cartes sur table, Le Scorpion Masque, hobby.eu



DIE WELT

SINGAPUR, WO LIEGT DAS NUR?

We have located Minden, and also Nessebar and Winden, and now we are looking for Singapore. In this third edition of the geography spotting game we now search for cities, landmarks and regions all over the world and try to pinpoint the location as exactly as we can; but it is up to ourselves how exactly we want to put down tips for the location using our cubes.

One round comprises laying out, selecting and maybe exchanging of cards, the placement/tip phase and evaluation. For each player a location card is displayed, query side up. In turn of the position on the scoring track (in round 1 the starting player begins and then you continue clockwise) each player chooses a location card.

If you want, you can use one



of your two exchange tiles and draw a new card. Now all bet on the location and first mark the continent. This selection one has to do, every other one is left to your discretion.

If you want to continue, you first choose West, Middle or East of the continent and then North, Middle or South of the continent (each continent has nine quadrants, so to say) and finally you can choose one of the four squares in the quadrant. For each correctly placed tip/bet you can advance your marker one step. But if only one of the bets is wrong, you do not move your marker at all. Depending on the number of correctly placed cubes you keep cards for the final scoring.

Very rarely there are several solutions, when the location is too close to a separation line of the continent boards.

Geography for fun, the continent is mostly easy to choose and then it is up to you what you know or want to risk. An absolutely fantastic game mechanism! ✓

INFORMATION

PLAYERS:
2-6

AGE:
10+

TIME:
45+

Designer: Günter Burkhardt
Artist: Wagenfeld, Margielsky
Price: ca. 30 Euro
Publisher: Kosmos 2013
www.kosmos.de

EVALUATION

Geography
Users: With friends
Version: de
Rules: de
In-game text: no

Comments:
Third topic variant of the game, still a fascinating mechanism * Good, attractive components * Well-chosen mix of questions

Compares to:
Deutschland - finden sie Minden, Österreich - finden sie Winden

Other editions:
Currently none



FANTASTIQA

ADVENTURES IN FAIRYLAND

8+

Adventures in Fantastika, full to the brim with strange creatures, which each have an individual ability and also vulnerability. If you play cards with symbols corresponding to those creature characteristics you can subdue the creature and win it for an ally.

Some of the creatures carry gems, which you can use to may for powerful artifacts or for assistance

from mythical beasts that you summon.

You start your adventure with a handful of household items, but are acquiring more power with each ally. If you complete quests you earn points and other awards. If you are first to reach or surpass the quest goal you win the game.

In your turn you have to implement three actions in order:



First, fill the board - if this is not possible anymore, the game ends; if you draw an event card while refilling, it is implemented. If necessary, you also lay out a new quest.

Then you have one action - either going on an adventure or visit a statue or complete a quest; furthermore, you can do any number of so-called free actions, even before your three turn actions - assign cards to a quest or withdraw them from a quest, use a treasure marker, use the special ability of a card or use an artifact card.

The game reminds me of Aladdin's Cave and his treasures, because it is chockablock full of allusions to fairy tales and other stories, from white rabbits to flying carpets and magic wands; a real adventure in fairyland, with all ingredients that you could wish for in a family game.

The variety of mechanism you can use is surprising in a game that is basically a deck-building game. Simply beautiful and simply fun to play! ✓

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
60+

Designer: Alf Seegert
Artist: Pixel Productions
Price: ca. 55 Euro
Publisher: Gryphon Games 2012
www.eagle-gryphon.com

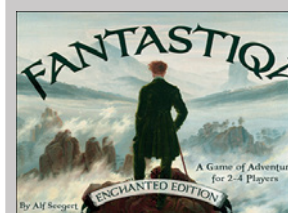
EVALUATION

Fantasy, adventure, deck-building
Users: For families
Version: en
Rules: en
In-game text: yes

Comments:
Many literal illusions *
Good mix of mechanisms
* Main mechanism is deck-building

Compares to:
Fantasy adventure games

Other editions:
Currently none



FIBBER

**WELL BLUFFED IS
HALFWAY TO WINNING!**

7+

You announce what cards you play, but not necessarily the truth, because lying and bluffing is allowed in this game of good bluffing and long noses. Each player is given glasses, but not in order to see better, but as a holder for the noses which you will have to take during the course of the game.

On the board, the Silver Nose starts on the Yeti square and

you shuffle the 24 cards - 4 each show Yeti, Ghost, Alien, Witch, Dragon and Joker - and deal them evenly to all players. In your turn you move the Silver Nose one spot forward and must then play cards from your hand face-down to the middle of the board.

Cards you play must show the symbol beneath the Silver Nose, you must play a minimum of



one card and can play as many as you want. When placing cards you announce the number and kind of cards, e.g. 2 ghosts. If you don't have suitable cards or don't want to play them you must fibber, that is, lie and bluff. By the way, joker cards correctly replace any other kind of card. Each player can call "Fibber" at any time if he believes that somebody has bluffed this moment.

If he is correct, the bluffer must place a nose on his glasses and take all cards from the discard pile, but need not show the cards played. If you did not bluff, you show your cards and the doubting player takes a nose. If you are out of cards, you put down all noses from your glasses, collect all cards from players and re-deal them evenly. If you have to take the Silver Nose the game ends and you win with the shortest nose.

Bluff as pure as it can happen, and very cutely implemented, the glasses with the noses are fun and bluffing is fun, too. ☑

INFORMATION

PLAYERS:
2-4

AGE:
7+

TIME:
30+

Designer: not named

Artist: not named

Price: ca. 17 Euro

Publisher: Spin Master 2013

www.spinmaster.com

EVALUATION

Bluff, party
Users: For children
Version: de
Rules: de en fr
In-game text: no

Comments:

Very good components *
Simplest possible rules *
Plays fast and easily and is good fun

Compares to:

Bluff games with believe it or not mechanism

Other editions:

English/French edition by Spin Master



FIVE POINTS

GANGS OF NEW YORK

Elections are pending in the neighborhoods of New York and you place rabble, represented by wooden cubes, into the neighborhoods or as a bid for manipulation tiles. You want to achieve majorities to control neighborhoods and to place bosses as well as acquiring control markers due to majorities in adjacent neighborhoods. In each round four manipula-

tion tiles are revealed; in your turn you either place a rabble cube into a neighborhood or you pass and take rabble back; when you place a cube you may bid additional cubes on one of the manipulation tiles. When all players but one have passed you implement each manipulation tile for the player with the highest bid on it; all others take back their bid.



If you then have most rabble on a building you activate its effects for yourself; then an election phase follows.

The election takes place in the neighborhood with the highest total of rabble - if you have the majority of rabble there you win and can place a boss; then control markers are handed out for orthogonally adjacent neighborhoods. Finally, you take back one rabble cube per boss. When there is at least one boss in each neighborhood or when all control markers of a color have been handed out, you win with most points from bosses, control markers and VP markers. Should you place your fifth boss, you win instantly.

Sounds harmless enough, has simple basic rules, but can quickly develop into a very intense struggle for majorities, as it is relatively easy to interfere massively with other players' plans. Due to the variety in special buildings - only two are used out of eight in a game - individual games can differ greatly. ☑

INFORMATION

PLAYERS:
3-5

AGE:
12+

TIME:
90+

Designer: Andreas Steding

Artist: F. Dalrymple and others

Price: ca. 28 Euro

Publisher: Mayfair Games 2013

www.mayfairgames.com

EVALUATION

Worker placement, area control
Users: With friends
Version: en
Rules: en
In-game text: no

Comments:

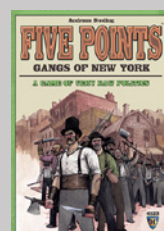
Good components * Very simple basic rules * Intensive interaction

Compares to:

Other worker placement games for majorities

Other editions:

Currently none



FÜHLZWERGE

GROPE, FIND AND ROLL THE DIE



With 20 different sturdy cardboard shapes, items of daily use, animals or vehicles, and 20 picture cards with images of those items you play a quick game of searching and spotting. The picture cards are dealt evenly to all players and laid down face-up on the table, an eventual rest is taken out of play together with the corresponding shapes.

The shapes are placed in the bag and the bag goes in the middle of the table. One player is Dice Dwarf of the round and, on a starting signal, begins to roll the die, all other players are Feel Dwarfs. You now try, simultaneously with all others, to find a shape in the bag that fits one of the images on your cards, as quickly as you can, using only one hand: If you find a suitable



shape you put it on the corresponding card, if you find something for another player's card, you give it to him. Meanwhile, the Dice Dwarf rolls as quickly as he can and implements the resulting action - rolling again or jumping into the air or changing the hand for rolling the die.

He can hand on the die to his neighbor as soon as he has rolled the Feel Dwarf symbol for the second time, and now himself begin to search for suitable shapes.

If you have filled all your cards with shapes you are master of the round. In a variant you can play alone or without the die; all search at the same time and again you win if you have filled all your cards with shapes.

Fühlzwerge offers simple rules, good sturdy components including a huge groping bag and, most important, lots of fun - in short, a nice children game with training of motor skills, exactly right for the range of "Meine Lieblingsspiele" - "My favorite games". ☑

INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
10+

Designer: W. Dirscherl, H. Meister
Artist: Rainer Stolte, Anne Pätzke
Price: ca. 15 Euro
Publisher: Schmidt Spiele 2013
www.schmidtspiele.de

EVALUATION

Tactile, motor skills
Users: For children
Version: multi
Rules: de fr it
In-game text: no

Comments:
Very nice components *
Trains motor skills and reaction speed * Simple rules
* Playable without adult supervision

Compares to:
All tactile sensory games, e.g. Blinde Kuh or Fühl doch mal!

Other editions:
Currently none



FUTTERNEID

SWEETS BETWEEN BOARD AND DICE



Snacks at the gaming table - who can grab which treat? The bowls are filled with the markers for the different kinds of sweets in relation to the number of players. Each player has a set of favor tiles and a divider strip to separate his secured and unsecured treats.

Futterneid is played over two rounds - each round comprises the phases of determining fa-

vorites, allocating sweets and scoring victory points. The 10 basic value tiles are shuffled and one tile is randomly placed next to each bowl. The remaining five tiles similarly assigned in Round 2. Then each player assigns his favor tiles (+3, +2, ?, -1, -2) to the bowls to modify the basic value. Each stack of tiles next to the bowls is shuffled and the top tile turned up.



Now the starting player takes any kind of sweet and then in your turn you can first secure all sweets before your divider and put them behind the divider, and then you can take either one sweet less or one sweet more from any bowl than your right neighbor has in his unsecured area.

As an alternative you can also steal all sweets from another player, he puts one of them in his secure area and hands you the rest, or you can do nothing and pass for the round.

When all players have passed or when all bowls have been emptied, you add all tiles next to each bowls to determine the current value of each kind of sweets and add up the values of your secure sweets. After two rounds you win with the highest total of victory points.

Witty, funny and nice, especially the topic, and once again the allure is in the decision of "how greedy can I be without provoking a reaction from others?" ☑

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
25+

Designer: Friedemann Friesse
Artist: Harald Lieske
Price: ca. 19 Euro
Publisher: 2F-Spiele 2013
www.2f-spiele.de

EVALUATION

Collecting
Users: For families
Version: multi
Rules: de en es fr
In-game text:

Comments:
Final game of the Friday project * Funny topic * Is even more fun when played with real sweets * Includes a sheet with suggestions how you can earn sweets while playing other 2F games

Compares to:
All collecting games with secure and unsecured assets and stealing from others

Other editions:
Edge Entertainment



GALAPAGOS

SEARCHING FOR TURTLES

8+

We look for turtles on an island named for the Pacific islands famous for species variety. The island is assembled randomly from hex tiles in six colors, each color represents a kind of landscape, but those landscape are only pretty decorations, the colors are the essential element. Depending on the number of players you draw five or six turtles from the bag and place it



want to use them. The first one to finish this planning is the first to move, the others follow in clockwise direction. Each die gives you one step on an adjacent hex of the same color; if there is a turtle on the hex you take it, also at the start of your turn. When all have moved there markers, new turtles are placed on the board for a new round. When all turtles have been collected, you score eight points for each set of turtles in six colors, single turtles are worth one point and you win with the highest total score. Galapagos is a good example for a pretty family game, quickly explained and easy to play. The allure, also maybe for experienced player, is in the tactical optimization of the dice results. The sometimes unavoidable bad luck in rolling the dice is aggravating enough, but the time pressure from the mechanism of determining the order of play can take the fun out of the game for beginners. ✓

INFORMATION

PLAYERS: 2-4

AGE: 8+

TIME: 30+

Designer: Björn Heismann
Artist: Alexander Jung
Price: ca. 20 Euro
Publisher: Amigo Spiele 2013
www.amigo-spiele.de

EVALUATION

Placement, collecting
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Very colorful, but otherwise nice components * Simple rules * Lack of dice luck and the method to determine order of play can unbalance the game quickly

Compares to:
Atlantis and other game using color of cards and other components to determine movement

Other editions:
Currently none

GLEICHGEWICHT DES SCHRECKENS

COLD WAR FROM 1945 TO 1989

2

A simulation of the Cold War that lasted 45 years, a conflict not on battlefields, but waged by politicians, scientists, intellectuals, artists and traitors, and sometimes in surrogate wars over intrigues and prestige. You play 10 rounds, whereby each round represents three to five years and where you play six or seven cards in each round. Each player begins with eight



and then compared and evaluated/implemented, you can play scoring cards with them. In the action moves you alternate in playing and implementing a card and there are penalties if not enough military action is done. Cards can be played as an event or as an operation, when played as an operation the card can trigger events for the opponent. The board used in the game depicts a world map of the period; the challenge in the game is the best use of cards and of units based on perpetually limited resources. Gleichgewicht des Schreckens / Twilight Struggle offers a complex and yet not complicated simulation that takes note of all relevant historical events from the Space Race to the Cuban Crisis and the Arab/Israeli conflict. Playing time is correspondingly long, the rules with 12 pages surprisingly short! There is a Chinese Civil War variant, a Late War Scenario and an extensive example. ✓

INFORMATION

PLAYERS: 2

AGE: 13+

TIME: 180+

Designer: A. Gupta, J. Matthews
Artist: R. MacGowan und Team
Price: ca. 50 Euro
Publisher: UGG 2012
www.ugg.de

EVALUATION

Conflict simulation
Users: For experts
Version: de
Rules: cz de en es pl
In-game text: yes

Comments:
Deluxe-Version * Uses the game system from We the People und Rome vs. Carthage

Compares to:
All cosims with real-life topics

Other editions:
Twilight Struggle, GMT, Devir, Asterion, Bard Centrum Gier

IGNIS

FIRE FIGHTS WATER



Fire and water confront each other in a clash of elements. Aim of the game is for each player to oust the opposing pieces from the board and keep at least one of one's own pieces on the board. There are four different types of pieces which represent the elements - Fire and Water are the pieces for the players, each player uses the pieces of one kind.

The pieces of Earth and Air are neutral pieces and form an outside stock at the beginning. All pieces are marked with the Earth symbol on the back side. The pieces for Water and Fire - each player has eight pieces of his element - are placed on the board at the start of the game according to the template in the rules.

In your turn you take a neutral



piece of your choice and slide it into one of the border squares. When this square is empty, nothing happens. Should the square be already taken by a piece, this piece is moved on square inwards. In this manner the board fills up eventually and one piece is toppled off the board on the opposite side.

This piece is turned over to show Earth and put into the stock. You can only oust an Air piece when you introduce an Earth piece into the board and an Earth piece cannot be ousted at all, it can only be relocated within the board.

When at any time during the game a border line of pieces comprises only pieces of the same kind all those pieces are removed from the board and the board is now one row smaller.

Such a removal can lead to chain removals of several rows. An elegant challenge in which the key is the optimum balance of Earth and Air piece abilities and keeping an eye on pieces in the border rows. ☑

INFORMATION

PLAYERS:
2

AGE:
8+

TIME:
30+

Designer: Dominique Breton
Artist: Andreas Resch
Price: ca. 23 Euro
Publisher: Huch! & friends 2013
www.huchandfriends.de

EVALUATION

Abstract, placement, sliding
Users: With friends
Version: multi
Rules: de en fr nl
In-game text: no

Comments:
Exceedingly classy and beautiful components *
Short, concise rules * Too much emphasis on Earth pieces can result in fast disappearance of border lines

Compares to:
All abstract placement games with a sliding mechanisms, e.g. Abalone

Other editions:
Currently none



ISABELLA

GREEN FROG ON RED

Little absent-minded witch Isabella needs help to remember the ingredients she has already put into her potion cauldron. There are six different ingredients and each of those ingredients is depicted six times on backgrounds of different colors. Those 36 ingredients are turned face-down, shuffled and then you randomly select ten ingredient tiles and set them aside

without looking at them the rest of the ingredients remains as face-down stock.

The active player picks up one face-down ingredient tile, shows the ingredient on it to all players and then puts down the tile face-down into the cauldron. Then he rolls both dice - if you know believe that the exact combination of ingredient and color, as just rolled, is already

present in the cauldron, you call "Inside" and begin to turn over ingredients in the cauldron.

You continue until the correct ingredient appears or until all ingredients are visible. When the correct combination is turned up, you are rewarded with a wizard hat chip; if you were wrong, you must discard a wizard hat chip, if you have at least one of them.

In both cases all turned-up ingredient tiles are turned over again. If nobody calls "inside" nothing happens. If somebody called "inside" or not, the turn now ends and the dice pass to the next player. When no ingredients are left in stock, you win with most hats.

A very simple game, a very pretty game, a well-made game for children - the memo mechanism comes across a bit like "I put into my suitcase" - in each turn an ingredient is added, but you keep seeing them again and again! And yet, do not forget, ten combinations ingredient+color are not in play! ☑



INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
20+

Designer: Michael Schacht
Artist: G. Derossi, C. Conrad
Price: ca. 18 Euro
Publisher: White Goblin Games 13
www.whitegoblingames.com

EVALUATION

Memo, dice
User: For children
Version: multi
Rules: de en fr nl
In-game text: no

Comments:
Standard topic * Nice drawings * Learning curve from repeated uncovering

Compares to:
All kinds of memo games

Other editions:
Currently none



KARNICKEL

CARROTS BETWEEN TRACKS

6+

The best carrots grow on the rail embankment, but unfortunately there is this bothersome noisy engine!

The track tiles are laid out in a circle, for the first game the rules recommend an arrangement. Each player starts with one rabbit and one carrot for a starting snack and puts his rabbit on any of the eight carrot spots.

The starting player rolls all seven

dice. All dice that show black are put into the middle of the track circle. Then you count all the visible colors separately, decide on a color and move the rabbit of this color accordingly, regardless of who it belongs to.

The next player takes all remaining dice, rolls them, puts black ones into the middle, counts the colors, moves a rabbit, etc.

When all dice show black, the

engine moves: You roll all dice, count the arrows on black sides showing and move the engine as many spots in clockwise direction along the track.

All rabbits on spots that are passed by the engine flee to the middle of the circle, unless they are on a tunnel spot, which the engine passes underground.

Then it is carrot time: All rabbits that did not flee, take or lose carrots depending on the image on the location of the rabbit. Should the engine have chased away all rabbits the player who rolled the dice for the engine movement can either take one carrot from each player or only one carrot from stock.

All rabbits from the middle are put back on any spot and a new round starts. You win with eight or more carrots.

Karnickel is an enchanting version of the standard rabbit/carrot topic, the placement of the rabbits even allows minimal tactic in relation to the location of the engine. ☑



INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
15+

Designer: Brett J. Gilbert

Artist: Klemens Franz

Price: ca. 16 Euro

Publisher: Lookout Spiele 2013

www.lookout-spiele.de

EVALUATION

Roll & move, collect

Users: For children

Version: multi

Rules: cn de en es fr it

In-game text:

Comments:

Very nice version of the

standard rabbit/carrot topic

* Very pretty components

* Simple rules * Allows a minimum of tactic

Compares to:

All roll & move games with a collecting mechanism

Other editions:

Currently none



KRONEN FÜR DEN KÖNIG

CRAFTSMEN, JEWELS
AND KING'S FAVOR

10+

The king has promised a place at court for the one nobleman in his realm who will be first to bring the king a crown for each of his ten sons. To manage this task you use the different craftsmen available in the kingdom. Each player starts the game with two villager markers and a sight-screen of his color as well as two jewels that are placed behind the screen.

During the whole game you should always keep your jewels and your crowns out of sight and hidden behind the screen. Cards are shuffled and stacked face-down and you deal four cards to each player.

A move comprises five basic stages in sequence: You remove villagers out of the inn - You use craftsmen already employed to generate jewels or crowns - You

relocate villagers from craftsmen spots into the inn - You play cards to turn villagers into craftsmen and to place them in craftsmen spots - and, finally, you refill your hand to four cards.

Among the craftsmen there are some elite craftsmen that can only be used for one turn. In your turn you can also spend jewels to implement additional actions; you can do the following: Oust a villager of another player from a craftsmen spot or draw two additional cards or play one additional card; all those actions cost two jewels each.

For the price of seven jewels you can buy a crown and you must do this the instant you have collected seven jewels.

If you are first to own at least ten crowns, you win the game.

Kronen für den König offers a nice family game with a good topic and pretty components, which deftly uses the currently fashionable mechanism of worker placement for a rather simple game. ☑



INFORMATION

PLAYERS:
3-4

AGE:
10+

TIME:
45+

Designer: Brian Yu

Artist: Michael Menzel

Price: ca. 33 Euro

Publisher: Mattel 2013

www.mattel.de

EVALUATION

Worker placement

Users: For families

Version: de

Rules: de

In-game text: yes

Comments:

Very nice design and components * Good, rather easy rules * Good family game

Compares to:

Simple Worker placement games

Other editions:

Currently none



MANNO MONSTER

MONSTER PATTERNS YIELD
MONSTER SNOT

8+

Monsters are about 30 of them are milling around on 15 double-sided cards. Those monsters can be red, blue or yellow and broad or narrow. Of course, this results in chaos and should get some order into the milling by solving the current puzzle task. You solve a task simply by having as many monsters as demanded by the card, in the size demanded by the card - broad

or narrow and, yes, in the color demanded by the card, red, yellow or blue - laid out on the table. As monsters are rather hard to control it does not matter if additional monsters are around, all that is necessary is that the monsters demanded by the card are visible.

The difficulty of the puzzles varies from Level 1 - you simply have to place the monsters



as pictured - to tasks in Level 6 where mathematical operators appear, for instance blue = red, meaning the same number of blue and red monsters, more broad ones than yellow ones and no broad yellow ones.

Yes, correct, you are absolutely safe with showing no yellow monsters, and one broad one, is enough, regardless if red or blue.

For some puzzles you must carefully consider what you need before you start turning monster tiles over. If you have found the solution you turn over the sand timer; all others now have the time while the timer runs to finish, too, and to take the marker corresponding to their finishing position.

In order of the finishing position you receive the most valuable of the remaining monster snots and win at the end with the most valuable snot collection.

Logic at play, needing considering and a bit of speed because pondering or controlling too long leaves you with lousy snot.

☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
25+

Designer: Marco Teubner
Artist: F. and I. Vohwinkel
Price: ca. 20 Euro
Publisher: Kosmos 2013
www.kosmos.de

EVALUATION

Logic puzzle, reaction
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
Nice idea * Difficulty levels are very varied * Level 6 also challenges adults * Thinking under time pressure is trained

Compares to:
Logic puzzles with a time element

Other editions:
Currently none



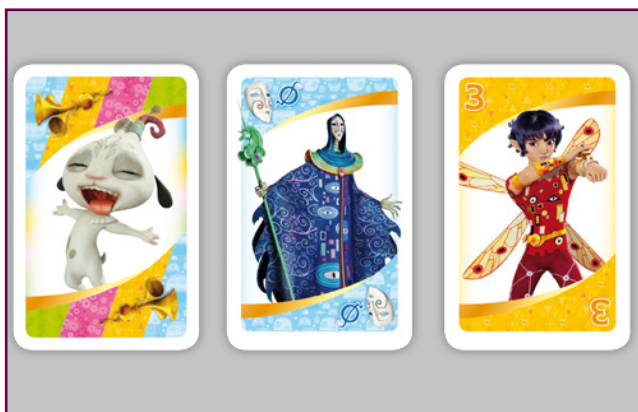
MIA AND ME

MIA MIA

Mia is the main character in a TV series for children - with the help of a bracelet and a magic book she can enter the world of Centopia, where she is a Fairy and able to fly. She has lots of adventures in Centopia and must usually, with the help of her fairy and unicorn friends, confront the evil Queen Panthea and her minions in order to protect the unicorns from Panthea.

In Mia Mia a classic game from the genre of card shedding game has been transferred to the world of Centopia: Each player is dealt seven cards which he takes in hand, the rest of the cards forms a draw pile.

The cards show both familiar characters from the series and numbers, and all players try to discard them as quickly as they can, following the standard



rules known from Mau Mau: You either place a card with the same number or the same color as the top card on the discard pile.

As an alternative you can also play an action card; if you have no suitable card you must draw a card. Action cards like "Pass" or "Turn around" or "Take 2" you can force the next player to pass his turn or to draw 2 cards or reverse the turn order. With "Choice of Color" you can determine a new color and with "Choice of Color + Take 4" you choose a new color and the next player must draw four cards from the pile.

If you shed your last card but one you must announce "Mia Mia" loud and clear or draw two penalty cards. Whoever can discard his last card, wins the game. Mia Mia is Mau Mau, plain and simple, but very beautiful and surely an enticement to play for fans of Mia and Centopia; the rules are either well-known or quickly explained and you can play instantly. ☑

INFORMATION

PLAYERS:
2-4

AGE:
5-8

TIME:
10+

Designer: not named
Artist: not named
Price: ca. 9 Euro
Publisher: ASS Spiel..Altenburg 13
www.spielkarten.com

EVALUATION

Card shedding
Users: For children
Version: de
Rules: de
In-game text: no

Comments:
Game based on the License and TV Series character
* Pretty design featuring characters from the series
* No information on age or number of players on the box or the rules

Compares to:
Mau Mau, Uno and other card shedding game

Other editions:
Currently none



MUNCHKIN PATHFINDER

POWER GROUPS, TREASURES, DOORS

Munchkin is a good game, Pathfinder is a good game, how good can/must be a game of Munchkin Pathfinder? After all, heroes from Munchkin Card game and Pathfinder Role Playing game universes have much the same goals - defeat monsters, get some treasures and achieve ascendancy to higher levels.

This new edition of Munchkin

features 168 new cards, you start as an adventurer on Level 1 and win, if you achieve Level 10 first by killing a monster. Door cards and treasure cards are stacked face down, you start with four of each. In your turn you play the phases Kick open a Door, Spoil for a Fight, Loot a room and Dole.

To kick open a door you turn up the top card from the Door

stack - if it is a monster, you fight it instantly; if it is a Curse it hits you instantly, other cards you can take up or play instantly. If you did not meet a monster in this phase you can now voluntarily play one from hand and fight it, preferably one that can cope with, or you can continue with Looting a room by drawing a face-down card from the Door stack. For Dole you give - in case that you have more than five cards now - any surplus to the player(s) with the lowest level, distributed at your discretion. Fights are resolved by comparing card values und implementing any possible modification. For a fight you can also ask for help from another player. New in Munchkin Pathfinder are Power Groups, which are different from Races or Birth Rights from Munchkin Conan, which means that if you combine Munchkin Pathfinder with other editions, you can have a Race, a Class, a Birthright and a Power Group.

And to answer the entry question - simply very good! ☑



MYTHIC BATTLES

GODS, HEROES AND GENERALS



In Mythic Greece, a land of Gods and Heroes, we are generals fighting battles and at the start recruit our forces from Unit cards, carrying icons for type, cost and abilities - vitality, movement, close combat, ranged combat, defense and available maneuver cards; you spend 100 recruitment points for 5 to 10 neutral or own faction units.

A turn comprises drawing cards

from your deck with laying down Art of War cards and taking Maneuver cards in hand as well as activating a unit by discarding a Maneuver card. The unit can move and/or attack and you can then activate another unit by discarding an Art of War card.

This can be repeated as often as you like, but for a 3rd unit you must discard two Art of War

cards, and for a 4th unit already 3 such cards, and so on.

You can also discard Art of War cards or Maneuver cards to acquire Power Points, which then can be spent to activate special Talents of a unit or to add +1 to an ability marked with the corresponding symbol.

Terrain effects only apply to ground units.

The result of an attack is decided by rolling dice; for each successful attack the defender suffers a Wound and puts a card from the stack of the attacked unit face-down underneath the stack. When all cards of a unit's stack are face-down, the unit is destroyed. If a general has only three units left at his command, he is defeated.

Mythic Battles offers conflict simulation at its purest; using the complete arsenal of the genre and providing a scenario booklet; it is an interesting addition to the conflict simulation genre, but again with a chance decision of conflicts after all the preceding planning. ☑



INFORMATION

PLAYERS:
3-6

AGE:
12+

TIME:
90+

Designer: A. Hackard, S. Jackson

Artist: John Kovalic

Price: ca. 15 Euro

Publisher: Pegasus Spiele 2013

www.pegasus.de

EVALUATION

Fantasy, cards, satire

Users: With friends

Version: de

Rules: de en

In-game text: yes

Comments:

Stand-alone expansion *

Topic and characters from

the pathfinder role playing

game * Corresponding

changes, there are now

Power Groups * Witty,

funny and satirical, Munchkin as usual

Compares to:

All other editions of Munchkin

Other editions:

Steve Jackson Games



INFORMATION

PLAYERS:
2, 4

AGE:
14+

TIME:
45+

Designer: Benoît Vogt

Artist: Loïc Muzy

Price: ca. 40 Euro

Publisher: Play & Win / Iello 2012

www.heidelbaer.de

EVALUATION

Cosim, Fantasy

Users: For experts

Version: fr

Rules: en fr

In-game text: yes

Comments:

Mythology topic * Standard

Cosim mechanisms * At-

tacks decided by dice rolls

Compares to:

All battle simulation using

dice

Other editions:

English language edition at Iello



PROFESSOR TEMPUS

TIME PIECES ON CARDS

8+

Time is a topic for Professor Tempus and so we are tasked with collecting most hourglasses on our cards.

The game comprises 63 cards showing between zero and three hourglasses - red and purple cards are numbered from 1 to 25, 13 jokers carry the uneven numbers from 1 to 25 - as well as three set cards for +/- and three card holders. You shuffle

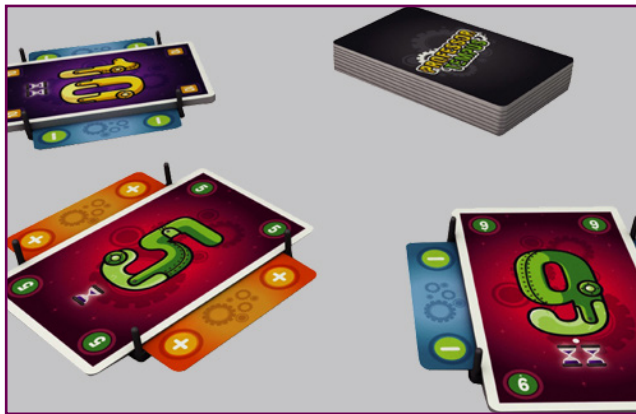
the number cards and deal six to each player, the rest is draw pile. You play in clockwise direction and can 1) take an empty card holder, place a +/- card of your choice to determine ascending or descending order of card numbers for the holder and then add a card from your hand to determine the color. 2) You can retrieve a set from an opponent by playing a card of the

same color and in the correct order of numbers into a set and taking the set. 3) You can place a card of any number and color underneath a stack in a holder, the set stays with the current owner.

Jokers without color can be placed on all cards; Jokers of the same value can be placed on both red and purple and you take the set, this also goes for red and purple on jokers of the same value. When only two cards are left in hand, you set aside the cards that you hold in a set and start a new round by replenishing your hand to six cards and placing empty holders and set cards in the middle. When you cannot draw cards correctly for a new round you count the hourglasses on your cards and win with most cards.

Only a question of timing - what can I do with my cards, when do I retrieve a set, where can I drop an unsuitable card with few hourglasses?

Fast, dynamic and with good card memory you can plan better every round. ☑



INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
20+

Designer: A. Steinwender + Team

Artist: Maxim Cyr

Price: ca. 7 Euro

Publisher: Gigamic 2013

de.asmodee.com

EVALUATION

Symbol collecting
Users: For families
Version: multi
Rules: de en es fr it nl
In-game text: no

Comments:

Clear design * Plays fast and dynamically * Good memory for cards is of help

Compares to:

6 nimm! and other games on collecting or avoiding symbols

Other editions:

Currently none



RALLYE PHOTO

A BICYCLE AND A STATUE



Electronic devices as support gimmicks for a game are rather common now, but a handy or tablet as the sole component of a game which is not the usual electronic game, and only accompanied by task cards, is a new idea.

Players form two teams and choose a topic: City - for this topic there are the most cards, Country, Beach or Winter Sports

and a time-frame. Each team takes a card with identical number and thus identical list.

Then teams walk off in different directions and try within the agreed time-frame - 20 Minutes are recommended - to find as many items from the card as possible and take a picture of them with a team member next to it for proof.

Only restriction: Items worn or

carried by players are invalid. Item 9 of the list is a two-part item, if you comply with the second part exactly, you earn a bonus point. Item 10 is always a challenge, usually an action.

An example: 1. A fountain - 2. A blue door - 3. The number eight on a house - 4. A living dog - 5. A red card - 6. A flag - 7. A sign "No Entry" - 8. An orange flower - 9. Stairs, with more than 10 steps - 10. Wear the hat of a passer-by. When the time is over or when a team has completed all items - it phones the other team to give this information - you score one point for each completed item on the list. If there are not enough players you can play cooperatively and aim at a certain number of points within the time-frame.

What a cute and witty idea! It's a lot of fun and an ideal game for our holidays! The lists are not too easy, but feasible - there can be a black dog at the beach. Creative interpretations are allowed! ☑



INFORMATION

PLAYERS:
2-24

AGE:
10+

TIME:
20+

Designer: Julien Sentis

Artist: David Boniffacy

Price: ca. 10 Euro

Publisher: Cocktail Games 2013

www.cocktailgames.com

EVALUATION

Outdoor spotting
Users: With friends
Version: fr
Rules: fr
In-game text: yes

Comments:

Cute idea, well-working implementation * Electronic device, able to take pictures, is necessary * Texts are easily translated * City cards are easiest to play

Compares to:

First game of its kind

Other editions:

Currently none



RITTER DRACHENFIX

QUICK SEARCH WITH DICE

5+

Knights assemble for the tournament and are looking for their correct equipment.

36 round tiles show four different knightly symbols - each player draws six of those tiles face down and places them face-down, the rest of the tiles is general supply.

Now you roll the die: When the dragon appears, all try to snatch the dragon and the fastest play-

er is given a knight tile from supply. When you rolled one of the knight symbols, all players search underneath their tiles for this symbol. You can use only one hand and turn up one tile after the other, turning it back down when the wanted symbol does not appear.

If you find the symbol you call "Knight Stop" and snatch the dragon, the others stop search-

ing and you take this tile as a point for your score and draw a new one from supply. Should you think that the symbol is not present on your tiles at all, you take the dragon, call "Dragon Stop" and turn over all your six tiles so that all players can control if the symbol is there. If it is really missing, you take any tile from supply for a point, turn over the others, shuffle them and draw a new one.

If you made a mistake, that is, turned over a wrong symbol and then took the dragon, or remembered wrongly and the symbol is present in your tiles, you simply turn all tiles back over again and did not score this round. If you are first to have collected four tiles or points, you win.

Ritter Drachenfix is a cute "Take me along" game in the series Super-Minis, is easy and quickly explained and a nice mixture of reaction and a little bit of memory, which can be increased by not shuffling the tiles after turning them over. ✓



INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
10+

Designer: H. & P.-N. Lapointe + Team

Artist: Stephan Pricken

Price: ca. 7 Euro

Publisher: Haba 2013

www.haba.de

EVALUATION

Dice, reaction

Users: For children

Version: multi

Rules: de en es fr it nl

In-game text: no

Comments:

Series Super-Mini * Nice

size for taking along *

Simple rules * Quickly

explained

Compares to:

All reaction game using

dice

Other editions:

Currently none



SCHNIPP ES!

MARKERS IN TEAM COLORS



6+

From time to time something new comes up and you think "Why has nobody thought of this before" - as with the new 3-part conical playing piece, a Pöppel, which now can be assembled from colored segments, any way you like.

This possibility of different color combinations suggests simulating of given combinations, for instance team dresses of soccer

players - voila', and here is the soccer simulation Schnipp es!

The basic idea is to snip your team Pöppels = markers so that the ball moves towards the opposing goal. But if you overturn the marker, the attack stops.

You choose one side of the board and each team distributes the three markers any way it likes in its half of the field. At the start each player rolls one,

the player with the lower value starts with this value; then the active player always rolls and leaves the die on the board for a referee obstacle. When the die touches marker, goal or ball or rolls off the field you incur a Red or Yellow card.

Otherwise, you snip your own markers as often as you have rolled pips, distributed any way among the markers, but each marker only a maximum of three times; if you roll a 1 you can snip each of your markers once.

There are exact rules for turned over markers, yours and the opponent's, for Out, Door Out, and Goal-Kick, and also for a minimum distance of markers when you need to re-arrange them. If you snip the ball in its total circumference beneath the goal card you have made a goal! If you manage the agreed number of goals first, you win!

Simple, simply nice, works well and as on the field your own proficiency, albeit only in snipping markers, decides the outcome of the game. ✓



INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
20+

Designer: A. Hennig, M. Schmitt

Artist: Christian Opperer

Price: ca. 20 Euro

Publisher: Mücke Spiele 2013

www.muecke-spiele.de

EVALUATION

Dexterity, sports

Users: For families

Version: multi

Rules: de en

In-game text: no

Comments:

Series: Edition 3-teiliger

Pöppel * Booster packs

with different teams are

available * Minimalistic

design, which works very

well

Compares to:

Snipping games, soccer games

Other editions:

Supplement boosters with country

teams



SCOTLAND YARD MASTER

MISTER X ON THE RUN

10+

Mister X is on the run again in London! Up to five detective are chasing him - if it's only two or three, they are supported by one or two Bobbies.

Mister X is the first to move in each round, then all detectives or Bobbies have a turn for a move and/or a special action. Used tickets are discarded and new ones drawn. Bobbies do not use tickets and are moved

by the detectives, they can confer on moves. Mister X secretly notes his new position and surfaces in regular intervals.

He wins the game if he has not been caught after 22 rounds or no detective can move anymore. If a detective or bobby moves to the spot with Mister X, Mister X must reveal himself and the detectives win.

This edition features an App for

smartphone or tablet and can be played with or without App. The App replaces the ticket board for Mister X and shows him meeting points that he must visit - if he cannot reach any of them he loses. Should he manage to reach two of them, he wins instantly.

For the detectives there is usually a joint additional chance as a special action: analysis - all possible locations of Mister X without relation to detective positions; locating - distance of Mister X to four aeries; scanning - exact distance of Mister X in taxi moves to one of the aeries, which is not named, and interrogation - information if Mister X is near a landmark. Detectives are also told the amount of special tickets Mister X has left.

Well-ried, still an excellent game and now new all the same - the App introduces well-working new features and additional mechanisms; if you want to familiarize yourself with the basic game first, you can play without App. ☑



INFORMATION

PLAYERS:
2-6

AGE:
10+

TIME:
60+

Designer: P. Team III, M. Schacht

Artist: F. Harnickell und Team

Price: ca. 45 Euro

Publisher: Ravensburger 2013

www.ravensburger.de

EVALUATION

Deduction, cooperation
Users: For families
Version: de
Rules: de

In-game text: no

Comments:

Attractive new edition *
Well-working and nicely fitting new features via App *
Can be played without app

Compares to:

All other editions of Scotland Yard and Mister X

Other editions:

Scotland Yard, Ravensburger, 2013



SPEED CUPS

COLORS VERTICALLY OR HORIZONTALLY

6+

Some years ago Speed Stacking was THE rage - plastic cups, familiar to everybody and used for drinking or holding your toothbrush, needed to be stacked to form a pyramid as quickly as possible, starting from a given configuration and then dismantling the pyramid and returning to the starting configuration.

There were even championships and special cups for sale

in sets.

Speed Cups borrows two elements from Speed Stacking, the cups for components and the mechanism of arranging cups: The game comprises 20 colored cups in five colors, supplemented by 24 task cards and a bell.

Each player has five cups, one each in blue, red, green, black and yellow. On the task cards these cups are represented by

images, different ones on each card, identical ones of the same color on one card, five flowers or houses or cars in five colors.

The top task card is revealed and, depending on the images on the card, you need to line up the cups or stack the cups in correct color sequence - if birds are depicted you stack them, if the card shows cars or houses you line them up.

As soon as you are done you hit the bell: If you are the first to do so your arrangement is checked - if you arranged the cups correctly, you take the card. If you made a mistake the next player who finished gets a chance to win the card, if his arrangement is correct. When all 24 cards have been played, you win with most cards.

Speed Cups offers a very nice variant of Speed Stacking, the images are pretty and you can easily discern if the cups need to be arranged horizontally or vertically.

Fast fun and at the same time fun learning! ☑



INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
10+

Designer: Haim Shafir

Artist: Y. Shimoni, B. Spelger

Price: ca. 15 Euro

Publisher: Amigo Spiele 2013

www.amigo-spiele.de

EVALUATION

Reaction, dexterity
Users: For children
Version: de
Rules: de

In-game text: no

Comments:

Simple mechanism * Pretty design * Good, sturdy components * Trains speed of reaction, hand-eye coordination and spatial concepts

Compares to:

Speed Stacking

Other editions:

Currently none



STILLE POST EXTREM

ANGEL WINGS BECOME DRACULA



Stille Post extrem makes an entirely new game out of two standard mechanisms - "guess what the drawing represents" and "name what you think you heard or guessed".

You start with a sketch block, pen and a card with a list of objects. All players together decide on the side of the card that will be used and the die is rolled for the word that will be used.

Each player writes the word thus selected from his card onto his block and also his name. According to complex, not entirely clear rules some blocks are then handed on to other players, some blocks are kept by their owners.

Then, on a command of "I draw" each player turns over the sheet, draws the item named on the previous page without using

numbers or letters and then hands on the block. All players then guess what the drawing represents and write the tip on the next page of the block. In this manner drawing and guessing turns alternate until each block has returned to its owner. Then the result is scored - if the starting word and the word on the final page correspond, the owner of the block is awarded a point. If not, you award a point for the definition you like best, and also for the drawing you like best. After three such rounds you win with most points. When the word on the card is in quotation marks, it represents a category and you can choose any word fitting the category; for a "-" next to the number you can choose any other word from the card.

Stille Post extrem is a cute party game for families and friends, especially when you leave out scoring and questionable redistribution of blocks at the beginning and simply draw your word instead and hand on the block. ☒



INFORMATION

PLAYERS:
4-8

AGE:
8+

TIME:
30+

Designer: not named

Artist: not named

Price: ca. 24 Euro

Publisher: Goliath 2012

www.goliathgames.de

EVALUATION

Drawing, guessing

Users: For families

Version: de

Rules: de

In-game text: no

Comments:

Well-known mechanisms nicely varied * Optimum design of the blocks with information on the course of the game * Works well with four players, best with eight players

Compares to:

Pictomania and other games for drawing/guessing

Other editions:

Currently none



THE DOGE SHIP

COOPERATIVE SHIP CONSTRUCTION IN VENICE

You are the head of a Venetian shipyard, work for the Doge and need to cooperate with other players to build the new ship for the Doge and at the same time you try to win the Doge's favor and approval for yourself.

In the starting phase of a round someone rolls all dice, places them on the corresponding track in the appropriate position and draws a Doge tile. These

Doge tile shows colored parameters for necessary modifications, the zones that the Doge will inspect, and maybe an icon for High Water or for Doge Inspection.

Then all players, in turn order, have one action and place one of their up to five action markers - buy materials, construct, intrigue, take money or discard one action marker for 1 ducat;

all actions with the exception of discarding a marker are only available one a round. This is continued until all markers are used.

The position of the die on a track determines action costs: all actions left of and at the die are free, all those to the right cost the value of the action minus the value of the die. You build gondolas, barriers or part of the ship - gondolas yield money and approval, barriers help against high water and ship construction earns you victory points and approval.

In Phase Three you take back the markers, determine the new turn order and resolve, if the Doge tile shows the icon, either High Water or Doge Inspection. When the ship is built, you win with most points after a final inspection.

A very beautiful game with some interesting mechanisms details, for instance the determination of actions costs via dice placement, but the game does not offer any long-term strategy and takes too long ☒



INFORMATION

PLAYERS:
2-5

AGE:
13+

TIME:
90+

Designer: M. Canetta, S. Niccolini

Artist: Lamberto Azzariti

Price: ca. 40 Euro

Publisher: Giochix 2012

www.giochix.it

EVALUATION

Worker placement

Users: With friends

Version: multi

Rules: de en fr it nl

In-game text: no

Comments:

Very beautiful components * Good, concise rules * Interesting mechanism details * Takes too long to play

Compares to:

Many other worker placement games

Other editions:

Currently none



TICKET TO RIDE NEDERLAND

MAP COLLECTION 4

8↑

Ticket to Ride Nederland introduces the 4th expansion in the series "Map Collection"; the expansions needs the core game to play, you need 40 train cards per player as well as a total of 110 train car cards.

At the start you draw five out of 44 new destination cards and keep three, cards that you do not keep are - that is new - discarded open-faced. The map

with its many waterways demands bridges and for these bridges you have to pay toll. To do so you are given a certain number of Bridge Toll Tokens at the start of the game.

Most tracks in Nederland are double tracks and are available as double tracks with all numbers of players. If you build the first track of such a double track, carrying a toll symbol, you pay

the toll cost to the bank. Whoever builds the second parallel track of such a double track pays the cost to the player who built the first track. If you cannot fully pay the toll cost you take a Loan Card, do not pay any Toll Tokens and cannot pay back the loan.

If you cannot pay for a second parallel track the owner of the first track gets the toll cost from the bank.

At the end of the game you score accomplished destination cards as usual and deduct five points from your score for each Loan Card. Bridge Toll Tokens still owned can earn you a bonus. In a game for two players with Bridge Toll Tokens the rules recommend to use a neutral player who is administrated alternately by both players, beginning with round six.

Well-made and good, as are all other expansions, offering sophisticated and challenging details offering a new side to the classic game.

Fans will want to own Nederland and play it! ☑



INFORMATION

PLAYERS:
2-5AGE:
8+TIME:
60+**Designer:** Alan R. Moon**Artist:** Julien Delval**Price:** ca. 24 Euro**Publisher:** Days of Wonder 2013www.daysofwonder.com

EVALUATION

Track-laying, card collection

Users: For families

Version: multi

Rules: de dk en es fi fr it nl no se

In-game text: no

Comments:

Fourth game in the Map Collection Series * Nice and interesting new mechanism details * Very attractive design * Needs core game to play

Compares to:

All other editions of Ticket to Ride

Other editions:

Currently none



TWILIGHT IMPERIUM: REX

FINAL DAYS OF AN EMPIRE

A new epic game on space-spanning conflicts, set in the universe of Twilight Imperium. The Emperor is dead and the races of the Empire battle for his succession, decided by the control over Metacol City.

Each player leads one of the great races that want to control Metacol City. Each race has a set of unique economic, military, strategic or treacherous advan-

tages which enable them to control the game or to win with a unique victory condition. In each round you move units to acquire influence, which is the main resource of the game, or to control areas of Metacol City. The focus of the game lies on diplomacy, treachery and fragile alliances. Each round comprises the phases Influence - turning up and resolving an influence

card, Bidding for new strategy cards, Recruitment of units and leaders from the Loss Zone by spending influence, Maneuvering - moving units and deploying new units in districts, Battle in all districts where there are units of at least two factions, Collection of influence markers by units in districts where influence markers are available, and, finally, Bombardment with drawing of a bombardment card and moving of the battle-ship formation across the board - this destroys units and influence; last of all, you hand on the starting player token.

If you control the necessary number of strongholds either alone or in an alliance or have filled your special victory condition after each round or control the most strongholds alone after 8 rounds you win.

Epic conflict as one likes to deal with, with enough leeway for your own decisions and occasional deviation from the rules, thrilling and challenging. ☑



INFORMATION

PLAYERS:
3-6AGE:
14+TIME:
180+**Designer:** C. Konieczka + Team**Artist:** A. Navarro und Team**Price:** ca. 43 Euro**Publisher:** Heidelberger 2012www.heidelbaer.de

EVALUATION

Fantasy, conflict, resources

Users: For experts

Version: de

Rules: de en

In-game text: yes

Comments:

Based on a system of mechanisms devised by Bill Eberle, Jack Kittredge, Peter Olotka * Attractive components * Good rules * Takes time to play

Compares to:

Twilight Imperium and other fantasy conflict simulations

Other editions:

Fantasy Flight Games



URBANIZATION

FROM COUNTRYSIDE TO MODERN TOWN

Urban development - you start in a rural area at the time of the Industrial Revolution and guide the fortunes of the town until modern times. In six rounds you develop the town for victory points for citizens at the end of each round.

For those citizens you must look after houses, orders and grain and you also score points for factory production, setting up

of buildings or from inventions. A round comprises three sections: 1) choose a person and use its abilities. From Round 2 the player with fewest victory points gets the Lord Mayor card, one VP and is starting player, he chooses an additional person. 2) Implement actions - each player chooses one action and implements it or passes, for a total of four actions.



Possible actions are buying land, erecting buildings, trading grain, sowing seeds, receiving work orders, attracting industry, producing goods or collecting taxes.

If you erect a building, you choose a house, skyscraper or administrative building and pay the costs to the bank; you can erect any number of the same type of building. 3) Prepare for next round - you receive one grain marker for each grain marker you placed and take those back, too; you can only own maximum eight grain markers. The factory card of lowest value is removed from the board and replaced with the top card from the draw pile; if it carried action markers those go back to their owners. Work order markers on order cards go back to the board.

Urbanization offers a varied interplay of different mechanisms to generate victory points, but usually you do not have much choice, very often the choice is obvious as only one action really makes sense. ☑

INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
75+

Designer: Johnny Ebsen

Artist: Marko Fiedler

Price: ca. 45 Euro

Publisher: Queen Games 2012

www.queen-games.de

EVALUATION

Urban development

Users: With friends

Version: multi

Rules: de en es fr nl

In-game text: yes

Comments:

No element of chance *

Despite a great number

of options one often has

a limited range of actions

* Multilingual edition, but

cards in English only * Very

good components * Comes with the

variant "Inventions"

Compares to:

City Tycoon and other games on urban development

Other editions:

Currently none



WITCH'S COMING!

HEXEN VERSUS VILLAGERS!



Halloween – Witches versus villagers! Nobody is eaten or eliminated, the witches only try to get into the houses at Halloween!

When all three witches manage to get into the houses before the time marker arrives at 0, the witches win. The witch player takes all witch and children cards and turns the timer to 6. The village player takes all house

and lantern cards and places the houses next to each other, with the closed door showing, and puts one lantern card next to each house.

Witch player and village player alternate turns; the witch begins, chooses five cards and places them before empty houses. Then the village player chases away any number of those cards by moving them away from the



houses, but only from houses with a closed door. Then cards are turned over and evaluated. When a child was chased off, the house card is turned over to the open door, the child goes away. When the child was not chased off goes into the house and the house is safe, a lantern left at the house can be placed in front of another house. When a witch was chased off, she goes away and the time marker is turned down one level. When a witch was not chased off and the house has a lantern, the witch goes away and the time marker is not changed, but the house loses one lantern. When the door was open it is closed. When the house has no lantern anymore the witch enters and the house is cursed. When nobody has won, the witch places cards again.

Mechanism and topic go together very nicely here, a bit of deduction, a bit of "I think that you think that I think" and a pinch of luck, and the result is a nice two-player deduction and placement game. ☑

INFORMATION

PLAYERS:
2

AGE:
10+

TIME:
15+

Designer: Sayaka, Takahiro

Artist: Mushi

Price: ca. 10 Euro

Publisher: KogoKogeDo/Japon Brand 13

www.japonbrand.com

EVALUATION

Cards, placement

Users: With friends

Version: multi

Rules: en jp

In-game text: no

Comments:

Topic and mechanism go well together * No luck, but a bit of deduction, quickly played

Compares to:

Bluff games with a little bit of deduction

Other editions:

Currently none



ANDROID NETRUNNER GENESIS CYBER-EXODUS

Publisher: Heidelberger Spieleverlag
Designers: Richard Garfield, Lukas Litzinger



GENESIS CYBER-EXODUS/ Cyber Exodus is the third Data Pack for Android: Netrunner, featuring cards 41-60, in the first expansion Cycle Genesis - introducing new cards for both factions. Runner versus Corporation. Both have their own deck of cards and goals. The Corporation can spend three Clicks per turn for actions; to install server protection or to trace the runner. The Runner can spend four Clicks; for instance for a Run – a hacker attack on Corporation with different targets.

Version: de * Rules: de en es fr pl * In-game text: yes

Data Pack for Android Netrunner for 2 players, ages 14+

DER GRÜFFELO ALLES WIRD GUT!EXODUS

Publisher: Schmidt Spiele 2013
Designers: Inka and Markus Brand



The track is assembled according to parameters, the mouse starts at the first tile and the small tiles for snake, fox and owl are laid out, showing the circular symbol side. You roll the die - for the mouse you move the mouse accordingly. When the mouse quits a tile you turn the tile over. When you roll fox, owl or snake you turn over a corresponding small tile. Should the animal be complete and be rolled again, the mouse must - if possible - move bone step backwards. When all three animals are complete before the mouse has reached Grüffelo, the animals have won, otherwise all players have caught the Grüffelo together.

Version: multi * Rules: de fr it * In-game text: no

Roll & Move game for 2-4 players, ages 4+

DER HERR DER RINGE BEGEGNUNG AM AMON DIN

Publisher: Heidelberger Spieleverlag
Designer: Nate French



GEGEN DEN SCHATTEN BEGEGNUNG AM AMON DIN / Against the Shadow Encounter at Amon Din is the 3rd Adventure Pack = AP in the 3rd plot cycle for the LCG Der Herr der Ringe Das Kartenspiel / The Lord of the Rings The Card Game, featuring cards 32-55 of the new cycle, with a difficulty level of 5. You need the core game and "The Heirs of Númenor". "Dorfbewohner X" is a new key word; When a Location or an adventure card with this keyword comes into play you place the indicated number of resources marker on the card to represent villagers.

Version: de * Rules: de en es fr pl * In-game text: yes

Expansion for the card game for 1-2 players, ages 13+

DIE OKTONAUTEN QUARTETTAMON DIN

Publisher: ASS Spielkartenfabrik Altenburg



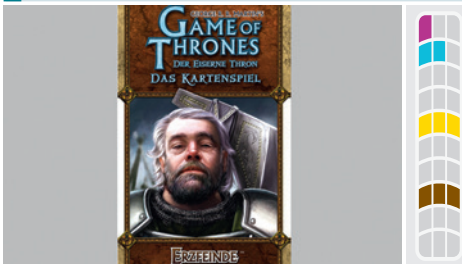
Cards feature characters from the series; the cards carry character names and a number of symbols for fish and shells and also a symbol to mark the cards in a quartet. You can use those cards to play a standard quartet game – you ask for cards – or a quartet with drawing – you draw a card from your left neighbor – or a quartet with trumps – you name a value of the top card, for instance four fish or four shells. You can even use the cards for a game of Domino – you simply place a card to the left or right of the display, with the same number of symbols, maybe three fish next to three shells.

Version: de * Rules: de * In-game text: no

Card game for 3 or more players, ages 4+

GAME OF THRONES ERZFEINDE

Publisher: Heidelberger Spieleverlag
Designers: Eric M. Lang, Christian T. Petersen, Nate French



A Game of Thrones tells an epic story about a rough country with a dark legacy. You head one of six noble houses in Westeros: Baratheon, Lannister, Stark, Targaryen, Greyjoy or Martell and start with 7 cards. A round comprises plot, draw, meeting, challenges, dominance, status and taxes. You win with 15 power points.

Gekreuzte Klingen/ A Clash of Arms is the 1st German edition of the first cycle of chapter packs, Erzfeinde / Ancient enemies is the second chapter pack featuring cards 21-40 in the cycle. This chapter pack introduces cards which supplement and improve existing decks and vary the Metagame

Version: de * Rules: de en * In-game text: yes

Supplement for Game of Thrones for 2-4 players, ages 13+

GECKO

Publisher: Huch! & friends
Designer: Laue Luchau



Gecko Geronimo must reach his Gecko spot in a 5x5 grid. Start and finish are different in each of the 40 puzzles in varying degrees of difficulty. Geronimo moves orthogonally, at the start of the game one step. When his move ends on red, he accelerates and takes two steps; if he reaches Red again, three steps and, finally, four steps; always marked by setting a disc with the corresponding number on the first disc. On Blue Geronimo slows down, a disc is removed. On Green his speed stays the same. Should Geronimo have to move out of the grid or would the last disc be taken away, even on entering the target spot, the game is lost.

Version: multi * Rules: de en fr nl * In-game text: no

Logic game for 1 or more players, ages 7+

KEYFLOWER: STORYTELLER

Publisher: R&D Games
Designers: Richard Breese, Sebastian Bleasdale



You start with a home tile and workers in three colors. In four seasons ships bring new workers or tiles and you chose a ship and its load, based on bids. You use workers to bid for tiles to add to your village. Workers in the right colors generate resources, skills, additional workers and victory points from your own tiles, those in villages of other players and from newly auctioned tiles After four seasons you score tiles in your village and gold counters. Storyteller - Game supplement for Spielerei #101 - a new village tile: You place a worker and then take either worker or ability or worker plus ability.

Version: multi * Rules: de en * In-game text: no

Expansion for Keyflower for 2-6 players, ages 12+

OKTONAUTS FISCHER RETTEN!

Publisher: Ravensburger 2013
Designer: Manfred Ludwig



The Oktonauten need to save the fishes from the approaching storm - one fish is placed in the middle of the board. In your turn you roll the die and my move the fish along the lines for the number of steps indicated by a number without fish symbol. If you roll a Zero the fish does not move and if you roll a number with a fish symbol you get another turn. If you can move a fish with the exact number of steps into an empty place in your hide-out, you have saved it. A new fish is placed in the middle and the next player rolls the die. Whoever has saved four fishes first, wins.

Version: multi * Rules: de fr it * In-game text: no

Roll & Move game for 2-4 players, ages 4+

TOP TRUMPS MONSTERS UNIVERSITY

Publisher: Winning Moves 2013



Choosing your card's best attribute, beating (trumping) your opponent's card, and winning the cards played in the round – already a Classic! Cards are dealt evenly to all players. The active player chooses an attribute on his top card (no shuffling of the deck!) and calls out the corresponding value – all other players check their cards for the value of this attribute – the player with the highest value gets all cards of this round. In case of a tie cards go on the table and the winner of the next round receives those too. Themeset: Top Gear 2 Cool Cars

Version: de * Rules: de * In-game text: yes

Card/Quiz game for 2 or more players from age 8

HUGO KASTNER RECOMMENDS

TABU

PURE COMMUNICATION



Dear Reader! This communication hit has already reached a 15.000.000 copies sold world-wide, fifteen Million copies! This tells its own story and may be taken as a confirmation of this game's quality. And, yet, sales figures are only half the truth or story! What is the real secret behind this classic game by Brian Hersch? Well, the answer comes in several parts: "Tabu" is very simple to explain, "Tabu" plays really fast, "Tabu" is suitable for any number of players and "Tabu" demands a certain creativity in using words. All you need are a few terms which you try to communicate to your partner under enormous pressure of time, and this while avoiding to use any of the carefully selected "Taboo" words listed on the card of the term. Your opponents will pay very close attention to your lingual competence, believe me! So get to it! (From: Kastner: Mit Spielen lernen. Humboldt 2009). In the Austrian Games Museum you can try your hand at this talking-speed acrobatics. Website: www.spielen.at

Our usual lamp should this time really light up a full classroom. As hardly any other game, "Tabu" stimulates very different abilities and competences at the same time (as elaborately described in my book "Mit Spielen lernen", Humboldt, 2009). Perhaps a short introduction to the rules: A term must be described to your partners within a time limit, the catch in that are the taboo words that you cannot use. The size of the group can be varied as you like. What is in demand from players in this game? First, language ability in general, as the active player needs to find synonyms or description for words in a very short time frame; this in turn demands a high level of concentration, as you should avoid using certain words. And, of course those words are very enticing, as they were carefully selected by the designer to allow instant definition of the term. One bites one's tongue rather often when in the heat of the moment one of those taboo words slips out! A triumphant call of "Taboo" from the

opponents can be heard and the turn passes to the next player. And then you need creativity, too, to find descriptions that have a meaning for your partners. And this partner correlation is what considerably enhances your chances to win. Joint experiences, shared impressions or a personal Taboo Game History can maybe make you remember useful key words. Finally, association ability is fostered, that is, quick understanding of descriptions and definitions presented by the active player. In what way ever you plan your "Tabu" evenings, turbulence and party mood are provided by the marvelously simple and elegant rules. State of the art is to formulate without taboos and without using taboo words!

Comments to: Hugo.Kastner@spielen.at
Homepage: www.hugo-kastner.at

RECOMMENDATION #97

Designer: Brian Hersch

Artist: nicht genannt

Price: ca. 30 Euro

Year: 1990

Publisher: Hasbro / MB

www.hasbro.de

PLAYERS

4+

AGE:

12+

TIME:

30+

Competence Info± Chance

"Tabu" demands great language competence from the active player, and also quick reactions from his partners, who need to guess the key word, and also good association abilities. "The lack of information" can be easily countermanded by clever formulations. But time pressure is enormous. A certain amount of luck is added, which makes this communication hit easily playable for any group.

Hugos EXPERT TIP

(1) A cooperative mode of play, in which all players try together to reach as good a result as possible over 10 rounds, was very good for large group. The describing, active player should change after each round. (2) Tabu in team play mode allows for a handicap version, in which the stronger team must guess one additional term each round.

Hugos FLASHLIGHT

Language, creativity, concentration, ability to associate - Tabu really demands a lot from players. The mood is always in alt, as proven by thousands of games played. Tabu is justly one of the classic communication games - a real pearl of games!

VORANKÜNDIGUNG:

KUHHADEL

THE ART OF AUCTION



IMPRESSUM

Offenlegung nach dem Mediengesetz: Medieninhaber, Eigentümer, Verleger und Hersteller: Verein „Österreichisches Spiele Museum“, vertreten durch Obfrau Dipl. Ing. Dagmar de Cassan, Raasdorferstrasse 28, 2285 Leopoldsdorf im Marchfelde, Österreich, Telefon 02216-7000, mail-to: office@spielen.at, Internet: www.spielejournal.at - www.gamesjournal.at - Chefredakteur: **Dipl. Ing. Dagmar de Cassan**

Blattlinie: Die Blattlinie ist die Meinung aller Redakteure, freien Mitarbeitern und Gastautoren. Die Spiele zur Erstellung der Rezensionen stellt das Österr. Spiele Museum für die Dauer der Arbeit kostenlos zur Verfügung. Niemand erhält Sach-, Service-, Geldleistungen von den Verlagen. (Alle nicht namentlich gekennzeichneten Rezensionen zu den Spielen sind von Dagmar de Cassan) English Edition Version 1.1

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5

IGNACY TRZEWICZEK

ROBINSON CRUSOE

ABENTEUER AUF DER VERFLUCHTEN INSEL

