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MERCHANT OF VENUS

INTERNATIONAL EDITION: IN THIS ISSUE WE PRESENT 55 GAMES

NEW EDITION OF A CLASSIC GAME

MERCHANT OF VENUS

2ND EDITION

I would like to start with a bit of information to keep matters clear: The game "Merchant of Venus" was originally designed by designer Richard Hamblen and published in 1988 by the Avalon Hill Game Company. 24 years later, in 2012, Fantasy Flight Games published this new edition of the space-topic classic game, which introduces quite a few new features.

Besides a huge amount - standard for Fantasy Flight - high-quality components the game features a double-sided game board and two different rule books. One of them explains the "classic" game, which is based on or recreates the original version of Richard Hamblen from 1988. The other rule book describes the "standard game" that has been designed by Robert A. Kouba and deviates from the rules of the classic game. My review deals with Robert A. Kouba's standard version.

Before you can start with this standard game you have to put in quite a bit of sorting efforts. The countless markers must be separated from those featuring in the classic version and also separated among

themselves into markets, commodities and technologies of fourteen alien cultures and stacked accordingly outside the board. Furthermore, you need to prepare the respective card decks and to sort the remaining components, including the boards, according to player colors.

All this might be not more work than is needed for other games of that caliber, but it definitely takes time - a storage box with compartments or additional Ziploc-bags could facilitate preparations for later games.

When the game has been set up, each player chooses a pilot whose spaceship starts from the Galactic Base, the starting point of our travels as an intergalactic trader. In this role we explore the depths of space, scouting for star systems of known and unknown alien races, in order to face the dangers of outer space with the assistance of their technologies and to sell valuable commodities for a profit, using interstellar trade routes. Whoever manages to accrue most money during 30 rounds of the game, will win.

In such a round in Merchant of Venus, com-

prising four individual phases, the active player must first decide in which direction he wants to fly with his space ship. When this decision is made he uses a minimum of three dice to determine the speed of the ship. The total result of the six-sided dice you roll tells you not only the number of spaces that you can enter in this turn, but also and foremost decides the rest of your turn, as your turn is terminated prematurely when you - despite technology upgrades in your ship - fail to land on a neighboring planet.

And that fact has landed us directly with the rule that - rightly - sticks in the throats of most players as a noticeable amount of luck surely contributes positively to challenges and risks of a space adventure, but should

Dennis Rappel

Merchant of Venus can, due to its fantastic design, be recommended especially to SciFi fans among experienced players. The many alien races and technologies contribute substantially to the game, but are too imbalanced and similar in their effects to justify the scarce interaction and over-long playing time.

not be able to take away complete turns from a player.

Should you - all the same - manage to reach one of the fourteen planets that is still unexplored, you then try, after the initial movement phase, to establish first contact with the alien race indigenous to the planet. We



learn information not only on the technological progress of the population, but also the local market as regards to supply and demand and, furthermore, as a first visitor we are given a discount on commodities and services of the planet. In return, we happily and intensely advertise the planet's advantages so that from now on all other players, whose ships stop for a pause on this planet, may trade with the resident population. The fact that in this transaction phase each player has only one buying and one selling action at his disposal does not facilitate the decision of equipping the ship with new upgrades including laser, shields and propulsion devices against dangers of further travels, or to load up with important commodities for export. At any rate, one can freely load or unload ambassadors of the respective people, albeit on the condition that there is enough room on board, which goes for all commodities. Wholesalers among players luckily always have a choice of waiving their movement phase and instead implementing as many trade transaction as they like before the fourth and last phase begins.

In this last phase you decide on the construction of space ports, should you have enough liquid capital for this purpose.

A space port blocks one of two landing stages on the respective planet and takes money off each player for each transaction that is effected via such a port. On top of this, the cost for constructing a space port is remitted to the player at the end of the game, so that such a port is a long-term investment without any risk.

All in all the standard game variant of Merchant of Venus, in its basic concept, can be taken as a "pick up and deliver" game with strategic possibilities for planning of routes and risk management from rolling dice, which is providing good fun at the beginning and which features beautiful design and a nicely implemented topic. The representations of space itself and the respective alien races are excellent and merge seamlessly into the scheme of the game so that we expect a challenging space adventure with our first glance at the game. The design of the components only enhances this expectations, so that the exploration of new star systems, the large selection of technology and the planning of trade routes make a player's heart beat faster.

Unfortunately the initial marveling peters off during the game and after about half of the game, that is, after all planets have been discovered, the game is losing momentum. With all information known and available you only need a bit of calculation to find the

most profitable routes and to use them continuously, travelling to and fro, there and back again. New ambassadors, for which we provide transport, and mission cards which direct us to different goals, introduce a nice tactical component into the rather uniform game, but do not really save the day when the game is taking too long.

With a total of 30 rounds to play, in which it can happen sometimes that due to the arbitrariness of the dice you lose your turn altogether, while others ponder the choice of their planet over intolerably long minutes, the irritation factor reaches its limit pretty quickly.

At a pinch, before you waive the cool SciFi Flair and the fundamentally interesting mechanism completely, you can find a variant for a shorter game in the rules, which only comprises 14 rounds. Using this variant you will play an all-in-all shorter game to a quicker end, but this unfortunately also goes for the more interesting start-up phase of the game, so that the fun is limited, here too, and I was looking for fun in this fundamentally well-devised game that fills a complete evening. ☑

Dennis Rappel

INFORMATION

Designer: R. Hamblen, R. Kouba
Artist: Henning Ludvigsen
Price: ca. 80 Euro
Publisher: Fantasy Flight Games 12
www.heidelbaer.de

PLAYERS:
1-4
AGE:
14+
TIME:
240+

EVALUATION

SciFi, economics
 Users: With friends
 Version: en
 Rules: de en it jp
 In-game text: yes

Comments:
 High-quality components * Well-implemented SciFi topic * Almost no interaction
 * Over-long playing time * Much sorting needed

Compares to:
 Merchant of Venus, Avalon Hill; other SciFi economics games

Other editions:
 Heidelberger Spieleverlag, Arclight, Asterion Press



40 Lines for Meeples

Dagmar de Cassan, Editor-in-Chief

At no time of the year there are more games available than in the period before Christmas, for players this is the fifth season - not the crazy Carnival season.

Or is it crazy when there are more than a 1000 games available for the interested buyer of games to choose from? Can one make a serious selection from such an abundance and will the buyer then have the fun with the game that he is expecting to have?

The 21st century, the age of communication, has brought about a lot of changes. Sometimes it seems that before someone has really seen a game, this game is already praised on the web, especially on BGG and Facebook as the best game ever.

How has really played it at that point?

Yes, it is getting difficult to keep track of all the games among all that chatter about new games! There have never before been as many interesting and challenging games as there were in 2013 and it seems that this will be so in 2014, too.

But one thing must be said: NO review without having played the game! This is a must for WIN The Games Journal! What we do now know and have not played has now chance to be reviewed!

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>.

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

<http://www.gamescompanion.at>

COFFEE WITH MILK IN VIENNA

CAFÉ MELANGE

MAKE A RESERVATION AT CAFÉ CENTRAL

10↑

Café Melange, the new game from Clicker-spiele, shows a coffee cup on the box cover, and in this cup sit and stand caricatures of famous Viennese persons. For a background story the game uses the famous Viennese Café Central and its function as a favored meeting point of equally famous people.

The object of the game is to place your own guests and famous people at tables, in their role as visitors to the coffee house, by playing cards and to score victory points for placement.

When you open the box you are confronted with those components:

92 Reservation cards, 28 action cards, 124 markers in six colors, 24 guest and 16 celebrity tiles, 1 waiter, 1 game board and 1 rulebook.

The reservation cards come in three categories for chairs and for colors of tables and shapes of tables. Those reservation cards are used to determine wishes of guests and celebrities.

There are chairs in four colors, tables in three colors and three different shapes of tables. With the first reservation card that is played for one of your own guests you place one reservation marker each at each table that might be a possible place for this person in order to reserve a seat at this table.

For each additional reservation card that is played for this individual guest you remove all reservation markers from tables that do not conform to the newly played reservation card.

As soon as there is only reservation marker left for this individual guest you place this guest at the table with the reservation marker and you score the victory points that are marked in the top left-hand corner of the guest tile.

At the start of the game some celebrities were placed at tables on the board and two additional celebrities were displayed open-faced next to the game board, all other celebrity tiles are stacked face-down.

For those two open-faced celebrity tiles one

Maria Schranz

Café Melange is fun and yet allows very tactical play.

reservation card was turned face-up, the respective card for a celebrity was placed beneath the celebrity tile. According to this reservation card the reservation markers were placed for those celebrities at all prospective tables.

In his turn, each player can at any time play reservation cards for one of those two celebrities on display. And of course, here to, you remove reservation markers for each additional reservation card that is played from tables that now do not fit the specifications. This is continued, too, for celebrities until, until only one reservation marker is left on the board for a celebrity, and then you place this person at the remaining table.

For placing a celebrity you also score the victory points marked in the top left-hand corner of the celebrity tile.

Each guest and also each celebrity tile shows another number in the bottom left-hand corner, this number is a multiplier; at the end of the game you score as victory points the result of multiplying the numbers of both guest and celebrity for each guest that is sitting at the same table with a celebrity.

The three sections of the game all have a size of 7 areas.



The active player has two choices in his turn: He can play between one and three cards and then draw one card or he waives the playing of cards and draws three cards in hand.

Within the action of playing up to three cards you may play only one action card. So, in each of three game sections each player can only play one action cards, which gives you a maximum of playing three action cards in the course of the game.

Whenever a guest or a celebrity has been placed at a table you move the waiter forward by one spot. The track for the waiter, printed on the board, is divided into three sections.

The game ends when the waiter reaches spot 21 on this track.

Whoever has accrued most victory points, wins the game.

In our test games we have found that the rule for playing action cards is not that easy to control and to stick to, as it is often difficult to reconstruct if an action card was already used in a section or if the action card that has been played was played in the previous section of the game.

The mechanism of playing a reservation card to place reservation markers at tables and to remove them again as a consequence of additional cards that are played is very interesting and makes for a varied game.

The game only allows a minimum of strategic considerations and planning, decisions of players are often based on the current situation which makes for a high tactic component in the game.

Our tests have revealed an interesting phenomenon; in their first game, when players were not familiar with the game, they always placed their own guests at tables before playing cards for celebrities; this changed a bit in later games, but the basic tendency to play cards rather for guests than for celebrities was displayed by many players.

The basic idea of the game is very interesting and provides a sufficient amount of fun when playing.

Unfortunately there are three features in the game that have evoked criticism: The first of them are the rules, which are written much too elaborately and cumbersome for the rather simple game mechanism. Furthermore, the design must be criticized, too, as it is good for players who suffer from red-green color blindness, especially the choice of colors turquoise and olive green for chairs can result in problems for such persons.

The final point for criticism has already been mentioned, the action cards, as it is not always easy to control someone has already played an action card in a given section of the game.

In some of our games we have tried to ignore this rule completely and have found that this influences the game a bit, but not massively and that winning or losing the game is barely influenced by ignoring the rule, so we did not really understand why the rule was in place.

As a conclusion I can say that the game is fun and allows a very tactical play. The flow of the game is varied and attractive and results in a high replay value. The graphic design, if you set aside the color problem, is pretty and transports the flair of the story nicely.

When all is said and done the game play is easy and in combination with the simple, albeit ponderously written rules, allow a classification of the game as a good family game, and the game is well suited for players who prefer simple games with simple tactical possibilities. ☑

Maria Schranz

INFORMATION

Designer: Stephan Riedel
Artist: Christian Opperer
Price: ca. 25 Euro
Publisher: Clicker-Spiele 2013
www.clicker-spiele.de

PLAYERS:
2-4
AGE:
10+
TIME:
45+

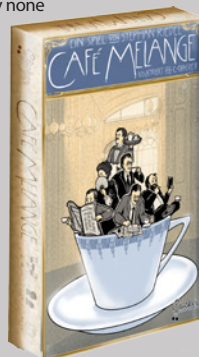
EVALUATION

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

Comments:
 Varied flow of the game * Strong tactical element * Good replay value * Good components in keeping with the story

Compares to:
 Café International

Other editions:
 Currently none



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 an 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

SETTLERS IN AMERICA

HOMESTEADERS

SETTLERS DO NOT ALWAYS SETTLE IN CATAN



The title of the game, „homesteaders“ has a background in history, 1862 a law was passed in the United States which allowed settlers to claim un-owned land of a total area von 64 ha and to cultivate it within five years. After that period this stretch of land became the lawful property of the farmer. For a payment of 200 \$ this period of five years could be shortened to six months. This law was abolished in 1976 and in Alaska it was operative until 1986. This law was intended to propagate colonization which started in 1608, pushed the “frontier”, the outer border of settled land, continuously further out West and thus inevitably caused opposition and resistance from the indig-

enous population, which had a different legal conception of property laws. The consequences were several wars with Native Indian Americans, in which French, British and Dutch forces made themselves hideous with a few massacres and which continued until the end of the 19th century. But now from the historical background to today's game:

„Homesteaders“ is a heavy game, at least weight-wise. Nearly 2 kilos tautly packed in the box, a content that made me break out in applause, especially in comparison to those boxes of Kosmos box format, which are often filled only with yawning empti-

ness. In Homesteaders they did not stop half-ways. A big thank you to the Quined Company and to designer Alexander Rockwell. I am not aware of any other game of his, so I suppose this is a first design. Quined is renowned for publishing their games in a box adapted to look like a book which looks great on the shelves. The cover of “Homesteaders” features the arrival of a settler's wagon in a settlement, loaded with with

Statements

An attractive and beautiful game with cleverly combined elements of auction and strategy as well as exemplary components.

household items. In the background the landscape silhouette is emulating Monument Valley. And now from this felicitous introduction to the topic to the content of the box:

The box holds more than 10 sheets of stable and thick cardboard cut-outs, which pro-



vide screens, building tiles, auction tiles, debt and trade markers, coins of money and victory point tokens. Those victory point tokens had to be added as there was no room for a Kramer track on the board, due to the need to keep things clearly arranged. Furthermore, there are two dice each in player colors, yellow, red, green and blue, and a total of 100 wooden pieces representing resources.

Resources in the game are wood, copper, gold, food, steel and cattle. On top of this there are nicely design meeples wearing a cowboy hat und bootleggers for workers. The cattle, too, must be mentioned - it was not restricted to a simple wood figurine, no, the cows are white and show black spots (Montafoner breed? Unfortunately, I am no expert for dairy industry). You should see them! For those cows alone the designer should be applauded! He did everything for a flair illustrating the topic!

So, let's take out the parts from the cut-out sheets. In this case, this is taking quite some time and is done with a certain satisfaction and looking forward to the game. All those who cannot resist the temptation to burst the air bubbles in a bubble sleeve will know what I am taking about, but here the result is not a destroyed bubble sleeve but a heap of parts,, each one taking us one step further to our goal, the game itself, and its set-up:

Next to the board that I mentioned you set out resources, debt and trade markers as well as workers. Each player is given a screen, one worker, six coins, one starting building and two dice of his color. There are also two tiles that give an overview over prices and conditions for buying and selling resources and on how to acquire additional workers.

The board shows three columns for placement of auction tiles, as there are ten copies each of three tiles with different markings, the third stack is only used when four are playing. Those tiles are stacked on their respective areas and indicate next to which buildings you can build after a successful auction. Below those columns a railway track with five sections is depicted, more on that later. The auction tiles indicate with a color marking which buildings you can acquire if you are successful in an auction. Those tiles come of four different groups, which are placed in an open-faces display - Settlement, Settlement-Town, Town and City, whereby the latter ones, Town and City, come into play in a later stage of the game. The acquisition must be done immediately after winning an auction. The tiles show the price that must be paid in resources as well as the victory points that they will yield at

the end of the game. Furthermore, those tiles earn you different amounts of income during the game, and, in some cases, additional bonuses. Those decisions on your choice are the moments when winning or losing the game is decided; have you made the right decision? Well, now from set-up to auction, in more detail:

Ten rounds are played. First, turn over the top auction tile from each stack, these are now available for auction. For the bidding a track is provided, on which you can advance from 3\$ to 21\$ in nine steps. If you are too cautious or too closefisted, you are ousted by an opponent from one level and can then either raise your bid or try your luck at one of the other two auction positions. Winning the auction in first place earns you the advantage of starting player for the next round. If there is no possibility to raise the bid any further or if you do not want to raise the bid, your only choice is to pass.

This brings the railway track into play that I have mentioned earlier. You advance with your action cube and receive, depending on its position, a trade marker, workers or resources. On the fifth and last level you might even "scrounge" three victory points. Using trade markers you can sell or buy resources at any time or use them to acquire additional workers. Two small boards serve as aides here and tell you the price for the respective transactions. This is necessary, too, to have the correct mix of prices for a building shown on a tile. If you have not enough funds at your disposal, you can remedy matters by acquiring debt markers for 2\$ each. Remitting those debt markers is ruinously expensive, though, you pay 5\$. Should you not have been able to remit those debt markers before the end of the game, they cost you victory points in the final scoring, in ascending amounts - the more markers the more victory points per marker.

After acquiring buildings you now assign workers to those buildings. This earns you extra bonuses, depending on the building. This allocation can be renewed in every round if you think that new buildings are more rewarding. The next stage is collecting income and paying your workers, each man earns 1\$.

To mention and kinds of buildings and to describe their advantages would overstretch his review; the tiles are self-explaining and also described in sufficient detail in the rules, which, by the way, are exemplary and even explicitly discuss possible questions in a FAQ section. Which reminds me to mention graphic designer Hans Janssen and praise him for his work!

The winner of the game is - what a surprise - the player with most victory points. Those

victory points are collected during the game from acquired buildings and, at the end of the game, for gold, cattle and copper resources, 2 victory points for each item. The other resources do not yield victory points, so take care to swap them in time.

My conclusion: Homesteaders is a game with exemplary design and components. In the first edition there were 2 boards with a misprint, which were quickly and without any problems replaced by the publisher, which earns the company another word of praise. The only critical remark I can make is that the topic seems forced. Standard mechanisms like auction, deck building and worker placement have been mixed anew and combined for a well-working game devolution. But, despite the ambitious graphic design, the flair did not really get across. But that might be due to my familiarity with the historic "Homesteader Act" which had nothing whatsoever to do with urban development. All the same, I want to give a positive evaluation of the game. Its generous components are worth the money anytime and the playing time of 60 to 90 minutes leaves nothing to regret, supported by the fact that it received a nomination for best strategic game in the 2010 "Golden Geek". ☑

Rudolf Ammer

INFORMATION

Designer: Alex Rockwell

Artist: Hans Janssen

Price: ca. 25 Euro

Publisher: Quined Games 2012

www.quined.nl

PLAYERS:

2-4

AGE:

12+

TIME:

90+

EVALUATION

Auction, strategy

Users: For experts

Version: multi

Rules: de en fr nl

In-game text: no

Comments:

First edition 2009 * Combination of auction and strategy * Copious rules exemplary components

Compares to:

Western Town and other games with constructing a town and utilizing buildings

Other editions:

Tasty Minstrel Games 2009



My rating:



TRAVELLING IN JAPAN

TOKAIDO**RYOKANS, WOODCUTS AND CHERRY BLOSSOMS**

8↑

Tokaido, which means Eastern Ocean Passage, was one of the most important mail and trade routes in ancient Japan. In the Edo era (1603-1867) Tokaido connected the seat of government in Edo (today's Tokyo) with the Imperial Capital of Kyoto.

The translation of the name is a bit misleading, because this important trade route went overland, along the eastern coast of Japan. Along the round 53 trade posts had been built, so-called Shukuba (Posting stations). Today the track of Tokaido is the busiest and most-used traffic route in Japan, connecting Tokyo, Kyoto, Nagoya and Osaka.

From an artist's point of view one must mention a cycle of wood cuttings by Utagawa (Ando) Hiroshige, the 53 trade posts of Tokaido. The game designer has immortalized the artist as a character in the game.

The cycle portraits life and events along the trade route wonderfully detailed views. The coloring is a feast for your eyes and if you are interested to see more you can find information on the Internet. But enough of raving about Japanese art, let's take a look at the game.

A square white box, decorated with a very colorful image, which is not at all brash, this is the package of the game. When you open the box you realize immediately that it was important for the graphic designer, Xavier Gueniffey Durin - Naiade is his pen name - to carry on this color multitude in the Japanese style without having it jostling to the front or influencing the game.

The rectangular elongated board shows the Tokaido trade route, featuring inns, villages, hot springs and many other locations where you can spend time during a trip to enjoy culture and countryside. Players take up their starting positions in the first of five inns.

The order in which players take their turns is easily determined. The active player is always the player whose marker is the last one on the road, or, as the rules tell, is farthest away from the journey's destination. In the inns the player who is farthest away from the road goes first.

Each player draws two out of ten traveler tiles, chooses one of them and is representing this character during the game and can enjoy the advantages of this character. The traveler tile also tells you with what amount of money you begin the game. Players now move in direction of the nearest inn and choose the locations they want to visit.

In the village you buy souvenirs and try to assemble sets of up to four different symbols. You draw three cards and buy up to three of those cards. The sets you assemble score you 1++3+5+7 points for 1/2/3/4 different cards. At the farm a player receives three coins from stock.

There are three different images of panorama areas. Those images consist of three, four or five segments. Each segment earns you points to credit your score with. When you arrive at the Hot Springs, you draw one face-down cards and can credit your score with two or three points.

On the Encounter areas you take an encounter card and thus meet a character from the game who gives a once-only advantage. You might receive points, money, panorama cards or souvenirs or might be given money for the temple.

If you arrive at the temple area you are allowed to donate gold coins to the temple. For each coin that you donate you score one point. The coins you game are stored in the temple on a spot that is marked with your color.

The first player to enter the nearest inn puts his marker onto the position that is nearest to the road. The other players take the consecutive positions in order of their arrival. The first player picks up one more meal than there are players, chooses one of them and pays the price. The other cards are set aside face-down for the other players. This selection is made by each player upon arrival at the inn. For the meal a player is awarded six points, and it is important to remember that you may only taste each delicacy once during your trip.

Then players continue on their journey, the player who has entered the inn last is

the first to depart. In this fashion all players move their markers along the Tokaido from one inn to the next. When all travelers have arrived at the last inn, the game ends and the last score is calculated.

The player who is first to complete one of the panoramas, scores three additional points, the same amount of points is awarded to the player who holds most souvenirs, encounter cards, Hot Spring cards and Meal cards. In case of a tie all players involved in the tie score three points.

Finally, the player who did donate most gold in the temple, scores ten points and the players in second, third and fourth

Kurt Schellenbauer

If you are traveling you can make a lot of experiences - the best description of the game and an invitation to come along! Tokaido is worth a trip!

place score seven, four and two points. When five are playing the last one does not score, in case of a tie each player involved in the tie gets the full number of points. If this then leads to leaving out of positions - no third rank in case of two in second place - is not discernable from the German rules, but I would assume it to be that way.

There are special rules for two players and you also find three variants of the game in the rules. The Journey of Initiation gives you easy access to the game, in "Return Trip" you travel along the Tokaido in opposite direction and in the Gastronomy variant you draw fewer meal cards so that arrival at the inns becomes even more important.

In Essen 2013 the Crossroads expansion for Tokaido was published. It introduces new characters and the opportunity to choose between two possibilities on each square - You do the same as in the basic game or:

At a panorama square take a cherry tree instead of a panorama and score money and points; at the Hot Springs you can pay one coin and receive a Bath House card worth four points.

At the Farm you can visit the Casino, risk two coins and gamble using a die; in the temple you can - instead of making a donation - acquire an amulet card that offers special abilities and in the villages you can acquire Legendary Objects which either upgrade collected cards or yield additional points.

On an encounter square you can pay one coin and take a Calligraphy card, which

gives you advantages with money and points.

Antoine Bauza is not unknown to us! Both his designs 7 Wonders and Bakong have won awards in the framework of the Austrian Games Award. Last year we were very happy with Takenoko when we planted bamboo shoots for a Panda bear. In Tokaido he again stays within the genre of family games and demonstrates again how to transfer flair, atmosphere and especially lots of fun to a game board.

The game plays fluently and easily, the moves and their implementation are clear and easily understood, also for younger players. Of course you "are played" by the game to a certain extent, because can you calculate a move when a nine-year old insists on beginning the "beautiful" panorama despite being better off when choos-

ing the Hot Springs. But that's how it goes when playing with children, so you cannot let that weigh against the game.

The rules are well-structured, and if you are able to read French you find more lucidity and more direct wording there. The German rules are only available from the Internet. We have not tried out any of the versions offered in the rules, because the direction in which you walk along Tokaido does not change anything much in the game and to reduce the number of meals in the inn would only have been a disadvantage for the younger players.

The components are adequate for the price of the game, I only had problems with the tiny markers, but there are smaller children's hands and so the children had the opportunity for once to work as the bank. Should a hobbyist feel like it, he can down-

load the instructions for how to furnish the money for the game from wood and thus upgrade his personal copy of the game.

Talking about the graphic design I have arrived at the fact that in my opinion defines the game. I must admit that I am fascinated by Japanese art and am thus prejudiced. Naiade has managed to create a magical graphic event on the game board with his multitude of colors. Those graphics provide a lot of flair for a simple traveling game and you really feel like being in the village and buying souvenirs or choosing a dish in at the inn. Several times after playing Tokaido we went for a meal at a Japanese restaurant.

There is not much to tell about strategy and tactic in the game and you cannot really plan it. The tactic emerges during the game, because you depend to quite some



extend on what your predecessors are doing. After a few games you have found out what the big mistakes are and avoid them. For me, with the full complement of players, the game takes too long to play, we felt the four players is the best number for Tokaido.

The topic has been well transferred to the game, you are walking on foot through the Japan of the Edo era and are in no hurry. It is very nearly a sightseeing tour when you visit Hot Springs, meet artists on the road and have a meal in the nearest inn. You must not eat a dish a second time, which you would not do anyway on a trip learning about people and country, and I consider the mechanism of the last player who enters the inn last and thus has the smallest selection to choose from, leaves first to avoid being last next time, to be very well done.

All things considered, we have liked the game very much and I have rarely seen a game that was played that often in our family, because in Tokaido flair, amount of luck, level of difficulty and tactical opportunities are well balanced and thus provide fun for the whole family. ☑

Kurt Schellenbauer

INFORMATION

Designer: Antoine Bauza

Artist: X. Gueniffey Durin = Naiade

Price: ca. 40 €

Publisher: Funforge 2012

www.funforge.fr

PLAYERS:

2-5

AGE:

8+

TIME:

45+

EVALUATION

Travel

Users: For families

Version: fr

Rules: de en fr it

In-game text: no

Comments:

Fantastically beautiful graphic design * Plays best with four players * Circuitously written but basically simple rules

Compares to:

Basically all travel games, but in design and mechanisms first game of its kind

Other editions:

Asterion Press, Hobbyity.eu, Hobby World, Jolly Thinkers, Mindok, Passport Game Studios,



My rating:



DEVELOP CIVILIZATIONS

NATIONS

WHO SUCCEEDS BEST?

„Nations“, published in 2013 by publisher Lautapelit from Finland, designed by Einar and Robert Rosén and Nina and Rustan Håkansson (two pairs of siblings?), a game on the “great civilizations of mankind”, came to my attention in Essen, because the demo tables were always thronged by onlookers. Those experienced players that are already a bit advanced as to age will instantly remember the three predecessors published so far with a “Civilization” topic - the one published in 1981 in England and designed by Francis Tresham, in which you handed several catastrophe cards, for instance famine, with a derisive grin and which seemed to go on endlessly, that is, all night. In the first decade of the new millennium two other games with the same name were published, both based on the PC game designed by Sid Meyer. I have not played the one that was published in 2002 by Eagle games, but the one published in 2010 very frequently - this edition featured four different winning conditions, none of them really balanced, but we pull it out with pleasure rather often, despite a playing time of more than four hours.

In contrast, this new adaptation of the same topic provides a totally different flair in playing: it is highly competitive with permanent interaction, which is unusual for a development using worker placement - usually in such games each player devises his optimum strategy by himself and overlapping with other players is scarce.

The tension in Nations is achieved by limiting the playing time to eight rounds - with two of them representing one era, as there are: Ancient times, Middle Ages, Renaissance and Industrialization - and a large - and at the beginning rather confusing - number of “hand wheels”. In other games I am often angry when a certain spot that I want is already taken or someone snatches up a resource before me, but in Nations there is a whole network of contexts and interrelations which allow me to choose another, equally successful, path.

Nearly everything that a player does has effects on other players, many a chosen action or event forces the dear opponents to do things that deviate them from their chosen path of action.

„Nations“ must be learnt - just like all other really good game -, as the plethora of pos-

sibilities is basically achieved with three different actions only:

- 1.) Buy a Progress card,
- 2.) Place a worker, or
- 3.) Hire an architect.

In each round there are three consecutive phases of play, whereby the first phase - Maintenance Phase - and last phase - Resolution Phase - demand pure administration actions only, for instance displaying of new cards, collect income, determine order of

Christoph Proksch und Ursula Vlk

Extremely thrilling and challenging development game with lots of interaction, not suitable for players favoring quiet pondering.

play, deal with effects of events and wars, etc. The central and core element of the game is the Action Phase, in which each player in turn can do one of those action per turn, until all players pass their turn. This is when things are happening in Nations!

Let me take a closer look at those three actions: There are two game boards, a “Score Board” and a “Progress Board”, and a Player board for each player as well as more than 300 cards - the majority of those cards are connected to Progress, the other cards represent events (all of those cards show the painstaking attention of the designer for details: each cards represents historical events, personalities, battles or “wonders” including dates, as well as building and military units with their exact names).

The central feature is the Progress Board, on which you lay out Progress cards open-faced in three rows at the start of each round. The cards feature colored borders which indicate the function of the card, for instance blue for buildings or red for military; the colors also correspond to the storage areas on the player boards - those boards carry imprinted cards, the basic equipment for each nation, so to say. Buildings, units, etc. that are depicted on Progress Cards cost between one and three money units and replace those already displayed, thereby enhancing your income. As soon as the cards are displayed all is quiet all of a sudden, you can see the wheels turning in all heads: “What would I like, what can I afford, will it still be available when it is my turn, and how can I distract my opponents from my intentions?”. and suddenly all talk to all others at the same time.

Buildings and military units are useless when not occupied by a worker, so we need the second action: Place one worker. This placement either enhances the military power instantly or your income, in the evaluation phase.

The third action - hire one architect - allows you to set up a "Wonder" (another kind of Progress Card which yields income or bonuses without deployment of workers). Unfortunately, the number of architects that are available in a round is limited, so it can take you more than one round to complete a wonder.

Other kinds of Progress Cards represent Colonies (requiring military power) and Advisors (important celebrities), which are also cards that yield income or additional actions without blocking a worker; those cards are also placed on the corresponding placement areas on the player board.

Which leaves three more kinds of cards which you can buy:

a) War - only one war can be bought in a round; if you do so, you place the wooden War marker underneath your personal marker on the track for military power - this track is located on the above-mentioned

Score Board, where there are also tracks for turn order, number of rounds, a book track, which I will explain later, and areas for the war cards, the event card - one is randomly drawn each round - and the number of architects. Stability is another track on the board that shows how nations can cope with wars and catastrophes, it is important for growth and contentedness of countries, in case of low stabilities unrest can occur, which costs you victory points.

b) Battle - they are discarded immediately after using them; they earn resources depending on your military power, but without workers at the military no power, therefore no resource.

c) Golden Era - Once-only card, earns you one resource or a rather cheap victory point instantly when played, the card is then discarded.

During one round you can buy several Battle and Golden Era cards.

Your goal in Nations is to accumulate most victory points in course of eight rounds, using resources, buildings, military, stability and acquired knowledge, represented by the book track on the Score Board. You can acquire and also lose victory points over the duration of the game; at the end of each era you score victory points depending on your

ranking on the book track. Another scoring at the end of the game adds up the value of all three tracks (Stability, Military and Books) and also the total of all your resources; the resulting total is divided by then and this result are additional victory points (for instance, a total sum of 108 gives you 10 victory points, the rest of 8 is forfeit). Another source for victory points are building, military, colony and wonder Progress Cards on your Player Board. A really elegant solution, in my opinion, has been achieved with this, because all that you achieved for your civilization in total, be it wealth, knowledge, military power or architectural achievements, is evaluated and rewarded.

Now to resources and how to acquire them: There are cardboard markers for food, stone and gold, the number of books is marked on a track, victory points are represented by tokens and, on the Progress Cards, as laurel-wreathed numbers on a yellow background. On the player boards the starting wealth of resources and victory points is listed, identical for all nations; on the back sides of the double-sided boards the respective nations have different starting conditions. The number of available worker also varies only on the B-side of the board.





WORKERS - Each player has five wooden men at the start and a population reserve of eight additional workers. From this reserve you can acquire one man per round instead of resources in the first phase of the round, the Maintenance Phase. **FOOD** is needed for famine (each round, can come with value Zero occasionally) and for additional workers, which are made available with food; **STONE** pays for placing workers on Progress Cards (Military and Buildings), the price raises in each era. Architects are utilized to construct Wonders.

GOLD is needed to acquire Progress Cards, the costs vary between one and three gold. **BOOKS** are a kind of joker, you can pay for missing resources by moving backwards on the book track. One **VICTORY POINT** is lost for each defeat in a war, and also, when you cannot pay for resources in the Resolution phase (for instance, not enough grain to feed additional workers that you took. Debts must be paid for with books, but for each missing kind of resource also one Victory Point, for is the maximum that is possible. You can only buy when you can pay the price in money, books cannot be used for payment.

With workers present on military cards your military power increases, which in turn is necessary to acquire colonies and for battles, but they usually cost you different resources in each round and block workers, which would earn money in other places. On the other hand, though, the turn order is determined by military power (the strongest goes first, etc.). In case of war all players, whose marker is situated lower on the track than the war marker on the military track; each such player loses one victory point plus the number and kind of resources noted on the War card, reduced by the position on the stability track (so, for 7 grain stated on the War card and a stability value of 5 you only pay 2 grain). Actually, quite a clever idea, stable national economics can deal better with war damage.

Let me give an example of what you have to take into consideration if you want to buy War: If I am a pacifist, I have a good reason to buy war so as to suffer too much damage; if I am a good soldier (high mark on the military track) a war is of advantage, too, either to damage others or to force them to put their workers on military cards, too, which results in a reduction of their income. Remember: The War marker (black) is put on the current position of the buyer. If can even happen that you lose the war that you bought, because you must use your wooden men to acquire the urgently needed resources and have to remove them from the battlefields and thus fall below the black marker on the military power track.

A few words on the events that are drawn

in every round: After the Progress Board has been replenished each player can achieve growth: You can, depending on the chosen level of difficulty (1-4, is marked on the Score Board at the start of the game) choose a certain number of either stone, gold or food or transfer a new worker from the population track into the game; for this transfer you must pay with a loss of 3 stability points or with 3 grain at the end of the round. When this decision has taken by all players an event card from the stack for the respective era is drawn and they can be real whoppers - Loss of up to 6 units of grain (famine), penalties for lowest number of stability or military power, but maybe also rewards in the guise of victory points, advancement in turn order or additional resources. Unfortunately, very unfortunately, you do not know when you choose the growth for the round what you will need urgently later on - and this can overthrow the best-laid plan for the round, as an obvious lack of resources can force you to acquire other cards than originally planned.

The Resolution/evaluation Phase as the final stage of every round begins with production: Each building cards yields two commodities (for instance the Stock Exchange in the Industrial era yields 4 money and 2 stone; or the Library in Ancient times yields 2 books and 1 money, if you have one worker at the library, double the amount in case of two workers and treble the amount in case of three workers). The sum of all occupied buildings is the income of a player, the costs for military cards (for instance Ancient Times - the elephant raises strength by 4, but uses up 2 grain) and the price (as grain) for additionally hired works at the start of the round are deducted. This total income can raise by income from Colonies, Advisors and Wonders. Besides stone, gold, food and books Progress Cards can also yield stability and military power. The price in gold for the cards is always the same and only depends on the row in which they were randomly placed. The price for stone for placing a wooden man rise over the eras from One to Four, the returns from the cards rises, too (the starting cards printed on the board give you only one unit of both resources - with buying and building of additional more productive buildings your nation would come to an economic standstill quite soon).

After production comes determination of turn order, then an eventual war is resolved (can be skipped when nobody did buy a War Card). Next in line you resolve the event card (two historic occurrences) - penalties, losses or bonuses (Thank god, that I was able to fill the grain storage on time with a new card), followed by famine and, after every second round, the end of an era, which means that the book track is scored - each

player receives as many victory points as there are players with a lower book mark than his own (for instance, in case of five players the one in front scores 4 points, the one in last place nothing).

Our playing group is in agreement that Nations is an absolute top game. It takes some time to get used to it, the designers recommend to play it with four players and basic cards only until you have learnt your way and then add cards for advanced players and experts, and it rarely plays under three to four hours, rather longer, but works excellently for any number of players, albeit with the solo version playing a bit different. The detailed and caring components and design must be emphasized, the rules - in German - are clear and easily understood, they leave nothing unanswered. What really inspires enthusiasm about the game is the high degree of interaction and the fact, that this relatively long game stays challenging all the time, an effect that I only know from very few games, all of them with a short duration. Nobody wants to leave the board, and if you have to, the first question upon returning is "What did so-and-so just do? You even forget to eat! Quiet thinkers, on the other hand, will not have much fun with Nations. ☑

Christoph Proksch and Ursula Vlk

INFORMATION

Designer: E. & R. Rosén, N. & R. Håkansson

Artist: Hiekkala, Kasanen, Löfgberg

Price: ca. 50 Euro

Publisher: Lautapelit / Asmodee 13

www.de.asmodee.com

PLAYERS:
1-5

AGE:
12+

TIME:
240+

EVALUATION

Development
Users: For experts
Version: de
Rules: de en fi fr it pl
In-game text: yes

Comments:

Lots of interaction * Tension and challenge are high throughout all the game * Test games and some learning of the ropes are necessary * Duration far above average

Compares to:

All development games with a topic of guiding civilizations

Other editions:

Asterion, Rebel.pl, Ystari Games



ARCHE NOAH

FIVE POINTS FOR TWO HEDGEHOGS

8+

Noah's Ark must be loaded with animals, but you have to bid for your share with chips. What makes success difficult is that you are not allowed to check which animals you have already acquired in previous rounds and put in your stack.

You start the game with a purse of 12 purple and 3 green chips, your chips must be visible during all the game, which is played

in two laps, each lap comprising several rounds. In every round one card per player is displayed open-faced and in turn you bid openly with purple chips, you are allowed to bid 0.

Then - in descending order of bid amounts - players choose one card each; if you discard one of your green chips you can decide to take two cards or no card.



Cards you take are placed on your personal stack face down. All chips that were bid are set aside, even those of players who did not get a card because green chips were used; if cards are left over they are set aside, too.

When the draw pile is empty and has been distributed, the turn ends and you score points for the value of each pair of animals in your stack, if you collected all four of a kind you get a bonus of +3, single animals score their value as penalty points, and any 2 purple chips you own score 1 points.

For the second lap you replenish your purple chips to 12, but get now additional green chips. At the end of lap 2 you score points as in lap one and also one point for each remaining green chip. You win with most points.

Arche Noah offers a nice mix of auction and memorizing cards; chance is dominant due to the random turning up of cards, the green chips allow you some tactic at the right moment. ☑

INFORMATION

PLAYERS:
2-5

AGE:
8+

TIME:
25+

Designer: Christoph Behre
Artist: Doris Matthäus
Price: ca. 8 Euro
Publisher: Amigo Spiele 2013
www.amigo-spiele.de

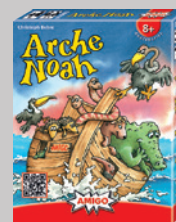
EVALUATION

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

Comments:
Enchanting illustrations *
Good card memory is an advantage * Some tactic possible via green chips

Compares to:
All auction games for set-collecting

Other editions:
Currently none



CADWALLON: CITY OF THIEVES

KING OF ASHES

Players are leaders of a gang of thieves and want to get rich or die! You must collect as many treasures as possible and sell them to the fence, but the militia has already surrounded the quarter of the town. In your turn you can spend 7 action points for movement, conflict and opening of treasure chests. Arcana cards can improve your strategy. At the end the gang

that has earned the most coins wins. 8 boards provide different scenarios for the game using the basic rules.

In King of Ashes the adventure continues in the city's catacombs, the new rules must be used for all scenarios. There are four new adventure sheets which can be played individually or as a campaign, and there are also two independent ad-



ventures - The Festival Ashes und A Duke's Ransom.

Mercenaries are new class of characters; at the start of game each player can replace one of the four characters in his gang with the mercenary of the same color or select one of the two grey mercenaries. Exploration markers come in seven categories: Magic Jewel, Trap, Equipment, Emblem of Cadwallon, Security, Staircase and Mechanism. Patrols are strengthened and there are special rules for the catacombs: Militia men cannot enter catacombs; when entering a room with Cyclops or with an enemy via a staircase you must spend one action point for attack. If you lose a fight in the catacombs you go to prison and the winner steals a treasure from the loser, or alternately two ducats if the loser does not have a treasure.

This is a perfect expansion of the basic game, and feels like a multi-character-per-player version of Talisman and similar adventures. ☑

INFORMATION

PLAYERS:
2-4

AGE:
14+

TIME:
60+

Designer: P. Bernard, L. Pouchain
Artist: Edouard Guillon and team
Price: ca. 40 Euro
Publisher: Fantasy Flight Games 12
www.heidelbaer.de

EVALUATION

Adventure, acquisition
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:
Coproduction with Dust Games * Very nice components * Good, clear rules * Good mix of standard fantasy adventure mechanisms

Compares to:
Cadwallon City of Thieves, also Talisman and other more simple fantasy adventure games

Other editions:
Currently none



CATCH

ENCLOSE AREAS, FILL DENTS



A wooden game board features 8x8 dents and you need to enclose areas on this board, comprising one, two or three dents. Each player holds 20 marbles of one color, green or blue, and there are 28 black rectangular blocks. Players alternate to place one of those blocks onto the board, covering dents. One player places them in horizontal direction, the other in vertical di-

rection, and both try to enclose/surround dents. When all dents adjacent to one, two or three dents are covered by blocks those dents are considered to be enclosed and are filled with marbles by the player who completed the enclosure. Groups of more than three dents that are surrounded by black blocks are not considered to be surrounded, they must be split up into



smaller areas, because one valid enclosed area can only hold a maximum of three dents.

When you enclose more than one area in a turn, for instance by splitting a bigger one, you can fill all those areas with marbles. When both players are unable to place another block, you win, if you enclosed more dents, that is, could place more marbles. You can also play several games and add the results, after the pre-set number of games you win with the higher total score.

The rules name to variants: In Catch 2 you can only surround areas of one or two dents; in Catch 4 the surrounded areas can hold up to four dents.

Knizia and Intellego - in Catch this partnership again results in an elegant and simple game, made from fantastic components, needing a minimum of rules while offering enormous in-game depth, an absolutely good addition to the genre of abstract two-player games. ☑

INFORMATION

PLAYERS:
2

AGE:
8+

TIME:
20+

Designer: Reiner Knizia

Artist: not named

Price: ca. 58 Euro

Publisher: Intellego Holzspiele 13

www.intellego-holzspiele.de

EVALUATION

Abstract, placement

Users: With friends

Version: multi

Rules: de en fr

In-game text: no

Comments:

Abstract game for two players * Very beautiful components * Lots of in-game depth needing very few rules

Compares to:

All abstract placement games with area enclosures

Other editions:

Currently none



CHIPLEADER

SUIT CARD SETS FOR CHIP PIECE CARDS

Odynauts have visited Casinos and have - why ever - smashed chips and those chips need to be reassembled as quartets of cards. You try to collect as many complete chips as possible before four different casinos have been visited.

You set down four suitable cards as a chip and need to set down a Casino card, too. Such a chip is worth the sum of card values;

this total can change due to face cards played on them - Aces, kings, queens, jacks or joker. Such face cards can attack or defend a chip stack or you can use the special ability of a face card for special actions.

To acquire chip piece cards and face cards you must form sets of suit cards - suits are hearts, spades, diamonds, clubs and crowns. Out of 2x5 casino cards



you shuffle five into the chip piece pile and five into the face card pile. Five suit cards are laid out as a gambling row and you are given a hand of cards according to the rules.

A set is made up from three, four or five consecutive cards of the same color and you place cards from your hand on cards in the gambling row to form sets there. Depending on suit and the number of cards in the set you may draw chip piece cards and/or face cards. Cards thus drawn, which could also be casino cards, can be played instantly and you can also try to form another set: You cover the cards in the previous set with cards from the pile and can then try to form a new set.

This game rather idiosyncratically combines standard set collecting mechanisms, the game itself and the fun in playing gets a bit crowded out by the multi-step collecting mechanism, which is directed mainly by chance. ☑

INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
45+

Designer: Steffan Ros

Artist: Uco Egmond

Price: ca. 12 Euro

Publisher: Odynaut Game Company 12

www.odynautgames.com

EVALUATION

Set collecting

Users: With friends

Version: multi

Rules: de en nl

In-game text: no

Comments:

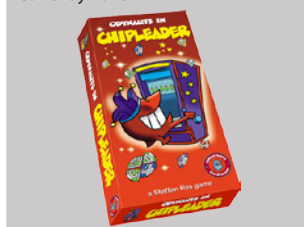
Very nice graphic design * Mix of standard mechanisms * Multi-step collecting mechanism * End of game can arrive very suddenly

Compares to:

First game of this kind, in general all set-collecting games

Other editions:

Currently none



DER KLEINE HOBBIT

MISTY MOUNTAINS AND MIRKWOOD

8+

„The Hobbit“ was written by Tolkien as a book for children and tells the story before the events describes in “The Lord of the Rings” - Hobbit Bilbo Beutlin undertakes a journey across Middle Earth, full of adventures, in the company of twelve dwarves and of Gandalf - purpose of the journey is to defeat Smaug the Dragon und to win back the Dragon Hoard he stole

and with it the ancient Dwarf Kingdom.

Players must fight their way through Misty Mountains and Mirkwood to reach Smaug the Dragon. The active player rolls dice and moves his hobbit accordingly. If you enter a spot actively, that is, as active player and by implementing a dice roll, the symbol is put into effect.

If you are sent to a spot due to

failure or due to an action card, a symbol is ignored. On a Gandalf spot you draw a card. On a spot showing a shield you must master an adventure, assisted by Gandalf cards or by turning the spinner, based on a mechanism similar to Rock-Paper-Scissors.

You name water, for instance and the spinner must show sword, because water defeats the sword because it rusts. Treasure spots give you gems, and Master Thief allows you to try to steal from Smaug. Stealing from Smaug and mastered adventures bring you gems.

Those gems and also adventure points are necessary to fight Smaug. When Smaug is defeated you get 5 points for fighting him and win with the highest total from adventures and gems.

This is a game for families or for older children, just as the book of the same name; the mechanisms and the riddles are simple, and the beautiful components let you enter into the flair of the game. ☑



INFORMATION

PLAYERS:
2-6

AGE:
8+

TIME:
60+

Designer: M. Stern, K. Meyers

Artist: Ted Nasmith

Price: ca. 25 Euro

Publisher: Piatnik 2013

www.piatnik.com

EVALUATION

Adventure, based on
Users: For families
Version: de
Rules: de dk en fi fr
In-game text: yes

Comments:

First edition Klee, 2001 *
New edition with different design * Very beautiful components * Very nice family game

Compares to:

Der kleine Hobbit, Klee

Other editions:

At Tilsit, Alga, Tactic, Playroom Entertainment



DOKTOR HRUBEC

OPERATION OR AUTOPSY?

The hospital is about to be closed and is hard to tell who is crazier - the patients or the doctors who are supposed to heal them.

You have your own operating theatre and a team ability card with markings for surgery, psychiatry, stomatology and dermatology. The hospital with a waiting room and card placement areas is laid out in the mid-

dle. You play with doctor cards which you collect for your team; each card yields different values for the special abilities.

Patient cards represent patients that you try to heal and you score money from insurance for healed patients. You start with one doctor card; the remaining doctor cards plus action cards are shuffled together and you draw three cards from this pile.

Patient cards are arranged to form a waiting line, as stated in the rules.

If you have no patient in your theatre at the start of the turn, you draw a card or place a doctor into an office, after laying one off, if all offices are taken. Then you place a patient from the waiting line into the waiting room or from the waiting room into the theatre.

If you have a patient on the table at the start of your turn, you must operate - team quality, difficulty of the operation and roll of a die decide the outcome. When the values on the patient card are topped by your team quality + dice roll, the patient is healed; if not, he dies. Action cards can be played any time.

When the hospital is closed you score for healed patients minus dead patients.

The standard mechanisms of comparing cards and totaling values are enlivened by the funny texts, resulting all over in a witty satirical party game. ☑



INFORMATION

PLAYERS:
2-5

AGE:
18+

TIME:
60+

Designer: Štěpán Peterka

Artist: K. Moravec, M. Hron

Price: ca. 25 Euro

Publisher: Czech Board Games 13

www.czechboardgames.com

EVALUATION

Satirical, value comparison
Users: With friends
Version: multi
Rules: de en cz
In-game text: yes

Comments:

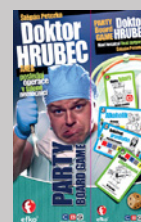
Witty and funny texts and drawings * Standard mechanisms, nicely mixed

Compares to:

Infarkt and other games in this series of CBG games; also Munchkin and, in general, card games comparing values

Other editions:

Currently none



DOMINION

DIE GILDEN

In the eight expansion for Dominion craftsmen appear out of nowhere and dominate events, men working the land turn into craftsmen.

This expansion introduces 13 new Kingdom cards - Advisor, Baker, Butcher, Candlestick Maker, Doctor, Herald, Journeyman, Masterpiece, Merchant Guild, Plaza, Soothsayer, Stonemason and Taxman, supplemented by

25 metal coins, which you can save for later use. Some cards can be put to better use if you pay more for them. The expansion features a total of 150 cards, 25 coins and is compatible with the new Special Edition of the core game and all expansions.

The rules for the new metal coins: You acquire those coins with certain kingdom cards from The Guilds; if a card gives

you coins you take them from general stock, never from other players. Those coins can be used to upgrade your available money by one unit for each coin you use. Coins that were used are put back into general stock.

For some cards you are allowed to pay more than their basic price. If you overpay, you can use certain effects stated on the card, depending on the amount you paid over the basic price.

This additional payment can be made with any currency that you can use for a regular buy and can only be done when acquiring the card by buying it.

There is no interaction between cards that reduce the price for other cards, and the amount of money you overpay to use a certain effect.

This expansion, too, surprises one with new twists in the plot and interesting additions to the rules, and of course there are suggestions for combinations with other editions and - always - the usual, fascinating gameplay. ✓



DRAGO-TUKU

CASTLE RECONSTRUCTION VS. DRAGONS

5+

Dragons are the intrinsic inhabitants of the island, the few humans seek shelter in the castle, but the castle has been destroyed in a storm and must be rebuilt.

Castle parts are laid out on the path, dragons begin in their lair and playing pieces at the start. You roll, move and take the castle part from the spot reached, if there is such a part. From now

on you move along the path to carry the part to the beach and place it on its marked castle spot.

If you do not reach a castle part you must complete the path without a part, and you can only carry one part at a time. When a dragon symbol is rolled for the first time, one dragon leaves the lair and steps onto the first spot of the dragon path.

For each additional dragon symbol rolled the dragon advances one step to the final spot of the dragon path, then the second dragon follows, etc.

When encountering a dragon, players must flee into the magic wood, taking their castle part with them. You can only escape the magic wood when you roll a luck symbol.

If you roll such a symbol and are not in the wood, you can either advance 1, 2, 3, 4 or 5 steps, at your choice, or give this magic movement to another player, who can move or, if necessary, get out of the wood.

When all five dragons are on the dragon path before all players reach the beach and the castle is complete, all have lost; if the castle is complete and all players are on the beach without all dragons being on the path, all have won together.

As all other games from Logis this, too, is simple, easy and very pretty. The cooperative element is nicely done and the Luck Symbol even allows a bit of tactic. ✓



INFORMATION

PLAYERS:
2-4

AGE:
13+

TIME:
60+

Designer: Donald X. Vaccarino

Artist: Matthias Catrein

Price: ca. 29 Euro

Publisher: Rio Grande Games 13

www.spielkarten.com

EVALUATION

Deck building
Users: With friends
Version: de
Rules: de en fr jp nl
In-game text: yes

Comments:

Distributed by Spielkartenfabrik Altenburger * New: Coins that can be stored * Overpaying cards for effects is possible

Compares to:

All other editions of Dominion

Other editions:

Rio Grande Games in English, 999 Games, Hobby Japan, Lautapelit, Ystari



INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: Claude Weber

Artist: Gediminas Akelaitis

Price: ca. 20 Euro

Publisher: Logis 2013

www.logis.lt

EVALUATION

Roll, move, assemble
Users: For children
Version: multi
Rules: de en fr
In-game text: no

Comments:

Very pretty design * Simple rules * Good cooperation mechanism * A bit of tactics due to Luck Symbol

Compares to:

All roll & move games plus assembling something

Other editions:

Currently none



DRECK WEG

COLLECT GARBAGE, CASH REFUNDS

6+

Collecting garbage is the motto of the day, you want to dispose of as many bottles and other garbage as you can.

You take a marker, a savings account and a garbage bag, which is filled with given numbers of garbage and three kinds of bottles, all represented by wooden cubes of different colors. The city tiles are distributed among players, the bottle-return-ma-

chine is the starting tile.

In the starting phase in turn you place one tile each until the town is complete, then you put house and marker on any unmarked tile. "There is something" cubes are placed on marked tiles. You roll and move orthogonally, you need not use all pips.

On tiles with "there is something" cubes you find trash, take

the "there is something" cube and draw 1-3 cubes from your bag, depending on the kind of tile; you can carry a maximum of eight tiles.

On roads and paths the die yields trash from any bag or money. From bus stops you can jump to other bus stops.

Bottle cubes are swapped for money at the bottle-return-machine, the cubes go back into your bag; at thrash deposit sites you hand garbage cubes to other players and get "back-slapping" cards, which you can discard for an additional turn or one roll of the event die.

The Bank gives you interest for money in the savings account, the School awards you for "there is something" cubes. When the last of those cubes is taken, each player has one more turn and then you win with most money. Dreck weg offers a very simple mechanism with a realistic background, nicely implemented; all in all a well-made family game that enhances environmental awareness in children. ☑



INFORMATION

PLAYERS:
2-4

AGE:
6+

TIME:
30+

Designer: Stefan Siebert

Artist: Rautie, Porazzi Angelo

Price: ca. 15 Euro

Publisher: Mücke Spiele 2013

www.muecke-spiele.de

EVALUATION

Roll, move, take, exchange

Users: For families

Version: de

Rules: de

In-game text: no

Comments:

Further environmental awareness * Nice family game * Neutral edition, previously published as a promotional game

Compares to:

All roll & move games with acquisition and exchange mechanisms

Other editions:

For the town of Mönchengladbach with local references



DUNGEON TWISTER

CARD GAME



Dungeon Twister using only cards and for two players! You lead a team of adventurers, who were teleported into the catacombs of the Arch Mage and must fight for their lives against the characters of your opponent and must manage to escape from the fiendish mechanical labyrinth.

You equip your adventurers, set up the dungeon according to

tutorial or chosen scenario and enter it. Players alternate their turns. In your turn you always implement the phases Acquisition of Action Points - you get three in each round - and then Use of Action Points; you can use all or some of your Action Points and can save up to three Action Points for next round.

You use Action Points to fight opponents, explore rooms, col-

lect items and move, use special abilities, avoid traps or eliminate opposing characters. You can use all Action Points for one character or split them between several characters, battles are decided by card comparison only, without dice. Item cards are placed alongside rooms so that the zone symbol of the item card points to the room. At the end of an action there can only be a maximum of three characters of one players in any given zone.

There are three tutorials with introductory scenarios, rules and possibilities are explained step by step and with increasing complexity. For a complete game you choose one of the three scenario cards provided in the game. Depending on a scenario you need different amounts of victory points to win.

Dungeon Twister Card Game offers an excellent and condensed version of the board game, a well-working card game for two, flair and allure of the original game have been retained. ☑



INFORMATION

PLAYERS:
2

AGE:
13+

TIME:
60+

Designer: Christophe Boelinger

Artist: Thierry Masson and Team

Price: ca. 26 Euro

Publisher: Ludically 2013

www.ludically.com

EVALUATION

fantasy, card use and comparison

Users: With friends

Version: de

Rules: de en fr

In-game text: no

Comments:

Well-made adaptation of the board game * Does not need familiarity with the board game * Lots of card manipulation * Beautiful design

Compares to:

Dungeon Twister, basically all fantasy adventure games with room exploration

Other editions:

In English/French



FEUERDRACHEN

RACE FOR RUBIES

5+

Volcano Rubino is spewing Dragon Rubies, which make Fire Dragons invincible if fed to them. As a Dragon Rider you move around the volcano waiting for the eruption to collect rubies.

The volcano is assembled and each player receives two dragons and a little bag in his color, the bag holds three Dragon Rubies and three pieces of coal; the

dragons start on the two starting areas.

You roll the dice: If the dice show one volcano, you lift the top of the volcano- when the volcano is full, rubies can fall out - rubies that end up on spots of the path remain there; rubies that roll off the path are put back into stock. Should rubies remain on the volcano, they stay there. Should you have rolled two volcanoes,

you put three rubies from stock into the volcano before lifting the top; you also put three rubies in if the volcano was empty. If you did not roll a volcano, you use the result of one die to move one of your dragons and put rubies equal to the result of the second die into the volcano from stock. If you reach a spot with rubies, you take them; if you meet another player's dragon you can pull one stone from his bag; hopefully it will be a ruby. Should your dragon stand on a spot on which rubies are then rolling from the volcano, you cannot take them when leaving. When the stock of rubies is used up, you win with most rubies.

It can happen that you can take rubies from a spot and draw from another player. When the stock of rubies is used up you win with most rubies.

A game for children as one wishes for: Enchanting illustrations, beautiful components, lots of fun in playing using simple rules - a nearly ideal game for children. ☑



GIVE ME FIVE!

T AND LONDON RESULTS IN THAMES



Give me Five is a word guessing game - in a game of four, six or eight players you play in teams of two, in case of five or seven players each player is on his own and with nine players you form teams of three players.

You draw six topic cards from the stack and choose a number between 1 and 8; this number determines the topic used from each card.

Now you draw three letters face-down from the latter stack and turn over the first letter card and the first topic card. Now each player thinks of a word that starts with this letter and fits the current topic, and also of a clue word that gives as much information as possible.

If you have found both you knock on the check card and, at the same time, say the clue

in a loud voice. Your partner or partners start counting down from five with you immediately, when you reach zero both word giver and word guesser name the word; if it is the same, the team takes the letter card; if not, the next team that knocks can play, it has 10 seconds.

In a game of five or seven players any players can knock on the check card when the word giver has named the clue; whoever knocks counts down to zero with the word giver, the words are named and if they correspond the word giver takes the letter card and the guesser a card from the surplus topic cards.

Then you play with the same topic for the remaining two letters and then 3 letters for each of the five remaining topic cards. After that, the winner is the team or the player with most cards.

This is a witty party game and a clever language training at the same time, you can translate the topics or try to play in French. ☑



INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: Carlo E. Lanzavecchia

Artist: Franz Vohwinkel

Price: ca. 30 Euro

Publisher: Haba 2013

www.haba.de

EVALUATION

roll, move, collect

Users: For children

Version: multi

Rules: de en es fr it nl

In-game text: no

Comments:

Wonderful graphics * Beautiful components * Clear, simple and easy rules

Compares to:

All race game with acquisition mechanisms

Other editions:

Currently none



INFORMATION

PLAYERS:
4-9

AGE:
12+

TIME:
30+

Designer: Bariot, Della Scaffa

Artist: Stivo

Price: ca. 10 Euro

Publisher: Cocktail Games 2013

www.cocktailgames.com

EVALUATION

word guessing with clue

Users: With friends

Version: fr

Rules: fr

In-game text: yes

Comments:

Quick, witty guessing game * Good training for learning French * Nice selection of topics * Easy to take along

Compares to:

Word guessing games with clue and time element

Other editions:

Currently none



GLASTONBURY

SHOPPER'S HEAVEN FOR MAGICIANS

8↑

Glastonbury, magic town, shopper's heaven for potion ingredients. 32 cards and four corner cards are laid out in a 6x6 grid, the player markers start next to a corner card.

Your marker moves the number of steps indicated by the top card on the cauldron stack, at the start this is the cauldron card giving you two steps; each row and each corner card is one

step. There can be several markers next to a row or corner. From the row you reached you take one card. Ingredient cards and Immuno cards are placed on your cauldron stack; you cannot look through this stack during the game.

Spell cards are either used immediately or kept separately for future use. If your movement ended at a corner, you cannot

take a card, but might use a Declatio = Corner Spell to move again. Further spells are Accio = Conjure Up Spell - you take a card of your choice from anywhere in the grid; Vanesco = Vanishing Spell - all others lose the top card from their cauldron; and Perluceo = Eyeball Spell, you can check your cards in the stack once in the game. Using a multiple spell is indicated by turning the card and the free spot in the grid is filled from the draw pile.

When one row is empty the game is scored - single ingredients score negative, three or more copies of one ingredient score positive and bonuses, ingredients of your own color always score double points!

This new edition of Kupferkessel & Co. has retained its magic, even enhanced it! You can now play with up to four players, rules and card symbols have been simplified, but the variant using recipe cards for additional points for completing them is still included. ☑



INFORMATION

PLAYERS:
2-4AGE:
8+TIME:
30+**Designer:** Günther Burkhardt**Artist:** Franz Vohwinkel**Price:** ca. 26 Euro**Publisher:** franjos 2013www.franjos.de

EVALUATION

Collecting, memo

Users: For families

Version: multi

Rules: de en fr nl

In-game text: no

Comments:

New revised edition of Kupferkessel & Co * Beautiful design * Now for up to four players * Simplified scoring rules, fewer card symbols

Compares to:

Kupferkessel & Co

Other editions:

Currently none



HOTEL TYCOON

HOTELS FROM FRANCE TO JAPAN

8↑

Some games are like boomerangs, they come back again and again.

One of those games is Hotel, first published in 1986, and since then available in different editions; a little remark and smile on this - in the English edition there was a hotel called The Boomerang!

The idea of the game is simple, you should set up a chain of

hotels. To do so you move your plane by rolling a die along an impressive board - if you roll a six you get an additional turn, which you need not implement. There can never be two planes on the same spot on the board. The hotel buildings are set up in the middle of the board.

The effects of spots you end your turn on are implemented: Buy adjacent lots, if they are

still without buildings, you can buy them from other players - roll the die for building permits and - in case of a positive result - build for free or against payment. You need not stand next to the lot where you want to build.

If you have enough money you can use one permit for several buildings on the same lot. The sequence of setting up buildings of one hotel must be followed. - Control tower - this spot allows you to build a hotel entrance. If your turn ends on a hotel entrance you pay the price for one night to the owner of the hotel.

If you go bankrupt, you must quit the game. The last two in play do not receive money from the bank, the last one in play wins the game.

Simple and simply beautiful, it is fun to set up the spectacular buildings on the board and to see your hotel empire grow in the truest sense of the word! A family game that is attractive to look at and also attractive to play. ☑



INFORMATION

PLAYERS:
2-4AGE:
8+TIME:
40+**Designer:** not named**Artist:** not named**Price:** ca. 30 Euro**Publisher:** Asmodee 2013www.de.asmodee.com

EVALUATION

roll, move, buy, and build

Users: For families

Version: de

Rules: de fr gr

In-game text: no

Comments:

New editions * Earlier editions as Hotel(s) from MB and Parker * Spectacular 3D buildings * Mechanism similar to Monopoly

Compares to:

Hotel, Monopoly and similar games

Other editions:

Asmodee France, AS Company, Greece



JETZT FAHRN WIR ÜBERN SEE

CHILDREN SONGS TO PLAY WITH

4↑

Classic children songs, who doesn't have them somewhere in the back of his mind, from "Bruder Jakob" to "Weißt du, wie viel Sternlein stehen?" Or from "Alle meine Entchen" to "Zeigt her eure Füße?"

First published in 1999, the game held a collection of 30 children songs with a cute game idea from the doyen of game designers, Alex Randolph. In

this new edition the collection was extended to 40 songs.

For each of those 40 songs there is a big picture card and a song card, both show the same enchanting illustration, corresponding to the lyrics of a song, and the song card also shows the first verse of the song.

A game master, who must be able to read, randomly removes five picture cards from the game

and then lays out the remaining 35 picture cards in a 5x7 grid. The song cards are shuffled, then the game master reads or sings the verse on the top card, all other players have their hands underneath the table and search with their eyes only for the picture card corresponding to the song.

If you spot the card you put your hand on it - if you are first to do so and it is the correct card, you take the picture card. Checking is easy, the picture on both song card and picture card must be identical. If you make a mistake you must hand back a picture card. When the card is not on the table, you must not react at all, of course.

When only three cards are left and you take one of them, you get the remaining two cards, too, and you win with most cards. The rules booklet lists all lyrics.

A marvelously beautiful game with an unusual topic, the enchanting drawings train observation and finding connections between pictures and text. ☑



INFORMATION

PLAYERS:
2-8

AGE:
4+

TIME:
20+

Designer: Alex Randolph

Artist: Tapiro

Price: ca. 20 Euro

Publisher: Drei Hasen i. d. A. 13

www.hasehasehase.de

EVALUATION

singing, spotting
Users: For children
Version: de
Rules: de
In-game text: yes

Comments:

Very beautiful pictures *
Rules booklet lists all lyrics
* Trains observation and picture-text context-finding * 100% language-dependent

Compares to:

Jetzt fahrn wir übern See, first edition, other educational games using songs

Other editions:

Currently none



KA-BOOM

CATAPULT VERSUS MASTER BUILDER

6↑

Why a gorilla, a pirate, a medieval knight and a Stone Age man meet to build and sabotage remains a secret, no matter, we simply play along.

One player is always master builder of the round, the others are saboteurs. The builder of the round tries to construct complete towers within the time frame of the sand timer, the saboteurs try to topple the towers.

25 small building tiles are laid out around the big one. The builder of the round takes all building blocks, the saboteurs take one catapult each and - depending on the number of players - two to nine ammunition cubes.

The big ammunition cube is given to the youngest player and is then, each round, handed to the next player. The builder turns

over the sand timer, decides on a tower and constructs it on the corresponding tile; he can try to set up several towers or rebuild a destroyed one. A block can only be used for one tower. Simultaneously, the saboteurs use their ammunition cubes and sling them one by one at the towers of the builder, from outside the display, each cube only once. The builder must not catch or block the cubes. When a second cube shows the Ka-Boom symbol, an earthquake occurs and the owner of the cube hits the table with his fist. Should the big cube show the Ka-Boom symbol, an earthquake instantly occurs, but there can only be one earthquake per round.

When time has run out, the builder takes the tiles of completed towers, you win with a total of 16 points on tiles you collected.

Witty, hectic and full of action, including a little bit of tactic in choosing the tower; if you are quick you have a chance to do several towers or rebuild a toppled one. ☑



INFORMATION

PLAYERS:
2-5

AGE:
6+

TIME:
30+

Designer: Florence + Roberto Fraga

Artist: Andreas Resch

Price: ca. 20 Euro

Publisher: Huch & friends! 2013

www.huchandfriends.de

EVALUATION

Construction, dexterity
Users: For families
Version: multi
Rules: de en fr nl
In-game text: no

Comments:

Nice components * Simple rules * Hectic fun * A bit of tactic is possible

Compares to:

Make 'n' Break and other construction games with time element

Other editions:

Currently none



KAIRO

BAZAAR, CUSTOMERS AND STALLS

8↑

Traders set up their stalls in the Cairo Bazaar and lure customers to their stalls; each customer brings money which is used to expand a stall or set up a new one.

You can either draw two cards - a stall card or a market barker card - or move a customer to a stall in his color or play a stall card and set up a new stall, expand a stall or move blocked stall, all accord-

ing to detailed rules.

If you move a customer you can play a market barker card in order to lure the customer past one or two stalls, so that - preferably - he ends up at your own stall.

If you are the owner of the stall the customer visits, you earn a coin for each tile in the stall, if it is somebody else's stall you earn one coin in commission.



Then the customer leaves the board and is replaced with the customer waiting off the board to enter the board.

For a stall expansion you pay the cost and earn victory points; when you have the biggest stall of a color you take both the gold and silver medal; should a player tie you for biggest stall he gets the silver medal.

When all expansions of one color have been used or all but one in two of the colors, you can only build new stands from now on.

When nobody can build anymore, you get victory points for your medals and money and win with the highest total of VPs. Kairo is a sophisticated game with many tactical possibilities, maybe a bit too demanding for a family game, at least for players of the given age.

The choice to block a stall and those force the owner to relocate introduces lots of depth, as does the frequent moving of customers to achieve numerous color changes. ☑

INFORMATION

PLAYERS:
2-4

AGE:
8+

TIME:
45+

Designer: Kimmo Sorsamo
Artist: Oliver Schlemmer
Price: ca. 25 Euro
Publisher: Queen Games 2012
www.queen-games.de

EVALUATION

Tile and pawn placement
Users: For families
Version: multi
Rules: en es fr nl
In-game text: no

Comments:
Very nice design * High quality components * Needs some playing experience to plumb all possibilities

Compares to:
Tori, Competo

Other editions:
German language edition



KAYANAK

HACK HOLES, CATCH FISH!

4↑

As polar bears in the Arctic, players try to hack holes into ice floes, marked by blue borders, and to catch fish from underneath the ice.

A sheet of paper beneath the perforated board simulates the ice sheet on top of the water; fishes are simulated by small metal marbles which are poured into the box, covered with the ice board and distrib-

uted by shaking the box.

The polar bears start the game on any free spot on the board. The die is rolled: Bear Face - you move your bear as many holes as indicated by pips next to the face, regardless if open or still closed; you cannot step on or jump over occupied holes, but you can change direction and end your turn on an open hole. Pick-Axe - you may hack open



the number of free holes indicated on the die, but only adjacent to your own bear. Fish - you may use the fishing rod to fish in as many holes as indicated by the die, again only in free holes directly adjacent to your bear. If you are first to catch ten fish, you win!

In a variant the temperature die, ice crystals and "No trespassing" tiles come into play. The temperature die is rolled with the other die and demands marking of a floe, indicated by a blue line, with a "no trespassing" tile or covering of an open hole with an ice crystal. This version has a different ending with scoring of fish sizes.

Even after 15 years this is still one of the most enchanting games ever published by Haba. The simulation of the ice by a sheet of paper is an ingenious idea and a fantastic illustration for the background story, not to mention the fun in playing and the possibility for first tactical considerations. ☑

INFORMATION

PLAYERS:
2-4

AGE:
4+

TIME:
20+

Designer: Peter-Paul Joopen
Artist: Oliver Freudenreich
Price: ca. 25 Euro
Publisher: Haba 2013
www.haba.de

EVALUATION

Fishing, dice, dexterity
Users: For children
Version: multi
Rules: de en es fr it nl
In-game text: no

Comments:
New edition, first edition 1998 * Flair of ice fishing has been caught nicely * Allows first tactical considerations

Compares to:
Basically all fishing games, the ice sheet mechanism is unique

Other editions:
Currently none



KENYA

ANIMALS IN THE SAVANNAH

7+

Early morning in the savannah - animals wander to the watering holes. Each player is given one brown double animal card for his special animal and three green single animal cards.

One face-up green card starts the savannah and another three green cards are laid out open-faced for open stock. The green cards show zebras, gnus, warthogs, gazelles, giraffes and

baboons from the brown cards and also Meerkat, Lion, Elephant and Rhino as well as three watering holes.

In your turn you draw a card, if still available, from open stock, place a card, edge to edge, into the savannah and replenish the open stock with a card from the draw pile.

For the special, non-player animals, that is, animals for whom

there is no brown card, there are special rules: For the Meerkat you draw a card of your choice, either from open stock or from the draw pile.

If you place a lion, you turn down all animal cards directly adjacent to this lion, along the edges, those cards now show the Baobab Tree. When you place an elephant and there are cards showing the Baobab adjacent to this elephant, again only along edges, you turn them back over to the animal side.

For the Rhino you shift one card next to it by one position - it must be a players' animal and can only be placed on a players' animal or a free spot. When one player is out of cards you win, if your special animal from the brown card is visible in the savannah most often, animals adjacent to waterhole count double.

Kenya is a very simple and yet elegant placement game; it also offers some tactics due to the special cards, you need to memorize face-down animals. ☑



LIGHT LINE

RED IS EXTENDED, GREEN BORDERS BLUE

5+

Your target is to extend as many lines as possible with one card and achieve the best possible score with each card. 65 line cards show numbers from 2 to 5 on the back side, are sorted by those numbers and stacked face-down.

The top #3 card is laid out as a starter card and each player draws one card from the #3 stack. In your turn you place

your card next to one or more cards already in place, always edge on edge, thereby extending at least one colored line, all other lines can be extended correctly, too, but need not be.

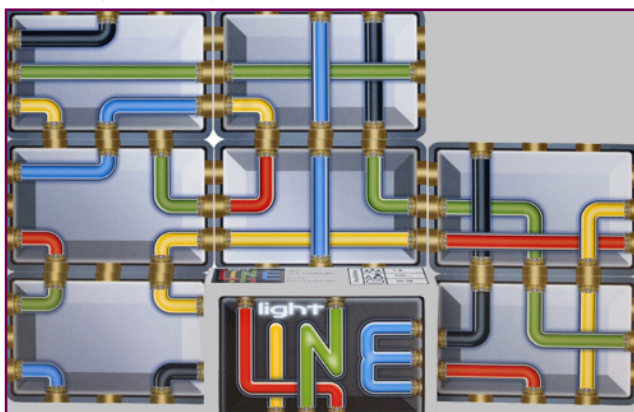
You can try several positions for the card before finally deciding where to place it. For a line or lines that you extend in that way you score victory points, one point for each segment in each

line you extended, and take up to two cards from the number stacks, their sum equaling your score, but only up to a maximum of 10 points per round, regardless of what you scored. If you cannot place your card, you put it underneath its stack and draw a new one to place.

At the end of your turn you draw one card in hand. If you cannot take VPs correctly, the game ends at the end of the round and you win with most victory points.

The rules list several variants for groups with different numbers of players and different qualifications, there is a solo version and a version that you play in your mind only.

Light Line lives up to its name, it is a light, easy and casual game of card placement, yet offering enough tactics for more experienced players, all in all a very nice family game and a good filler game or travelling game, working well for any number of players. ☑



INFORMATION

PLAYERS:
2-5AGE:
7+TIME:
15+**Designer:** Charles Chevallier**Artist:** Tony Rochon**Price:** ca. 9 Euro**Publisher:** Ilopeli 2013www.ilopeli.com

EVALUATION

Card placement
Users: For families
Version: multi
Rules: de en fr it nl
In-game text: no

Comments:

Cute animal illustrations *
Simple rules * Tactic from special animal cards *
Remembering face-down cards is helpful

Compares to:

All placement games for majorities in the display

Other editions:

Currently none



INFORMATION

PLAYERS:
1-8AGE:
5+TIME:
15+**Designer:** Jörg Domberger**Artist:** Dennis Lohausen**Price:** ca. 8 Euro**Publisher:** Adlung Spiele 2013www.adlung-spiele.de

EVALUATION

Card placement, line scoring
Users: For families
Version: multi
Rules: de en es fr
In-game text: no

Comments:

Simple Rules * Several variants with different requirements * Good family game * Easy to take along

Compares to:

Take it easy and other games with line elongation

Other editions:

Currently none



MALACCA

GOODS, PIRATES AND GOVERNOR



Trade ships sail the Malacca Straits - during 12 rounds you try to amass the biggest treasure, be it from trade, piracy or premiums handed out by the governor.

You begin with three cards for attack, trade and defense plus five silver coins. In each round a ship is revealed and you choose an action card, put it face-down on the table and

place an amount of money on it, your "bid" for the round. Then all cards are revealed and evaluated: When the sum of attack values on all cards is higher than the defense value, the ship has been conquered: If you played trade or defense, you lose your money, it is added to the freight value and distributed evenly among all attackers.

If you played attack, you take

back your money and get a share of the loot. When the defense value is higher, the ship has defended itself - traders get back their money and the same among from the bank, defenders take their money and share the bids of the attackers. When at least one attack was played, each defender takes special action card, which can be used once.

They give you higher values for trade, attack or defense and the choice to wait and choose your action later. Attackers lose their bids and also half of their remaining money.

In variants you randomly assign captains' characters with special abilities or you can buy an item card at the start of a round, before the new ship is revealed.

Malacca offers a cute mix of bluff, risk and part information like freight value of the ships and bids of other players, that is, if you are not one of the first players in the round - all in all a game in which you rely heavily on your assessment of other players. ☑



MÄRCHENBALL

WHO DANCES WITH THE PRINCE?

5↑

Princesses from all over the country were invited to the Magic Ball and all want to dance with the prince and receive stars from him.

The prince stands in the middle of dance floor, each player chooses a princess; she starts on the star spot of her color.

In turn, each player rolls the die and moves the princess along the track on the board accord-

ingly. When the movement of the princess ends on a spot without symbol, the turn ends and passes to the next player.

When the princess reaches one of the symbol spots the action corresponding to the spot is implemented.

For "Märchenball" the princess walks up the stairs and is placed in front of the prince. Then you press the prince's head down

- music begins to play and the dance floor vibrates. When the prince has the princess in his arms when the music ends, the princess receives a star of her color, if not, she receives nothing. In each case, she goes down the steps to the star spot of her color.

On the "alle tanzen" spots all princesses are placed on the dance floor, for "Tanzwettbewerb" the active player chooses a second princess and both princesses dance - when the dance ends the princess in the arms of the prince receives a star, the other one must discard a star; if the prince holds none of them or both, the dance is repeated.

For "Glück gehabt" you receive a star immediately, and for "Erholung" you miss your turn. If you are first to collect four stars of your color, you win.

A cute game, especially intended for girls, and purely chance-driven, but very attractive to look at. It is thrilling to watch if the dance for the princess will end in the arms of the prince! ☑



INFORMATION

PLAYERS:
2-8

AGE:
9+

TIME:
30+

Designer: J. & Jan Daněk + Team

Artist: Jan Drevikovsky

Price: ca. 14 Euro

Publisher: Loris Games 2013

www.lorisgames.cz

EVALUATION

Card selection, evaluation

Users: With friends

Version: multi

Rules: cz de en

In-game text: no

Comments:

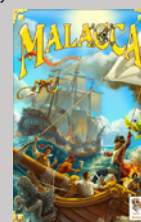
Basically an auction game, based on little real information * Fast and witty, the rounds are quickly resolved * Works better with higher numbers of players

Compares to:

Auction games with partially known stakes and information

Other editions:

Currently none



INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
20+

Designer: not named

Artist: not named

Price: ca. 27 Euro

Publisher: Megableu 2013

www.hutter-trade.de

EVALUATION

Girl's game

Users: For children

Version: de

Rules: de fr

In-game text: no

Comments:

Pretty topic * Enchanting components * Primarily a game for girls * Purely chance-driven

Compares to:

Ball der Prinzessin, Haba

Other editions:

Le Bal Magique, Megableu F



MARSWÜRFEL

HUMANS, COWS AND CHICKENS FOR ALIENS



As a member of an Alien mission one should bring home specimens of humans, chickens and cows from Planet Earth; the aliens want to find out which of the species is the one making decisions on Earth.

In your turn you roll all 13 dice and try to set aside symbols for humans, chickens and cows; in additional rolls you use all dice still available for re-rolling. After

each roll you must set aside all Tanks, they defend Earth against the Alien invasion.

From the remaining symbols on the dice you choose one kind and set aside all dice of that kind; you can also choose to set aside Alien Death Rays to fight the tanks. You cannot select dice that show chickens, cows or humans to set aside, if you have already set aside that kind of

dice in an earlier roll of the turn. When you cannot set aside dice based on those rules, your turn ends and you score your selection, but you can also stop rolling earlier and score the result you achieved.

If you have set aside the same number or more Death Rays than tanks your turn is valid and you score one point for each human, chicken or cow and three bonus points if you have at least one die of each kind.

But should you have set aside more tanks than Death Rays, you have fended off the Alien kidnapping attack and do not score in this round.

At the end of the round in which someone reaches or tops 25 points, you win with most points.

Marswürfel is a witty, funny dice game in the tradition of Heckmeck and other such games, nice for a filler or the final game of an evening; the game is living mostly on its cute topic, because the mechanisms are familiar. ☑



INFORMATION

PLAYERS:
2+

AGE:
8+

TIME:
30+

Designer: Scott Almes

Artist: Joshua Cappel

Price: ca. 12 Euro

Publisher: Pegasus Spiele 2013

www.pegasus.de

EVALUATION

Roll and set aside dice

Users: For families

Version: de

Rules: de en

In-game text: no

Comments:

Witty topic * Nicely varied

standard mechanisms *

No limit to the number of re-rolls of available dice

Compares to:

Heckmeck am Bratwurmeck and other dice game with multiple rolling

Other editions:

Martian Dice, Tasty Minstrel Games



MONOPOLY JUNIOR

DISNEY PIXAR MONSTERS UNIVERSITY



This is a new edition of the junior version of the classic family game, again with a license topic: In turn you visit the individual lots on the board, featuring characters from the Disney Pixar film. You roll the die and move your baseball cap along accordingly. When your turn ends on a free lot without a campus building, you must buy the lot. When your turn ends on a lot with a

Campus building, you have to pay the number of Shouts - the currency in the game - stated on the monster lot to the owner of the building/lot, so that the monster can become a better shouter. When your move ends on a lot with a question mark, you read or are read the top Report card and implement it. Should you have to pay money due to such a card, you put the

money into the "Frightening" book box. When your turn ends on a "Frightening" book box lot, you open the box and keep the money/Shouts in the box. Should you have to buy a lot and be out of Campus buildings, you must hand back the monster card for one of your lots, pay the money for the new lot and move the building from its previous location to the newly bought lot. You do not get refunds for the lot you handed back.

When the first player is bankrupt, the game ends: All count their Shouts and add one Shout for each monster lot that they own. The winner is the player who owns most Shouts.

If you want, you can decide the starting-player with the "Schnelle Monster" game; you distribute the monster cards evenly - whoever puts his monsters on the correct lots first, is starting player.

This is a very nice Monopoly variant for children, the more or less cuddly monster are special eye-catchers. ☑



INFORMATION

PLAYERS:
2-4

AGE:
5+

TIME:
30+

Designer: not named

Artist: not named

Price: ca. 30 Euro

Publisher: Winning Moves 2013

www.winning-moves.de

EVALUATION

roll, move, buy, pay

Users: For children

Version: de

Rules: de

In-game text: yes

Comments:

License topic * Nice components * Needs participation/supervision by an adult or able-to-read older child

Compares to:

Other editions of Monopoly junior

Other editions:

Currently none



NEXUS OPS

CONTROL THE MOON AND RUBIUM!

Rubium is a new source of energy for advanced future technology. Explorers have found a moon rich in Rubium and, due to lack of many for further projects, have sold exclusive right to this find to four different corporations, which now combat bitterly for the moon and its resources, using indigenous creatures and corporation troops.

A player turn comprises the

phases 1) Deployment with buying and placing units as well as playing Energize Cards. 2) Movement. 3) Exploring of hexes where you have your own units in place, each hex can only be explored once. 4) Battle. 5) Mining in hexes under your control and holding your own mining units, and 6) Drawing of one Secret Mission Card and Energize Cards. Victory points are



acquired every time you win a battle and from Secret Missions Cards.

Battle Victory Cards are drawn after a battle you win, they are worth one point each. The loser of a battle is compensated with Energize Cards which give temporary advantages when played. Secret Mission Cards are drawn in Phase 6 and you score a card's Victory Points by revealing the card when you have completed the respective mission. You win with 12 victory points or, when a player must quit the game, with most victory points. The rules also list optional rules for variants, which can be used individually or in in a combination.

Nexus Ops offers a well-made compromise between playing time and simple rules on the one hand and an interesting unit and resources management game with a SciFi topic on the other hand. The rules allow easy access to the game and you find a clever combat system dealing with battles in one round. ☑

INFORMATION

PLAYERS:
2-4

AGE:
12+

TIME:
90+

Designer: Charles Catino

Artist: Chris Beck and Team

Price: ca. 60 Euro

Publisher: Fantasy Flight Games 12

www.heidelbaer.de

EVALUATION

resources and conflict management
Users: With friends
Version: en
Rules: en
In-game text: yes

Comments:

New edition * First edition 2005 from Avalon Hill / Hasbro * Huge amount of components * Includes optional rules

Compares to:

All SciFi games on area control, resources and conflicts, Axis & Allies for troop units and conflict resolving

Other editions:

Currently none



NICHTLUSTIG

NOCH MEHR LABOR CHAOS

8↑

Aim of the game, in this sequel to Nichtlustig Labor Chaos is to get rid of all your cards on hand as fast as you can, too - but of course only if another card does not change that victory condition

7 cards are dealt to every player, in turn you choose a card and place it face-up until the card has been implemented. Some cards need requirements to be

played. When the effects of a card have been implemented, the card is discarded unless the card text tells you differently. Basically, there are scientist/ Wissenschaftler cards, Dinosaur cards and machine cards.

Scientists cause changes in the number of cards in hand, usually they tell you to discard cards or draw cards. Dinosaur cards hand are usually action cards,



influencing the course of the game, and machine cards always carry an "if" condition and provide the chaos mentioned in the title. Broth/Brühe cards are a new card type, they are never mentioned in the texts of other cards, but can fall under those texts, for instance when you need to guess face-down figures; in this case broth is simple broth, broth always being simply broth.

Oh, and you have to be the active player in order to win by discarding your last card.

The sequel introduces new cards and can be combined with the prequel game, you can shuffle all cards together or compile your own favorite deck. As in in the prequel the players decide how much fun they have with the game; you must like the texts, the humor and that you cannot make too many decisions - then you are fine with the chaos - and no, you cannot fetch some rings from your bedside table to meet the conditions of this card! ☑

INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
30+

Designer: Ivo Dekoning

Artist: Joscha Sauer, Pohl & Rick

Price: ca. 7 Euro

Publisher: Kosmos 2013

www.kosmos.de

EVALUATION

Card shedding, card interaction
Users: For families
Version: de
Rules: de
In-game text: yes

Comments:

Sequel to Nichtlustig Labor Chaos * Cute, funny drawings and texts * Simple basic rules * End of game can happen as a surprise

Compares to:

Nichtlustig Labor Chaos, other satirical games like Munchkin and others

Other editions:

Currently none



PANDEMIE

FIGHTING EPIDEMICS IN A RACE AGAINST TIME



Four deadly epidemics threaten mankind. Players are specialists and travel to different locations all over the world to fight the danger of infection together and to search for antidotes. The fate of mankind is in your hands! A player turn always comprises three phases: 1) Action phase, you can spend four actions for travel, healing, research and construction. 2) Supply phase -

you draw two cards. 3) Infection phase - cities are infected. But time is short, as breakouts and epidemics speed up spreading of the disease.

Will you find the antidotes in time? Players can and should discuss the situation, advise each other and make suggestions for possible action, a decision is always made by the currently active player. Event cards



can be played anytime, even when it is not your turn.

This new edition has been revised, has been given a new design and introduces two new characters - the Quarantine Specialist and the Contingency Planner / Krisenmanager. The Quarantine Specialist prevents outbreaks and placement of new epidemic cubes at her current location and also in each city connected to her location. The Contingency Planner can use one action to choose one card from the discard pile of event cards and store it on his character card; this card does not count towards the card limit in hand and is taken out of the game when it was played. Other roles are Scientist, Medic, Dispatcher, Researcher and Operations Expert.

Hair-raisingly thrilling and challenging! Are we getting a grip on the situation or is mankind doomed?

Still the best cooperative game around, in my opinion, but don't let one player take all the decisions! ☑

INFORMATION

PLAYERS:
2-4

AGE:
14+

TIME:
45+

Designer: Matt Leacock

Artist: Chris Quilliams

Price: ca. 30 Euro

Publisher: Z-Man Games 2013

www.de.asmodee.com

EVALUATION

cooperation, development
Users: With friends
Version: de
Rules: de en and more
In-game text: yes

Comments:

Revised new edition *
Two new characters * Still enormously challenging and thrilling * Fantastic cooperative game

Compares to:

Pandemic 1st edition and other cooperative development games

Other editions:

Pandemic, Z-Man Games



PIPIFAX

MEMORIZE AND FIND ANIMALS



It has happened again - animal babies have escaped and must be found again. The die determines which animal baby must be found.

The game comprises 24 animal tiles for six different animals - zebra, crocodile, lion, elephant, monkey and giraffe. Each animal is represented on four different kinds of tiles - on a disc with red border and red back,

on a square with blue border and blue back, on an octagon with border and backside in yellow and on a hexagon a green with border and backside.

Those animal tiles are spread out face down and sorted into groups by their backside color. In your turn you roll the die and try to uncover the animal shown on the die.

It does not matter in which color

group you turn the animal up. If you do not manage to find the correct animal your turn ends and passes to the next player.

If you succeed in finding the correct animal you have another turn, roll the die and try to find the resulting animal, but you must know find in a different color group, and so on.

If you do not succeed to turn up the correct animal, all animals uncovered so far are turned back again face-down, but stay in the same place.

If you manage to turn up four animals in your turn, corresponding to each roll of the die and each on in a different color group, you win the game.

In a version you can play a slightly more difficult game, tiles are not sorted by backside color, but spread out randomly. Basically a very simple memo game, but a very attractive and sophisticated version, featuring very pretty components and easy, simple rules, all in all a perfect game for young children. ☑



INFORMATION

PLAYERS:
2-5

AGE:
4+

TIME:
15+

Designer: Wolfgang Dirscherl

Artist: Andreas Mack, blatteins

Price: ca. 8 Euro

Publisher: Amigo Spiele 2013

www.amigo-spiele.de

EVALUATION

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

Comments:

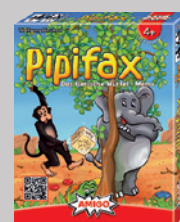
Nice memo variant * Very pretty drawings * Two levels of difficulty

Compares to:

All other memo games

Other editions:

Currently none



RACE! FORMULA 90

MONZA OR HUNGARORING?

Race! is a car racing game in which each turn simulates one or several laps on the track, and in which each player controls only one car.

Additional cars, so-called robots, are moving automatically, rivaling each other and the players' cars. You have a set of race cards and a car chart to keep track of resources. Cars are moved with race cards and use up resources

when moving. Track trajectories and special events influence the race. Whoever is in the lead at the end of the final turn, wins the game.

The game offers a basic game and an advanced game and also includes rule for a game with children. In the basic game you choose one of the available strategy chips, based on the race cards that you were



dealt - Save Tires, Hazard, Balance, Lucky, Chase or Banging Wheels. One round comprises the steps of Advance the Turn indicator, Activate Track Section and resolve contests, if any, followed by individual player's turns comprises optional pit stops, drawing of 1 or 2 cards and playing of 1 or 2 cards and then paying resources, performing checks and resolving events, this only in the advanced game. There are special rules for the robots, which basically are moving obstacles for the player cars. In the advanced game you choose an ability for your driver - Versatility, Reflexes, Qualifying, Pitting, Tuning or Lapping, and you also must take weather conditions and tires into account. Race offers an unusually realistic and intensive simulation, which results in an average playing time of more than four hours; it is a definitive titbit for fans of the genre, also as regards to design and components, a design which plays entirely without dice! ☑

INFORMATION

PLAYERS:
2-6

AGE:
14+

TIME:
270+

Designer: Alessandro Lala
Artist: Giorgio De Michele
Price: ca. 47 Euro
Publisher: Gotha Games 2013
www.ilgotha.org

EVALUATION

Car race
Users: With friends
Version: en
Rules: en it
In-game text: no

Comments:
Complex game with rather simple basic rules * Attractive, well-working simulation * Plays without dice

Compares to:
All more complex car racing games

Other editions:
Currently none



RITTER VINCELOT

FLUCHT VOR FÜRST FINSTER



Ritter Vincelot must save Princess Paula from the evil Fürst Finster, who wants to imprison her. So the King and Ritter Vincelot set out to find Paula.

They succeed when all characters are assembled on one field before the portrait of Fürst Finster is complete. The five meadow areas are laid out in a circle for the track, each character is placed in one area - Ritter Vince-

lot, the King, the Dragon, the Horse and Princess Paula.

In your turn you roll the die and for a result of one, two or three pips you move a character of your choice accordingly in clock-wise direction.

When you roll the dragon symbol, the Dragon moves one step, also in clockwise direction. When he reaches Paula, those two characters from now



on move together, regardless if Paula moves because of dice rolls or the Dragon because of his symbol. When the black hat is rolled, the top card of the six cards, stacked face-down, is turned up. It depicts one of the five characters, which now must be advanced by one step in clockwise direction. Then the card is laid out face-down. All six of those cards together form a picture of Fürst Finster. When players manage together to assemble all characters on one area of the track before the picture is complete, all players have won the game together. Should the picture be complete before all characters are assembled, all players have lost the game together.

This is a cute and very well made game, featuring simple rules and a very nicely implement cooperative element. The game is quickly explained, has a nice size and therefore is easy to carry along and can be played nearly anywhere, because it needs little room. ☑

INFORMATION

PLAYERS:
1-4

AGE:
4+

TIME:
10+

Designer: Simon Dirscherl
Artist: Andrea Hebrock
Price: ca. 8 Euro
Publisher: Die Spiegelburg 2013
www.spiegelburg.de

EVALUATION

Cooperative, dice
Users: For children
Version: multi
Rules: de en es fr it nl
In-game text: no

Comments:
Features Ritter Vincelot * Enchanting design * Good components * Simple rules * Good cooperative component

Compares to:
All cooperative games with joint decisions on movement of pieces

Other editions:
Currently none



ROME & CARTHAGE

CONQUEST AROUND THE MEDITERRANEAN



War around the Mediterranean is imminent; you want to occupy two capitals of your opponents at the same time for two rounds or eliminate opposing armies completely in order to win. The cities involved are Byzantium, Carthage, Alexandria and Rome. Each empire is commanding seven armies - three infantry men, two galleys, one chariot and one elephant. In relation to

the number of empires you are directing (one or two) you take a selection of resources cards in hand; members of a team can confer upon their actions and show each other their cards. In the first two rounds of the game you deploy army units, then you have one move in turn, this move comprises drawing of cards, playing of special cards, moving army units and



engaging in battle. For a battle both opponents play two cards each, the higher total value wins the battle. In case of a tie an additional card is played, the spy cannot be used now.

The rules feature two variants: "On Equal Terms" for 2-4 players - you draw the same resources cards, albeit in different order, and team members cannot show the cards to each other. "Rapid Conquest" needs four players to play, the aim of the game is to reduce opposing units to five pieces or to reduce them to three pieces and control the capital of the other team member for one round or to win on the conditions of the basic game.

A game that is nearly 60 years old, designed by one of the co-developers of Risk! Well, it has a flavor of Risk and at the time of its first release it was a sensational step away from the usual roll & move. Today, it is still a respectable game with a rather balanced ratio of luck and planning and some interesting special effects on the cards. ✓

INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
60+

Designer: Jean-René Vernes

Artist: Vincent Dutrait

Price: ca. 47 Euro

Publisher: Grosso Modo 2012

www.gm-editions.fr

EVALUATION

Conquest, card use
Users: With friends
Version: multi
Rules: de en fr
In-game text: no

Comments:

New edition, first edition 1954 as Mediterranean *
Still a good game, despite its age * Luck and tactic are rather well balanced

Compares to:

First edition Mediterranean, very slightly Risk

Other editions:

Currently none



STAR WARS X-WING

MINIATUREN SPIEL



X-Wing Miniatures Game - A game set in the Star Wars Universe, simulating the space battles between forces of the Rebels and the Emperor. Players command familiar and famous ships from Star Wars, for instance X-Wings, TIE-Fighters and many more. You choose your faction and then choose your ship and upgrade cards from the selection available for your faction; in the introductory game without

personalized Fighter Squadrons the Rebel player takes "Luke Skywalker" and the Imperial player takes "Nachtbestie" and "Pilot der Obsidian-Staffel".

Each round comprises four phases: 1) Planning with secret choice of maneuvers on the maneuver wheel. 2) Activation including ship movement and one action, using pilot abilities, upgrade and damage cards as well as missions. 3)

Combat with one attack per ship, in descending order of pilot values, targeting ships in range and within the firing angle, using attack and defense dice. 4) End of Turn Phase comprising removal of unused action markers and implementation of End of Turn Phase cards. You win, when all opposing ships are destroyed or if you completed the mission target.

When you are familiar with the core game you can make use of expert rules, for instance for personalized Fighter Squadrons, for which you need additional ships from the plethora of available expansions packs, or use obstacles and communication.

The core game also includes three missions with varying victory conditions, special rules and mission targets: Ein Wohltätigkeitsflug, Das Asteroidenfeld and Flüsterstimmen.

This game offers paradise for tabletop/miniature/conflict simulation fans as well as fans of Star Wars - the basic game alone has a lot to offer, and expansions take the fun in playing beyond known space! ✓



INFORMATION

PLAYERS:
2

AGE:
14+

TIME:
45+

Designer: Jason Little + Team

Artist: M. Allsop und Team

Price: ca. 30 Euro

Publisher: Heidelberger 2012

www.heidelbaer.de

EVALUATION

Tabletop, miniatures
Users: For experts
Version:
Rules: de en es fr + many others
In-game text: yes

Comments:

First game of this kind, with Wings of War and others as predecessors

Compares to:

Basic game, starter set
Multiple expansions available
Optional expert rules already included in the core game
Manifold variations

Other editions:

Fantasy Flight Games, Edge Entertainment, Galakta, Cutia, Koreaboard-games, Stratelibri, Peliko, Giochi Uniti



STORIES!

LAST TIME AT THE SUPERMARKET ...



Within a minute you tell a story on a given topic, topics are provided by 100 double-sided story cards; each player is given a sheet and a pen and two Objection cards, marked with -1 and -2.

As the narrator of the round you draw the top story card and select one of the two starting sentences provided - the beginnings in the green frame will be

for a rather conventional story, e.g. "When I moved to my new house..."; the story beginnings in the purple frames are more offbeat, e.g. "When I was abducted by Aliens ...". You read out the chosen beginning and all other players write down five suitable words which they expect to appear in your story. Suitable words nouns, both singular and plural forms are valid,



verbs and adjectives. When all have completed their notes, you turn over the timer and tell the story. The others can interrupt at any time with a question which you must answer properly with a sentence, for each question the player throws in one of his objection cards. Words that you mention are marked on players sheets, when noted there. If someone could mark all five words, he stops the round - all read out their words in turn and score 2 points for words they have in common with other players, and 4 points for each word that they have noted alone. For questions asked you deduct the points on the card(s) used. The narrator scores the same number of points as the player with most points.

When everybody was narrator once or twice you win with most points.

Witty, funny and quickly played; and despite negative scores for question you can earn more points with a cleverly asked question than you lose. Creativity is in demand! ☑

INFORMATION

PLAYERS:
3-10

AGE:
8+

TIME:
30+

Designer: T. Odenhoven Kaller
Artist: Michael Menzel
Price: ca. 22 Euro
Publisher: Schmidt Spiele 2013
www.schmidtspiele.de

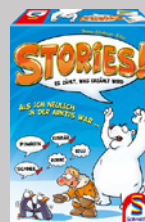
EVALUATION

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

Comments:
Nice choice of story beginnings * Cleverly posed questions can earn you more points than they cost

Compares to:
Once upon a Time! and other narrative games

Other editions:
Currently none



STRING SAVANNA

ANIMALS ENCLOSED BY A STRING



In String Savanna the mechanism of placing strings, first introduced in String Railways, is varied: You are an animal researcher and collect information on African animals; you use a string to enclose animals for research. The game comprises seven land tiles, 37 animal tiles and 30 research tiles. Animal tiles show image and name of the animal and carry informa-

tion on its food, a generalized category and its activity during day, night or evening as well as the points you can score for the animal when you place a marker on it. Research tiles show the animal category that you are supposed to catch and the conditions for placing of the string and, again, points to score at the end of the game. The land tiles can give you a bonus if you



have them within your research string.

One string is laid out for a "field", in it you randomly distribute the land tiles and 16 animal tiles. Outside the field you display five research tiles. You start the game with one research and one animal tile. In a round you place your animal tile into the field, enclose animals for victory points according to the parameters stated on your research tile, place one of your research markers on an enclosed animal tile and, finally, draw a new animal tile and a research tile. After a given number of rounds you win with the highest total after scoring points from your research tiles and from animal tiles on which you did place your markers.

A cute idea for a nice family game which offers quite some tactic; each animal placed enlarges the selection and you must consider the placement well, as you know the research tile that you will have to implement. ☑

INFORMATION

PLAYERS:
3-5

AGE:
6+

TIME:
30+

Designer: Hisashi Hayashi
Artist: Ryo Nyamo
Price: ca. 24 Euro
Publisher: Okazu Brand 2013
www.japonbrand.com

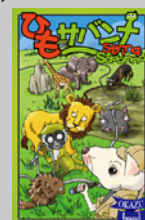
EVALUATION

String placement, collecting
Users: For families
Version: multi
Rules: en jp
In-game text: no

Comments:
Nice implementation of the string mechanisms * Rather simple rules * Very good family game that allows quite some amount of tactic

Compares to:
String Railway, otherwise collecting games with prerequisites

Other editions:
Currently none



SUBURBIA INC.

NEW GOALS, NEW BUILDINGS, BORDERS FOR BOROUGHS



From small town to metropolis - we are architects and want to create the optimum suburb. In each turn you can take one tile, place it and resolve the effects on reputation, population and income or special abilities, respectively, or you can place an investment marker. Then you pay or earn money in relation to your income; adjust population in accordance with your

reputation and turn up a new tile. After the pre-ordained end of the game you score the open goals from the real estate market, then the secret goals of the players and then change 5\$ for 1 population each. You win with most population.

The expansion introduces more than a dozen new buildings, new bonuses for more income and challenges for more repu-

tation be meeting goals during the game. There are also Border parts that can segregate boroughs. The new goals relate to those border parts, for instance for most or fewest open-faced border tiles in a player's borough, but there is also a demand for most offices or the most or fewest yellow, grey, green and blue tiles in a borough. There are 10 bonuses and challenges each, one of each is randomly placed on the B and C stacks; when the first tile off those stacks is needed, the bonuses and challenges are checked and, when complied with, awarded.

The individual elements of the expansion have effects of different strength on the course of the game; most influence comes from the borders, fewest from the new buildings; from bonuses and challenges you can accrue immense profit but also immense damage if you do not win the competition for them or change tactic in mid-game. You should decide early if you want to compete! ☑



TEMPEST DOMINARE

CONSPIRACIES IN THE CITY STATE

The City State of Tempest is the Renaissance-alike setting for an epic tale featuring recurring characters of all stations, who change and develop, come and go.

Each of the four games in the series tells part of the saga. In Dominare you are at the back of a conspiracy which wants to take control of Tempest. In seven rounds, called Seasons,

you use the individual abilities of your agents to take control of city blocks and districts.

Agents are the pivoting point of events, they create income, deliver influence and provide special abilities and cause exposure. At the start of Phase Three you can hire additional free agents. In each season players complete the following phases in turn:

Conspiracy Phase - you add an-

other agent to your ranks and choose a new scapegoat.

Event Phase - Something noteworthy with repercussions is happening in Tempest. Canvassing - you earn income and place influence tokens in city blocks.

Actions Phase - you sue abilities of agents, abilities of districts and basic abilities.

After seven Seasons you score city districts, exposures cost you points, and you win with most victory points.

Dominare definitely is - if we leave out Love Letter, which is a class for itself - the best game of the remaining triplet - Mercante, Dominare and Courtier. Dominare is a solid, well-working game on majorities, with the chance element of event cards, and offers lots of interaction that can get aggravating!

Design and Components are again of high quality, and the challenge factor relates a bit to events. Penalty points for too obviously illegal actions are a witty detail mechanism. ☑



INFORMATION

PLAYERS:
1-4

AGE:
8+

TIME:
60+

Designer: Ted Alspach

Artist: O. Timm, K. Franz

Price: ca. 20 Euro

Publisher: Bézier Games 2013

www.beziergames.com

EVALUATION

Tile placement, urban development
Users: With friends
Version: de
Rules: de en
In-game text: yes

Comments:

Well-working expansion
* The different elements have different impact on the course of the game *
You can, but need not use all new elements for a game

Compares to:

Suburbia, City Tycoon and other games on urban development with tile placement

Other editions:

German edition at Lookout Spiele



INFORMATION

PLAYERS:
2-6

AGE:
12+

TIME:
180+

Designer: Jim Pinto

Artist: A. Hepworth, Team

Price: ca. 55 Euro

Publisher: Alderac Entertainment 12

www.alderac.com

EVALUATION

Majorities, development
Users: For experts
Version: de
Rules: de
In-game text: yes

Comments:

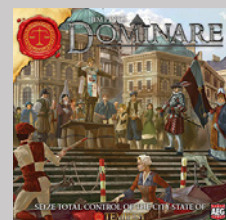
Part 3 of the four-part series
* Fantastic design and components * Well-working majority's game * Interesting detail mechanisms

Compares to:

Games on majorities

Other editions:

Currently none



THE DOWNFALL OF POMPEII

CAN YOU ESCAPE THE INFERNO?



Vesuvius is about to erupt - citizens need to be taken to safety! In Phase 1 of the game you place as many colored pieces for citizens as you can and then try in Phase 2 to take as many as possible out of town.

The game comprises 53 Pompeii cards in four colors, numbered from 1 to 11, two AD79 card and 7 Omen cards. Pompeii cards are split into player stack and draw

pile. In Phase 1 you play a card from hand, place a citizen piece into the corresponding house and draw a card; there are different numbers of cards for the respective houses.

After the first appearance of AD79 the rules for Omen and Relatives come into play: When you draw an Omen card you remove one citizen of another player from any house and put

him into the volcano. When you place citizens into a building in which there already citizens of any color, you can place additional citizens, also into neutral buildings.

After the second appearance of the AD79 card the volcano has erupted, citizens flee the town and the way to play chances.

A turn now comprises drawing of lava tiles and place them into the town and then move two of your citizens.

A citizen moves as many steps as there are pieces on his starting spot for the turn. When the last tile has been placed, you win with most pieces saved.

The eruption of the volcano and the advancement of lava are nicely recreated, the background story and the play in Phase 2 fit well together.

The components do a good job in illustrating the topic, the rules are easily understood and if you manage to use the "relatives" rule cleverly, you will take a lead in numbers of citizens. ☑



INFORMATION

PLAYERS:
2-4

AGE:
10+

TIME:
45+

Designer: Klaus-Jürgen Wrede
Artist: Freudenreich, Hoffmann
Price: ca. 27 Euro
Publisher: Mayfair Games 2013
www.mayfairgames.com

EVALUATION

Placement of tiles and pieces
Users: For families
Version: de
Rules: de
In-game text: no

Comments:
New edition of Der Untergang von Pompeii, Amigo, 2004 * Components and story go well together * The mechanism is nicely transporting the advancing of lava * Simple rules

Compares to:
Der Untergang von Pompeii, other games with placing and then removing pieces

Other editions:
Currently none



TRIOMINOS TRIBALANCE

BALANCE EARNS YOU POINTS!



Tri stands for three - first for the triangular board and the shape of the pieces and also for the maximum number of players, and balance just means balance, which at the same time describes the mechanism of the game. The already mentioned triangular board is placed on a ball and reacts to each piece that is placed.

Each player has - depending on

the number of players - a different number of pieces in his color, in sizes One to Four. You place those pieces into triangular dents, which are marked with numbers for points, to achieve the best possible result. If you place a piece successfully, you can at the end of the game score points equal to the result of multiplying the size = weight of the piece with the number in

the dent.

For a piece to be successfully placed the piece may not disturb the balance of the board permanently. When the board achieves a balanced status again, even when briefly touching the table with a corner, when a piece was placed, the move is valid. But when the board keeps touching the table with one corner and does not move back, the move has failed and you must take back the piece and miss this turn.

When you have placed a piece at a certain position, you cannot change your mind. When one of the players has placed his last piece, all other players have one more turn and then the game is scored: You take the pieces in your color off the board and add the results for each piece.

From this total everybody deducts the size of pieces that might have been left over. Whoever achieves the highest total, wins.

Even after 20 years this is still a fantastic game, simple, elegant and challenging! ☑



INFORMATION

PLAYERS:
2-3

AGE:
6+

TIME:
20+

Designer: Michael Sohre
Artist: Not named
Price: ca. 26 Euro
Publisher: Goliath Toys 2013
www.goliathgames.com

EVALUATION

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

Comments:
New edition of Tri-Balance, Theta, first edition 1994 * Elegant design * Simple rules * Works well for both two and three players

Compares to:
Tri-Balance, Theta and other balance games

Other editions:
Currently none



WARHAMMER INVASION DAS KARTENSPIEL

KATAKLYSMUS-ERWEITERUNG

Warhammer: Invasion The Card Game - the third Living Card Game. The Core Set holds four ready-to-play pre-constructed decks for the „good“ races of Empire and Dwarves and the „evil“ factions of Orks and Chaos. You are able to adapt these core decks with Battle Packs to your individual preferences and strategies. The different card types are called Unit/Einheiten,

Tactics/Taktik, Quest, Support/Hilfskarten und Draftkarten/Draft cards. The aim of the game is to set fire to two of three regions of the opposing capital to win.

Kataklysmus is the fourth Deluxe expansion for the card game. It introduces a new kind of card, Nexus Cards, in six individual cards, and also 55 new cards and all the components



necessary to allow a game with three or four players.

In this version of the game players achieve dominance by controlling Nexus cards. Control over Nexus cards is acquired by attacking those cards and if you have most dominance at the end of the game you win. You lose Dominance when zones that you control are burned down or if there are no cards left in your deck. Contrary to the version for two players nobody is ousted from this variant, all go on playing to the end of the game. The sequence of play in a round introduces framework events in the „Start of Round“ section, then there are the sections for Kingdom, Quest, Capital, Channeling and Battlefield, followed by „End of Round“, again with framework events without action windows.

As has been said for all deluxe expansion, this one, too, introduces new mechanisms and new challenges and is a must-have for all that play Warhammer Invasion. ☑

INFORMATION

PLAYERS:
2-4

AGE:
13+

TIME:
120+

Designer: E. Lang und Team

Artist: A. Navaro und Team

Price: ca. 20 Euro

Publisher: Heidelberger 2013

www.heidelbaer.de

EVALUATION

Fantasy, LCG
Users: With friends
Version: de
Rules: de en es fr pl
In-game text: yes

Comments:

4th deluxe expansion *
Allows playing with three and four players * New card variety Nexus

Compares to:

All editions of Warhammer Invasion

Other editions:

Currently none



WHIZZ BING BANG

BOOM CAUSES SLAP!

8+

A stack of cards, each one showing either Whizz, Bing, Bang or Boom; each player has four tokens of one color showing those words, one Whizz Card is turned up:

The starting player reads this card, takes the top card from the pile and puts it face up on the card just read. Three cards come into effect when read, and determine the next player: Whizz

does not change direction of play, the turn passes to the next player. Bing changes the direction of play, the turn passes to the next player in the new direction of play.

Bang does not change direction of play, but the next player must pass his turn, it goes to the next but one player. When Boom appears, all must react and put their hand on the card,



the fastest player gives a token to the slowest. If you play at the wrong time, you are given a token, too. Handing out tokens is done with one hand, you must turn over your face-down markers to find and hand over the correct one, because you must hand out markers in the order of Whizz-Bing-Bang-Boom. You always punish the player who played at the wrong time, not the player who missed his turn! And the marker is handed over by the player who finds the correct one first. If you are punished with a token, you set it aside face-up, and all players who tried to punish you turn their tokens back over to the face-down side.

Whoever is first to hand over his Boom token, puts an end to the round. Each player notes the number of markers he currently holds. When someone reaches or passes 15 points, the game ends and you win with fewest points.

Cute, witty, fast, hectic and a smash hit for a party game! Boom! ☑

INFORMATION

PLAYERS:
3-6

AGE:
8+

TIME:
15+

Designer: Antoine Riot

Artist: Biboun

Price: ca. 11 Euro

Publisher: Iello 2013

www.iello.fr

EVALUATION

Reaction, party
Users: For families
Version: en
Rules: en fr
In-game text: no

Comments:

Fast and furious reaction game * Simple rules * Easily and quickly explained * Cute mechanism

Compares to:

All reaction games

Other editions:

French edition, Iello



ANDROID NETRUNNER SPIN ERÖFFNUNG

Publisher: Heidelberger Spieleverlag 2013
Designers: Richard Garfield, Lukas Litzinger



Spin Eröffnung / Opening Moves is the first Data Pack for Android: Netrunner, featuring cards 1-20, in the second expansion Cycle Spin. The cards focus on gaining and losing bad publicity, powerful events and operations and new deck design. 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 HERR DER RINGE ANSTURM AUF OSGILIATH

Publisher: Heidelberger Spieleverlag 2013
Designer: Nate French



GEGEN DEN SCHATTEN ANSTURM AUF OSGILIATH / Assault on Osgiliath is the 4th 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 81-106, with a difficulty level of 8, for use with the core game plus "The Heirs of Númenor". When an Osgiliath location goes out of play, the starting player removes all progress markers from it and places it into his playing area, locations are still in play, their texts are valid and card effects apply to them, they can also be lost due to card effects to go back to the deploy zone.

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

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

DIE SANDUHREN

Publisher: F-Hein-Spiele 2013
Designer: Matthias Kumpernaß



The game features six tiles showing a sand timer in different colors. The rules offer six versions for using them: You can use them to stop a player's thinking about his turn, or he can use his tile to counter yours, both is possible once in the game or - when all players have used them once - several times. Or you can use it to speed someone up and give him your card, each card received scores a penalty point at the end or you can time a turn by knocking three times and handing the card on till it reaches him. And, finally, you can make reverse use of the tile to take longer for your turn in a normally rather hectic game.

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

Player aid for 2 or more players, ages 5+

EIER IM ANFLUG

Publisher: Haba 2013
Designer: Jakob Andrusch



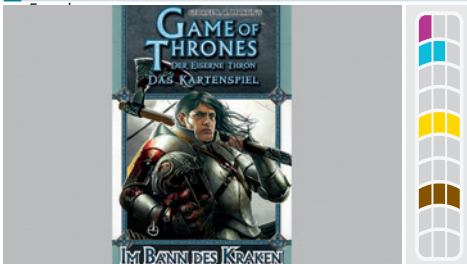
You place one Easter egg on the catapult backside down and without looking at the backside and sling the egg towards the Easter Bunny tiles laid out on the table. When the egg ends up on a bunny or touches a bunny, you take this egg and any egg of the same color that are already on the table among the Bunnies. Eggs that fall into any other place remain there for collection. When all eggs have been slung the player who has collected most Easter eggs, wins.

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

Snipping game for 2-5 players, ages 5+

GAME OF THRONES REACH OF THE KRAKEN

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



In A Game of Thrones 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.

Das Lied des Meeres / A Song of the Sea is the ninth cycle of chapter packs, Im Bann des Kraken / Reach of the Kraken is the first chapter pack featuring cards 1-20 in the cycle. The Krakens of House Greyjoy sail the coastlines in their longships, naval challenge is added to the game, plus three plots and a naval-themed agenda.

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

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

MEIN ERSTES QUARTETT

Publisher: Amigo Spiele
Designer: Haim Shafir



According to the number of players you are dealt 8 or 10 cards, the rest is stacked. The dealer begins and asks another player for a card. He receives the card if the respondent has it, and can ask again. When the respondent does not have the card, the enquirer takes a card from the stack and the respondent becomes the new enquirer. You may only ask for a card from a quartet of which you hold at least one card. When you can lay out a quartet your turn ends, too. When all quartets have been assembled you win with most quartets. This version comes with two card holders and the images in a quartet are of the same color.

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

Card collecting game for 2-4 players, ages 4+

MONSTER-FALLE

Publisher: Kosmos
Designers: Inka and Markus Brand



Monsters are loose, and Grandma Frieda comes to visit and the monsters must be tidied away. In this take-me-along version of the game players use a cardboard "shovel" in the color of the current path to move the monsters toward the trap in the middle. A team of two players take the shovels, turns up a monster, and places the figurine on the corresponding icon in the labyrinth and starts pushing. The left neighbor of the team rolls the die as quickly as he can; when Grandma Frieda appears he turns over a chip; if all chips are turned, the turn for the monster hunters and they score one point for each monster they trapped.

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

Dexterity game for 2-4 players, ages 5+

TOP TRUMPS SPECIALS THE MUPPETS

Publisher: Winning Moves



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: Specials The Muppets

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

Card/Quiz game for 2 or more players, ages 8+

WABENPUZZLE

Publisher: Spielkartenfabrik Altenburg



The game features double-sided hex tiles featuring different images on different background colors; each player takes one starting tile and all tiles of that color and then follows the rules for the colors: Animal next to animal for green, corresponding symbol or color for yellow, image next to image for blue and for purple you place dots next to a figure or a number next to a figure.

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

Tile arrangement game for 1-2 players, ages 3+

HUGO KASTNER RECOMMENDS

COLORETTO

CHAMELEON UNIVERSE

Dear reader! With his deck of cards, made up from 63 chameleon cards, which come in seven colors, plus 3 joker cards and 10 +2 cards Michael Schacht has created a small marvel rich in tricks. Absolutely deservedly so, Coloretto has won the award for the best card game created by a game designer in 2003, playfully easily, and that in both interpretations of the phrase. Because after a divertingly short explanation of the rules you can happily start collecting chameleon after chameleon. But not so fast! Only the three most successful colors that you caught will be awarded a score in the end, the rest were fruitless efforts, and even result in steep penalty point deduction. During one of the many events connected to the Austrian Games Museum you should take a look at this fast and challenging hunt for chameleons. You will definitely not regret it! Website: www.spielen.at

The light of our obligatory lamp brings chameleon after chameleon into focus, the more of those camouflage-able little animals appear, the higher the collecting fever, that is, the display, advances. All players in the game, that can be from two to four, collect cards of identical color - theoretically that can be all seven colors. But you do only score positive for the three colors in which you have amassed most cards, for all other colors you suffer quite steep penalty points. But one is absolutely in the dark about what could turn out to be the longest color in one's own display. Both score tracks, for positive and penalty points, develop according to the triangle numbers, famous since Euclid, that is, for one card 1 point is allocated, for 2 cards you score 3 (1+2) points and for 3 cards you get 6 (1+2+3) points, and so on, up to the maximum number of 21 points. In your turn you must choose between two cute alternatives - turn up a card and add it to the display, whereby the maximum number of cards for each column (the number of columns depends on the number of players) is three - or you can pick up a display and add it to your own open-faced collection. Sounds tantalizingly simple, and is simple, at least in

theory, but as soon as you have to choose you are facing the dilemma of choice. Because when maybe, at the start, three-card displays can add lots of volume, that is, chameleons, to your your display, you will towards the end catch one or the other penalty card. In scoring they can turn out to be a stumbling block, oh sorry, a chameleon's tail, and then there are the special cards, "Joker", with which you can enhance any column, or "+2", colorless cards to upgrade any column. And finally, for a last surprise, late in the game some cards are shuffled into the deck, which include a card indicating the end of the game, so that you never know exactly when the game will be over.

One final remark: This little card game plays fast and fluently, and cries out for a re-match, regardless if you are a tactician, a gambler, a bluffer or a soldier of fortune. And don't forget to take the displays of your opponents into account, as not to be left with a few meagre chameleons instead of the triumph to score the maximum number of points. Take up the deck and start playing!

Comments to: Hugo.Kastner@spielen.at

Homepage: www.hugo-kastner.at ☒

**RECOMMENDATION #99****Designer:** Michael Schacht**Artist:** Michael Menzel**Price:** ca. 8 Euro**Year:** 2003**Publisher:** Abacusspielewww.abacusspiele.de**PLAYERS****3-5****AGE:****8+****TIME:****30+**

Competence Info± Chance

"... much tension created in this small game, if I can come up with possibilities for placing cards which frustrate others", writes Dorothea Heß, member of the Jury Spiel des Jahres in Spielbox. And therein is the reason for the high score in "Competence". The elements of chance and tactics are happily balanced.

Hugos EXPERT TIP

By all means, play a game of three or four players. It's more fun that way, aggravating your fellow players.

Hugos FLASHLIGHT

It is the simple and yet sophisticated scoring mechanism that, next to the strikingly simple choice of "place a card" or "take cards and leave the round", has turned this creation of Michael Schacht into an almost classic game. Regardless for which age of player, the words of Peter Neugebauer in "Fairplay" stay in mind: "More depth than supposed!"

VORANKÜNDIGUNG:**7 WONDERS****WELTWUNDER DER ANTIKE****IMPRESSUM**

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Icon explanation



Solo Play



Two Players



Large Groups



Recommended Minimum Age

GABIS explanation on page 5



ALEX ROCKWELL

HOMESTEADERS

ILLUSTRATIONS:
HANS JANSSEN