Indie Boards and Cards

FIRE RESCUE comes in the first big box of the new company. It has been financed through Kickstarter (we reported in issue 5/11). $5,000 was needed; actually, more than ten times that much was collected. The interest in the game was accordingly high, and it was sold out in Essen on the second day of the fair. From late November on, however, it will be available again. In FIRE RESCUE, we represent firemen, jointly trying to rescue the residents of a burning one-family house – a cooperative experience. At the beginning of the game, the fire is already burning intensely. A 6-sided and an 8-sided die determine into which coordinates on the gameboard the fire will continue spreading in each round. So, extinguishing and rescuing is the task at hand. If seven persons have been brought to

safety before the roof collapses or three victims have burned, all players together win. Several things need to be considered to make that happen. The firemen use up action points for moving, opening or closing doors, knocking down walls or fighting the fire. The game for advanced players is more detailed. Here, each fireman has special abilities that he can change from turn to turn. In addition, the ambulance and the fire truck come into play; they can move around the building. But there are also hazardous goods in the house that have been improperly stored and might cause explosions; this doesn't change the objective, though. *-kmw/sbw*

Mücke Spiele

Harald Mücke's recipe is unique: He buys remaining stock of unused gaming material off publishers and puts it in the focus of design competitions, with the best games then being published. In this fash-

ion, two games series have so far emerged from his publishing house. The "Edition Bohrtürme" (drilling tower edition) uses material of the Kosmos game Giganten, the "Edition Läufer" wooden pieces and meeples from Candamir as well as a set of glass tokens. Employing additional material is allowed. Axel Hennig did not need it for his **Urknall**, therefore he was adjudicated with the special prize for "Optimal Utilization". The big bang happens right at the beginning of the game, when somebody tosses a handful of glass tokens onto the table. They represent the differently colored elements arranged as celestial bodies. Players travel as astronauts from planet to planet, provided that at least one element between them is identical, and mark one element still available as their property. Its value will only be revealed in the end, because in the meantime the celestial bodies may be rearranged and can influence the final scoring this way. An unusual tactical brain teaser with a lot of puzzling.

Exposaurus by Ron van Dalen was the winning title of the second competition, which generated so many brilliant ideas for Mücke to be able to publish nine games altogether. The title already anticipates the theme. Each player manages a museum and tries to assemble the most valuable collection of dinosaur fossils and gemstones. The findings are depicted on square tiles, together with half gem-

stones. The tiles also indicate how many scientists are required for their recovery. When storing everything in the cramped museum space, similar findings need to be placed adjacent, also to complete the half gems. The number of matching findings is multiplied by the number of completed gems to get the final victory point result at game end.   *-kmw/cs*

proudly called our attention to the significant differences in quality compared with the first edition. For the original game, only one review from the time could be found, namely in the deceased German games magazine Die Pöppel-Revue, from which the following quote is taken: "The thematical superstructure transposes the players onto a developing planet, where they manage prospecting colonies by order of various interplanetary mining companies. The commander whose colony reaches a certain grade of development first wins, as his company is adjudicated the prospecting rights for the entire planet." That statement is still valid today. The maximum number of players has been reduced (instead of ten now only nine players can join in) and the superfluous game board was relinquished. The "Expert Rules" serve as instructions and as a bonus comes the "Kicker Expansion" by Tom Lehmann. Lehmann had used ideas from OUTPOST in his own game PHOENICIA in 2007. Another reincarnation was created as early as 2004 by Jens Drögemüller with DAS ZEPTER VON ZAVANDOR (Lookout Games).

CORE WOLRDS is not a re-edition, but a new design, a deck building game about the discovery and conquest of alien worlds. Each player starts with their own basic set of tools and tactical possibilities as well as a home world. Game play is at first just like with all other deck building games, but the author Andrew Parks has very neatly implemented the effect of unknown encounters and the increase in resources as well as tasks into his game. The card deck is divided into five parts, a new one to be introduced every two rounds. A certain (gradually increasing) amount of action points is available, new cards are un- and new worlds are discovered. To conquer them, new units need to be deployed (cards from the hand are put into the display) with a relevant air and land striking force. New worlds bring new energy that can be used to recruit new units and employ new tactics. In the last part of the deck, the core worlds are waiting to be conquered, and also prestige cards, which gain additional victory points. After only ten rounds, the game is over. Expansions have already been announced: some cards carry symbols that have so far no meaning.   *-kmw/cs*