

FREE

# Game Nite

THE MAGAZINE OF TABLETOP GAMING

JANUARY 2019



ISSUE # 32



**JUSTIN GARY**  
GAME DESIGNER

"THINK LIKE A GAME DESIGNER" REVIEW

**GAME  
REVIEWS**

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Game Designer

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## ISSUE # 32



Cover Photograph by Serge Pierro.  
Highlander the Board Game© River Horse

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There has been much talk lately about the business aspects of the current marketplace, in particular, the need for publishers and their games to stand out. It brings back memories of the comic book crash of the 1990's, when the shelves were flooded with books from many publishers and the top companies were putting out a plethora of titles hoping to take back some of the market share that they had lost. It takes a lot to stand out in today's marketplace and there are some decent titles that are getting lost in the noise. Putting out a quality product with a smart marketing strategy will help companies stay afloat, while those who keep putting out subpar products with the hopes that it will sell will begin to vanish. I'm hoping that those in the game industry don't make the same mistakes that devastated the comic book industry.

Although I had expected to have "Architects of the West Kingdom" in time for this issue, apparently there was a delay in shipping and it only arrived on January 14th... a day before the release of this issue! Needless to say, it won't be appearing in this issue, but I do have it in hand now and it will appear in issue #33.

In this issue:

Tom M Franklin's Abstract column features the game "Tayu".

I would like to thank Justin Gary for taking time from his schedule to share his thoughts with our readers.

The February calendar features "Highlander the Board Game" and provides the release date for issue #33.

If you are interested in contributing to Game Nite, feel free to contact us, as we'd love to hear from you!

*Serge Pierro*

Editor in Chief/Publisher  
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## Star Realms

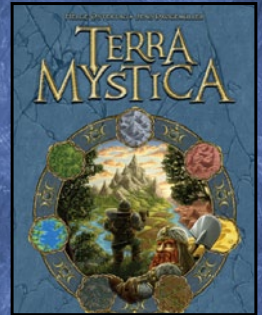
White Wizard Games



2

## Terra Mystica

Digidiced



3

## Through the Ages

CGE Digital



4

## Race for the Galaxy

Temple Gate Games



5

## Paperback

Fowers Games

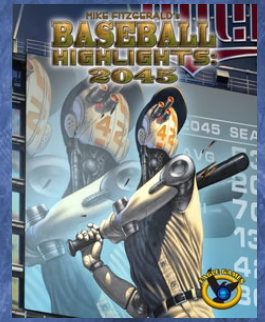




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## Baseball Highlights 2045

Peter Kossits



7

## Splendor

Asmodee Digital



8

## 7 Wonders

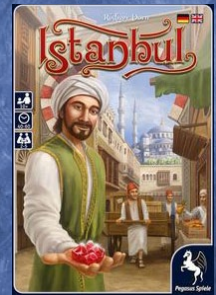
Repos Productions



9

## Istanbul

Acram Digital



10

## Friday

Brettspielwelt GmbH





## The Mind

**T**he *Mind* is a very unusual game. The bulk of your time is spent doing nothing. You just sit there and you hope to eventually play a card at the right time, while all of the other players are doing the same. Very strange... and yet, at the same time it's kind of fascinating. While it is easier to play with your family and/or friends whose "quirks" and personalities you know, how is it playing against a cold silicon tablet with no physical nuances?

For those who are unfamiliar with how *The Mind* is played, the game starts with each player being dealt 1 card from a deck of cards numbered from 1-100. The object of the game is for the players to work together and play the cards that they have been dealt in the correct order, however, there can be no communication between the players. For example, if you have the "1" card in your hand at the start of the game (level 1), you can immediately play it

since no one else has a card lower than you. In the same manner, if you have the "100" card in your hand, you will play the last card, as that is the highest card in the deck. There are times where it is almost impossible to know when to play a card, for instance, if you start the game and have "90" and the other players have "91" and "92", as there is no reference as to when it would be the appropriate time to play one for these cards, so you basically just sit there doing nothing until someone decides to pull the trigger and play their card. This is not a strategic extravaganza. It is possible to get a feel as to when to play certain cards, but if the number you have is close to another player or two, it is a coin toss as to whether the cards are going to wind up being played in the correct order. Having said that, fortunately it is rare that you will have consecutive numbers dealt out like that, but it is possible. If you and the other players play the cards in the correct order





you move onto the next level and receive the like number of cards. Example: level 2 – two cards are dealt to each player, level 5 - five cards are dealt to each player, etc. When a card is played out of order you lose a Life. Play continues until you run out of Lives.

The tutorial does a fine job of walking you through the game for the first time. Since it is a strange game, it is easier to jump right into the tutorial and experience what the game is like, than reading the rules themselves. Having never played the game before, the tutorial got me up in running in no time.

The options screen is limited to Right Hand/ Left Hand access, Music and Sound Effects. These are straight on/off settings.

To start a game you are greeted with a screen that features you and slots for 3 other players. Each of the AI players have different stats available for them and apparently influence how they play the game.

The UI is solid and makes the game easy to play. It displays the Lives and Ninja Stars that are still available during the current game. At the start or continuation of each level you “drag” the Synchronize bar upwards to sync up with the other players. Once everyone has synced, you “drag” the bar down to the bottom of the screen again and play begins. There is nothing overly fancy going on here and there’s no need for there to be anything flashy.

[Continued on next page>](#)

# Mobile Review (Cont.)



The game play accurately reflects the real life game and I liked the way the cards were displayed as the Levels increased.

The graphics are minimal and towards the “silly” side, as the avatars make “goofy” faces during the game. But, I guess there needs to be something to break up the “silence” as players sit around trying to figure out when they should play their card.

There is also a section for Achievements so that you have some long term goals to pursue.

To be honest, this is not my kind of game. But, I do find it fascinating. It was interesting to try and get a pulse as to when to play your card and there were several instances when the

AI and I played in a complimentary manner where we just seemed to know what card to play at what time. But since I’m always busy, I like my time spent on things that are better uses of my time and the waiting between each card is a deal-breaker for me, as I just sit there thinking I could be doing something else. However, I can easily see this appealing to certain players and I still keep finding myself booting it up and trying it “one more time” - as it can be addictive!

The digital implementation of the game is excellent and players who own the actual copy of the game will certainly want to add this to their digital devices. Brettspielwelt GmbH has done a wonderful job with the port and is well worth picking up - if you are a fan of the game. ☑.



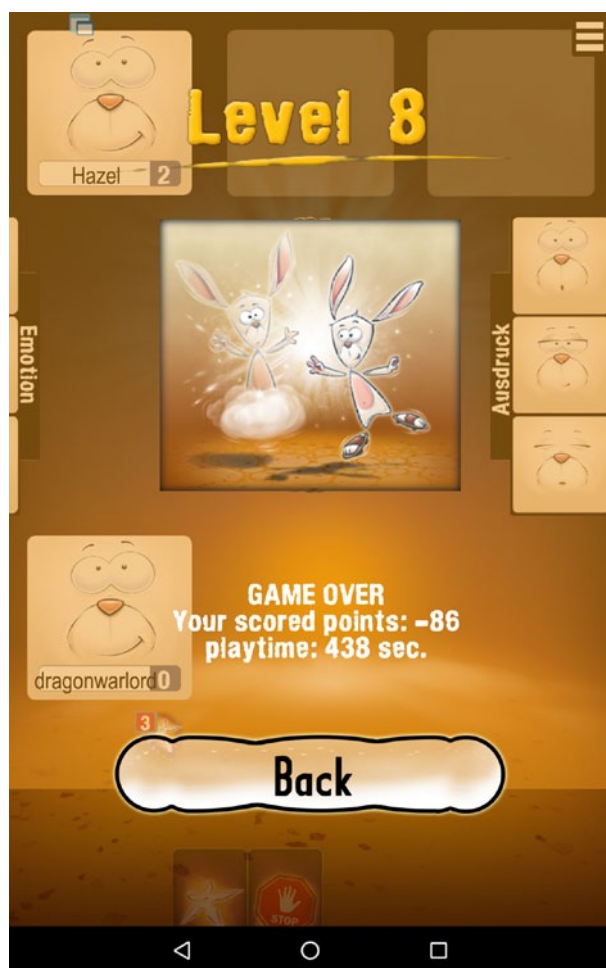
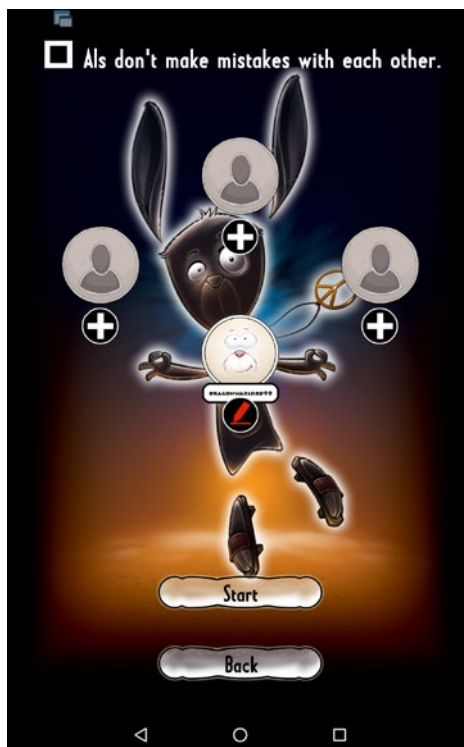
You and your teammates form a team that has to complete several levels successfully. In the first level everyone gets 1 card, in the second level everyone gets 2 cards, etc.. In each of these levels, all the cards that you and your fellow players hold in their hands must be placed in ascending order on an open stack, one at a time and one after the other. There is no player order. If you want to place a card, just place it.

Attention: You must not reveal anything about your own cards, no exchange of information, no secret signs.

At the beginning of the game you get one life for each player taking part, and you also get a throwing star which you can use together with your fellow players during the game.

At the start of each level, you will be dealt a number of cards from a mixed deck of 100 cards (1-100), the amount depends on the Level. These cards must now be discarded in ascending order.

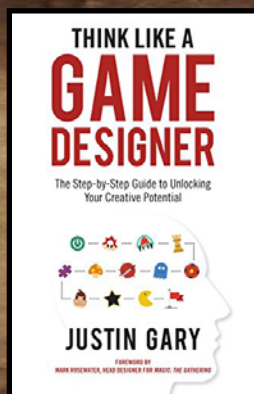
Use the initialization before each round to adjust to your partners and synchronize your mind with them. To do this you push your hand up and wait until all your teammates have done the same. Then you feel their attention. Now you pull your hand back again and wait until



<b>Version #</b>	1.1.6
<b>Price:</b>	\$2.99
<b>Devices:</b>	Android and iOS
<b>Developer:</b>	Brettspielwelt GmbH

**RECOMMENDED**

[www.mossbark.com](http://www.mossbark.com)



## Think Like a Game Designer

Several years ago there was a dearth of high quality books on Game Design, fortunately the recent interest in board games has inspired many to put their pen to paper and share their experience on the subject. These books have taken several approaches, from those of mathematically inspired treatises to those looking to encourage would be designers. “Think Like a Game Designer” uses the latter approach and provides insight from a designer who has first hand knowledge of the subject at hand.

“Think Like a Game Designer” is a 230 page hardcover book which includes a dustcover. Should you decide to remove the dustcover, the covers have the same imagery and text, and are printed with a glossy finish.

The foreword is supplied by *Magic the Gathering* design veteran, Mark Rosewater, and Justin Gary provides a 3 1/2 page introduction.

The book is divided into five parts: Understanding Design, Learning the Core Design Loop, Refining Your Design, Building Great Games and Making Money. Each of these parts are further broken down into chapters. And while there are a couple of diagrams, this is essentially an all text book.

The layout of each chapter is similar and nicely laid out, with the chapter number, title and a relevant quote. The chosen quotes are excellent throughout the book and range from the likes of Duke Ellington and Andy Warhol to Albert Einstein and Leonardo Da Vinci. Many of the chapters end with a related exercise, thus prodding the aspiring designer to push forward.

The exercises are primarily for novice designers, but also provide experienced designers with thought-provoking musings. For example, Chapter Five, “Inspiring”, ends with a series of six exercises, each of which 20 minutes of time is to be devoted. Two of them are “Review the Games You Love” and “Look for Patterns”. All six focus on what you like as far as games and mechanics go, and then you are asked to try and put together combinations that haven’t been tried before. The serious student will start to analyze the games they like, and don’t like, and begin to get a sense of what they might want to pursue, or avoid.

Part V of the book had the most potential to be interesting, however each of the five chapters were all far too brief. The chapters in this section include: “Monetizing Games”, “How to Be a Professional Game Designer”, “How Can I Get My Game Published”, “Game Business Models” and “How to Make Games that Last”. Chapter 24 “How to Be a Professional Game Designer” is only 3 pages long. That’s a shame, as this is a topic that most aspiring game designers would like to know more about, especially if they are trying to decide on whether or not to pursue that path.

Not surprisingly, the most interesting discussions within the book are those in which the author delves into the finer points and concepts of his own designs. I would have loved to see more of this throughout the book, as they were insightful and provided excellent information.

Both board game designers and computer game designers might have welcomed that the book be completely devoted to their area of interest. At times I found myself reading about video game concepts that didn’t translate over to board games and found myself drifting. The book tries to cater to both crowds, but in doing so, presented some material that isn’t going to appeal to the other designer group.

Overall, this is a solid offering and makes a good first book for an aspiring designer. First time designers will find the “road map” that is presented within will yield the desired results if followed. One of the main highlights of the book is the inclusion of the exercises, as this helps the designer in focusing their attention to the task at hand.

For novices looking to read a book that covers everything from the initial inspiration to making money with your design, this is a fine book to start your designing journey. And for those who are already experienced designers, this will provide some insights to consider and add to your designing repertoire. ☐

**Author:**  
**Publisher:**

Justin Gary  
Aviva Publishing

**RECOMMENDED**

[www.avivapubs.com](http://www.avivapubs.com)



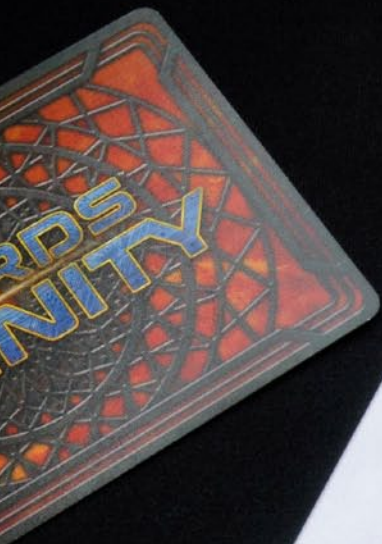
# THINK LIKE A GAME DESIGNER

The Step-by-Step Guide to Unlocking  
Your Creative Potential



## JUSTIN GARY

FOREWORD BY  
MARK ROSEWATER, HEAD DESIGNER FOR MAGIC: THE GATHERING





## Expansion for "The 7th Continent"

**O**f all the games that I've reviewed in Game Nite magazine, there is one that still stands above the others due to its unique and innovative game play. That game is "The 7th Continent". And while the base quests are certainly interesting and do a great job of exploring the game's mechanisms and world, in particular "The Voracious Goddess", the design team upped their game a notch with the expansions. Let's take a look at one that took the game to another level... "The Forbidden Sanctuary".

*"Those who built this temple made sure that no one would come and disturb their precious treasure. You will need to learn some of its secrets before setting foot inside; otherwise each step could be your last."*

"The Forbidden Sanctuary" expansion comes in a 3 1/2" x 6 1/2" x 3/4" tuck box and includes the following items:

3 new Advanced Action cards

4 new Exploration cards (3 IV's and 1 VII)

1 new #50 card

An assortment of new cards, with the majority of the numbers being in the 500+ range.

"The Forbidden Sanctuary" introduces a new mechanic based around the "050" card. Instead of drawing the "050" card you instead draw 3 of the 4 "450" cards and reveal them one at a time. The first card revealed is the "hundreds", the second is the "tens" and the last number is the "ones". Once the three cards are revealed and the number is spelt out you go to the box and take out that card number. At first I thought there was the possibility of a "wrong" card being drawn, however, it is yet another excellent example of the depth of the design where even card combinations such as this have been taken into consideration and deeply entwined within the game.

In this quest you are searching for six documents that will aid you in your quest to win the game. Failure to correctly interpret the documents will lead to a quick death, as will any attempt to try to complete the quest without all 6 documents. They are essential, as each one contains the clues necessary to solve the puzzles within the sanctuary. What makes this adventure so intense is that there is no room for error at the quest's end. As interesting as "The Voracious

Goddess" was in the base set, this quest seems to be far more brutal. The clues are good throughout the expansion, as long as you were focused on what was going on around you. But, you will have to be careful, as this is less forgiving than "The Voracious Goddess".

It seemed like I was able to manage my experience points better in this expansion, I'm not sure if that is due to the expansion itself, or just from previous plays. The curse did seem to yield more experience points than previous ones and more opportunities to spend them. I was able to add 12 cards to the deck, including those that had 2 stars on them. Many of my late game draws were aided by having these cards available in hand. I feel most of these cards are worth buying primarily for the Stars and "7's" as the items themselves were not overly profound.

On completion the quest you are told on the card that you can do (NO SPOILERS) and continue the adventure. I loved the idea that you were rewarded for your play and then given the opportunity of starting the next quest with an advantage. This gave a more "realistic" experience within a campaign and helped both the narrative and the gameplay experience.

Not surprising it is hard to review about "The 7th Continent" or any of the expansions while trying to mention just how great they are, and yet not being able to say exactly why that is so. But rest assured, if you are a fan of the game, then "The Forbidden Sanctuary" is the one expansion you are going to definitely want to play! As far as I'm concerned, it is the best experience yet! 🎲

<b>Designer:</b>	Ludovic Roudy & Bruno Sautter
<b>Publisher:</b>	Serious Poulp
<b>Players:</b>	1-4
<b>Mechanic:</b>	Exploration, Deck Management
<b>Ages:</b>	14+
<b>Length:</b>	1,000 mins.

**HIGHLY RECOMMENDED**

[www.seriouspoulp.com](http://www.seriouspoulp.com)





# THE FORBIDDEN SANCTUARY

## Curse THE FORBIDDEN SANCTUARY

C1060

7<sup>th</sup>  
the  
Continent  
SURVIVE. YOU ARE THE HERO!





## Evolve Your Species

One of the more interesting aspects of modern board games is the diversity in themes. While there are still some of the old standbys, such as trading in the Mediterranean, there have been some companies who are looking elsewhere. Dragon Dawn Productions has released a game that is ripe for thematic exploration. Following on the heels of other evolution themed games, “Darwinning!” puts forth an offering that combines trick taking with engine building. Let’s see if this theory passes the test.

“Darwinning” comes in an unusual sized box - 6” x 8 1/2” x 1” and contains no insert.

The 28 page rulebook is the size of the box and is in two languages, English and German, with each having 14 pages devoted to it.

The cards for the game are made of a decent card stock and are linen finished. Sleeving can be considered optional.

The tokens are made from an average cardboard stock.

The 13 Species boards are made of a linen finished paper stock and the Food Track is made from a heavier linen finished card stock.

The most unusual components for the game are the player markers which are three dimensional letters that spell out D-A-R-W-I-N, with each letter having its own color.

To start the game each player chooses a Species board and takes the associated amount of Population markers and place their player marker on the number on the Food Track that matches the one printed on their board. Each player is dealt 10 cards, and for the 1st Era five Environment cards are revealed.





The game is fairly straightforward. The current player will play a “trick”, and then in turn order, each player will respond. A “trick” can be anything from one to four cards. The player aide contains the winning hands in descending order. A Poker-type system is used to determine the winner, with a single card being the lowest winning trick (highest number winning) to “four of a kind” being the highest winning trick (again, the highest numerical set winning). Each player has to play at least one card per turn. It is possible to win a trick with a mid to high card due to other players waiting to play their better card combinations at a later point.

Once the winner of the trick is determined, they get to choose one of the cards used in their trick and place it under their Species board in one of the the designated areas to “evolve” and help build their scoring and ability engine.

Each Species board has areas that can be upgraded: Food, Population, Environment and Traits, and each of the cards has a combination of three of these. Once you’ve won a trick, you can choose one of the cards in the trick and place one of the abilities under the associated area of the Species board.

[Continued on next page>](#)

# Darwinning! (Cont.)

**Food:** By placing a card under the top section of the Species board you are able to move either one or two spaces on the Food Track, depending on the number printed on the card used.

**Population:** By placing a card under the right side of the Species board you gain the number of eggs equal to the printed amount on the card. This is usually “1”, however, the Jokers have “2” printed on them.

**Environment:** Players can place the card from the winning trick under the left side of the board to gain access to a greater range of Environments.

**Traits:** This is the main area for gaining abilities for your Species. There are five available spaces, with at least one or two preprinted on the board. A card from a winning trick can be placed in any of the five areas, even replacing an already available one by placing the new card on top.

Play continues in this manner until one player has no cards left at the end of the last winning trick. This signifies the end of

the Era and the “winning” trick is handled differently than the previous ones. For the last trick of the Era, the players who didn’t win the trick get to use one of the cards that they played to improve their Species. Then all players may keep up to 2 cards (if they still have cards in their hand) for the next Era and discard any cards above that amount.

Players will then go to the Survival phase where they check the amount of Food that they have compared to their Population total. If they have less Food than Population, they lose 1 Population. If the Food equals the Population, nothing happens. If the Food is greater than the Population, you gain 1 Population. If a player is in need of Food to feed their Population they may eat Species lower on the Food track than themselves. If a Species is eaten it receives a Bite marker and the predator gains 2 Food. At the end of this phase if any Species has 2 Bite markers they lose a Population.

Play continues as above until all three Eras have been played. It should be noted that the 2nd and 3rd Eras each use one less Environment card than the previous Era.



After all three Eras have been played, final scoring is tabulated as follows:

Points equal to your position on the Food track.

1 point for each Population up to your starting Population and 2 points for each Population above your starting amount.

1 point for each printed Environment on your Species card and 2 points for each Environment obtained during the game.

There are two scoring levels for Traits. Cards with a value of 1-9 score 1 point each and cards 10-15 are worth points each.

The player with the most points wins.

It should be noted that the above is for a 3-6 player game and that there are two pages devoted in the rulebook for the rules used in a 2 player game.

It's always interesting to see how certain mechanisms can be combined and what the results are. In this case, the use of a trick

taking mechanism to trigger the enhancement of the engine building dynamic is quite interesting. And while we liked it, we were less than thrilled with the winner of the last trick being shut out of the upgrade, while the losers were able to improve theirs and felt that this additional rule lacked elegance.

There were interesting decisions to be made throughout the game, starting with when to play your single cards to get rid of them, while hoping to maybe "steal" a trick, while other times trying to figure out when to play your best trick in order to play the upgrade that you wanted. We found that most players ridded themselves of single cards early in the Era.

While the rules are fairly clear, unfortunately they also contain the much needed deciphering of the icons on the cards. We found ourselves constantly having to grab the rulebook to figure out what the icons meant. It would have been nice if they were printed on the player aide cards instead. It was somewhat reminiscent of games such as "Race For The Galaxy" in which there is a learning curve for deciphering the icons.

[Continued on next page>](#)

# Darwinning! (Cont.)

Having to constantly access the rulebook during the first several games turned off several players.

We also weren't huge fans of the two player game. While there is nothing inherently wrong with it, we just didn't like to have to have a different set of rules and gameplay when the 3-6 player version is much "cleaner".

Another thing that we didn't like were the playing pieces. Actually, we hated them. We would have much preferred to have cardboard tokens of the Species that we were playing than have custom letters that spelt "D-A-R-W-I-N". There was no correlation between the letters and the Species and added confusion as to who was what "letter" on the Food track.

And while it may seem that there were a few "cons" that we didn't like, we felt overall that the game itself was quite enjoyable. It is a somewhat light game with some interesting decisions to be made throughout. It was tough to teach new players, due to the icons, but the overall game play was easy to pickup

on and it was only the icon abilities that threw them off.

One of the highlights of the game is the witty artwork. I especially loved the Kafka reference with the ability, "Metamorphosis".

I can easily see this appealing to families who will play it multiple times and become familiar with the ability icons. There's enough variety of Species and Environments that the game has a high replayability rating.

Overall, this is a game that fans of innovative trick taking mechanisms and customizable engine builders will want to take a look at. 🎲

<b>Designer:</b>	Tiinaliisa, Timo & Vaino Multamaki
<b>Publisher:</b>	Dragon Dawn Productions
<b>Players:</b>	2-6
<b>Mechanic:</b>	Trick Taking
<b>Ages:</b>	9+
<b>Length:</b>	45-75 Mins.

**RECOMMENDED**

<https://dragon dawnstore.com>





W

A

R

D

N

I









- Ascension
- Shards of Infinity
- Solforge

## Justin Gary - Game Designer/Publisher

Thank you for taking the time to share your thoughts with our readers, can you tell us a little something about yourself?

My name is Justin Gary and I live in San Diego California. I love games, music, sunshine, and debating the meaning of life. This feels kinda like a dating profile, so I guess I'll throw in long walks on the beach and ice cream sundaes. :)

Did you start designing games at an early age? If so, do you remember what your first game design was like?

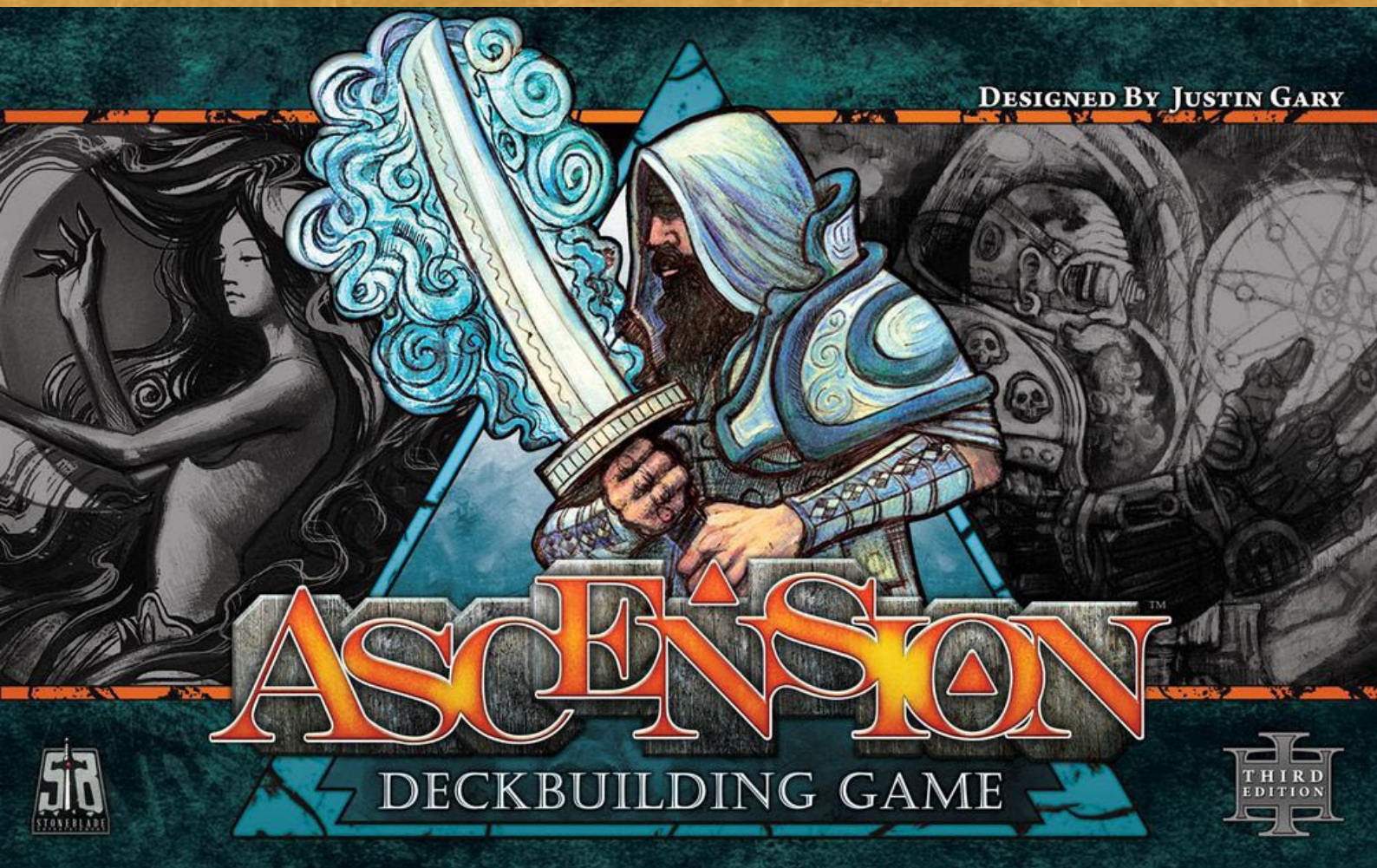
I'm not sure if I would call it game design, but when I was a young kid I used to make up rules for how my *Transformers* could fight in combat with *Gi Joe* and *He-Man*. The rules usually involved whatever would make my team beat my brother's team.

What games over the years have you enjoyed most, from both the point of personal enjoyment, as well as those that influenced your growth as a designer?

*Magic: the Gathering* certainly had the biggest impact on me. I first got into the gaming industry because of winning the US National Championships in 1997, and I continued from there winning a Pro Tour, World Team Championship, and helped me pay my way through college. It provided me amazing opportunities to travel and grow as a person. As a designer, *Magic* is endlessly fascinating because you create your own game experience every time you build a deck.

Continued on next page>

# Interview (Cont.)



**When the opportunity presents itself, what games have you currently been playing?**

I sadly don't have as much time to play games I'm not working on as I would like. Mostly that means grabbing a few rounds on my ipad before bed of games like *Race for the Galaxy* and *Galaxy Truckers*.

**Who are your favorite game designers?**

There are so many amazing game designers out there! A short list of my favorites is: Richard Garfield, Eric Lang, Mike Selinker, Paul Peterson, Mark Rosewater and Reiner Knizia



Is there a particular designer that you would be interested in collaborating with? If so, what type of game would you be interested in making?

Yes! Anyone on the list above would be fantastic. And I'll tease the fact that I am working on a collaboration with one of them but I won't tell you what we are making just yet :)

What do you think defines your "style" as a game designer, is there a specific mechanic or rule set or... ?

I come from a very minimalist school of game design. My general goal is to create the most depth and emotional impact from as few rules and components as possible. I also focus on longevity in my design and development process. I develop all my games with the focus on them being as much fun on your 1000th game as on your first. It's a cliché, but I really do always strive for "A minute to learn, a lifetime to master" as my core design philosophy.

Which one of your games do you consider your best design, and why?

Ascension has had the biggest success for me, and I'm very proud of it, although I have to say that *SolForge*, the digital ccg game I co-designed with Richard Garfield, remains my favorite from a pure design perspective. We built it from the ground up to be a digital experience where cards transformed as you play them. It is no longer running, but I hope to re-release that game someday soon.

Seeing as how you are both a publisher and designer, how does the business side influence your game designs and how does your game design influence your business decisions?

I think that being a publisher has made me a much better designer. I get an opportunity to master the "game" of business and have had to understand a lot more about production costs, graphic design, marketing, etc. that all now inform my designs. Knowing that it's my own money on the line taught me to think carefully about releasing a game that is "just ok."

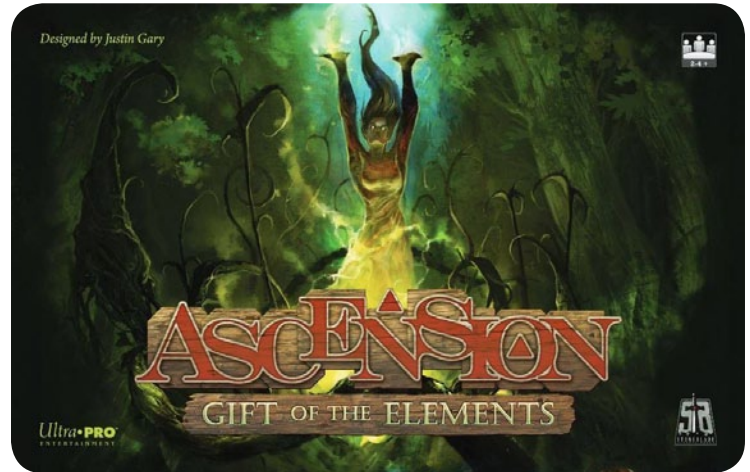
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## You have specialized in designing card games thus far. Do you plan to design any board games?

I do love card games, but I also have plenty of other types of games I make. Before starting my company, I designed the *World of Warcraft Miniatures Game*, which was a lot of fun to work on. In addition, I recently partnered with Spin Master to redesign the *Bakugan* game from the ground up. This includes a TCG, but also a toys only version which is great for kids and a great introduction to the meatier trading card game. I also have a few more traditional Euro-style boardgames I've been working on in my spare time, but nothing that is yet ready to publish.

## How does being a former top-level Magic player influence your designing philosophy?

My design philosophy is influenced by *Magic* in countless ways, but my time as a Pro player mostly helped me to hone two key principles of development- balance and community. Balance in most people's eyes is making sure every strategy (or even every card) is equal in power, but what I learned is that you want to make sure



that there is significant variation between different strategies and cards. The process of discovering new and more powerful strategies is part of the fun of playing games- if you try to make everything equal, you deny that exploration to the player. The key to balance is to make sure that no one strategy is unbeatable, not to remove better and worse strategies.

The power of community is the second lesson I took away from my time as a pro player. Despite loving the game of *Magic* and making money while traveling around the world to play it, I wouldn't have stayed with it for as long as I did without the community of amazing people around me. Getting together with friends to play games creates life-long bonds and amazing memories. That is the most important gift I can give to the world if I do my job right.

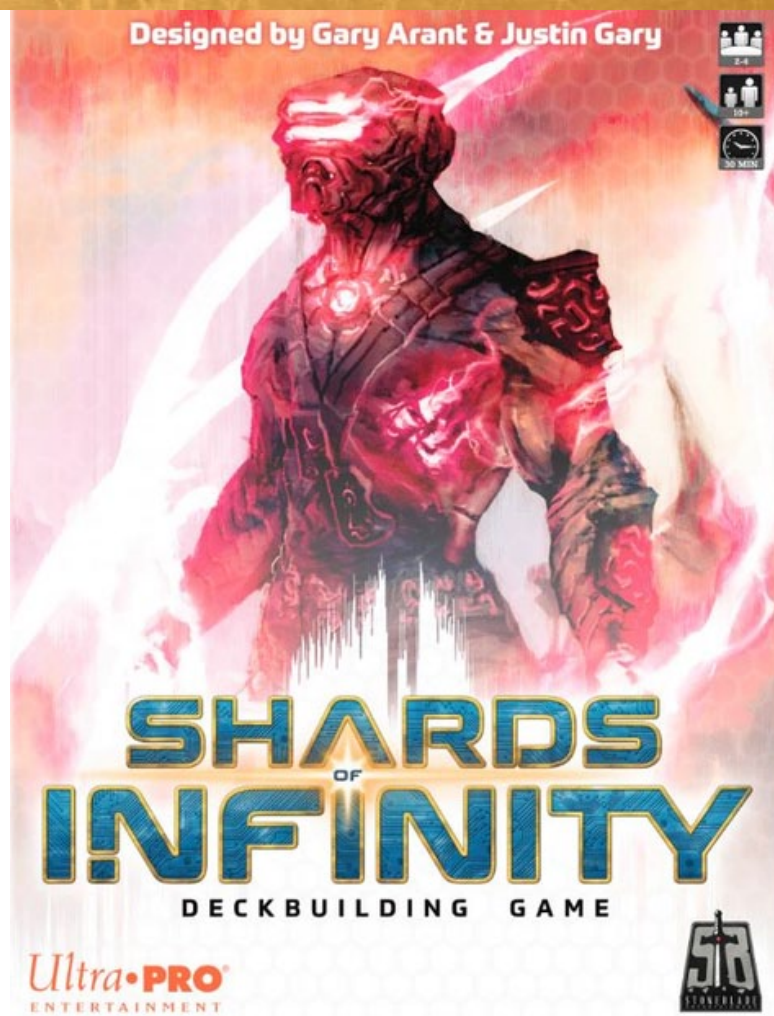


## What was your inspiration for designing “Ascension”?

*Ascension* was a combination of the deckbuilding mechanic from *Dominion*, with the drafting mechanic from *Magic: the Gathering*. Fundamentally, I wanted the experience of getting to “draft” a deck of cards from a variety of possible options over and over again without having to spend tons of money on packs or spend a lot of time setting up the game.

## Most top players from the world of CCG’s that move into Game Design tend to focus on card games. How did you get involved in working on the “World of Warcraft Miniatures Game”?

I’ve always loved miniatures games. Even after getting into *Magic*, I was an avid *Warhammer 40K* player and dabbled in *Heroclix* as well. There is just something so cool about seeing a field of miniatures doing battle that a card game just can’t compete with. The *World of Warcraft Miniatures Game* was my chance to bring the depth, simplicity and strategy of a CCG to the miniatures gaming world.



## You have recently released a book “Think Like a Game Designer”. What prompted you to write a book about Game Design?

I got a chance to get started in game design because of my success on the Magic Pro Tour, but honestly I didn’t know anything about how to design games. I certainly didn’t consider

Continued on next page>



myself a “creative” person. I spent a lot of time studying the art of creativity and talking to lots of brilliant designers and I realized that creativity isn’t some magic that some people have and some people don’t. Creativity is following a specific process and learning as you go. This book is my attempt to help others overcome the fear of not being creative and to give clear step by step guidance to bringing your vision to life.

**“Shards of Infinity” has become one of our favorite deckbuilders. What I find most interesting is the use of Mastery. What inspired you to develop such an interesting mechanism?**

I have been working on deckbuilding games for over 9 years at this point, so I have a pretty good sense of what makes them tick. The heart of the deckbuilding experience is the choice points you have to make as you gradually build up a strategy and ramp up your deck’s power level until the game concludes. Mastery serves several purposes to really emphasize this core experience. First and foremost, it gives you another axis to ramp up on, and makes many choices more interesting (e.g. do I buy a more powerful card, or ramp up the power level of several cards by increasing mastery). Beyond that, Mastery also allowed me to remove all the excess “always available” cards which means faster setup and less boring choices. Finally, mastery ensures that the game will always draw to a conclusion, as incredibly powerful effects that would break the game in the early stages



become unlocked, including the power of the Infinity Shard itself. Having a starting card that can win the game by itself is a fun hook for players.

**“Relics of the Future” was recently released for Shards of Infinity. What can you tell us about the expansion, and in particular, about the Relics?**

*Relics of the Future* is all about increasing the choices each character has during play. The starting characters are all the same in *Shards of Infinity*, but with Relics, each one is given a choice of two possible Relics they can acquire during the course of the game. This creates varied starting positions without railroading you into a single strategy and makes the individual characters really come to life. We also included new rules for solo play, team play, and more, giving players almost everything they were asking for when *Shards of Infinity* first released.

**What was it like for you to work with Richard Garfield on “Solforge”?**

Richard is amazingly talented and it was one of the highlights of my career to work with him. I learned a lot from our time together and I’m

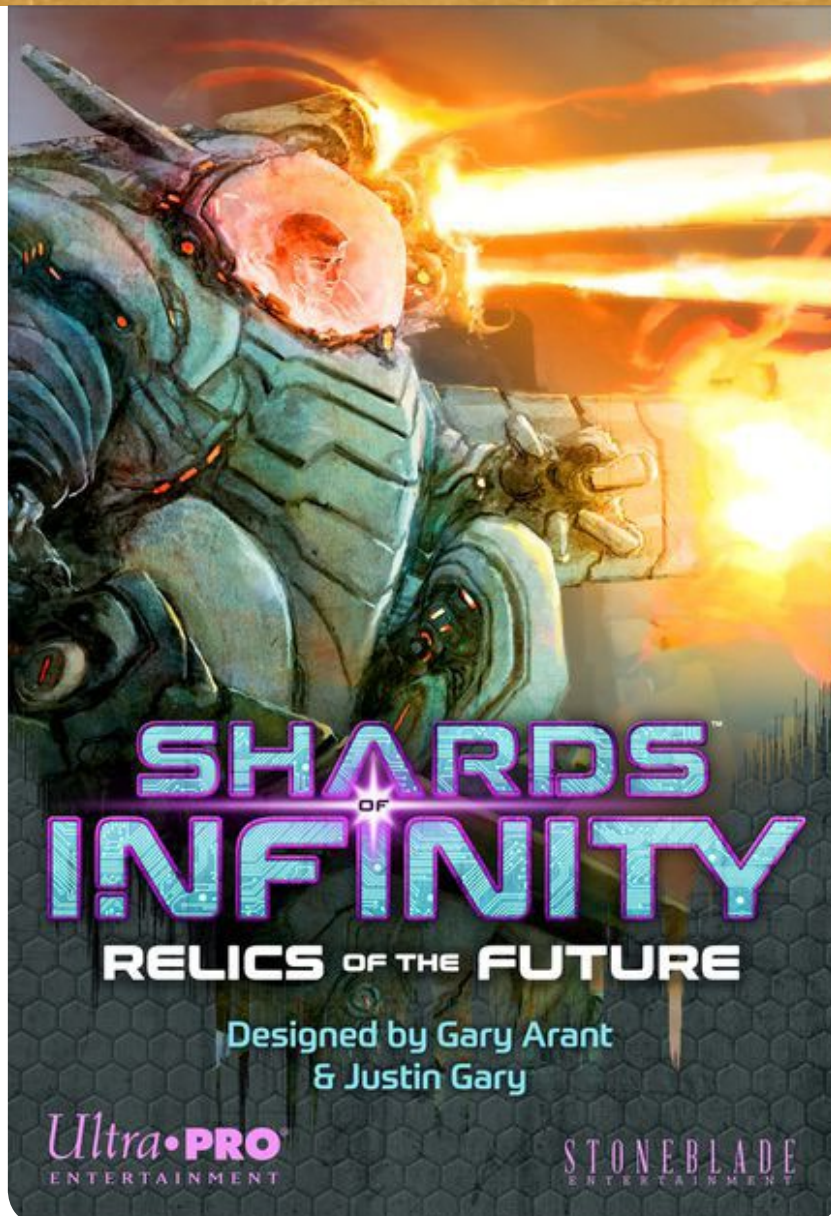


honored to have had the chance to collaborate on a project like *SolForge*.

**Are there any other upcoming projects that you are at liberty to discuss or announce?**

Keep an eye out for *RingMaster*! It’s a fast to play single deck game I designed that is coming out in March. It’s kind of like a crazier version of *Fluxx* set in a circus theme, where each card can completely upend the game. There is just enough strategy to keep core gamers interested, but plenty of luck and speed to make it fun for the whole family. It only takes about 5-10 min per game, so it’s easy to pick up and play whenever you have free time. I’m very excited about it.

**Continued on next page>**



**What advice would you have for would be game publishers?**

Make awesome things and work with awesome people.

**What advice would you have for aspiring game designers?**

Don't give up on your dreams! I dropped out of law school to become a game designer and it was the best decision I ever made. It's hard work, but when you are passionate about what you do, it's worth it. 🎲



A FAST-PACED BLUFFING GAME THAT'S GOOD FOR YOU!

# BAD BEETS



DESIGNED BY JUSTIN GARY  
ILLUSTRATED BY LIZ NUGENT





## There Can Be Only One!

**B**ack in the day, one of my favorite games was the *Highlander CCG*. Not only was I a fan of the game, but I was also a big fan of the TV series. Ever since then I've seen a couple of attempts to capture the excitement of both the movies and the TV series and yet none have really satisfied. That is until now. *Highlander the Board Game* captures the essence of the series and delivers a quick filler game that will pique the interest of Highlander fans.

*Highlander the Board Game* comes in a nonstandard box. It measures 12 1/4" x 6 1/2" x 2" and features an 11" x 1 1/2" plastic window towards the bottom of the box that displays the enclosed miniatures. Inside the box there is a yellow, custom molded, plastic insert that stores the miniatures, cards and dice. There is also a hole that allows you to lift up the insert to store the board, rulebook, etc. underneath the insert.

The 20 page rulebook is a bit shaky at points, but it does cover the basics of the game. You may have to search through the book to find a specific answer to a question that you may have. For instance, on page 4 there is the anatomy of a turn, and under the Dueling section there is no mention of what happens if there is a tie, however, the "answer" is on page 9 in the section specific to dice. The back of the rulebook contains a section where each of the characters has a page devoted to it that gives the backstory of the character. This was a nice touch, especially for some of the newer characters. There is a desperate need for examples of play, as it can be quite confusing at times.

The double sided, two panel, board is linen finished. The two sides are used for two separate parts of the game. The second side features "The Gathering" and it is used when certain conditions are met.





# Highlander the Board Game (Cont.)

At the start of a turn, each player will roll the die associated with their Cunning rating. Each player will receive an Initiative token based on the number rolled. The player with the highest Initiative chooses what action they would like to take. The actions are: Hunt or Lay Low.

The Hunt action allows you to explore the Encounter deck. When you place your figure on this space you roll a die that corresponds to your Cunning/Influence\* (see below) and then you draw X amount of cards from the deck (X being the number rolled) and choose one card to activate and shuffle the others and place them back on top of the deck. If you are the only player on the spot you are able to upgrade your die to the next level before you roll. Example: If you normally roll a d4 you would be able to instead roll a d6. The activated card resolves accordingly.

\* There seems to be a production error with the board/rulebook. The rulebook and published board both state that Influence is used for both the Hunt and Lay Low actions, while the board in the rulebook has Cunning printed on it. We played it both ways, Cunning and Influence, as well as, Influence and Influence, for the respective actions.

The Lay Low action allows for the exploration of the Era deck. This is resolved in the same manner as the Hunt action above. You will be rolling based on Influence and the die upgrade is the same if you are the only one on the space. The card you choose gets resolved as normal.

After the actions have been resolved any players that are in the Arena face off in a duel. Players will roll the die associated with their Power and the player who rolled highest takes the top card of the Fate deck and resolves it. It should be noted that there is one Beheaded card in the deck and this is how the Immortals are eliminated from the game. After all... there can be only one!

If the Era deck runs out of cards, a new phase of the game takes place - The Gathering. The board is turned over and play continues using the new board, until there is only one Immortal left standing.

Although I had fun playing the game, I can't help but feel that this could have been a better effort. Not so much the gameplay - but the rules and lack of clarity. In a time where games are being released at a ridiculous rate, every game needs to be polished to the point where it can hope to compete with others in the market. *Highlander the Board Game* deserves better. The game is fun for a light filler and everyone loved the characters and the theme, however at





the same time everyone hated the confusion of the rules and possible misprints. I even went to Board Game Geek hoping to see an FAQ so that we could play with the “correct” rules, but there wasn’t one there. I hope that River Horse addresses this, as the game is quite fun for what it is - especially for Highlander fans. Next issue we will be taking a look at the *Princes of the Universe* expansion and we’ll see what that brings to the game. (More cards and miniatures!)

As someone who is not a huge fan of luck in games, this is a game that is very much based on the luck of the dice. However, the Quickenings tokens help to mitigate some of the luck factor and made the game more interesting. I would have loved to see the tokens actually modify the number rolled on the die, but the current mechanism of a reroll and die upgrade are fine for the weight of the game.

[Continued on next page>](#)

# Highlander the Board Game (Cont.)

Even with the aforementioned problems, this was a game that we really enjoyed playing. As a matter of fact, my main complaint is that it is too short. We all agreed that we would have preferred a longer lasting game, however, with the inclusion of player elimination that could be a bit of a problem. In one game Fasil was eliminated on the second turn of a 3 player game, an abnormality for sure, but nonetheless it happened.

We liked the layout and purpose of the player sheets, as each one featured a special ability for the specific character, as well as different starting dice stats than all of the other players. Most of the abilities were interesting, with several of them revolving around the Quickening tokens. Example: Kurgan gains 3 Quickening tokens when the Gathering occurs. Fasil gains a Quickening token when he gains a Life card. Ramirez starts the game with an additional 2 Quickening tokens. However, there are other abilities that are equally interesting, such as Kastigir's for when he is Laying Low he may discard one of the cards that he looks at. This proved to be strong, but not overpowering, as it allowed him to thin out the Era deck and encourage the entering of the Gathering.

Another aspect of the player sheets that we liked was that Life cards could be placed underneath the right edge of the card to upgrade the related

die. Though there were some cards that also downgraded dies as well. There was a limit of being able to only use two of them, but they were well worth searching for.

The sheets also allowed the use of an Ally and a Weapon. I was a little disappointed in that you could only have one Ally, as their abilities generally weren't all that strong and it would have been nice to have multiples so that the weaker ones were still viable. However, it is the Weapon slot that proved to be most puzzling. While the cards themselves were quite useful, it was strange that first of all the Immortals didn't already start the game with a weapon, and secondly it led to one Immortal gaining access to the weapon of another. In the series the Immortals always seemed to have a weapon, even if their attire wasn't suited for it. Gaining a Weapon could prove to be a serious asset for the owner and their acquisition was mainly based on the luck of the draw, which of course we frowned upon.

The game has a high replayability to it due to the fact that not all of the Era cards are used in each game. This kept the game fresh and we were often excited to see what "new" card was in the deck for the current game. And we liked the fact that the Era deck was made up of two different parts, Modern and Ancient, as this increased the aforementioned replayability.





The main cards of the game themselves were varied enough to keep things interesting and the ability to draw multiple cards and choose one was a good mechanism for the game. The Arena cards were tough to come by, but when they were put into play it influenced the rest of the game until perhaps another one was played to replace it. This also added to the overall experience of the game and kept the games fresh.

While the Conflict card were the main means of obtaining advantages. These were found in the Encounter deck and the Immortal would have to roll higher than the number listed for the stat on the card. If they were successful, they gained the bonus, however, if they failed, then they would have to suffer the consequences.

[Continued on next page>](#)

# Highlander the Board Game (Cont.)

And speaking of the Encounter deck, both it and the Era deck had their plusses and minuses and made for interesting decisions to be made throughout the game as players had to decide what type of strategy to pursue. Of course the more aggressive players favored the Encounter deck, while the others preferred the Era deck. But what makes it interesting is that the Era deck is also a timing mechanism for the Gathering and you might think that avoiding the Conflicts of the Encounter deck is a good strategy, when the Era deck is depleted and the Gathering begins you might find yourself at a disadvantage as other Immortals were able to gain benefits from beating those Conflicts. This was an interesting dynamic throughout the game.

The inclusion of the expanded characters and their backstory were well met. Fans of the series were excited at the possibility of more Immortals being introduced and thus creating a more interesting environment in which to play. My personal wish would be for the characters from the television show to be included, as there are many interesting heroes and villains that could be added to the game.

Do I intend to play this again? Yes! But in all likelihood it would be with “house rules”, unless the much needed FAQ is published online. Fans of the series will want the game just to have the miniatures, however, I think that they will also enjoy the game - and due to its filler style of gameplay, it should appeal to Highlander fans regardless of their gaming experience. I’m looking forward to seeing what the “Princes of the Universe” expansion adds to the experience, and next issue we will find out.

And while I’m recommending this game, especially for Highlander fans, it is with the caveat that there are some issues that need to be addressed. ☹️

<b>Designer:</b>	Jack Caesar
<b>Publisher:</b>	River Horse
<b>Players:</b>	3-6
<b>Mechanic:</b>	Dice Manipulation, Special Abilities
<b>Ages:</b>	14+
<b>Length:</b>	15+ mins.

**RECOMMENDED**

[www.riverhorsegames.com](http://www.riverhorsegames.com)



**VENGEFUL**  
When you discard an ally, you gain two quickening tokens if you have no quickening tokens.

CONNOR MACLEOD  
**HIGHLANDER**

**VICIOUS**  
Gain three quickening tokens when the gathering occurs.

VITOR  
**KURGAN**

**EXPERIENCED**  
Start with two additional quickening tokens.

JUAN SANCHEZ VILLA-LOBOS RAMIREZ  
**PEACOCK**

**PENITENT**  
When you gain a life card, gain a quickening token.

IMAN FASIL  
**KNIGHT**

**RAKE**  
When laying low, you may choose to discard one of the cards you look at.

SUNDA KASTAGIR  
**ZULU**

**RUTHLESS**  
When you draw a fate card, gain a quickening token.

**GODDESS**





## Monsters and Entrepreneurs

**W**hile there always seems to be a discussion pertaining to the variety of themes used in games, rarely is there a discussion of a single game having multiple themes. GoVenture has produced an unusual release, the box comes with two games that are mechanically the same, but each has a different theme and artwork.

The game comes in a somewhat unusual box, 10 1/2" x 7 1/2" x 1 1/4", with a top that goes approximately half way down the sides of the box to close. The cardboard used for the box is very sturdy. The standard cardboard insert divides the box in half for the storage of each genre of cards.

The rules for both games are printed on a single sheet of coated/heavy paper stock that is folded into four sections and opens to 11" x 17" when unfolded. The rules and layouts are identical on both sides, with the only change being the change of one thematic word for another. Due to the lightness of the game it is fairly easy to understand and you'll be playing in no time. It should be noted that the only real difference between the two games is that there is an extra card with the *Monster* card game that gives the rules for a "War" variant, otherwise they are identical, sans thematic elements.

The box states that there are over 300 cards and these are divided into two separate games. The cards are of a decent card stock and it is unlikely that you will want to sleeve them.

The setup for the game is clearly shown on the rule sheet. Essentially there are 2 main decks of cards (Monster/Product cards & Bounty/Customer cards), with a separate Action deck and several small piles of cards for the Weapons/Business, World and currency cards.

On each turn there are 3 phases.

The first phase is that you draw a card from the Monster deck (for the gameplay overview we will focus on the *Monster* card game) or the top card of the discard pile.

The second phase allows you to Trade cards with other players, Buy or return Weapons cards and Buy or play Action cards.

Anything goes for the Trading of cards. It is interesting to note that the game is played with your non-Action cards placed face up, so everyone can see what you have. Needless to say, it does make trading tougher.

Your initial Weapon purchase is free, however, each Weapon after that is going to cost you 4 Gold. This will influence which Monsters you are going to pursue.





Action cards can be quite powerful and they can be obtained by placing any 2 Monster cards face up in the discard pile, your choice of discard order. Action cards are removed from play after they have been played.

The third phase allows you to either choose a Monster card or a Bounty card. If you choose a Monster card it is placed in front of you and if you have more than five cards you have to discard down to five and your turn ends. If you decide to attempt to claim a Bounty you have the choice of taking the top card of the discard or drawing blindly from the top of the deck. If you are successful in Claiming the Bounty (you have a set of the Weapon and Monster that matches one of the icons) you place the Monster and Bounty aside and your turn ends. These cards are not considered part of your hand, but they are available for spending the amount printed on them in order to obtain other cards. If you don't match the icon on the Bounty card, it is placed in the discard pile and your turn ends.

While the main means of winning the game is the accumulation of 20 Gold, there is an alternate winning condition. If you have Claimed the Bounty of 2 Monsters that are printed on one of the World Cards, you receive that card. There are three cards in the set and a complete set automatically wins the game.

Play continues as above with each player in turn order taking their turn until one of the two victory conditions are met.

The GoVenture set of the *Monster* card game and the *Entrepreneur* card game provide for a light entertaining family game. And while the box boasts of "Deep Strategy", the actual game is quite light and is determined in large part to the cards that are revealed, rather than any long term strategy.

[Continued on next page>](#)

# GoVenture Card Game

The recommended age range of 8+ is suitable for the experience that the game provides and should prove to be fun for families and gaming parents with children.

Of course the main question about the game is why are two identical games packaged in the same box? Other than thematic terminology, the rules and such are exactly the same. It would have made more sense to have a separate printing of each game and let the consumer choose the one that interests them and save the cost of having to pay for another game that doesn't interest them. Most players said that they'd play the *Monster* game version because of the theme and thought the *Entrepreneur* version was a little too "cute" for them, and I'm sure that those who enjoy the *Entrepreneur* version would feel the same about the *Monster* version. My guess is that it was easier to do one printing of the two game set than to print up individual games, but why should the consumer have to pay more for this decision?

As mentioned above the artwork and theme do a lot to determine which of the two games you will wind up playing. The artwork for the *Entrepreneur* version features photographs of Guitars, Dogs, Soccer Balls, etc. and has more of a feel of a prototype, while the Customer deck of the game features vector graphics of a broad range of characters. Simple and clean, but also uninspiring. The *Monster* version features artwork that is average at best, though the Barrone card is pretty nice, and features a host of icons that at times can mainly be distinguished by the color of the background, especially from across the table.

The design of the box and the insert could have been better, as the cards just move around inside the box, as the box is too big for the cards and the insert. The length of the box should have been shortened to keep the cards from moving around.

While it may seem that I'm a bit down on the game, in truth, it is a fun family filler game, if you are willing to deal with the "luck of the draw" element of the game. It can be fast paced at times, especially if one player is able to immediately capitalize on the obtaining of a second Business/Weapon, as having two is paramount to having any real chance at victory. Due to the speed of the game we never came close to fulfilling the conditions for a World victory.

As noted above, the *Monster* version of the game includes one extra card that has a "War" variant using the Monster deck, as there are numbers printed on these cards for its use.

All in all this is a light family game that should appeal to those who have children and can be thought of as a possible gateway to more complex games. Parental gamers might not find the depth that they desire, but it does provide an opportunity to play a game with the kids until they are capable of moving onto something deeper. ☐

<b>Designer:</b>	GoVenture
<b>Publisher:</b>	GoVenture
<b>Players:</b>	2-6
<b>Mechanic:</b>	Set Collection
<b>Ages:</b>	8+
<b>Length:</b>	10-+30 mins.

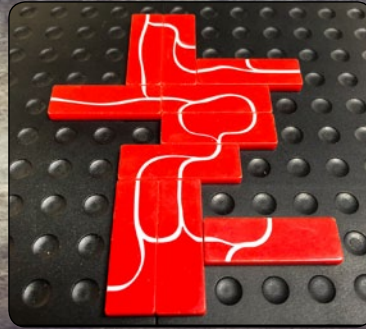
**WORTH TRYING**

[www.goventurecardgame.com](http://www.goventurecardgame.com)









## Tayu

**T***ayu* is a connection game, a game where you and your opponent are each trying to join one side of the game board to the other. While many connection games are mutually exclusive -- that is, the board and the pieces only allow one player to complete the connection and thus win the game -- *Tayu* is not. Both players can create multiple pathways that connect their opposite sides. In fact, your final score depends on it.

The *Tayu* board is square with 18x18 indentations across its face. These indentations allow the rectangular game pieces with three corresponding bumps, to fit onto the board without moving. The design is simple but very well executed.

Players start the game by choosing two opposite sides of the board to claim as their own. Throughout the game, each player will try to either place pieces on the board to connect their two sides or stop their opponent from creating connections.

Pieces are drawn blindly, one at a time on your turn, from a bag. Each piece is a 1x3 rectangle with exactly three connecting lines passing across its surface. The first piece played must be played somewhere in the four center indentations on the board; each piece played thereafter must connect to another piece already on the board.

All three of a piece's connecting lines must be legally accounted for. Either they (a) connect to another piece's line or (b) resolve to an open spot on the board or (c) connect to the edge of the playing board. A connecting line may never abut the blank part of another piece.

Play continues with each player drawing pieces and placing them on the board until a piece is drawn that cannot be legally played. Scores are then tallied and the winner decided.

As with most of my favorite abstracts, *Tayu* has an inspired twist that makes it all that more challenging. First, each connection along the



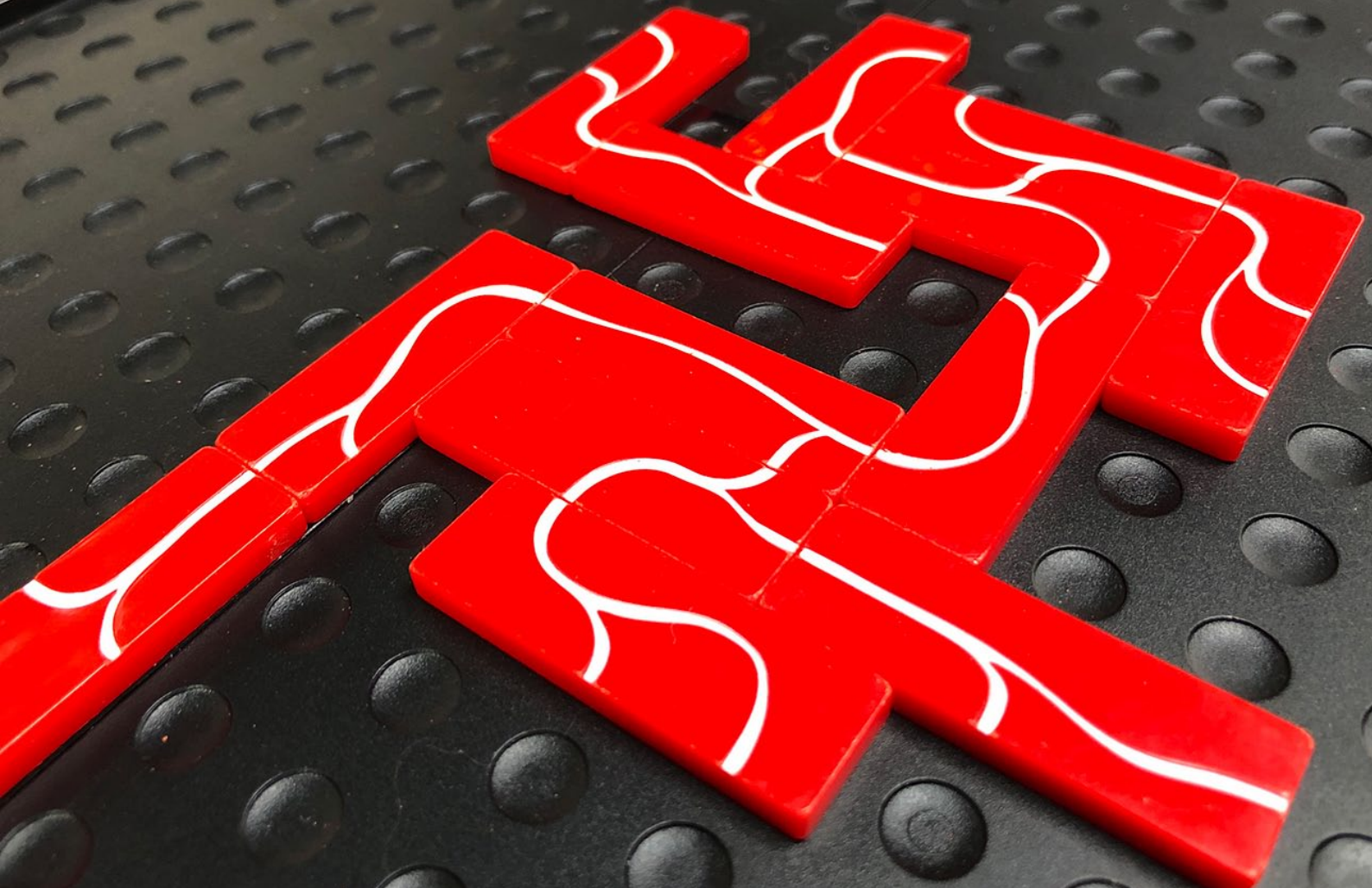


Photo: Tom M Franklin

side of the board counts as 1 connection, unless that connection ends at one of the four raised dots, at which point it counts as 2 connections. Second, and most important, your score is not the total of your one side's connections added to the opposite side's connections, but the product of the total connections of one of your sides multiplied by the number of connections on the opposite side. Thus, it is possible to have a total of 10 connections on one side and no connections on the opposite for a sum of (10x0) zero points.

The flavor text on the back of the box suggests that *Tayu* was designed to celebrate an ancient Chinese hero who saved his country from flooding by building a series of waterways. This imagery can help new players visualize what they're trying to accomplish on the board. Regardless of the story, though, I consider *Tayu* to be an elegant, simple game where novices quickly learn the subtleties of playing a piece both offensively and defensively, as well as sharing in the frustration of somehow never pulling exactly what piece you know you need to score enough points to win. 🎲

Highly Recommended.



# Interview Gallery



Steve Jackson #1



Dan Verssen #1



Paul Herbert #1



Reiner Knizia #2



Franz Vohwinkel #2



James Ernest #2



Mark Copplestone #2



Reiner Knizia #3



Peter Adkison #3



Brom #3



Chenier La Salle #4



Ryan Dancey #4



Brian Snoddy #4



Beth Sobel #5



Bruno Faidutti #5



Tom Jolly #6





Antoine Bauza #7



Dennis Lohausen #7



Ryan Laukat #8



Chad Hoverter #9



Matt Leacock #9



Greg Isabelli #9



Ignacy Trzewiczek #10



Jacqui Davis #10



Johan Koitka #10



Jamey Stegmaier #11



Michael Menzel #11



Kay Wilke #11



Vincent Dutrait #12



Mike Fitzgerald #12



Sandy Petersen #13



Mihajlo Dimitrievski #13



# Interview Gallery (Cont.)



Bruno Cathala #14



John Ariosa #14



Friedemann Fries #15



Joshua Cappel #15



Eric Vogel #15



Mac Gerdts #16



Keldon Jones #16



Steve Finn #17



J. Alex Kevern #18



Richard Ham #18



Ludovic Roudy #19



Bruno Sautter #19



Phil Walker-Harding #20



Luke Peterschmidt #21



Mike Richie #22



Grant Wilson #22





Curt Covert #23



Daryl Andrews #24



Rob Dougherty #25



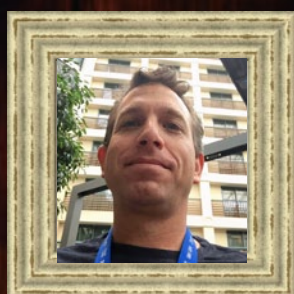
Nestor Romeral Andres #26



Leonard Koh #27



Rui Alipio Monteiro #28



Luke Laurie #29



Darwin Kastle #30



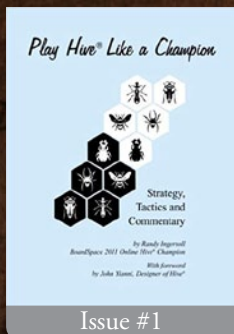
Serge Pierro #31



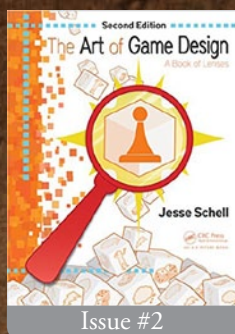
Justin Gary #32



# Book Review Index



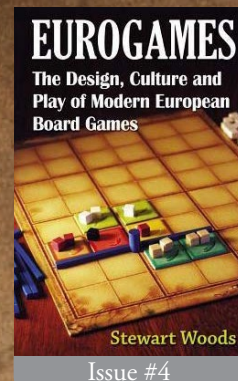
Issue #1



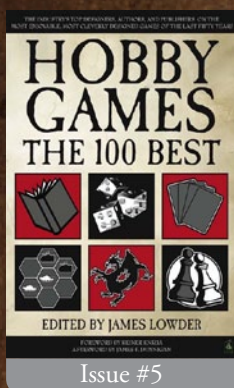
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Issue #3



Issue #4



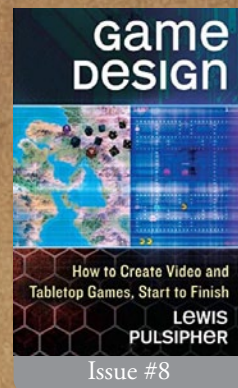
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Issue #6



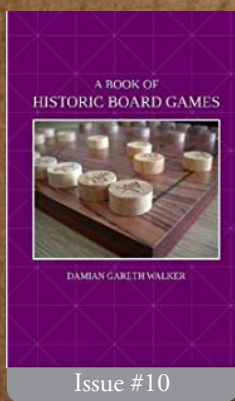
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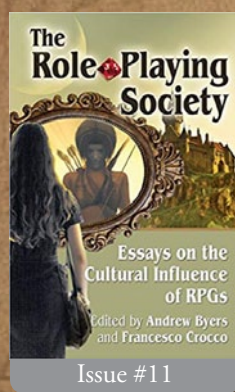
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Issue #9



Issue #10



Issue #11



Issue #12



Issue #13



Issue #14

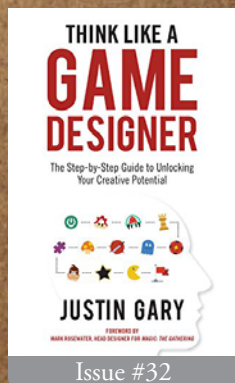
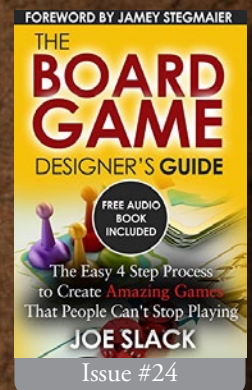
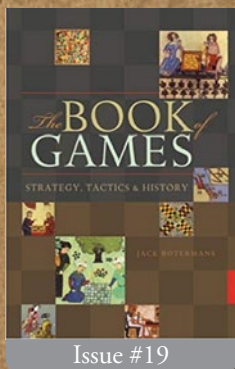
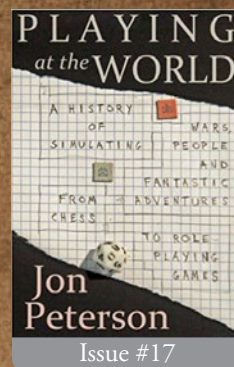
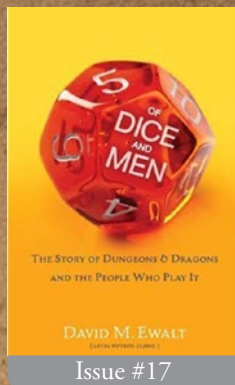
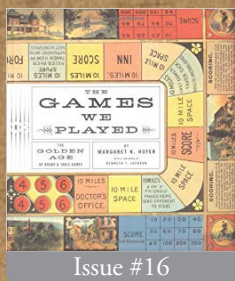
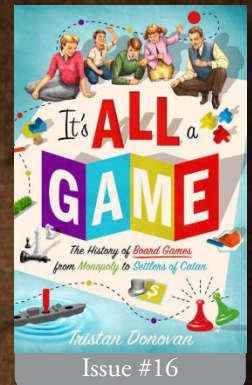
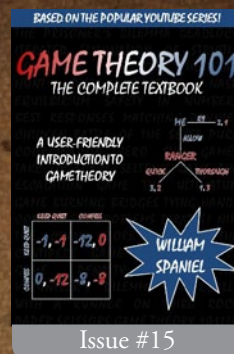
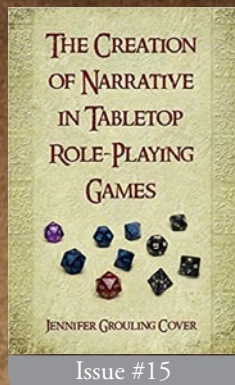
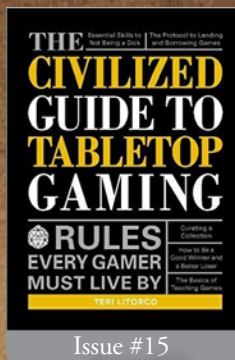


Issue #14



Issue #14







# Mobile Review Index



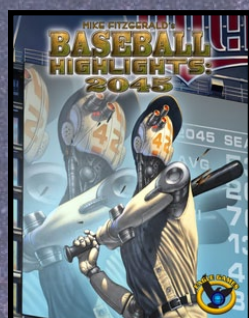
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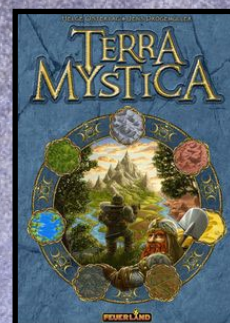
Issue #13



Issue #14



Issue #15



Issue #16



Issue #17



Issue #18



Issue #19





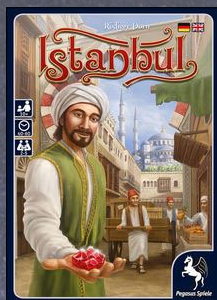




# Mobile Review Index (Cont.)



Issue #27



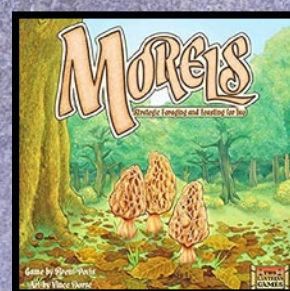
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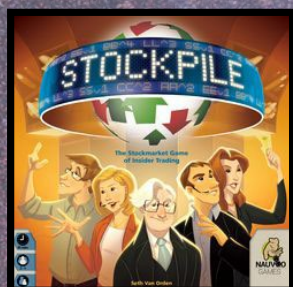
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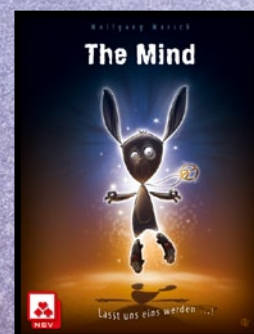
Issue #31



Issue #29



Issue #32



Issue #29



# Contributors



## Serge Pierro

**Serge** has playtested numerous games for several companies, including Wizards of the Coast and AEG. He has also written for Duelist, Inquest and Gamer print magazines. His award winning photography has appeared in both newspapers and magazines. He has self published a game, and has several other designs ready... but, currently finds his free time devoted to doing Game Nite.

## Eric Devlin

**Eric** has been the North East Regional Representative for Wizards of the Coast, the brand manager of *Legends of the Five Rings*, as well as working with Sabretooth and Third World Games. He has an extensive background in playtesting for top companies. He has also written for Games Quarterly, Duelist, Inquest and others.



## Tom M Franklin

**Tom** lives in North Carolina where he and his wife are staff to their five cats. His writing has appeared in his agent's Inbox and the occasional hand-written letter to friends. He grew up playing Abstract Strategy Games (back when they were simply called games) and still regards dice of all kinds with suspicion. His Board Gaming Claim to Fame is having taught over 300 kids how to play Chess. Considering he's been playing board games for over 50 years he really should be much better at them than he is.



## Contributors

**Game Nite** is always interested in hearing from would be contributors! If you are a writer, reviewer, photographer, etc. and would like to contribute to the magazine - we would love to hear from you! Feel free to contact us: [editor@gamenitemagazine.com](mailto:editor@gamenitemagazine.com) and let us know what you have in mind.





# Game Review Index (Issues 1-6)



- This Town Ain't Big Enough for the 2-4 of Us
- Small World
- Stella Nova
- Shoot-Out
- Postcard Cthulhu
- Postcard Empire



- Tile Chess
- Cards of Cthulhu
- Samurai Spirit
- Golem Arcana
- Pairs
- Sutakku
- Timeline



- Baseball Highlights 2045
- Samurai Sword
- Paperback
- For the Crown
- Trench
- Firefly
- Cutthroat Caverns
- Rise of the Zombies
- Shadow Throne





- Rhino Hero
- Attila
- Spurs and Sprockets
- Chaosmos
- March of the Ants
- AquaSphere
- Fidelitas
- Rise of Cthulhu
- Maha Yodah



- Animal Upon Animal
- Sushi Draft
- Stones of Fate
- WWII: Stalingrad
- Stockpile
- The Magnates
- Sentinel Tactics
- Flip City
- Space Movers 2201
- Dark Tales



- |                    |                               |
|--------------------|-------------------------------|
| • Nevermore        | • Outer Earth                 |
| • Gold West        | • 1944: Race to the Rhine     |
| • Arcadia Quest    | • Runecast                    |
| • Dragon Flame     | • Cycling Tour                |
| • New York 1901    | • Witkacy                     |
| • Lift Off!        | • Firefly: Fistful of Credits |
| • Tesla vs. Edison | • Dozen Doubloons             |
| • Yashima          | • King Down                   |
| • Targi            |                               |



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- Xia: Legends of a Drift System
- Orleans
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- Hoyuk
- Wizards of the Wild
- Myths at War
- Ring It!
- Hogg Wild for Wealth
- The Martian Investigations



- Cosmic Run
- Imperial Harvest
- Under the Pyramids (Eldritch Horror Expansion)
- Bomb Squad
- Through the Ages: A New Story of Civilization
- Luna
- Biblios Dice
- Trekking the National Parks
- Fuse
- Skulldug!
- Horrible Hex



- Cuisine a la Cart
- Foragers
- The Shadow Over Westminster
- Scoville
- Valeria: Card Kingdom
- Onitama
- Knit Wit
- Worlds Fair: 1893
- Flip City: Reuse
- Gruff
- The Walled City
- Empires at Sea





- JurassAttack!
- Oh My Gods!
- Looting Atlantis
- 13 Days
- Apotheca
- Tiny Epic Galaxies
- Automobiles
- Daxu
- Slaughterville
- Kheops
- Scoville: Labs
- Ancient Conflict Treasure Chest



- Dr. Eureka
- Stockpile: Continuing Corruption
- Sugar Gliders
- Dawn of the Zeds: Third Edition
- Vast: The Crystal Caverns
- The Networks
- Grifters
- Trajan
- Conspiracy!
- Secrets of the Last Tomb
- Best Treehouse Ever
- Matryoshka



- Imhotep
- In the Name of Odin
- Centauri Saga
- Draconis Invasion
- Dastardly Dirigibles
- Flamme Rouge
- Haspelknecht
- Hansa Teutonica
- Star Trek Panic
- Theomachy
- Commissioned
- San Ni Ichi
- Small City



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- Santorini
- Vinhos: Deluxe
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- Explorers of the North Sea
- America
- San Allies
- Crisis



- Hanamikoji
- Element
- Villages of Valeria
- Mansions of Madness 2nd Edition
- 7 Wonders Duel
- Oceanos
- Herbaceous
- A Feast For Odin
- Schotten Totten
- This Belongs in a Museum



- Ninja Taisen
- Space Invaders Dice!
- The Dresden Files Card Game
- Pyramids
- Quests of Valeria
- Amun-Re
- Cultists of Cthulhu
- Magic Maze
- Knot Dice
- The Cohort
- Crazier Eights
- Pandemic: Reign of Cthulhu





- 7&7
- March of the Ants: Minions of the Meadow
- Honshu
- Web of Spies
- Saga of the Northmen
- Tournament at Camelot
- Haspelknecht: The Ruhr Valley
- Plague Inc.
- Zephyr
- Terrible Monster
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- Fantasy Realms
- Space Race
- Isle of Skye
- Unearth
- ION
- Escape from 100 Million BC
- Battle for Souls
- COG
- Near and Far
- Terraforming Mars
- Caverna: Cave vs. Cave
- Pocket Mars
- Terra Mystica
- Hafid's Grand Bazaar



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# Game Review Index (Issues 19-24)



- Mini Rails
- Nightmare Forest: Alien Invasion
- The Ruhr
- Summit
- Seikatsu
- Tulip Bubble
- Covalence

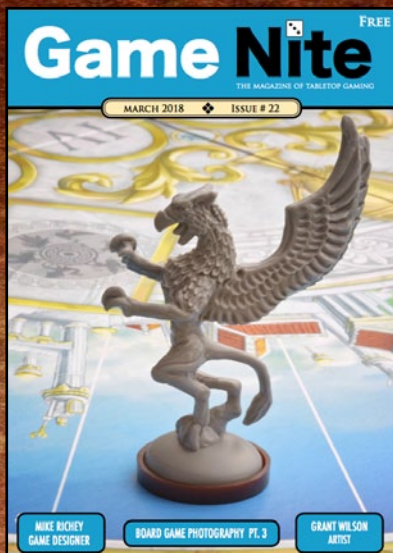


- Joraku
- Michael Strogoff
- Minute Realms
- Castle Dukes
- Rajas of the Ganges
- Cytosis

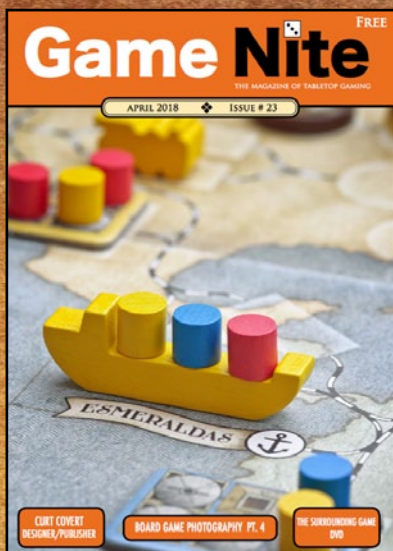


- Ancestree
- Exodus Fleet
- Tak
- Mistborn: House War
- Expedition: RPG Card Game





- ShutterBug
- Divinity Derby
- Wakening Lair
- Planet of the Apes



- Vast: The Fearsome Foes
- Vast Miniatures Expansion
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- Cthulhu Dice



- Gearworks
- Grackles
- Maiden's Quest
- The Veil





- Outpost: Siberia
- Outpost: Amazon
- Root
- Planetarium



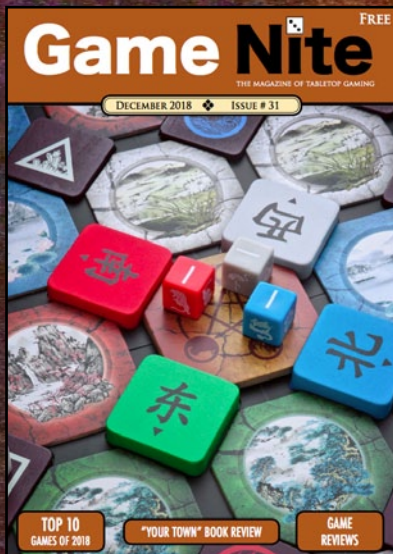
- Shards of Infinity
- Blood Rage
- Mistfall: Chronicles of Frost
- The Manhattan Project: Energy Empire
- Barker's Row



- Wish You Were Here
- Onitama: Way of the Wind
- Master of the Galaxy
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- Star Realms: Command Decks
- Your Town
- Wu Wei
- Star Realms: Frontiers



- Darwinning
- GoVenture Card Game
- Highlander the Board Game
- The Forbidden Sanctuary



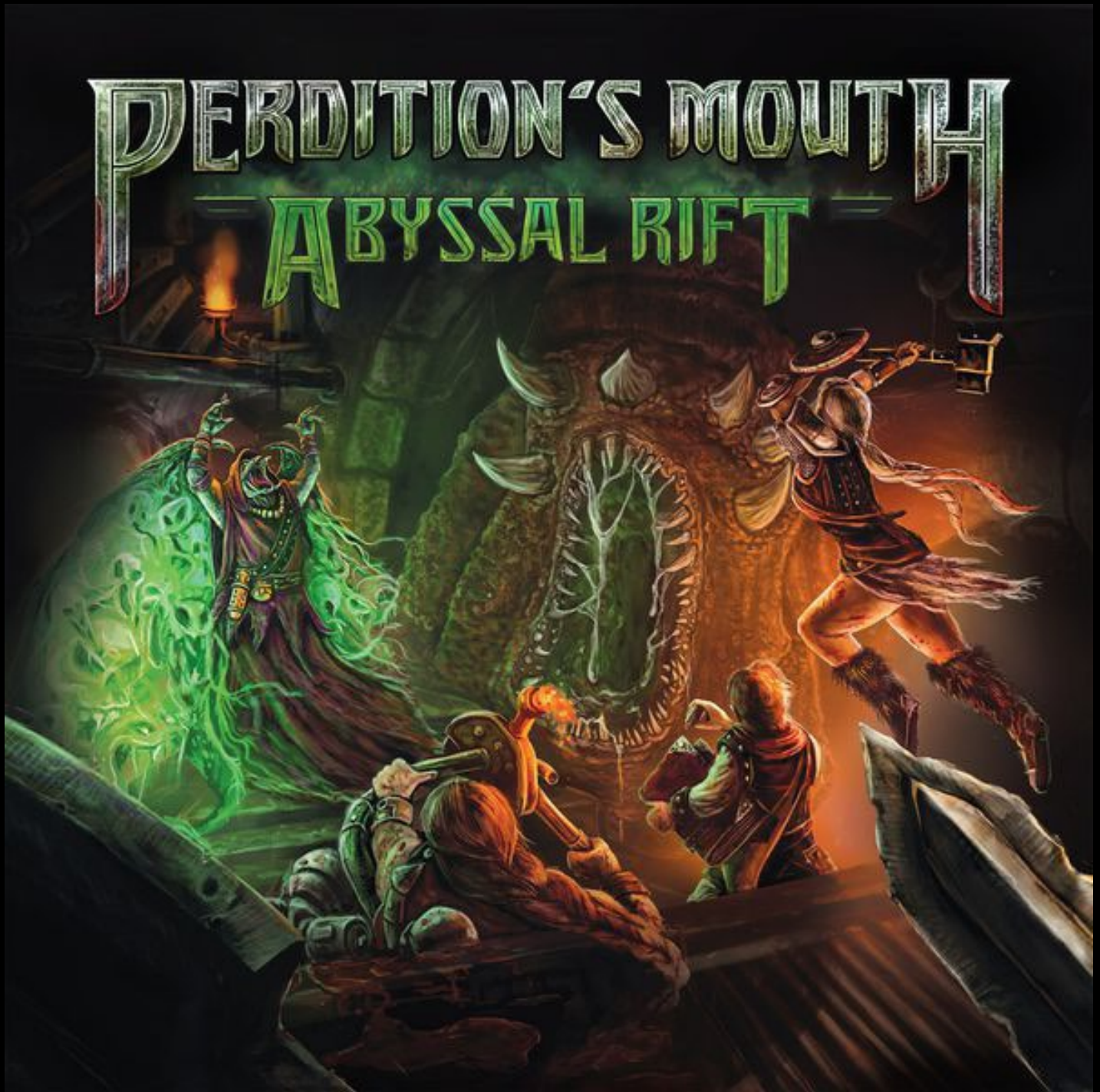


## February • 2019

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1	2
3	4	5	6	7	8	9
10	11	<div data-bbox="497 1675 614 1787"> <b>Game Nite</b> </div> <div data-bbox="475 1798 649 1823">Issue #33 Release Date</div>	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28		



# Next Month!



Revised Edition

## Issue #33