

EPGS Heroics

Newsletter of The Eastern
Pennsylvania Gaming Society

November – December 2007

EPGS meets at Oxford Valley Mall's Community Room from 10:00 AM to 9:30 PM the first and third Saturdays for the rest of the year.

We also meet the second Saturday each month from Noon to 10 PM at The Games Keep in West Chester

And we meet each Tuesday from 5-10 PM at Alternate Universes off McDade Boulevard.

Elections

EPGS elections will be held at our December 15th meeting for the offices President, Treasurer, Publicity, Webmaster and Editor. Nominations will close November 30th. To nominate someone contact our current President, who is the only incumbent not running for reelection, at stevegamer@rcn.net.

EPGS Polo Shirts

See President Steve Cameron if you are interested in a size XL or XXL EPGS Polo Shirt.

2007 Deutscher Spiele Priess Awards

The following table shows the results of the Deutscher Spiele Priess Awards, voted on by gamers:

	TITLE	DESIGNER(S)	PUBLISHER(S)
1	<i>The Pillars of the Earth</i>	Michael Rieneck & Stefan Stadler	Kosmos / Mayfair
2	<i>Notre Dame</i>	Stefan Feld	Alea / Rio Grande
3	<i>Vikings</i>	Michael Kiesling	Hans im Glück
4	<i>Yspahan</i>	Sebastien Pauchon	Ystari / Rio Grande
5	<i>Zooloretto</i>	Michael Schacht	Abacus / Rio Grande
6	<i>Arkadia</i>	Rüdiger Dorn	Ravensburger / Rio Grande
7	<i>Imperial</i>	Mac Gerdts	Eggert-Spiele / Rio Grande
8	<i>Leonardo da Vinci</i>	Accittoccs	Abacus / Mayfair
9	<i>Thebes</i>	Peter Prinz	Queen
10	<i>Colosseum</i>	Wolfgang Kramer & Markus Lübke	Days of Wonder

Upcoming Gaming Events

National Games Week November 18-24. See <http://www.nationalgamesweek.net>.

The Games Keep Black Friday All Day Gaming November 23rd 11 AM – 10 PM.

3rd Black Friday Gameday November 23rd 10 AM – 10 PM. Sponsored by Berks Boardgamers in Lebanon PA. Includes a *Settlers of Catan* tournament. For details see <http://boardgamegeek.com/article/1778312#1778312>.

German Export Hit: Games

By Bastian Hartig

Translated literally by Dave Magagnosc

Originally published in German on the *Deutsche Welle* website October 22, 2007

<http://www.dw-world.de/dw/article/0,2144,2832076,00.html>

Boardgames like *Emil and the Detectives* interest not only children.

Germany is world champion when it comes to board games. But fun alone is not the center of attention. Board games are big sellers here; they are also increasingly export hits.

The German games business will turn over more than 400 Million Euros in 2007 – with board games and puzzles alone. Nowhere is there greater enthusiasm for board games than in Germany, and nowhere in the world is there a larger market for them.



The competition has picked up on this: games publishers from all over the world are looking for the hottest trends and the most exciting developments – since they traditionally come from Germany.

Luck is Not Enough

For this reason, Jay Tummelson has traveled [to Germany] from the USA [for the Essen Game Fair]. His game company, Rio Grande Games, specializes in bringing German games to the American market. Americans do certainly create games, but they generally do not demand much from the players.

The big difference is that in most German games, one must think through and ahead. "Most American games are based on luck," says Tummelson. In German games, on the other hand, one generally has three or four possible choices for each turn; in American games there are absolutely none. "You just roll the dice, move your token, and something happens according to the square that you land on," says the game publisher.

[Editor's Note: A quick glance at Tummelson's website <http://www.riograndegames.com> shows five of his top ten best sellers are luck dependent (*Carcassonne*, *Bohnanza*, *Lost Cities*, *Power Grid* and *San Juan*). Contrast that with classic American best sellers *Boggle*, *Pictionary* and *Trivial Pursuit* which are not; and *Axis & Allies*, *Clue*, *Risk*, *Scrabble*, *Stratego* and *Yahtzee* which are certainly not "roll the dice and move".]

Niche Market with Potential

Tummelson's customers are still a die-hard games community. He serves a niche market. But it is a niche that is growing. In 2006, his company delivered games totaling around five million dollars to players, an increase of more than a third over the previous year. In comparison: the net returns of the entire US games business in board games and puzzles increased only around three percent. Tummelson expects the increases to continue.

But fascinating gamers outside of Germany requires more than simply translating the rules. Other countries, other customs – this saying clearly applies to games, too. Jan-Paul Deurloo is the product planner for 999 Games, a Dutch publisher that adapts German games for the Dutch. He knows: "Sometimes a game just has the wrong color. Colors that sell poorly in Holland are, for example, black or green."

Paintings Instead of Game

Sometimes a game is published in Germany that he know from the beginning will not sell in Holland. Something else that can be changed is the graphics. "In Germany, games sometimes look like paintings. They are very pretty, but don't speak to our customers," says Deurloo. "One can say that Germany is the home of board and card games. The games in Germany are very well thought out, have good quality and good design," says the Dutchman. Most game designers are German. "I think that in the Netherlands people prefer to play games, rather than to create them."

Eurogeek Obsession: A Simple Quiz

By Mike Kaltman

Originally published on boardgamegeek.com

OK, let's face it: the fact that we frequent EPGS shows how much we enjoy the pastime of boardgames. For many of us, though, the enjoyment aspect exceeds the boundaries of normal behavior, plunging straight into unhealthy obsession.

The following is a simple quiz designed to measure one such facet: obsession towards Eurogames in general. Each question has four responses, ranging from '1' (normal) to '4' (may the Meeple gods have mercy on your soul). A total score of less than 15 is probably too normal for a member of our Club ... but anything over 35 and you need serious help!

Question 1: How much space would be required to hold your entire collection of Eurogames?

- 1: A couple of storage bins, at most.
- 2: Three or four shelving units.
- 3: The entire basement, with enough room left to set up a couple of games when company comes.
- 4: My gaming collection has its own congressman.

Question 2: In general, how fast do you make your moves in a game of *Tikal*?

- 1: Only about ten to fifteen seconds. Besides, I'm not *that* focused on winning.
- 2: I don't want to hold up the game too long, maybe two to three minutes per move.
- 3: When I need to, I'll take up to ten minutes, especially if it's a crucial moment.
- 4: If Kasparov can take two hours for his turns, I can too.

Question 3: You're playing *Puerto Rico* when a player crushes your position, thinking you as the main threat. How do you respond?

- 1: I take it in stride. It's only a game, you know.
- 2: I point out after the game what he *should* have done. He'll appreciate the advice.
- 3: I envision ramming those corn barrels down his throat, the @#%\$.
- 4: I ram those corn barrels down his throat, the @#%\$!!!

Question 4: How much do you know about *Amun-Re*?

- 1: I know it's a Eurogame. Something about building pyramids.
- 2: I know all the rules, but sometimes need to refer to the rules for what some of the cards do.
- 3: I memorized the distribution of cards, as well as the location and benefits of all the provinces.
- 4: My Ph.D. dissertation on how Egyptian history relates to this game was *very* well received.

Question 5: How much Eurogaming would you do, if time were no object?

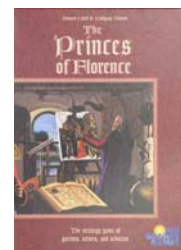
- 1: Once every two weeks is plenty.
- 2: Every week, twelve hours at a time. Now *that's* one fine day.
- 3: Every day, with enough break time for food, sleep, and reading the latest on BGG.
- 4: Lets see ... 365 days a year, times 24 hours a day, times 60 minutes an hour, times 60 seconds a minute...

Question 6: You're not satisfied with your performance at *Age of Steam*. How do you improve your play?

- 1: Practice makes perfect. I'll play more often.
- 2: '1', and discuss games after the fact to see what I can do better.
- 3: '1' and '2', and devour those great strategy articles I read on the Geek.
- 4: I'm moving to Quebec. Do the Steam Brothers accept Travelers Checks for tutelage?

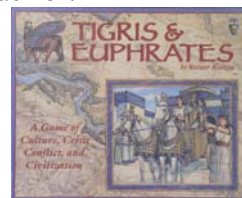
Question 7: How much German have you learned just from playing on BrettSpielWelt or reading instructions?

- 1: "Viel Spass" and "Darf Ich?" ... and that's about it.
- 2: I know all the German words for the buildings in *Puerto Rico*.
- 3: I know '2', the professions in *Princes of Florence*, and the events in *Pillars of the Earth*.
- 4: I start teaching a graduate level German course next semester.



Question 8: A game of *Ra* is about to enter the third epoch. How much info have you kept track of?

- 1: I know how many Ra tiles are left.
- 2: I know how many floods are left, as well as the last monument I need for a quadruple.
- 3: I know every tile left in the bag.
- 4: During my heat at World Boardgame Championships, I know every tile left in *every* bag. Also the tiles left in the *Tigris & Euphrates* bags from the games at the far side of the room.

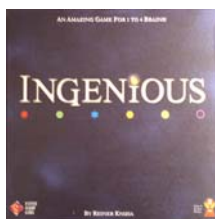


Question 9: How much politicking is socially acceptable when playing *El Grande*?

- 1: It's all in good fun. It doesn't make much difference to me.
- 2: Total silence. People should just be quiet and play.
- 3: If I see an opportunity, I'm taking it. It's part of the game, and I play to win.
- 4: "Put your caballeros in Seville and I'll release your wife and kids."

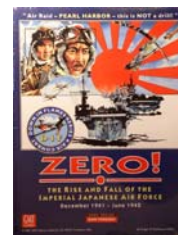
Question 10: What's your reaction to Questions 1 through 9?

- 1: Cute, but nothing above a '3' response *really* applies!
- 2: I know people who are like those '3' and '4' people. Nice job.
- 3: OK, you got me. Maybe I ought to reexamine my obsession.
- 4: I don't get it.



The Games We Played

The most played game since last issue was *No Thanks!*, being played twelve times. Second was *Settlers of Catan*, with seven plays. Third was *Zero!*, with six plays. Fourth at five plays were assorted *Age of Steam* variants, *Caylus*, *Goa*, *Ingenious*, *Puerto Rico*, *Ticket to Ride: Switzerland* and *Zooloretto*.



Caylus and various *Age of Steam* variants were played every Oxford Valley Mall meeting. And, starting with this issue, every *Age of Steam* and *Power Grid* variant will be separately. The editor wishes he had started doing this earlier, not realizing how popular these systems would become. There are now almost fifty *Age of Steam* variants.

Thanks to Steve Cameron and Steve Fitchett for help collecting this information.

The following chart lists the games played at Oxford Valley September 15th, October 6th & 20th and November 3rd; The Games Keep October 13th and November 10th; and Alternate Universes September 11th, 18th & 25th, October 2nd, 9th, 16th, 23rd & 30th and November 6th.

NEW	TITLE	PUBLISHER	SEP 15	OCT 6	OCT 20	NOV 3	GK	AU
	<i>10 Days in Europe</i>	Schmidt / Out of the Box				1		
G	<i>1960: The Making of the President</i>	Z-Man			1	2		
G/P	<i>Across 5 Aprils Second Edition</i>	Eric Lee Smith			1			
	<i>Advanced Squad Leader</i>	Avalon Hill / Multi-Man			2			
	<i>Age of Steam</i>	Warfrog	2	1				
G/P	<i>Age of Steam: Golden Spike</i>	Bezeir				1		
G/P	<i>Age of Steam: Spain/Portugal</i>	Steam Brothers			1			
	<i>Alhambra</i>	Queen						1
	<i>Ancients</i>	Good Industries / 3W / Mike Nagel	1					
	<i>Atlas & Zeus</i>	Eurogames/Descartes		1				
G/P	<i>Attribute</i>	Lookout / Z-Man		1				
	<i>Axis & Allies: Europe</i>	Hasbro/Avalon	1					
	<i>Axis & Allies: Pacific</i>	Hasbro/Avalon	1					
	<i>Basari</i>	FX Schmidt / Out of the Box						2
	<i>BattleLore</i>	Days of Wonder		2	1			
	<i>Bazaar / Samarkand</i>	3M / Schmidt / Rio Grande						1
G	<i>Before the Wind</i>	Phalanx / Mayfair				1		
	<i>Betrayal at House on the Hill</i>	Hasbro/Avalon						1

G	<i>Bid Euchre / Hasse / Pepper</i>	?					1	
	<i>Blokus</i>	Sekkoia / Educational Insights						2
	<i>Blue Moon City</i>	Kosmos / Fantasy Flight	1			1		
	<i>Box of Golf</i>	Box of Golf, Inc.		2				2
	<i>Brawl</i>	Cheapass						4
	<i>Buccaneer / Seeräuber</i>	Queen						1
	<i>Caesar and Cleopatra</i>	Rio Grande	2					
	<i>Carcassonne</i>	Hans im Glück / Rio Grande				2		
	<i>Carcassonne - Hunters and Gatherers</i>	Hans im Glück / Rio Grande						1
G	<i>Cave Troll</i>	Fantasy Flight				1		
	<i>Caylus</i>	Ystari / Rio Grande	1	1	1	2		
	<i>China</i>	Überplay		1				
	<i>Circus Flohcati / Zircus Flohcati</i>	Amigo / Ravensburger / Rio Grande						1
	<i>Civil War</i>	Bill Micklow				1		
	<i>Cleopatra and the Society of Architects</i>	Days of Wonder						1
	<i>Cloud 9</i>	Out of the Box				2		
G	<i>Cold War: CIA vs. KGB</i>	Pro Ludo / Fantasy Flight				1		
	<i>Commands & Colors: Ancients</i>	GMT		1		1		
	<i>Cribbage</i>	?	1					
G/P	<i>D-Day at Omaha Beach</i>	John Butterfield				1		
G	<i>Dividends</i>	Fun Factory						1
G	<i>Duel in the Dark</i>	Z-Man				1		1
	<i>Empire Builder</i>	Mayfair		1				
G	<i>Europe Engulfed</i>	GMT				1	1	
	<i>Exxtra</i>	Amigo						2
	<i>Fire and Axe: A Viking Saga</i>	Ragnar Brothers	1					
	<i>For \$ale</i>	Ravensburger	1					
	<i>Formidable Foes</i>	2F-Spiele / Rio Grande	1					
	<i>Fortress America</i>	Milton Bradley	1					
	<i>Geschenkt / No Thanks!</i>	Amigo / Z-Man	3					1 8
	<i>Gheos</i>	Z-Man						1
	<i>Gin Rummy</i>	?						1
	<i>Giza: The Pyramid Building Game</i>	Fun Factory						1
	<i>Goa</i>	Hans im Glück / Rio Grande	2	2		1		
G	<i>Gumball Rally</i>	Z-Man						2 1
	<i>Hammer of the Scots</i>	Columbia				1		
	<i>Hearts</i>	?						1
	<i>Here I Stand</i>	GMT	1	1	1			
	<i>Hermagor</i>	Mind the Move / Rio Grande				1		
	<i>Igel Ärgern</i>	Doris & Frank	1					
	<i>Imperial</i>	Eggert-Spiele / Rio Grande		1				
	<i>Industria</i>	Queen	1			1	1	
	<i>Ingenious / Einfach Genial</i>	Kosmos / Fantasy Flight						1 4
	<i>Intrige</i>	Amigo	1					
	<i>Ivanhoe</i>	GMT					1	
	<i>Jenseits von Theben / Thebes</i>	Queen / Rio Grande	1			1	1	
G	<i>Ka-Ching!</i>	Winning Moves / Gamewright						2
	<i>Kardinal und König / Web of Power</i>	Goldsieber / Rio Grande						1
G/P	<i>Khronos</i>	Matalot / Rio Grande					1	
G	<i>Little Italy</i>	Playroom						2
	<i>Lord of the Rings</i>	Hasbro						1
	<i>Lord of the Rings: Battlefields</i>	Fantasy Flight	1					
	<i>Lord of the Rings: The Search</i>	Kosmos / Rio Grande	1					
	<i>Lost Cities</i>	Kosmos / Rio Grande					1	

	<i>Manifest Destiny</i>	GMT			1		1		
G/P	<i>Margin for Error</i>	Safely Games						1	
	<i>Medici vs Strozzi</i>	Abacus / Rio Grande	1						
	<i>Memoir '44</i>	Days of Wonder	1						
	<i>Nuclear War</i>	Nuclear War / Flying Buffalo							1
	<i>Panzergruppe Guderian</i>	SPI / Avalon Hill			1				
G	<i>Patrician</i>	Amigo / Mayfair			1				
	<i>Puerto Rico</i>	Alea / Rio Grande			1	2	2		
G	<i>Qwirkle</i>	MindWare			1				
	<i>Ra</i>	Alea / Rio Grande					2		
	<i>Razzia!</i>	Amigo							1
G	<i>Red Dragon Inn, The</i>	Slugfest							4
	<i>Redneck Life</i>	Gut Bustin' Games							1
	<i>Replay Baseball</i>	Replay Games	1						
	<i>Saint Petersburg</i>	Hans im Glück / Rio Grande					1		
	<i>San Juan</i>	Alea / Rio Grande	1						
	<i>Scotland Yard</i>	Milton Bradley					1		
	<i>Settlers of Catan</i>	Kosmos / Mayfair			2				5
	<i>Settlers of the Stone Age</i>	Kosmos / Mayfair			1				1
	<i>Sharp Shooters</i>	Parker Brothers / Hasbro	1						3
	<i>Shifting Sands</i>	Multi-Man			1				
	<i>Short Lines</i>	Bob Stribula					2		
	<i>Space Beans</i>	Amigo / Rio Grande							1
G/P	<i>Spicy! Farkel</i>	Legendary Games							1
	<i>Spy</i>	Kosmos / Überplay					1		
	<i>Talisman</i>	Games Workshop							1
	<i>Taluva</i>	Hans im Glück / Rio Grande			1				
	<i>Tara</i>	Tailten						1	
	<i>Thurn and Taxis</i>	Hans im Glück / Rio Grande					1		1
	<i>Tichu</i>	Abacus	1						
	<i>Ticket to Ride</i>	Days of Wonder							1
G	<i>Ticket to Ride: Switzerland</i>	Days of Wonder			1	1		2	1
	<i>Tikal</i>	Ravensburger / Rio Grande			1				
	<i>Traders of Genoa</i>	Alea / Rio Grande						1	
	<i>TransAmerica</i>	Winsome / Wnng Mvs / Rio Grande							1
	<i>Tutankhamen</i>	Amigo / Out of the Box					1		
	<i>Twilight Struggle</i>	GMT			1	1			
	<i>Vegas Showdown</i>	Hasbro/Avalon					1		
	<i>Viktory II</i>	Morrison	1						
	<i>Vinci</i>	Eurogames/Descartes	1					1	
	<i>War of the Ring</i>	Phalanx / Fantasy Flight					1		
	<i>Wilderness War</i>	GMT			3				
	<i>Wings of War</i>	Fantasy Flight						1	
	<i>Wits & Wagers</i>	North Star			2				
	<i>World of Warcraft</i>	Fantasy Flight			2				
	<i>World of Warcraft TCG</i>	Fantasy Flight						2	
G	<i>Xactika</i>	Set Enterprises							1
	<i>Yspahan</i>	Ystari / Rio Grande					1		1
	<i>Zero!</i>	GMT						6	
G	<i>Zooloretto</i>	Abacus / Rio Grande							1
25/9	TOTAL	121 TITLES / 219 PLAYS	29/34	27/35	24/27	30/42	17/22	31/59	

G = New Game

GP = New Game and Publisher

Military Games are Red

Railroad games are Blue

Sports games are Green

EPGS Information

Heroics is the official publication of The Eastern Pennsylvania Gaming Society, (EPGS). Contributed articles are always welcome.

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