

New titles from Amigo – October 2007

Here are eight new games from Amigo Spiel + Freizeit, now available from JKLMnP. Note that these are German editions – English rules are only available for some.

4-in-1 – The Best Trick-Taking Games

This collection contains four classic trick-taking games. *Mü* (designed by Frank Nestel) and *Njet* (by Stefan Dorra) have long been popular with fans of trick-taking games. As is the long out-of-print *Was sticht?* (Karl-Heinz Schmiel). *4-in-1* also contains a revised edition of a long-lost gem: *Meinz* (Günter Burkhardt). English rules are available for the individual games.

Ages 10 and up; 3 to 6 players; Duration: 45 Minutes
 RRP £14.00 (inc VAT); Trade price £7.15 (ex-VAT)



Aus die Maus!

Will the cat catch the mouse or will the mouse get the lovely cheese? This exciting card game revolves around that question. With a little luck and a cat card, you can catch a mouse – and get lots of cheese cards and a mouse chip on top! When all mouse chips have been given out, the game is over and the player who has the most cards wins.

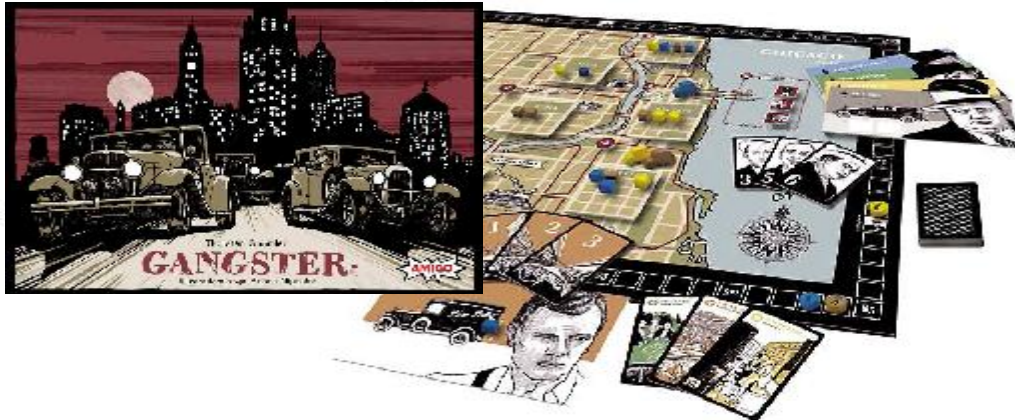
Ages 6 and up; 2 to 6 players; Duration: 20 Minutes
 RRP £7.00 (inc VAT); Trade price £3.58 (ex-VAT)

Bohnröschen

“Sleeping ‘Beany’” is the new member of the *Bohnanza* family. *Bohnanza* enters the realm of fairy tale! You are the prince of beans on your way to the castle, where you want to wake the sleeping Bohnröschen. But first, you will have to fight thick beanstalks and solve difficult tasks. The first one to reach the castle and to bring the most coins along may kiss Bohnröschen awake.

Ages 12 and up; 1 to 6 players; Duration: 90 Minutes
 RRP £7.00 (inc VAT); Trade price £3.58 (ex-VAT)





Gangster

The scene is Chicago in the early 1930s. You are a gang boss cruising through the city, trying to strategically place your gangsters in different districts in order to ensure your predominance there. But what you can steal from others can then be stolen from you in turn. Gangsters may vanish temporarily into the trunks of your opponents' cars – or permanently into the sea by the docks...

You know which strings to pull in order to gain the necessary influence? Then get into your automobile and start sorting out your rivals!

Ages 10 and up; 2 to 5 players; Duration: 60 Minutes
RRP £29.00 (inc VAT); Trade £14.81 (ex-VAT)

Little Amadeus Maestro

Players attempt to put together an orchestra in order to perform the music of Wolfgang Amadeus Mozart. They take on the roles of Amadeus, Nannerl, Haydn or Beethoven and start looking for musicians to play at the concert. When a player has got all the musicians necessary to perform a particular piece, he or she earns points. However, if by the end of the game there are any musicians left, points will be deducted again...

This is a new version of Rudi Hoffman's *Maestro* and the English rules for the older versions still apply.



Ages 7 and up; 2 to 4 players; Duration: 45 Minutes
RRP £24.00 (inc VAT); Trade £12.26 (ex-VAT)

Patrizier (Patrician)

In medieval times, it was customary for the great families to build enormous towers, some of which can still be admired in Italy. These towers showed the family's prestige: the greater the political influence enjoyed by the family, the higher the tower... Players take on the role of builders, who cooperate in building these impressive towers for the patrician families floor by floor. When a tower is finished, the player who has built most of its floors reaps all the glory and earns him- or herself glory tokens. The most glorious builder wins the game.



Ages 10 and up; 2 to 5 players; Duration: 60 Minutes
RRP £23.00 (inc VAT); Trade £11.74 (ex-VAT)

Space Beans

Space, the final frontier – of bean fields. These are the adventures of the galactic bean traders searching for Space Beans – alien life forms that look like our common beans. A collection can bring precious trophies to a bean trader. The trader with the most valuable Space Beans will become “King of the Beaniverse”. May the Force be with you!

This is a new edition of Uwe Rosenberg’s game originally published in 1999. English rules are available.

Ages 10 and up; 2 to 6 players; Duration: 45 Minutes
RRP £7.00 (inc VAT); Trade £3.58 (ex-VAT)



Ziegen kriegen

Your aim in this game is to get as many goats as possible. But suddenly, the goat limit is revealed and you don't want them any more! But no need to go gruff! Now is the time to get rid of the horrible beasts and to pass them on to the people you're playing with. Only those who stay below the limit in the end have a chance of winning...

Ages 8 and up; 3 to 6 players; Duration: 30 Minutes
RRP £7.00 (inc VAT); Trade £3.58 (ex-VAT)