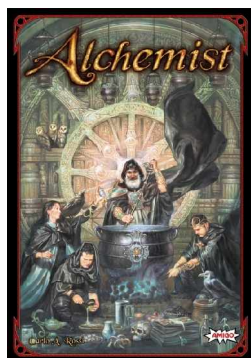


New titles from Amigo May 2007



Alchemist

At the annual Alchemists' Challenge, the most talented adepts of this mystical art fill their cauldrons with the strangest ingredients to concoct new and powerful potions and so reap honour and glory. Even being able to successfully copy the formulae of one's competitors can get an adept glory points. Whoever collects the most glory points by efficient use of his ingredients will emerge from the challenge as the victor and henceforth bear the honorary title of Adeptus

Supremus. Designed by Carlo Rossi.

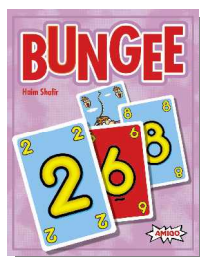
German language edition – an unofficial translation is available on Boardgamegeek.

Family game

Players: 2 - 5

Age: 10+ years

Playing time: 40 mins



Bungee

Play a card, draw a card – it's as simple as that. First player to get their hand value to five or less calls "Bungee!" and the others have one more turn. Lowest hand wins and the other players score penalty points. The lowest score after six rounds wins the game. Designed by Naim Shafir.

German edition – the designer provides English rules on his website:

www.shafirgames.com/instr_eng_bungee.htm

Kids game

Players: 2 - 5

Age: 8+ years

Playing time: 30 mins



Venedig (Venice)

Venice was founded by refugees from Northern Italy who were fleeing from the invading Huns, and later the Lombards, into the swamps and to the countless isles of the mouth of the river Brenta. In later centuries, Venice became ever richer through bustling trade, growing into an influential centre of political power during the Renaissance. In this game, the players take on the part of master builders working on the lagoon city. Designed by Klaus-Jürgen Wrede.

German language edition – an unofficial translation is available on Boardgamegeek.

Family game

Players: 2 - 5

Age: 10+ years

Playing time: 40 mins