

## Winkelzüge

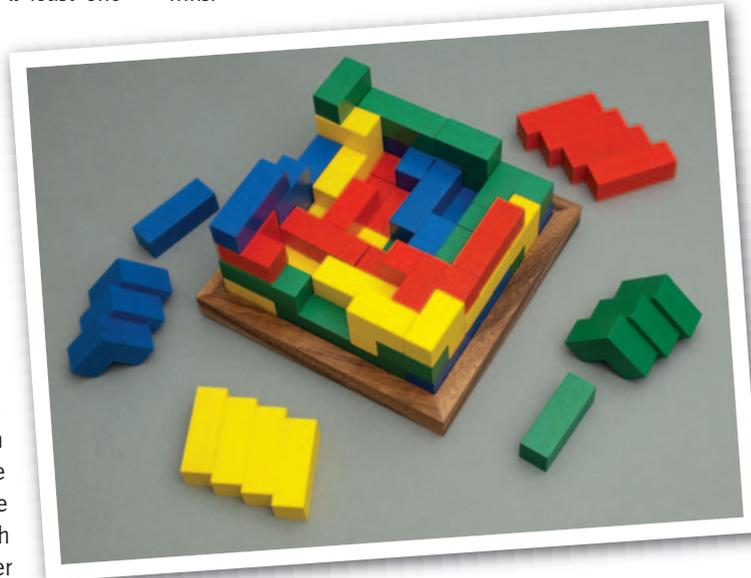
This debut game deserved a more caring presentation: a set of instructions that is more than just a photocopy, and a box whose size fits the game and its components. At least one can't find fault concerning the materials – to the contrary: Jürgen Aden can be very satisfied with the colourful glazed blocks. His desire was to have components made from wood that invite play just because of their feel.

Three wooden cubes glued together create two different shapes – angles and rods – each of which the players get in abundance in their applicable color. The playing area is a square wooden board, large enough to hold 64 cubes. Each player places his first piece – angle or rod – in the middle of the board; every subsequent piece must connect and touch – on at least three cube sides – pieces of the same shape, one of which is in the player's own color.

The instructions don't give detailed information about these "cube sides." You don't realize straightaway that each block is composed of three cubes. If the game inventor hadn't explained his pride and joy to me in person at the game convention in Willingen, I would have been greatly perplexed on this point; well, maybe I'm just too persnickety sometimes ...

The object of the whole building process is for your pieces to reach the four corners of the board. If more than one

player succeeds in doing so in the same round, the player with the higher level grabs the win. If nobody succeeds, the player who has reached the most corners wins.



In addition to these basic rules, the game instructions offer a "variant." This is actually a completely different game that just uses the same materials. It is about using as many of your own blocks as possible. However, they are not allowed to exceed a certain height; and they have to – and may only – touch at the edges. This clearly reminds us of BLOKUS. But in contrast to BLOKUS 3D, which is just a recycled RUMIS and doesn't consider the BLOKUS rules, the WINKELZÜGE variant actually is the more correct BLOKUS 3D.

I wouldn't want to decide which is the better of the two ways to play. I'll state, however, that the basic game is more fun if you play it with more people. This is un-

usual, since such abstract thinking games are normally designed for duels. In this case, though, the play appeal is better with more pieces lying on the board to be passed or used for building. Of course, instead you can have two players play with two colors each, using them alternately – even though the rules don't consider this variation.

The game variant doesn't need such a rule crutch. It sets different limitations on the building height in the first place, depending on the number of players. Additionally, the size of the playing area can be

varied so that the challenge of play can maintain its level even with fewer colors.

According to the author, WINKELZÜGE was manufactured in a print run of 200 copies only. The game can be ordered directly from the publisher, even though you won't find this information on the company's website. Given this small print run, you shouldn't wait too long before you order – the game is worth it! *KMW*

WINKELZÜGE (Rombol; [www.rombol.de](http://www.rombol.de)) by Jürgen

Aden; for 2-4 players, about 8 years and up; playing time about 15-30 minutes; price about 33 €.

