



Welcome to the Z-Man Games Newsletter, Issue 16

Note from the Z-Editor:

Welcome to Issue 16. The first order of business for the issue is to apologise to all of our subscribers and readers, last issue was two months ago and I should have had another out well before this one. I have a full litany of what I regard to be good excuses for this, ranging from the benign to the improbably insane. Nevertheless, I must apologise for not getting this written and posted sooner, in future if I think there is going to be such a delay I will make sure to post about it to the google group so you at least have an idea of what is going on!

On to business! It has been a little while since our last issue, but things have not slowed at all on the Z-Man front. For those who aren't aware, Zev has created a new page on the website called 'Sneak Peaks', check this out for the occasional box cover and surreptitious game announcement.

The competition we started off at the beginning of 2010 has received a bumper crop of responses, thanks very much to everyone who sent in their bets! Since there have been so many, I must further delay the first round of eliminations until next issue as I sort through the several hundred horses backed! Keep your eyes open though, I am looking forward to seeing how it goes!

As usual, if you have anything you would like to contribute, whether that be questions, feedback, suggestions or would even like to write some material for the newsletter please contact me at newsletter@zmangames.com.

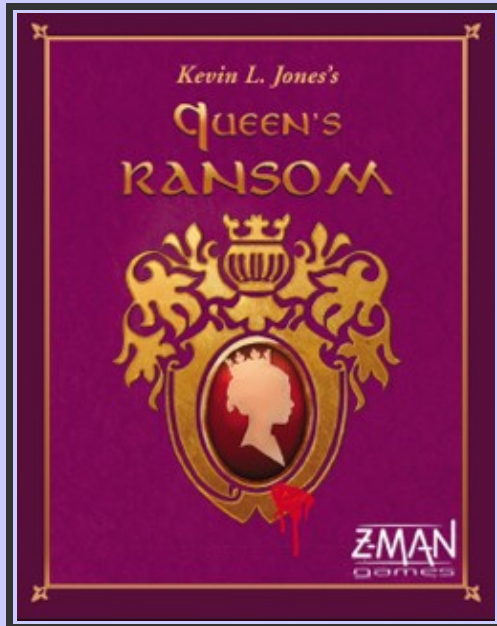
- Giles.

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Upcoming - Queen's Ransom:



Queen's Ransom is a deductive card game for 2-5 players designed by Kevin L. Jones.

The Queen has been taken captive and a ransom note asks for a sum too high for the King to pay immediately. While he is raising funds for the ransom, he secretly employs a small cadre of investigators to discover the man behind the deed. Players play as these investigators, doing their best to discover who has taken the Queen captive and where she is being held. The court Jester was the sole witness, he will reveal all he knows for a price!

Players take turns paying the Jester in order to look at the evidence cards. The suspect with the highest evidence number is the villain, and the location with the highest evidence number is where the Queen is being held captive!

What seems a simple game becomes devious as players must read and recall the evidence, and watch each others' reactions carefully. The playing of special action cards also mixes the game up. The player who deduces correctly will have found the suspect and the location of the King's beloved, and also a hefty reward to boot!



It's a Long Shot! - Our Competition!



Our Long Shot Competition has closed! We had a veritable drove of entries, so thank you to everyone who entered. Now begins the racing!

In the next issue you will be able to read a short report of a game of Long Shot, including the winning horses and the entrants who back those horses; entrants who thus move on to the next round. Keep your eyes open and hold on to your tickets!

Prizes are as follows:

- 1st Prize: a copy of **Long Shot**
- 2nd Prize: a copy of **Traders of Carthage** or **Batt'l Kha'os**
- 3rd Prize: a copy of **Masquerade** or **Fairy Tale**





Subscription Information!

We have created a google group called '[Z-Man Games](#)'. Anyone can sign up to be a member, and you can adjust your settings as a member so that you receive email notification of any posts made to the group. At this stage only Zev and myself will have posting privileges, and aside from notifications about this newsletter and any hot news we think is really important nothing will be posted to the site to clog up your mail boxes.

As I stated in the forward to this issue, if there is ever going to be a long delay (of over a month) I will do my best to make sure I post it to the google group to keep everyone in the loop!

We have well over 350 members with more joining each month!

You can join the [Z-Man Games google group](#) by going here: <http://groups.google.com/group/zmangames> and following the prompts to join up.



Keep an eye open for:



Skyline 3000:

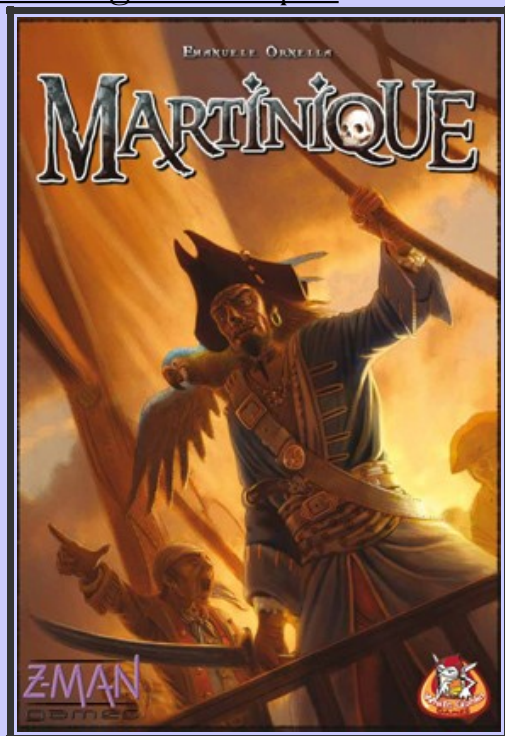


Skyline 3000 is a game of building and majorities, designed by Alan Moon and Aaron Weissblum it can be played by between 2 and 4 players and plays in around 45 minutes.

In Skyline 3000 players are erecting great towers throughout the city; players who have the majority of floors in each block will win the day.

Skyline 3000 seems like a simple and benign game of building sky-scrapers, yet at it's core beats a cruel and savage heart. This is a game where players must work their hardest to gain even the smallest margins on their opponents, where small differences can mean big things and where poor choices will undo the most careful of plans.

Skyline 3000 can be played as a nice building game, the game board is friendly and the pieces are nice, however, for those who like a tough game of small margins, it can also be cut-throat and tough. The restrictions on roof types across the different colored city blocks, and the limiting number of pieces each player has can mean players can be blocked out of areas if they are careless. The placement of green spaces, spaceports and megamalls are also vital. Some will provide extra points, others extra power. The hardest part is the fact that more often than not any special building tile that you place to benefit you will have a benefit for another player as well. Bill boards add an extra twist into the game, allowing players another means of blocking out unwanted opponents, or allowing a later building to be erected in a block to take the points for yourself. The world of city developers is a hard and cruel one!

Upcoming - Martinique:

Martinique is a 2 player game designed by Emanuele Ornella. Players are pirate crews competing to discover the whereabouts of the lost treasure. Players take turns either placing new pirates on to the board or moving a pirate already on the board. The distance moved depends on the tile from which the pirate is moving. When a pirate moves off a tile at the beginning of his move, he takes the tile. Souvenir Tiles can be used to claim the small treasures; important if no-one discovers the lost treasure. Map tiles help to isolate the location of the treasure.

The various tiles are spread over the board, as players move, so the board is emptied. If a pirate ends its move on an empty space, or in Hook's Bar, they are moved to the bar stools, when the last pirate comes in to the bar the game enters the Sunset phase, where players dig for the Lost Treasure. The various map tiles found during the game will help to isolate the location of the lost treasure, and the pirate crew that digs it up claims eternal glory.

Martinique is an extremely tactical little two-player game, players must carefully choose where to move, when to move, and what to move on to. To the most wily go the spoils!

Magnet:

Magnet is an abstract two-player game designed by Matt Calkins. The object of the game is to destroy your opponents King piece, or begin a turn with your King piece on the Center Vertex.

In Magnet the pieces are wooden blocks, on each of the two opposite faces of the block there are different numbers. On one side it shows a 1, 2, 3, 4; indicating the current power of the block. On the player's side the numbers may vary, indicating the limit to which a block may be promoted. Magnet is therefore a game of secrets, your opponent only knows how powerful a block currently is, not how powerful it could become, or whether it is a trap piece. This is vital, as the more powerful a piece, the further it can move and the more damage it can inflict. The King piece however, can never be promoted, thus a player must always walk the double-edged sword; the desire for more powerful pieces, or isolating for the opponent which piece could be the King.

On a players turn they must place the Magnet piece on the board. The Magnet is always placed on an intersection of lines (along which the pieces move), and any of that players pieces on those intersecting lines are drawn towards the Magnet a number of places equal to their power. If any opposing pieces get in the way they are destroyed. Trap pieces can be placed to lure an attack, as a trap will remove the piece that moves into it as well as being destroyed itself.

Magnet is a game of bluff and deception, but also one where force must be shown and used!

Upcoming - The Speicherstadt:

The Speicherstadt, Hamburg's warehouse district, is a thriving busy place. You're the head of a large trading house, and there is plenty that needs doing!

The Speicherstadt is a game for 2-5 players, designed by Stefan Feld.

In The Speicherstadt the game play follows the simple pattern of supply, demand, purchase, loading and income. In the supply phase, trade cards become available and ships are loaded up with goods such as coffee, tea, carpets and rubber. During the demand phase players take turns placing workers over the cards. The worker placement system makes for some very interesting choices, as the number and order of workers dictate the cost and purchase preference order for the cards. Players can place workers in order to force a player to pay more, or even to bump a card out of the price range of a lower placed player, as well as for the simple desire to purchase a card.

The object of the game is, of course, the acquisition of points, and the trade cards are really the meat of the game, allowing many and varied interactions between goods, money, cards and points without losing any simplicity.

El Capitan:

El Capitan is a game for 2-5 entrepreneurs seeking to make their fortune throughout the trading world in the Age of Sail. By building factories and forts, by taking the occasional loan to finance their endeavors, a fortune greater than any others' may be made!

El Capitan is a game designed by Wolfgang Kramer and Horst-Rainer Rosner. On a turn, players may sail from one location to another; after moving they may perform one of three actions: building or reopening a warehouse, building a fort, or taking a loan.

Players will be earning money over three game turns. Money is earned by owning the most factories in each city represented on the board, by having factories in many cities across the board, and for fortresses. At the end of each phase players can decide whether they will extend or pay back any existing loans, and the remaining money is taken into the new phase.

El Capitan is a tight game, players need to carefully count their coins out, making sure they don't spend too much on cards, which allow you to move your ship (and therefore where you can build), however, they must also be careful enough to ensure that they are able to move where required. Players need to balance out shoring up a majority in a city and ensuring they have factories spread around the board. Players must watch the factories carefully, as the more factories in a city the more money a city will earn for the majority holder, but too many factories and there is an oversupply and the city will decline in value.

El Capitan is a game where players will constantly feel like they need more money, more actions, more factories, more time. It is a game where players don't begin with the money needed to do the things that need to be done, so loans are vital. Should a loan be small, should it be large, should it be paid back as soon as possible or extended, all these are small swings and balances that must be ticking away as a part of a players strategy. El Capitan is a fascinating and engrossing game, and with art work by Mike Doyle, also looks fantastic.



Upcoming - Magical Athlete:



Magical Athlete is a fun and interactive game for 4 or 5 players, designed by Takashi Ishida.

Magical Athlete pits various fantasy characters against each other in a series of races to see which team is best.

The game plays over two distinct phases. In the first phase players draft their teams, this is an important part of the game, as the zany powers and the ways in which they interact with one another are a key component to the game. Teams will consist of a number of characters (4 or 5), each of which will have an opportunity to race against the characters representing the other teams.

In the second phase each player will select one character to race; players will roll a die and move their character. The first character to the end of the race track is the winner of that race. When all characters from a team have raced once, the game will conclude, with the player whose team managed to collect the most points markers winning the day.

Of course, it isn't just as simple as that, each character has a zany power that will break or change the rules of the game just enough to ensure that it isn't just as easy as rolling the highest number!

Month	Games
April	<ul style="list-style-type: none"> The Golden City
May	<ul style="list-style-type: none"> At the Gates of Loyang Magical Athlete Martinique Mountains of Inferno Neuroshima Hex - Duel
June	<ul style="list-style-type: none"> Perry Rhodan: The Cosmic League Queen's Ransom Road Kill Rally Tien zi Que The Swarm
July	<ul style="list-style-type: none"> The Speicherstadt
August	<ul style="list-style-type: none"> Kings & Things
September	<ul style="list-style-type: none"> Earth Reborn
No Date Set, 2010	<ul style="list-style-type: none"> The Ares Project Aviation Tycoon Bottle Imp Burrows Battle Beyond Space Cities Cleopatra's Caboose Earth Reborn Factory Fun The King Commands Monster Liner Prolix Prophecy: Water Realm Rattus Spectral Rails Taktika

Links:

- www.zmangames.com
- <http://groups.google.com/group/zmangames>
- www.geekdo.com
- www.boardgamenews.com
- www.purplepawn.com
- www.bgdf.com

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Got something to contribute? Whether it is a variant, a photograph of a game session or game you've modified or pimped, a piece of fiction or art related to a Z-Man Game, or even if it is just a question for the Z-Man himself, write to newsletter@zmangames.com