

HUGO KASTNER RECOMMENDS

MEDINA

Threedimensional Urban Development in the Desert Sands

Dear reader! Do you want to get the feeling of really working with heavy wooden construction material while playing a game, then you have found the right game in „Medina“. After an eternity of neglect this North African metropolis was destined to return to former glory in 1822. Magnificent palaces, majestic town walls, lively goat pens and narrow market lanes must be constructed, always keeping an eye on your goal to obtain the lion's share in palaces. Without some good strategic planning and a dash of coldblooded decision making, however, you will achieve nothing, because your opponents will steadfastly try to frustrate your carefully planned schemes. The Austrian Games Museum in Leopoldsdorf – the ludophile Medina in our country – has its gates wide open for you any time.

Website: www.spielen.at

Classy components, elegant town vistas, versatile buildings – the lamplight in the hand of the observer lights up a palace labyrinth of the Medina that has been constructed in barely one hour. The result of players' labor will always be a pleasure for the eye of the observer, regardless of who finally managed to get control of the most and the best-placed palaces. This control is the declared goal of the builders: A roof of my own color must be placed on top a palace as valuable as possible. But what is meant by "as valuable as possible"? Palaces can gain prestige later in the game when connected to the town wall, goat pens can be erected next to a palace wall. Visitors of the market can stroll along the palace walls and finally the ones who

were the first to work on palaces or town walls are rewarded. All this is happening by placing 169 wooden parts, most of them begin the game with a neutral function. Move by move (or more correctly, in each double move, because you can always place two pieces in a turn) a magnificent Medina is constructed. Each player can take control of a slowly growing palace by quickly placing a roof, but if you do this too early your opponents will be able to build bigger, more valuable palaces. Each player must strictly adhere to the building rules: No palace may touch another palace, visitors of the market must stroll through the narrow lanes in long queues, the town walls are always built away from corner towers and the goat pens without exemption nestle directly at a palace wall. As the building sites get more and more scarce and room narrows down while the opportunities to obstruct your opponents get more numerous tactical demands rise from minute to minute until all wait for a fair award aka score when the Medina is finished. If you contributed most for the benefit of the Medina you may proudly boast about your building abilities!

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**TIP #60**

Designer: Stefan Dorra

Price: ca. 30 Euro

Year: 2001

Publisher: Hans im Glück

www.hans-im-glueck.de

Player

2-6

AGE

8+

TIME

60+

● Strategy/Tactic ● Info+ ● Chance

Despite the complete lack of cards and dice working as a chance mechanism Medina is not a pure strategy game in the manner of Chess or Go. This is partly due to the player screens which generate notable and also – for one's one overall plan – obstructive gaps of information. There is always the same question: "How can the opponents react based on the resources reserves?" In the multiplayer game a dash of luck is added, depending on who sits in front of you and how strongly the strategic plans of two players resemble each other. Sometimes there is a lucky third when a Medina is built!

Hugos EXPERTTIP

Take courage and let yourself be persuaded to try out a two-player game despite a lack of recommendations by the publisher for this number of players. A really excellent variant by Wolfgang and Brigitte Ditt can be found at <http://www.poeppelkiste.de/varianten/varianten-i.htm>.

Hugos FLASHLIGHT

Medina is an incredibly beautiful game with simple rules, high strategic and tactical demands and – most of all – lasting pleasure in playing it. Due to the placement of neutral palace parts a permanently noticeable interaction is initiated, and due to the timely occupation of exactly those palace parts an enormous pressure to take decisions is generated. Each game is different – and the resulting overall construction is worth looking at!

TARGUI

Nomadic tracks with camel herds

IMPRESSUM

Offenlegung nach dem Mediengesetz: Medieninhaber, Eigentümer, Verleger und Hersteller: Verein „Österreichisches Spiele Museum“, vertreten durch Obfrau Dipl. Ing. Dagmar de Cassan, Raasdorferstrasse 28, 2285 Leopoldsdorf im Marchfelde, Telefon 02216-7000, Fax 02216-7000-3, mail-to: office@spielen.at, Internet: www.spielejournal.at - www.gamesjournal.at - Chefredakteur: **Dipl. Ing. Dagmar de Cassan**

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