

HUGO KASTNER RECOMMENDS

TABU

PURE COMMUNICATION



Dear Reader! This communication hit has already reached a 15.000.000 copies sold worldwide, fifteen Million copies! This tells its own story and may be taken as a confirmation of this game's quality. And, yet, sales figures are only half the truth or story! What is the real secret behind this classic game by Brian Hersch? Well, the answer comes in several parts: "Tabu" is very simple to explain, "Tabu" plays really fast, "Tabu" is suitable for any number of players and "Tabu" demands a certain creativity in using words. All you need are a few terms which you try to communicate to your partner under enormous pressure of time, and this while avoiding to use any of the carefully selected "Taboo" words listed on the card of the term. Your opponents will pay very close attention to your lingual competence, believe me! So get to it! (From: Kastner: Mit Spielen lernen. Humboldt 2009). In the Austrian Games Museum you can try your hand at this talking-speed acrobatics. Website: www.spielen.at

Our usual lamp should this time really light up a full classroom. As hardly any other game, "Tabu" stimulates very different abilities and competences at the same time (as elaborately described in my book "Mit Spielen lernen", Humboldt, 2009). Perhaps a short introduction to the rules: A term must be described to your partners within a time limit, the catch in that are the taboo words that you cannot use. The size of the group can be varied as you like. What is in demand from players in this game? First, language ability in general, as the active player needs to find synonyms or description for words in a very short time frame; this in turn demands a high level of concentration, as you should avoid using certain words. And, of course those words are very enticing, as they were carefully selected by the designer to allow instant definition of the term. One bites one's tongue rather often when in the heat of the moment one of those taboo words slips out! A triumphant call of "Taboo" from the

opponents can be heard and the turn passes to the next player. And then you need creativity, too, to find descriptions that have a meaning for your partners. And this partner correlation is what considerably enhances your chances to win. Joint experiences, shared impressions or a personal Taboo Game History can maybe make you remember useful key words. Finally, association ability is fostered, that is, quick understanding of descriptions and definitions presented by the active player. In what way ever you plan your "Tabu" evenings, turbulence and party mood are provided by the marvelously simple and elegant rules. State of the art is to formulate without taboos and without using taboo words!

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RECOMMENDATION #97

Designers: Brian Hersch
Artist: nicht genannt
Price: ca. 30 Euro
Year: 1990
Publisher: Hasbro / MB
www.hasbro.de

PLAYERS: 4+
AGE: 12+
TIME: 30+

Competence Info± Chance

"Tabu" demands great language competence from the active player, and also quick reactions from his partners, who need to guess the key word, and also good association abilities. "The lack of information" can be easily countermanded by clever formulations. But time pressure is enormous. A certain amount of luck is added, which makes this communication hit easily playable for any group.

Hugos EXPERT TIP
(1) A cooperative mode of play, in which all players try together to reach as good a result as possible over 10 rounds, was very good for large group. The describing, active player should change after each round. (2) Tabu in team play mode allows for a handicap version, in which the stronger team must guess one additional term each round.

Hugos FLASHLIGHT
Language, creativity, concentration, ability to associate - Tabu really demands a lot from players. The mood is always in alt, as proven by thousands of games played. Tabu is justly one of the classic communication games - a real pearl of games!

VORANKÜNDIGUNG:
KUHHADEL
THE ART OF AUCTION



IMPRESSUM

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Blattlinie: Die Blattlinie ist die Meinung aller Redakteure, freien Mitarbeitern und Gastautoren. Die Spiele zur Erstellung der Rezensionen stellt das Österr. Spiele Museum für die Dauer der Arbeit kostenlos zur Verfügung. Niemand erhält Sach-, Service-, Geldleistungen von den Verlagen. (Alle nicht namentlich gekennzeichneten Rezensionen zu den Spielen sind von Dagmar de Cassan) English Edition Version 1.0
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