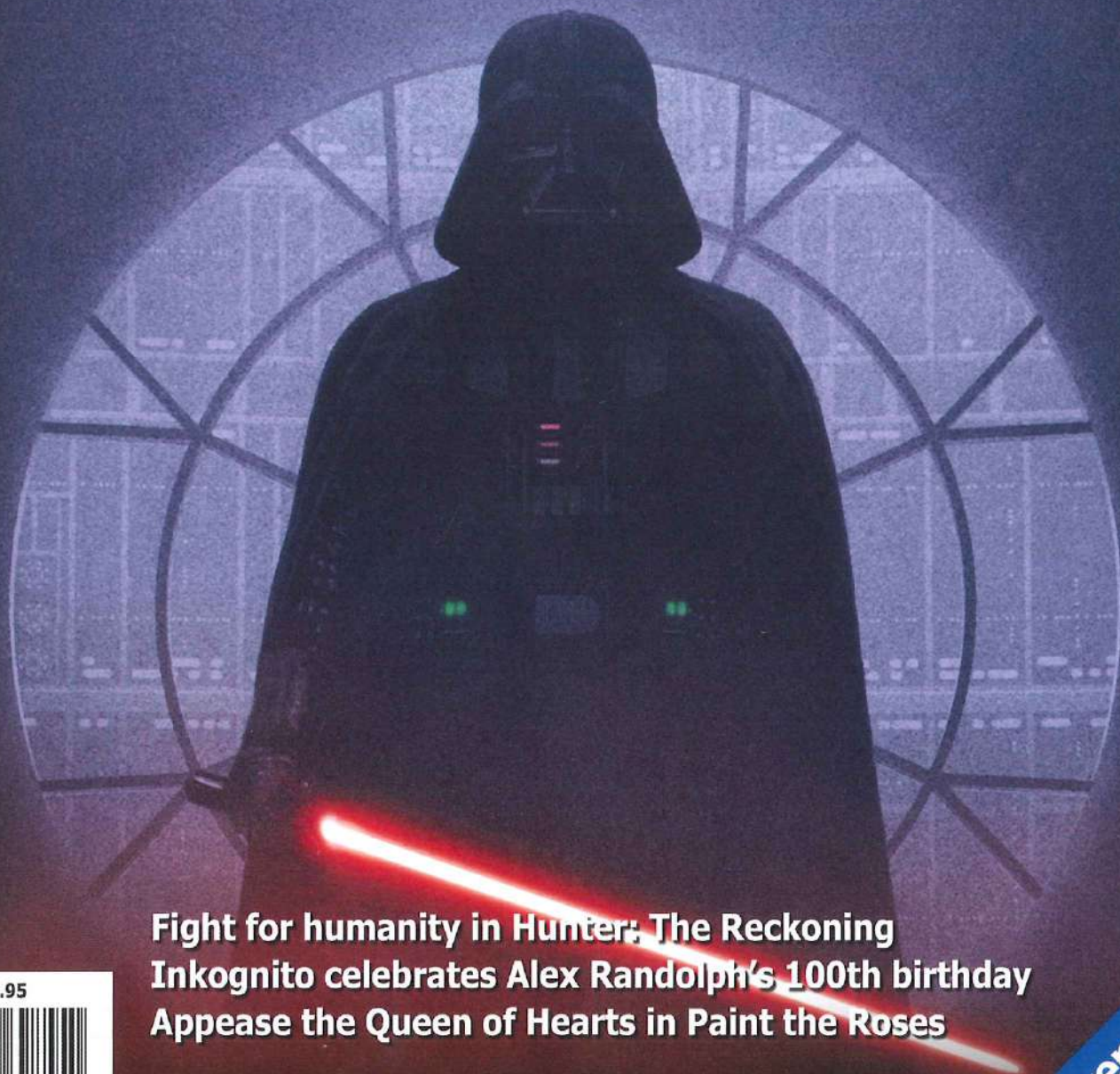


THE GAME INSIDER MAGAZINE

MEEPLE MONTHLY

September Releases

ISSUE 112 – JULY 2022



Fight for humanity in *Hunter: The Reckoning*
Inkognito celebrates Alex Randolph's 100th birthday
Appease the Queen of Hearts in *Paint the Roses*

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Issue 112– July 2022
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Ben Goldman
Matt Holland

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ON THE COVER

Join the dark side of the force, alongside villains such as Darth Vader and Kylo Ren to vanquish the heroes in *Star Wars™ Villainous* from Ravensburger!

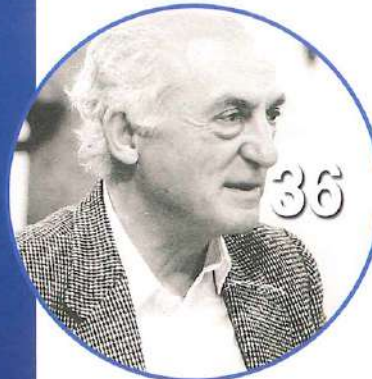
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New Releases
September 2022



The Reckoning 5th Edition
by Matt Holland



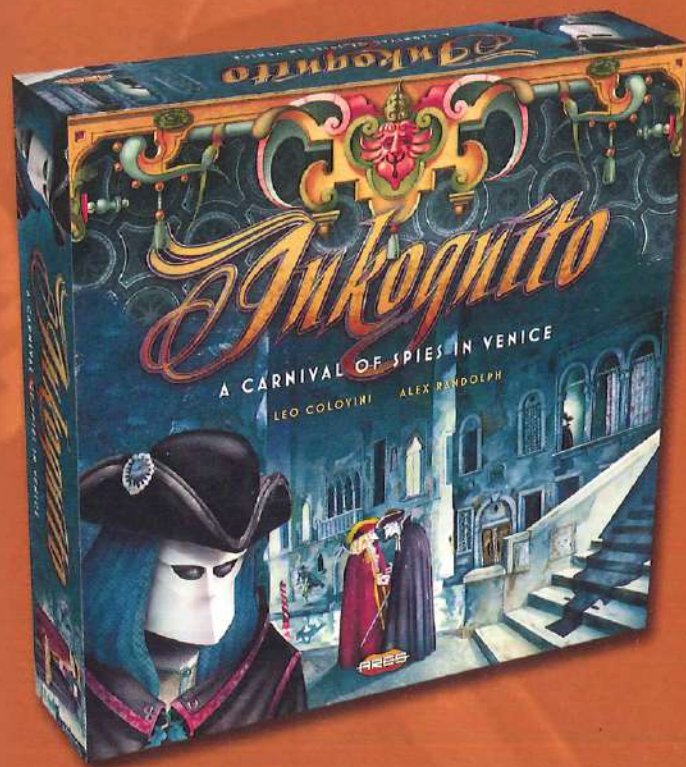
Reflecting Star Wars
Narrative in Villian Objectives
by Tyeera Casares

Inkognito: A Classic Game
is Back on the 100th Anniversary
of Alex Randolph's Birth
by Dario De Toffoli



August 2022
Additional Releases

Off with Their Heads!
Surviving as the Royal Gardener
by Ben Goldman



Inkognito

A CLASSIC GAME IS BACK ON THE 100TH ANNIVERSARY OF ALEX RANDOLPH'S BIRTH

by Dario De Toffoli

100 years ago, a Master of Game Design was born: Alex Randolph (1922-2004), author of the 1982 "Spiel des Jahres"-winner "Sagaland", "Twixt", and many other games, and probably the person who did the most in the game industry to turn game inventors from obscure figures never mentioned in a game to the authorial status they justly have today.

Randolph had a long and intense life. He was an American citizen, born in what is now Czech Republic on May 4th, 1922, and lived in many parts of the world, absorbing the most diverse cultures with intelligence. In 1972, he settled in Venice, Italy, creating there a "school" of game design which, to this day, includes talented creators like Leo Colovini, Marco Maggi, and Francesco Nepitello.

Dario de Toffoli - co-founder of the Venice Connection design studio with Randolph and Leo Colovini, and a close friend of Randolph for many years - shared his memories with us:

"Randolph was one of those people who allowed you to love mankind. Spending time with him was a fortune, it meant enriching the mind and soul. He had a lovable, but difficult and unpredictable character. He didn't care about the money, but he was able to drive a publisher crazy about the terms of his contracts; he was brilliant, but sometimes he needed help to do the simpler things; he was young and strong until his death in 2004.

He was truly the Master for us, and not just in terms of games. When he was telling you something, there was always a kind of magic, a combination of poetry, philosophy and ideas about life, and all these things were poured into his games; so they are rich in poetry, in philosophy and in culture... they aren't just games.

Many people are curious about what led Alex to settle in Venice in 1972. Well, he lived here for some years when he was a little child, but this is not the main reason. Point is he fell in love with the two different nets which are superimposed on each other in the city: the net of streets, which is peculiar, and the net of canals, which is peculiar as well. So, he simply decided to stay.

Many people also ask about how was a typical working day for Alex, even if "work" is not the correct word, he never worked, he was an



artist who created his works of art. That said, he "worked" in a very fascinating studio, with thousands of little pieces of any kind. A chaotic, magic place from which he created the order of the rules of his games.

Going through his games is not easy because there are so many, and many of them are authentic masterpieces of genius and refinement. If I have to choose, I must definitely mention two of the most beloved ones, *Twixt* and *Sagaland*. And obviously *Inkognito* - developed with his "disciple" Leo Colovini. Another game I like to remember is *The Venice Connection*, a little tile game in which you must form Venetian canals. This was the first game published by Venice Connection, the little company we created in 1995.

Alex was the inventor of the profession of game author; today, thanks to him, there are many professional game authors. "On the shoulder of giants", we say, and Alex was one of those giants.

THE NEW EDITION OF INKOGNITO

To celebrate the 100th anniversary of Alex Randolph, Ares Games is bringing back one of his most beloved games, the classic *Inkognito*, co-authored with Leo Colovini.

Inkognito - Conspiracy in Venice is a deduction board game set during a Venetian carnival, in a romantic age of spies, microfilms, hot-air balloons, and fast speed-boats. First published by Hasbro under the MB brand in 1988, and later by Winning Moves, the game won the Spiel des Jahres Special Award "Beautiful Game" of that year, and it has been played and appreciated by millions of players all over the world. Ares Games relaunched the game in 2013 with a new look and with a new and exciting 5-players variant. This new edition was published in 10 different languages. Now, the English edition, which was sold out for years, is coming back for this special occasion.

In *Inkognito*, competing pairs of Spies are sent on a mission, to complete a secret objective, but neither player know their objective or their ally at the outset of the game. As a secret agent, or the mysterious Ambassador, they must collect clues, using their deduction skills to recognize their friends and confound their foes, and discover the secret mission that will give victory to their team. Wearing a mask, they move stealthily through the city's streets and canals, searching for top secret information.

The edition by Ares Games limited changes to those strictly necessary, to avoid breaking the charm of the original game. A new logo was designed, and the lay-out was revised for both the rules and game box, giving a fresh new look to the beautiful art. All the components were revised, including the game board; illustrating a beautiful map of Venice, which was improved to be even more clear and usable.

In gameplay, small but critical tweaks were performed, working closely with the co-author, Leo Colovini. There is a simple, but important change in the random movement system based upon the *Phantom of Prophecy*, to open new game strategies and twists; and the new variant to make the game playable by up to 5 players. ★

Dario De Toffoli is the founder of Studiogiocchi games company and a passionate writer and games inventor, labeled "ludic encyclopaedist". He loves contests and has gotten many international achievements, as the *Pentamind World Champion 2002 and 2012*.

