



**HEIDELBÄR**  
**GAMES**

# CATALOGUE

## SPRING 2021

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MEET – PLAY – EXPLORE  
**HAVE FUN!**

# CASTLE TRICON 2021 SPRING EDITION

## 26–27 FEBRUARY

GET YOUR FREE TICKET AT  
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## Head on into a new year!

Our aim as **HeidelBÄR Games** is to develop unusual, fun and at the same time intelligent games, that are also easy to learn.

Having started as a development studio in 2017, we have been operating as an independent company again since 2019 and do not regret this step, not least due to the first awesome awards for our own titles (**SPICY**) and those of our partners (**THE KINGS DILEMMA**, **LOST RUINS OF ARNAK**).

With passion, creativity and the experience brought with us from **Heidelberger Spielverlag**, founded in 1989, we are on our way to the top once more - also thanks to great and reliable international partnerships.

In German-speaking countries, our games are distributed exclusively by a real BEAR, whom we trust so much that his company bears our name of old: **Heidelberger Spielverlag**. And together we HeidelBÄRs are excellently positioned for the challenges the future will bring to all of us.

In view of the current situation, we are looking to the future with open eyes, knowing that the magic of social games has always been to bring people together as a community, no matter when, where or how. Therefore, perhaps even more than usual, we wish you a lot of fun playing games in the future and say: Game on 2021!



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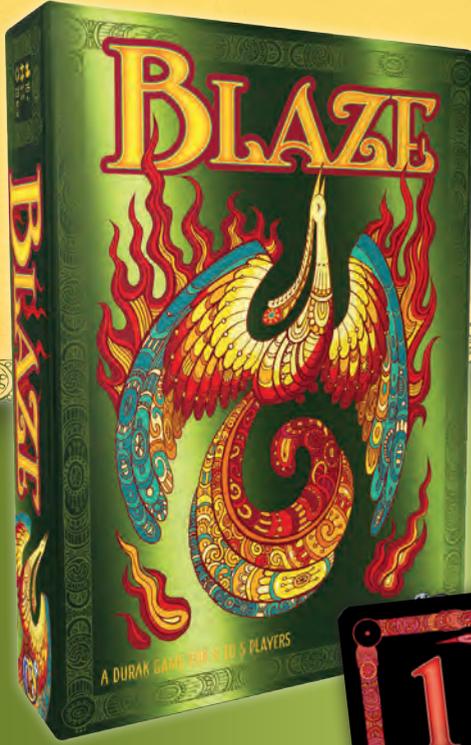
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# Blaze

Well, my friend. If you want to catch the blazing Firebird for its magical feathers, I will not hold you back. But remember, these woods are full of dark secrets and people say that this bird may bring both fortune and misery. So better keep your eyes open ...



Play cards to challenge the next player together with a supporter. Build a good hand of cards during the game and win the most valuable feathers in the end.



**Designer:** (based on the russian card game classic Durak)  
**For:** Out-of-the-box thinkers

# Coyote

Once Coyote crossed the river with his friends when he almost drowned and lost all his belongings. Coyote became sad ... and also jealous. So he challenged the other animals to a bluffing game to win their belongings. They accepted, but it was more difficult than expected to detect Coyotes bluffs, for in this game no one knows the whole truth.

In this bluffing game, you only ever see each other's cards, but never your own. Then, when all the cards are revealed, you'll find out who has the cunning coyote on their side.



**Designer:** Spartaco Albertarelli  
**For:** Clever bluffers, and counting tricksters

# Anansi

Some say Anansi is a trickster, but he is a spider for sure and sometimes even a man.

He is also called the “Keeper of Stories,” because he collected all the stories, to then realize that true wisdom is gained only by inspiring others with your stories, for untold tales are of little value.



**Designers:** Cyril Blondel, Jim Dratwa

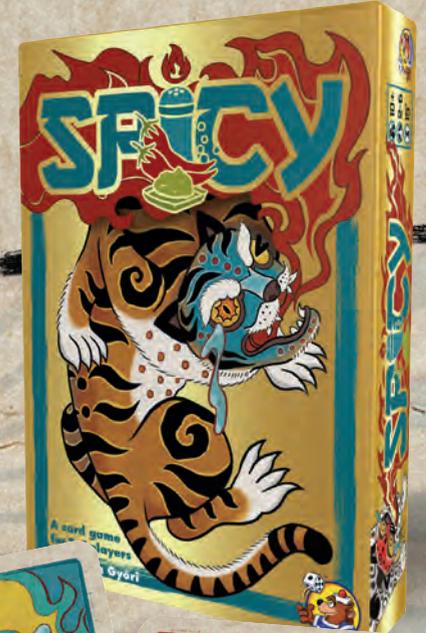
**For:** Trick-taking tricksters

# Spicy

When big cats measure their strength, they try to outbid each other with the sharpest spices. And so begins an entertaining and tearful competition!

Even the strongest tiger will go down in tears, if forced to consume high amounts of chili, wasabi or pepper. So the clever big cat decides to bluff. Chances to get away with it are quite good, if it's the right number of spices or the right kind of spice.

**Spicy** adds new flavour to a classic game principle!



**Designer:** Zoltán Györi  
**For:** Clever cats and the pungency resistant

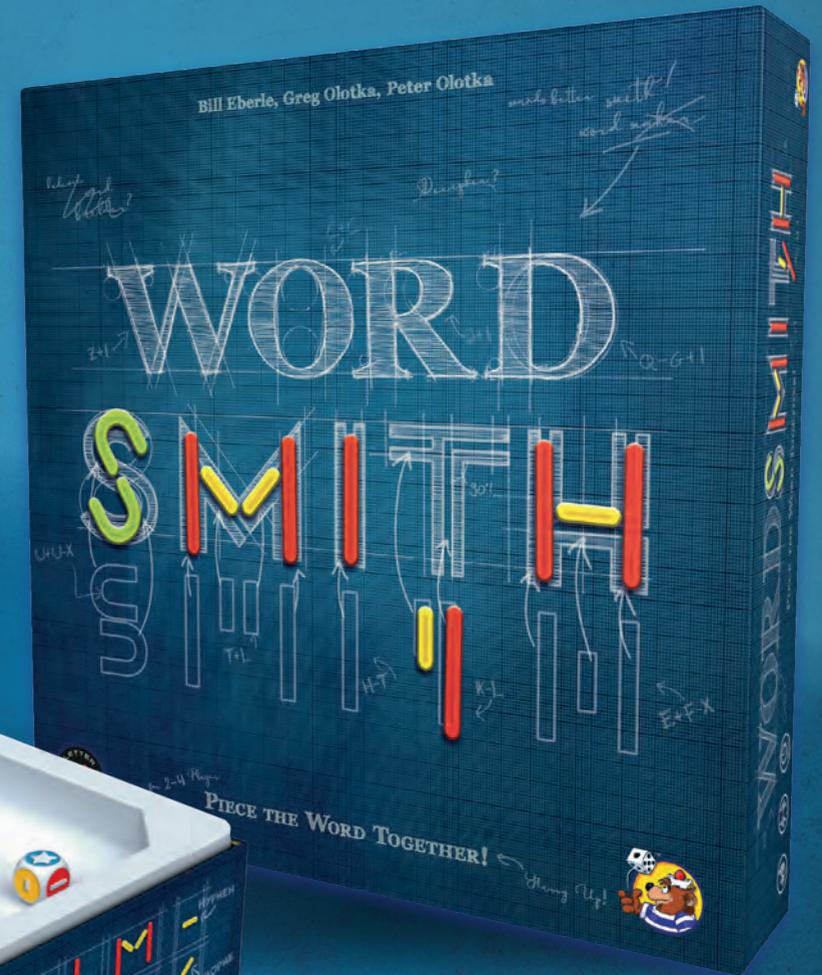
## Wordsmith

Curves, straight lines long and short—these are your tools to smith words. Which word will you build with your letter pieces?

**Wordsmith** is all about discovering words, but instead of whole letters, you just have letter pieces in four different shapes. All players create words simultaneously, but each word can only be scored once, so a thrilling challenge of word discovery begins. Which words will you discover in your letter pieces?

Longer words earn you more points, but you also want to make all six words before the round is over. And of course there is a twist: You get bonus points when you limit the number of your discarded pieces.

**Wordsmith – Piece the Word Together!**



Wanna try the game?  
**SCAN CODE**



**Designers:** Bill Eberle, Greg Olotka, Peter Olotka  
**For:** Word wizards and letter tinkerers

# Decipher

*This game is all about thinking up clever words that will be hard to decipher and cleverly combining letter pieces to guess secret words.*

**Decipher** is a different kind of word game for 2-4 players. Players use 4 different letter pieces to create and solve word puzzles.

In each round a different player builds a secret word puzzle. The others only know which letter pieces are in the secret word and gather clues and points by asking about where letter pieces go. Can you decipher the secret word?

The Letter Piece Game system is a special way to build letters from four different basic shapes. Including the same playful semi-transparent colored plastic letter pieces found in Wordsmith.



30 min



2-4



10+

**Designers:** Bill Eberle, Greg Olotka, Peter Olotka

**For:** Puzzle fans and clever word finders

## A la carte

As everyone knows, too many cooks spoil the broth. Let's sizzle your own culinary delicacie while trying to oversalt your wannabe-chef-rivals' dish!

In this extraordinary dexterity game you'll try your hand at being chefs. Set your stove to the correct temperature and show your finesse by giving your dishes just the right amount of seasoning. Always keep an eye on the temperature of your stove, and of course the right amount of spices is key. Burned or overspiced dishes go straight in the garbage.

If you then prove that you have the right swing to turn the crêpes, you can easily master the perils of the kitchen to become the true chef de la cuisine.



**Designer:** Karl-Heinz Schmiel  
**For:** Seasoning experts and skilful gourmet chefs



# VOLT

WELCOME TO THE ROBOT ACTION! The crowd is screaming for laser blast action and the operators are just waiting for the starting signal... LET THE BATTLE BEGIN!!!

In **VOLT**, each player takes on the role of an operator controlling a robot to challenge others in the combat arena. By programming three steps ahead, players try to anticipate the moves of other robots. Push them into pits or blast them out of the arena with your laser, if possible without getting hit yourself. Destroyed robots don't have to wait long for their next foray into the ring. They reboot in the next round. Lightning barriers, energy walls, pits ... the VOLT arena awaits you!



SCAN AND WATCH  
an electrifying trailer



**Designer:** Emerson Matsuuchi  
**For:** Robot enthusiasts and fans of fast arena battles



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