

# ENGAGED

family gaming

## INAUGURAL ISSUE!



### The Latest RPGs

Check out a new batch of roleplaying games.

### New from Disney

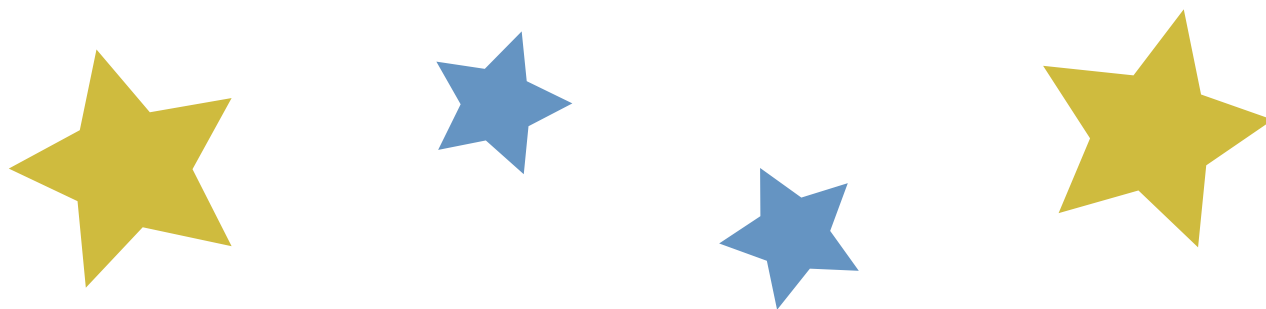
Get the latest scoop on brand new board games from Disney!



### Here Be Dragons

Read our review of this great pathfinding game.

PLUS: Fun activities for the whole family!



## From the Editor's Desk

The team at Engaged Family Gaming has done a lot of cool stuff over the last eight years. We've covered E3 (TWICE!). We've published over a thousand articles and nearly 300 podcast episodes. But, this is the beginning of a very cool new voyage for us and I've never been more proud.

This is the inaugural issue of our new digital magazine! The project is starting small (we know this is an intense project). We have three issues planned this year (this one for board games, one this summer for video games, and our holiday gift guide this fall). Each one of them is going to be packed with info on games for your family to play together and even some fun activities and coloring pages to help you share your love of gaming with the kids!



Stephen Duetzmann, Founder, Editor in Chief



### Engaged Family Gaming Magazine

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Stephen Duetzmann.....Founder, Editor in Chief  
Linda Wrobel.....Board Game Editor  
Becky Tyre .....Creative Designer

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# Disney Games

We are right in the midst of Disney World's 50th Anniversary Celebration. Most of us won't be able to get there to celebrate, but we sure can bring some of that Disney magic to our tables. Disney-themed board games have been releasing in droves and show no signs of slowing down. Some of the highlights are:

## Disney Sorcerer's Arena - The OP

Ages 13+  
2 or 4 players  
35 Minutes +  
\$49.99

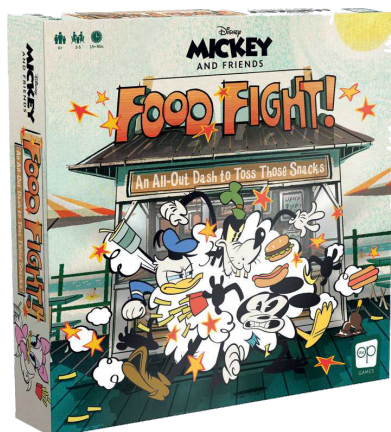
Become the next Master Summoner in this Disney-themed strategic battle arena game, where every choice you make determines your legacy! Recruit a fantastical battle-ready roster of Disney and Pixar heroes and villains, creating incredible combinations that provide endless replayability. Once you've summoned your characters to battle in the Sorcerer's Arena, strategize their every move using their unique abilities to earn the most victory points. Learn as you go in this expandable tabletop game inspired by the popular mobile game, overpowering your foes to win the ultimate Disney and Pixar battle royale!



## Disney Mickey and Friends Food Fight - The OP

Ages 6+  
3-5 Players  
10-15 Minutes  
\$24.99

A nostalgic invitation to play inspired by the Mickey Short "No Service"! It's a carefree day at

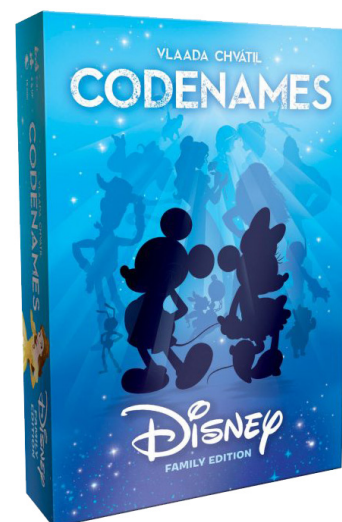


the beach with your favorite Disney friends, until a lunchtime food fight ensues! Get in on a chaos of concessions by tossing different dishes and treats from the Snack Shack to clear your tray the fastest! Simultaneously roll dice and follow what types of food to toss, how many, and in which direction... while avoiding others' food! Empty your tray and be the first player with three Mickey Medals to win the Mickey and Friends Food Fight!

## CODENAMES: Disney Family Edition - The OP

Ages 8+  
2-8 Players  
15 Minute Playtime  
\$24.99

The Disney Family Edition of Codenames combines the hit social word game with some of Disney's most beloved properties from the past 90 years. Two Cluemasters give one-word clues to help their teammates identify the Disney characters, locations and items from a 25-card game grid. Including both pictures and words, it's family fun for Disney fans of all ages.



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## Disney Happiest Day Game – Magic Kingdom Park Edition - Funko Games

Ages 5+  
2-6 Players  
MSRP: \$24.99

It's a delightful game of sharing and discovery! Visit exciting attractions, meet cherished characters, and experience magical moments throughout the Magic Kingdom Park. Along the way, you'll share your favorite ways to spend the day. When Tinker Bell reaches the top of the castle, the game board magically transforms from day to night! It's an enchanting adventure every time you play!



## Disney A Goofy Movie Game Funko Games

Ages 7+  
2-4 Players  
\$23.99

Global superstar Powerline is back on tour! Join Max and his friends as they hit the road in this adventure-filled race to the concert!

Make your way across the map, collecting fun memories for your scrapbook. Then hurry to score the best seats by the time Powerline hits the stage! Play cards to collect memories and travel to new locations! Roll the die to see if Powerline reaches L.A. or Goofy takes you on a wacky detour! Make the most memories and score the best seats at the concert to win! ★★



## Wanderhome

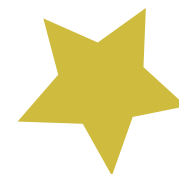
Wanderhome is a diceless, GM-free fantasy role-playing game about traveling animal-folk, the world they inhabit, and the way the seasons change. It is a game filled with grassy fields, mossy shrines, herds of chubby bumblebees, opossums in sundresses, salamanders with suspenders, starry night skies, and the most beautiful sunsets you can imagine.

This is less of a dungeon-crawling, miniatures wargame and more of a collaborative storytelling experience that you can share with friends and family alike! Every word of this game is designed to inspire wholesome, introspective stories about characters finding themselves while they explore. ★★



# Tabletop RPGs

Renegade Games Studios is bringing our collective childhood to life in a series of tabletop RPGs using the Essence20 roleplaying system.



## G.I. Joe

*Number of Players:* 2+

*For Ages:* 13+

*Game Designer:* Ryan Costello, Ben Heisler, Paige Leitman

*Game Artist:* Steve Morris

In the G.I. Joe Roleplaying Game, create your own Joe by choosing your military training origin, personal traits, and role within the G.I. Joe organization to become a Real American Hero and save the day!

This book contains everything you need to create your own G.I. Joe character and play the game—just add dice, some friends, and your imagination.

## Power Rangers

*Number of Players:* 2+

*For Ages:* 13+

*Game Designer:* Bryan C.P. Steele, TJ Storm, Elisa Teague

*Game Artist:* Dan Mora

Become a Power Ranger and protect Angel Grove and the Earth against the evil forces of Rita Repulsa, Lord Zedd, Master Vile, and more in the epic world of Power Rangers! Whether you interrupt Rita's monster attacks in her attempt of world domination or defeat the forces of the Machine Empire from invading Earth, there is no limit to the heroic stories you will tell.

In the Power Rangers Roleplaying Game, create your ultimate Power Ranger persona by combining personal traits, childhood influences, and your chosen Ranger color to make a hero worthy of the Power!



## Transformers Roleplaying Game Releasing Q2

*Number of Players:* 2+

*For Ages:* 13+

In the Transformers Roleplaying Game, create your own Autobot character and wage your battle to destroy the evil forces of the Decepticons! Whether defending Earth against Megatron's plans of attack, searching for elusive stores of Energon, or protecting innocent humans and Cybertronians alike, your game is only limited by the stories you create!

This book contains everything you need to create your own Transformers robot character and play the game—just add dice, some friends, and your imagination. ★★



# Tsuro: The Game of the Path

by Stephen Duetzmann



## Overview

Tsuro: The Game of the Path is an excellent and simple introduction to the genre of tile laying and pathfinding games. It is an Asian-themed game with beautiful dragon tokens and a pretty box and board design. Because the game lasts only 15 minutes, it's a great game to use as an icebreaker to introduce new players to the pathfinding style of game (or to board games in general). The object of the game is to keep your flying dragon token on the board longer than anyone else's and essentially be the last man standing. But, as the board fills up this becomes a challenge because there are fewer empty

spaces and another player can purposefully change your path to an undesirable one.

## Gameplay

In this game you are a flying dragon. Your dragon is represented by a colored carved token. Tsuro consists of tiles with twisting lines on them, a 6x6 grid on which to lay these tiles, and a token for each player. Each player has a hand of tiles. On your turn you do two things: place a tile from your hand onto the board next to your token and move your token as far as it can go along the line it is currently on. You continue to move it until it is

stopped by an empty space with no tile in it (yet), the edge of the board, or if you collide with a player's token. If your dragon reaches the edge of the board or collides with another player's token, you are out of the game. The goal of the game is to be the last player left with a dragon on the board. The strategy, therefore, consists of trying to drive your opponents either into each other or off of the board while trying to extend your own route in directions that will make it difficult for your opponents to hinder your path.

At first Tsuro seems like it's a game of luck and chance based on the tiles in your hand, but it quickly becomes a game



Choose a colored carved token to represent your dragon (left) on the tiled, gridded board (right).

of strategy and thinking ahead as more tiles appear on the board. This is where younger players run into difficulty. Often the adults were thinking two or three tiles ahead, and our young players got quickly turned about by not planning ahead. My eight year old's strategy formed around blocking his opponents and turning them around. Our six year old, on the other hand, was able to play the game and had a basic understanding of tile laying and movement, but he had no real concept of strategy and was often the first 'out'.

Overall, Tsuru: The Game of the Path is simple and entertaining. The biggest draw was



the overall look of the game and the ease of play. While it's not the most challenging or engaging of the games we've played, it's a great family game and very well made. ★★



The ornate board is divided into a 6x6 grid on which you lay your tiles (left).

## My Little Pony Releasing Q3

*Friendship is Magic!*

In the My Little Pony Roleplaying Game, players craft their own custom pony character to use in their storytelling game of friendship and magic, as they combat various Threats and other problems in Equestria and beyond throughout their adventures, led by their Game Master. The Game Master can use pre-written adventures (in the Core Rulebook and supplements) or use adventure hooks presented in the book to create all new stories for the players to enjoy. ★★



# Board Game Word Search



S R F H W E H X K Q X B J G X T Y S C T H E R  
E P D O Q N D O A O L H O X S R W D I B L V H  
K E D O R G O A O O W Y G U Y F P C L L K O I  
O F F R E B D M C T K W R W V U K S T J M L N  
H I G D A P I K L O O O O O T E X U S S E U O  
C I E F W G N D T A R W F W T A I Y G I K T H  
I L B O T E O F D R S Y L T Q G E P J I H I E  
T R A Q S I O O Z E J Y O H P C Q A N N S O R  
R I P S A G I O N X N R P M O H G N W X N N O  
A R O D N E L P S X I I Q P M O V D U J E T J  
L I E I Z W F Q O D O C S D A T T E Z U T H R  
L Y K D R R E M E V T L W L V H C M T E T E B  
A C B U U W D R L O B C I H A W S I I I I B E  
N O G I H S U S C I J E I X R N E C P C K E S  
O O F I R E T O W E R Y X F O J D N O Q G G D  
D T W A K R J O U P H I K W V A Y E R C N I J  
N K I C L U W N D H W T Q S X J Z P D E I N A  
A K Q U D A G D I Q K U T A W G R X Y A D N B  
B T L E E E T R B C K I N G D O M I N O O I J  
A N O I T U L O V E S D I K E I B M O Z L N O  
L A M I N A N O P U L A M I N A B U O J P G U  
S N E A K Y S N A C K Y S Q U I R R E L X J W  
A H G T P V N C C G C T Q B S Y Y E R K E L C

AbandonAllArtichokes  
Dragoon  
ExplodingKittens  
HappySalmon  
Kingdomino  
Qwixx  
SneakySnackySquirrel  
TheCrew  
ZombieKidsEvolution

AnimalUponAnimal  
DropIt  
FireTower  
Hiss  
KingofTokyo  
RhinoHero  
Splendor  
TickettoRide

BlockNess  
EvolutionTheBeginning  
ForbiddenIsland  
HootOwlHoot  
Pandemic  
Skyjo  
SushiGo  
Tsuru

## Find the word in the puzzle.

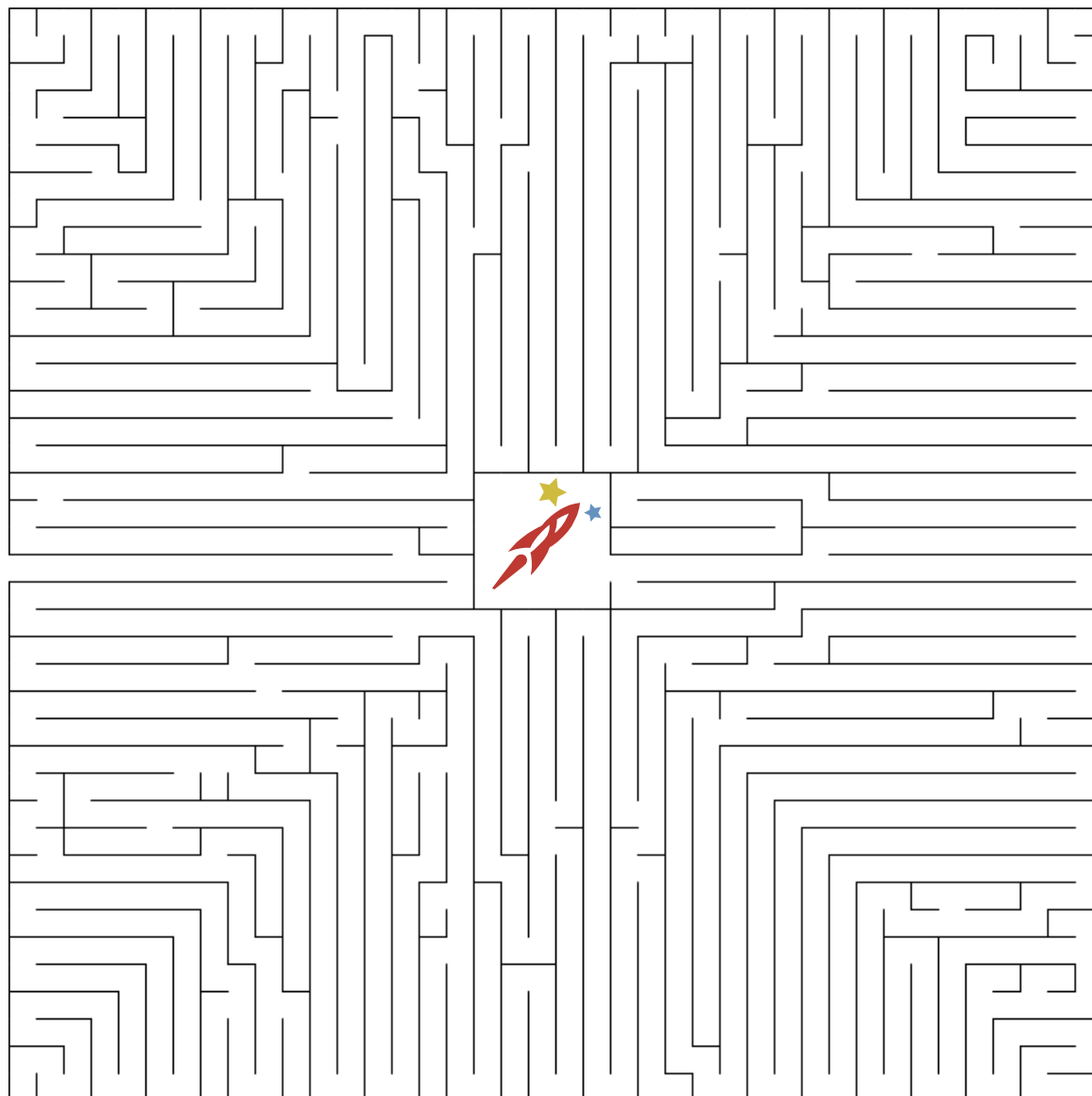
Words can go in any direction.

Words can share letters as they cross over each other.





## EFG Maze



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