

Sounding Names

Hamburgum—Rio Grande Games (2007)
(2-5 players, best with 4 or 5)
This is Hamburg in the 17th century, the biggest and most prosperous city of Germany. Two goals: pursuit of wealth and pursuit of prestige. A family's economic output allows it to make the most prestigious church donations. This game has no luck of cards or dice. A new device called a "rondell" helps with speedy decision making.

Kremlin—Avalon Hill (1986)
(3-6 players, best with 5 or 6)
At the beginning of this article, I mentioned that the location of each game's theoretical activity could have a variety of descriptions. Well, this game has THREE, including exotic, distant, and scary with a capital S! The very name Kremlin creates a shiver of dread. Stories of purges, torture, and designations to a gulag come to mind. Avalon Hill's approach is to use intrigue, strategy, and subterfuge with up to six players trying to get their politicians a seat on the Politburo. Are you sneaky enough, or do you have a purge in your future? [AGPC](#)

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Photo by David Belfa-Negrini



The KLM Tangram

by Fred Horn

In my collection—now in the Vlaams Spellen Archief / BRUGGE Belgium—is a small “Give-Away” that the Royal Dutch Airlines (KLM) gave to children as a gift during a flight. It now is uncertain if both of the ‘Tangrams’ shown were given at the same time, but I did receive them together in a small plastic bag a long time ago. They are punched out of cardboard and are only printed on one side. The size of the square is 8 cm x 8 cm (approximately 3” x 3”).

Dating these items is a challenge, but I believe they were given out sometime in the 1970s.

At first glance, the assembler may think there is only one puzzle to solve, but in reality, there are two puzzles to find the solutions to. This situation presents a nice challenge for what one may think is an easy puzzle. Also, the way the *letters* and the *lines* appear on the pieces can lead the puzzler in the wrong direction, thinking they must be laid down horizontally. [AGPC](#)



Just make a copy of the pieces; glue them on cardboard; cut out and try it yourself. Have FUN and “happy puzzling!”