



## Valerie Putman: More new Essen games

I am keeping a running list from best to worst of the games I've played so far from Essen. I've given comments on the entries that are new to the list and the entries that have moved up or down with additional plays.

### Dominion

**Cities** I am love, love, loving this Take It Easy meets Carcassonne twist.

**Royal Palace** This is my third favorite of the Essen crop.

### Diamonds Club

**Le Havre** This game has moved up a few spots after another play.

### Duck Dealer

**Lost Cities the Boardgame** Yes, you need this—even if you have the card game and even if you only ever want to play it two player. It is similar enough to know they are related but different enough to give you a new gaming experience. In addition, the boardgame plays up to 4!

### Comuni

### Via Romano

### Steel Driver

**Sylla** This one has moved up with additional plays. A single game might seem like it has some odd extremes, but after teaching about a dozen games at BGG.con, I found that those extreme elements changed from game to game.

### Imagination

**Powerboats** A nice racing game that feels a bit like Mississippi Queen.

**Snow Tails** Another nice racing game, but I think I like Powerboats better.

### Planet Steam

### Cavum

### Mehr Oder Weniger

**Fast Flowing Forest Fellas** A good race game, but with players who just get a kick out of sending you to the currents, the game can run a bit long.

### Fluch der Mumie

### Bloom

### Byzanz

### Ruby Gloom the Card Game

### Lungarno

### Ghost Stories

**Space Alert** With two more plays this is going to stay right where it is.

### Boss Kito

Sorry the column isn't very meaty this week. I am still enjoying the holidays with my adopted family (the Yus).

I'd rather be gaming,  
Valerie Putman

© 2008 Valerie Putman

Posted by Valerie Putman on Nov 30, 2008 at 01:00 AM in [Columnists](#), [Valerie Putman](#) / 1738

## Comments:

You must [register with BGN](#) in order to comment. Registration is **free**, but if you appreciate the news, previews, reviews and other material posted on Boardgame News, please consider [becoming a member](#) to keep the info flowing to your screen!

This is a fun idea. I'm enjoying watching your list evolve!

Posted by Nathan Morse on Nov 30, 2008 at 04:15 AM | <#>

My only disagreement is Royal Palace which I found rather lifeless after two plays. Not a bad game but a definite case of the blahs.

I noticed you did not have Machu Picchu or Castle for All Seasons on your list yet. Machu Picchu was a good take on the Rondel system that I really enjoyed but some people didn't like the military victory scoring.

Castle for All Seasons was similar to Royal Palace - decent game but no real excitement.

Posted by Tom McCorry on Nov 30, 2008 at 08:33 PM | <#>

Hmmm.... Valerie, you are kind of supporting my original concern for Space Alert. True, the game has different soundtracks, but to me it feels like maybe it is 'solvable'?

After 2 plays at BGG con, I felt that your first 5 (maybe up to 7) actions are going to all be the same in every game even with different soundtracks. I am willing to try it some more to see if I'm wrong, and because I did have a blast while playing. Now, if I could only find a copy...

Posted by Robert Ramirez on Nov 30, 2008 at 09:13 PM | <#>

Tom, I'm confused. Machu Picchu doesn't have a rondel in it. Did you mean maybe Imperial, or were you employing sarcasm (which I often don't "get" on the net)

Posted by Scott Tepper on Nov 30, 2008 at 09:16 PM | <#>

Scott, Machu Picchu, being designed by the 'Rondel guy', has a 'modified rondel' system. I haven't played, but read a bit about it on the geek.

Posted by Robert Ramirez on Nov 30, 2008 at 09:23 PM | <#>

I suspect Tom was referring to the entire board being a modified rondel in Princes - at least that's how I've seen several others describe the game.

pk

Posted by Patrick Korner on Nov 30, 2008 at 09:23 PM | <#>

I like this idea Valerie! I think I'm going to "borrow" it for my column on Tuesday :)

My list is going to look a bit inverted... except for Boss Kito, that will certainly stay where it is!

Posted by Tom Rosen on Nov 30, 2008 at 11:40 PM | <#>

Scott,

The game board is effectively a rondel with the option to jump to any non-adjacent action except the current one by spending a Llama.

Tom

Posted by Tom McCorry on Dec 1, 2008 at 05:30 PM | <#>

Next entry: [Matt Thrower: Once More, With Feeling](#)

Previous entry: [Friedemann Friese Explains Die 3 Gebote](#)

[< Back Home](#)