

HUGO KASTNER RECOMMENDS

TROIA

Excavation through 5000 years

Dear readers! Not only the history of Troy is unusual, but also the history of how this game of the same name, dedicated to archeological research, has come into existence. „Troia“ owes its creation by Thomas Fackler to an initiative of the Daimler Chrysler AG, an international corporation, that has been supporting digs in Troy since 1988. And Chrysler has not been stingy in the scientific support for the game either, because an international team of archeologists, lead by Prof. Dr. Manfred Korfmann, has tested parts of the game on location. As regards to historical authenticity Troy needs not fear any comparison. Thus the game has more than earned the special award „History in Games“, awarded by the „Jury Spiel des Jahres“ in the year 2001. A final remark: 1966 the countryside near Troy was declared a historical National Park, the location itself was added in 1998 to the honourable UNESCO list of „Cultural Heritage of Mankind“. If you are looking for a real rarity among games, you are cordially invited to a dig at the Austrian Games Museum in Leopoldsdorf.

Website: www.spielen.at

With more care and effort than usual the cone of light must illuminate the appropriate finds during the troublesome digs in the mythical Troy. You, in the guise as a hobby archeologist, try in one hour of game play to reveal the secrets of Troy using a combination of luck and deduction. Finds are researched, floor plans reconstruction, research results published, just as in real life. Your goal is to be before your rivals, especially in case of the main publications. This is not easy, because the digs on the hills „Troia I“, „Troia II“ and on top of that „Troia VI“, „Troia VII“ and „Troia VIII/IX“, too, at first do not seem to be more than a mountain of debris. What else can you expect after 5000 years of history for this settlement? Each archeologist receives a license to dig and furthermore some maps that enable him to publish important finds.

The more such finds you manage to achieve and the earlier you are able to publish, the higher is the scientific value and your reputation and success in this game. To begin with, the finds hiding valuable secrets of the dig are carefully hidden behind a screen from the eyes of your rivals in this archeological race. What makes your job so immensely difficult is that you always may only pick up loose chunks of detritus. But your reward is huge, because step by step in the light of your publications as a hobby archeologist an image forms of the many-layered floor plans of this ancient settlement! Let yourself be inspired by the transcendence of this archeological time travel.

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RECOMMENDATION #55

PLAYERS

2-4

Designer: Thomas Fackler

Price: € 30,00

Year: 2000

Publisher: DaimlerChrysler AG

AGE

9+

TIME

60+



Tactics

Info±

Luck

„Troia“ is a well working mixture of tactical consideration, lucky moments in actual digging for wall parts and the well timed release of information in the shape of publications. The allure of this archeological board game, that has been awarded a price for its elegance is exceedingly high despite the unusual topic.

Hugos EXPERTTIP

In deviation of the usual routine an advice concerning the ambiance for the game. Light is essential for digging enthusiasts, otherwise the level curves on the dig tiles are hard to discern. In any case a glass of wine for the mature experts on the digging site cannot come amiss. Furthermore, Troia is ideally suited for a rival digging „pas a deux“, I would recommend 2 persons as an ideal number for a first game of Troia.

Hugos FLASHLIGHT

„Troia“ is a real eyecatcher that can trigger a real feeling of discovery with the right playing partners. This also thanks to the wonderful information brochure on the subject and the drawings of the historic floor plans of this ancient settlement, that have been integrated into the game. A simple but fitting mechanism allows each family member to delve deeply into the fascinating world of archeology after a first training dig.

PREVIEW:

TEXAS HOLD`EM

Start of the Pokermania

**IMPRESSUM**

Offenlegung nach dem Mediengesetz: Medieninhaber, Eigentümer, Verleger und Hersteller: Verein „Österreichisches Spiele Museum“, vertreten durch Obfrau Dipl. Ing. Dagmar de Cassan, Raasdorferstrasse 28, 2285 Leopoldsdorf im Marchfelde, Telefon 02216-7000, Fax 02216-7000-3, mail-to: office@spielen.at, Internet: www.gamesjournal.at - www.gamesjournal.at - Chefredakteur: **Dipl. Ing. Dagmar de Cassan**

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Erklärung der Icons



Für einen Spieler geeignet



Für zwei Spieler geeignet



Für viele Spieler geeignet



empfohlenes Mindestalter