New Crowdfunding Project
Romolo o Remo?

29.05.2013. Spieleschmiede: Romolo o Remo starts with Crowdfunding for better material.

New project in the Spieleschmiede: Romolo o Remo is taking you back to ancient Italy, about 753 B.C. You are the ones to take the chance and set the foundation of a new empire. The game is made for ambitious board gamers that do not fear complex rules. It will be produced by Giochix. Author is Michele Quondam. Romolo o Remo can be backed now on the Spieleschmiede (Game Forge). The material is language independent. The rules will be included in English, German, French and Italian language. Smithies get the smithy character and a special building, the Forge, exclusively.

About Romolo o Remo

Romolo o Remo will be a game about political power and influence, using many different mechanics and combining them in a new way. The players explore their surroundings and gather and produce the food and strategic resources. They must use these resources wisely to raise troops, hire specialists, develop their countries to gain and fortify their influence. There is trading and fighting, building majorities and alliances are formed as fast as they are broken.

Crowdfunding of Romolo o Remo

Romolo o Remo will be produced by Giochix whatever may happen, but if they do it the regular way, the publisher must do many compromises in production: “We want to equip Romolo o Remo with nice and atmospheric gaming materials… Also there are some ideas that we cannot implement in the game calculating it the usual way. So we hope to achieve these improvements with your help…” (Website Spieleschmiede). The components are shaped wooden except of normal meeple, cubes and paper tokens and, by reaching the streachgoals, two more characters and extra explorers. Link: www.Spiele-Offensive.de/Spieleschmiede/Romolo_o_Remo
Pictures: www.happyshops.com/downloads/romolo.zip