
Press Release

Dolmen on Spieleschmiede

The new revised edition of Die Dolmengötter

Spieleschmiede is adding new language options for their project: *Dolmen*, a reimplementation of the strategy game *Die Dolmengötter* from *eggertspiele*, previously only available in German.

Dolmen, a graphically revised version of the game *Die Dölmengötter* by *Thomas Odenhoven*, can now be found on *Spieleschmiede* in Spanish and Portuguese. Players take on the role of druids in the Celtic era, competing for victory points, constructing stone circles and building Dolmen to honour the gods. The game's simple rules lead to complex player turns but still keep the playing time short.

Die Dolmengötter was published in 2005 and is considered by many critics to be a hidden pearl. *Spielbox* playtester Knut Michael Wolf said the following in issue 5/05: "Two-player games turn into a real duel. It's hard to believe that such a tactical game works equally well with any number of players."

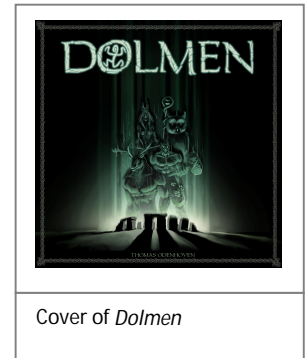
Until now, only German and English supporters could get a version of the game in their native language. Starting now, there is a Spanish and Portuguese version of *Dolmen* available for all supporters on *Spieleschmiede*. In addition to the base game, there are a few expansions which add further variants to the game. For example, a solo version, the five player expansion and the *Burial Chambers* and *Rituals* expansions. Further information can be found on the project's site. *Spieleschmiede* will automatically adjust to the language of your browser.

Link to the project:

www.Spiele-Offensive.de/Spieleschmiede/Dolmen

Image library can be found at:

www.happyshops.com/downloads/dolmen.zip



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