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75 of the 88 gamers found this useful x 2 Aug 15, 2011 Auctions shouldn't be as fun and it's themed. I love playing with a whole bunch of guys on the map. I think it's mostly because when you have a whole bunch of guys on the map, most of these guys won't live for the rest of the game. I don't think of myself as a particularly violent person - in fact, ethically I would classify myself as a pacifist - but if you give me a choice between a game that's about building and a game that's about destruction, most of the time I take the second. Dudes on the map of the game come with their own set of trails that usually define the genre. Normally, if you're unpacking a game like this, you expect buckets of dice, some form of area control or conquest, differentiation of units, and perhaps an asymmetrical fraction or flowing tree of some sort. You expect to buy guys, move dudes, play cards on guys, and send guys into cardboard. Then you can watch while other people send your guys in cardboard until it's your turn to buy dudes again. These are the kind of guys on the map in a nutshell, whether you're talking Risk or Nexus Ops or War Rings. There are also certain things that you definitely don't do in dudes on the map game. How not to attack with dudes, for example. Or build things that do nothing. Or auctions. You certainly don't do auctions. But what if your guys were pretty pious dudes who loved being on good terms with their gods? Then perhaps they will think that you should give offerings to the gods, so that the gods will do funny things like help you win battles, or don't sink your ships, or let you think deep thoughts. What if your opponents' guys are also pious, and actually thought they were more pious than your guys? Then you may have to get into some kind of competitive war offering. And it may seem like an auction if auctions involve shouting and swearing. And what if your guys were a little more sophisticated, so they didn't just want to send your opponents dudes into cardboard, but they also wanted to catch a good show for the weekend and have a decent sushi place next door? Then your guys can appreciate a bit of urban development in between battle rounds. The Cyclades takes the archetype of DoaM and turns it on its head. It's easy to look at it and see the plastic figures and a big map of the Greek islands and think: Was there, did it. But you probably don't, because it's not your typical DoaM game. On the one hand, the indiscriminate conquest does not directly move your dial. In fact, player elimination is very difficult to achieve in this game and if it does, it happens so late in the game that it probably won't matter. Instead, players compete to two metropolises at the end of the full round of the game. Games. the most common way to obtain a metropolis is to build (or conquer) one of four types of buildings (Temple, Port, Fortress and University). Each building is connected to one of the four gods and can only be built after successfully getting their favor - more about it at the moment. Also, if the gods don't smile at you, then you can go to your opponent's building or metropolis and accept it. This is much more difficult than it seems, because you also need the favor of the respective gods to go to war. You've probably begun to realize that you don't do much without the favor of the gods. There are four gods who are gifted with action in the game: zeus, Athena, Poseidon, and Arous. The favor of zeus gives you the opportunity to add priests to your cause by making offerings to go your way a little more often. It also provides a measure of control over mythological creatures and allows you to build temples that reduce the cost of recruiting creatures to your side. Poseidon predictably allows you to build and move ships, including sea battles. Poseidon also allows you to build ports, providing defensive bonuses during sea battles. Ares is the landlocked equivalent of Poseidon, providing army recruitment, ground combat and building fortresses that provide defensive bonuses on land. And then there's Athena. Athena gives you a philosopher who provides an amazing ability to do absolutely nothing. However, if you can recruit four philosophers, you are immediately given Metropolis. Apparently, sufficient thinking provides some interesting telekinetic abilities that I don't remember from any of the classic Greek myths, but perhaps I'm wrong. Athena also allows you to build a university that also provides an incredible bonus to absolutely nothing. However, you will need either universities or philosophers to build Metropolis. There's a joke out there somewhere, but I'm having trouble finding one that doesn't sound like a political statement. Once you have built all four types of buildings, you should immediately cash in on one of each type for Metropolis, which also accidentally provides opportunities for each of the other buildings. This brings us back to the auction part of the game. Only one player can earn the favor of this god for each cycle. This creates some interesting situations. Let's say you're eyeballing a pretty good hotel on your oppoent's island. You have a bunch of guys on your island that you want to use to attack, but your ships are out of position. Before you can move and destroy the neighborhood, you have to get your ships in position to transport your troops. In this case, you need to win the favor of Poseidon - it will allow you to build and move ships. However, it won't provide the ability to actually attack - it's Aes' job. Sooo Sooo you need to plan ahead - Poseidon and then Aes. But your opponents may also want to build ships or move troops, so they also want to get the attention of Poseidon or Ares. The gods aren't particularly picky - in fact, they're pretty mercenary when the push comes to poke. Just show them more dough than your opponents and you'll be able to use their power. Apparently, the gods should eat, too. Easier said than done, of course - every player tries to do the same. This game lives and dies on the auction block. If you have a group of players who get that auction is a key part of the game, then it will be an insanely stressful affair. Not only do the gods make specific actions available, the order of the gods will change from cycle to cycle as well, which can change the relative value of a particular choice. The order of the gods on the track determines the order of rotation for the cycle - if you go first more important than being able to perform a certain action, it does not matter who is at first, it is your deity. Also, if you outperform the favor of a particular god, you can't immediately up your bet - you have to bet on another god first. This creates an amazing array of aggressive bets, counter-bids, bluffs, feints, and strategic retreats. Do you start an aggressive, high bet on God that you need this turn, or are you bluffing on another god, hoping to get outdone, so you can pounce on your true goal? Are you betting offensively, going for God, that you need this twist, or defensively, trying to deny the enemy the actions that he or she is looking for? You will need to do both to succeed. You will need to cooperate against opponents in strong positions - it is not unfair to say that there is a bash leader component in the game, but with several ways to build megacities that can be harder than it seems. This, incidentally, is where the no-nothing Athena suddenly becomes a pure glitter of design: you just can't let your opponent start doubling on Athena because the game will be over very quickly. On the other hand, taking Athena locks you into a board position throughout the cycle, so it's certainly not without compromises. Towards the end of the game, when players are looking for concrete action to close the deal, each bet feels like a war. Outbidding an opponent isn't really all that different from kicking them in the shins and giving them a finger for good measure - that's what's visceral. And, if all else fails, you can always just punt: look for the benefit of Apollo, which is essentially the equivalent of passage, but with the advantage of injecting gold and being able to constantly up production of one of your territories. An acceptable strategy is often to bet your opponents until they are sweating, only to ensure Apollo and wealth wealth turn to the future. Auctions are stressful because they are the primary means of performing the specific tasks that are necessary to win. But in fairness they are not the only means; Mythological creatures are available for players to call by trading gold for one-off assistance. Creatures introduce an element of surprise into the game. They can allow the player to move troops without seeking Aes' favor; they can steal philosophers or priests from the enemy; they can destroy buildings, ships or troops. Players must calibrate not only what actions are available to the enemy through the favor of the gods, but also what options exist for the enemy by calling the creatures. This makes zeus an interesting choice at the end of the game - his favor allows the player to loop through the creature deck, opening up opportunities that would otherwise not have been available. It all fits in that I think is just an incredible gaming experience. The game plays incredibly well above the table - the interaction of players is strong and visceral, aggressive and strategic. The player will have to expect that his or her plans are thwarted repeatedly, and will need to have backup tactics prepared in advance. The movements on the map are important; moves on the stake track even more. And it's hard to count any player out - the overexertion of trades is too high for key action can provide an opening for another player to jump back into the ring. The Cyclades are something of a strange fusion - auctions with combat, guys on the map with a choice of role, a bone-based fight with the Civ building. It does a lot of things in an unusual way, but overall is definitely more than the sum of its parts. This is something I would consider to be a really innovative game that shows how what can happen when basic mechanics are paired with strong metagames and what guys on the game map can be if they dare to think outside the box. cyclades board game rules. cyclades board game review. cyclades board game rules pdf. cyclades board game strategy. cyclades board game how to play. cyclades board game expansion. cyclades board game online. cyclades board game amazon

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