

(Library ebook) Stonehenge Nocturne: Stonehenge Expansion

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Klaus-Jurgen Wrede, Andrew Looney, Bruno Cathala, Serge Laget, Mike Selinker
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#885390 in Toys GamesColor: Multi-colored Titanic GamesModel: 2001 2008-06-17PDF of discs:
1Original language:EnglishPDF # 1 11.70 x 3.20 x 5.80l, Stonehenge: Nocturne expansion is not a complete
game and requires Stonehenge base game to play. This expansion adds the 6th and 7th players. | File size:
20.Mb

Klaus-Jurgen Wrede, Andrew Looney, Bruno Cathala, Serge Laget, Mike Selinker : Stonehenge Nocturne: Stonehenge Expansion before purchasing it in order to gage whether or not it would be worth my time, and all praised Stonehenge Nocturne: Stonehenge Expansion:

0 of 0 people found the following review helpful. It's not an "Expansion" - it's just tiny bags of parts for 2 more players.By Chad SmithThe box is big and impressive. The box artwork is beautiful. Inside there two tiny plastic bags. These 2 bags hold everything this "expansion" gives you. 20 tiny plastic disks, 20 tiny plastic bars, 2 small plastic pawns... and that's it. No board. No new pieces - just duplicates of ones from the base game.Yes, there are 4 new games in the included instruction book - but those are all available, for free, from the manufacturer, online.Once you open the huge box and take out the tiny bags, you can put those bags in the (oversized) box for the main game. At least the box for the main game had a game board in it. Seriously, this box is more than 50 times the size it needed to be to hold the parts.If you have the main game (and why would you be buying this without the main game) look at the parts you have for any one of the included colors... You get two more of those. That's it. No special Stonehenge Nocturne Die, no special Nocturne Moon token, no special Nocturne Werewolf statue, nothing at all you didn't already have in the main game, except a new set of them in two new colors.... It is horribly misleading.The parts seem well made. It's the same quality as the main game. But, seriously, don't buy this. Unless you just really have 2 more players who want in on the Stonehenge action.

The first expansion to the revolutionary Stonehenge: An Anthology Board Game is Stonehenge: Nocturne. This expansion continues the tradition of bringing the best board game designers in the world together to work on different games using the same pieces. Stonehenge: Nocturne features three wildly different games by four world-class

designers. This expansion's designers are Klaus-Jrgen Wrede (designer of Carcassonne), Andrew Looney (designer of Fluxx), and the team of Bruno Cathala and Serge Laget (designers of Shadows over Camelot). The games uniquely showcase the personalities of their designers, giving players a wide variety of play experiences. Nocturne also expands Stonehenge by introducing pieces for sixth and seventh players. Previously published games can also be played with these extra pieces. Stonehenge: Nocturne contains 20 disks, 20 bars, and two pawns in two new colors, and one rule book with three brand-new games: A celestial confrontation by Klaus-Jurgen Wrede A wild festival by Andrew Looney A stargate opening by Bruno Cathala and Serge Laget ...plus a bonus solitaire game by Mike Selinker!