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Thorsten Gimmler

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#40327 in Books Osprey Games 2016-02-16 2016-02-16 Original language: English PDF # 1 8.70 x 1.41 x 6.191, .70 Binding: Game Revised 2nd edition with new rules artwork thruout Abstract card game of two ravens racing around the world to gain insight into what the world looks like A trickster god may help or hinder each raven's progress | File size: 34.Mb

Thorsten Gimmler : Odin's Ravens: A mythical race game for 2 players (Osprey Games) before purchasing it in order to gage whether or not it would be worth my time, and all praised Odin's Ravens: A mythical race game for 2 players (Osprey Games):

7 of 7 people found the following review helpful. A pleasant, fun, interesting, two person game. By Robert W. Jones This is a fine two person game. Lots of fun with clear, simple, rules, but it provides an interesting game that can be played several times at a sitting. The new design is very nice, while retaining the "scandinavian" motif. The new rules actually improve past versions. 3 of 3 people found the following review helpful. Beautiful design, simple and quick to play. By Rachel Kirkland I love this game. It's fun, easy to learn, and beautiful. Setup and play-through took about 20-25 minutes. It probably doesn't have a very high replay value, but I'd rather share it with new people than play it with the same person again anyway. Enjoy! 1 of 1 people found the following review helpful. Great simple game with one goal. By Customer This is a simple game where you lay down 16 flight cards and you have to guide your raven to the end and back by using the land card that matched the flight card. You can use two terrain cards if you don't have the matching card. There are also 8 Loki cards for each player that can be picked up and used, they have powers the can move and change the terrain to either make it easier for you or harder for the opponent. This is an easy game to teach and takes about 20 min max to play once you learn the rules, because of this my kids and wife approve to play this anytime.

Ages: 8+ Number of players: 2 Playing time: 30 minutes Components: 106 cards and 2 wooden ravens Every morning Odin sends his ravens, Huginn and Muninn, across the entire planet to bring back news of what life is like on Earth. Naturally, after thousands of years, they've gotten a little competitive . . . Race through the landscape in opposite directions to be the first to return to Odin with your news. Focus on speed, enlist the help of the trickster god Loki to create shortcuts, or hinder your opponent. Odin's Ravens is a fast-playing race game of thought and memory for two

players.

"The package as a whole is very well done. It's an attractive game. The cards are nice . . . Looks good. Great artwork . . . It's pretty quick and a lot of fun!" - Dice Tower
"The artwork by Johan Egerkrans is fantastic and I think really helps give the game a new lease of life. Its also another great feather in the cap when it comes to board games by Osprey who are slowly but surely getting into this market." - Beasts of War
"I absolutely love the production on this new edition of Odins Ravens, from the sturdy, very tome-like clamshell box, to the vivid and handsomely designed cards, to the two wooden ravens that serve as the playing pieces." - Boing Boing
"This is the perfect kind of game to play with the family, for a quickie, or to play something fun with people who dont normally game." - ICv2
"A total winner! . . . run out and buy Odin's Ravens as soon as you can" - The Discriminating Gamer
"An excellent little 2 player game. I have a great time with it every time." - theMCGuiRE review
"Its small box and beautiful artwork make it perfect for display next to the checkout. Give it a look." - Model Retailer Magazine
"The design of the game from the box, to the rules, to the cards is outstanding . . . The simple rules and meaningful decisions prove it was a wise decision to reprint Odins Ravens and Osprey did a amazing job with the production." - Geek Cast Radio Network
"It's really fun!" - Gameosity
"For my money, this game is a great value! The art is fantastic, the components are top notch, there is strategy and planning needed to succeed and the game play is short and interesting. I consider this game a great filler that should be in everyones collection for that time you are simply looking for a good, fast play with some tactical decisions. Osprey Games has done a great job in making this game a keeper." - Grant Kleinhenz, The Players' Aid
"This game belongs on every gamer's shelf! Odins Ravens is a fun, exciting, strategy racing game that does not disappoint. The very fact that almost anything you do to mess with your opponent will come back to bite you makes this a deceptively more strategic game than most people realize. Over the last several months that Ive owned this game it has become one of the most requested games by both my regular players as well as my non-gamer friends." - Two-Gun Pixie
". . . a great game that definitely gets its wings by me. Give it a try! You may find yourself flocking to this game." - Chaz Marler, Pair of Dice Paradise
". . . a worthy title to add to your two-player game collection." - CatholicMom.com
"This games strengths include fast gameplay, unique elongated card shapes, easy-to-learn rules, no more cards to buy, game balance, sleek packaging, only just two wooden playing pieces, easy set-up and easy clean-up . . . Highly recommended." - Multiverse
"A tense game of back and forth with every game resulting in a nail-biting finish, Odins Ravens is a phenomenal, fast two player card game filled with lavish art and plenty of 'SO CLOSE' moments." - GeekDad.com
"A fairly simple game on the surface, but one that is rendered delightfully. Osprey Games has made a beautiful game here. The artwork of the landscapes is vivid and lucid, lending each landscape an atmosphere of its own. I can easily imagine the crispness of the mountain air, or the gloom of the swamps." - Angelus Morningstar, Story Board Webseries
About the Author
Thorsten Gimmler is a game designer and electrical engineer who has been employed as a product manager for Schmidt Games since 2005. His game Thief of Baghdad was nominated for the Spiel des Jahres award in 2007.