

## Chaos in the Old World review - by Craig Pearson

I bought this game from Gary at Highlander Games a year or two ago after he recommended it to me.

In Chaos in the Old World, each player takes on the role of one of the four Chaos Gods who ...is trying to corrupt the world through their own brand of nastiness. To do this, each player takes turns to either summon his followers onto the board (Greater Demon, Lesser Demons and Cultists), and to play chaos cards, which have a myriad of effects. After the summoning is complete, the players battle each other for supremacy in each of the regions of the Old World. Finally, the Cultists that have been summons (and survived battle) corrupt regions in the name of their God. Each turn continues this way until one of the players has achieved one of the two victory conditions or until the end of the 7th turn (in which the citizens of the Old World resist the dark powers and all players lose).

The first thing to note about the game is that each God plays completely differently. Khorne being the God of Battle achieves victory easier when cutting a bloody swathe across the Old World, killing opposing figures in as many different territories as possible each turn. Nurgle in comparison is more defensive, but performs best when corrupting heavily populated regions with his disease and decay. Not only do the different Gods have different play styles, they also all have different chaos cards, upgrades, followers, etc. This creates fun games and adds vast amounts of re-playability to the game.

The second feature of the game is the different victory conditions. Each of the Gods has a 'dial' they can turn to achieve victory and can only accomplish this by meeting their own requirements. Khorne for example has to defeat an opponent in battle, whereas Nurgle has to corrupt a 'populous' region. The second way in which players win is by having the most victory points when the world becomes 'ruined' by placing too many corruption tokens in it. These different paths allow players to try out different strategies but force them to be aware of the other players attempting to achieve victory.

As each God has a very different play-style some are much easier to play than others. Khorne is incredibly straightforward whereas the other Gods have very subtle abilities that can easily be overlooked and take time to learn. Some players will love this, but others will find it difficult and frustrating - especially for new players to the game.

The board, token, cards and models are aesthetically very nice, but the number of them can occasionally make it difficult to see where the territories start and end, and can clutter the play area very quickly. Also, with the two victory conditions running side by side, it can sometimes be hard to see how close your opponents are to victory.

Overall, I would give Chaos in the Old World 9/10. It's a great game, and if anyone fancies trying it one club night, just let me know.