

Genies of Abyssinia

takes you back to an ancient kingdom that never was. A place of shifting sands, suspicious sultans and malign magic.

Good Day,

I am seeking a publisher for new card game 'Genies of Abyssinia'. It is a game for 2 - 6 players. The play time is 1 hour and it is of intermediate difficulty. The game focuses on combining the effects of various cards to produce new and unexpected outcomes. The game is fully illustrated with art from [Augustinas Raginskis](#).



Components: 155 cards, 60 chits, 1 dealer token, 1 Rule booklet and 1 box.

The Unique Selling Points:

1. Simple rules can be combined to create quite complex plays and tactics.
2. 14 unique Genies to play.
3. Beautiful Arabian nights style theme and art.

Play: Players use their uniquely powered genies to make three wishes. These wishes are geared towards gaining Power, Love and Wealth but also cause other in game effects. At the end of each turn whomever has wishes totalling the highest Power, Love or Wealth earns tokens as a prize. The first player to earn 5 of each token type wins the game. Of course, it's not that simple because many of the wishes effect other player, the order of play, the relative values of different symbols and the other players' Genies.

The feel of the game is clever turn-by-turn tactics. Strategies over the game are less important as you never know when another player will steal your Genie requiring a total change of tack. It's also of no value to continue down one route once you've claimed 5 of that token type. Because of these factors the game rewards quick thinking and the ability diversify.

Contact Kedric.winks@gmx.com for more details