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# ROARING 20S

Dino-mite

Designer: Leo Colovini | Publisher: Pegasus Spiele



When a publisher seemingly pulls the big lever that generates game themes by randomly putting two unlikely ideas together, it usually gets an eye-roll from me. So seeing a game jam together strange elements like ‘dinosaurs’ and ‘the 1920s’ doesn’t fill me with confidence.

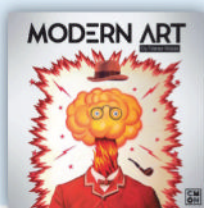
Except, it turns out, in *Roaring 20s* they’ve really nailed it. Did I expect to like the iguanodon flapper? A pterodactyl in pearls? A crooning stegadon? No. But did I? Yes, I did. The art is a lot of fun and a little deranged in a good way, enough to create some player good will.

This is a card-based auction game where you’re trying to throw the best party for these pre-Great Depression dinosaurs – assumedly before an economic downturn created by a giant asteroid? To entice each of these scaly, prehistoric megafauna to your soiree you need to convince them that you’ve got either the right food (some are picky eaters) or bribe them with diamonds (a dino’s best friend, don’t you know). You’ll announce your bid and, once everyone else has folded, you win the prize and pay out in one of the game currencies – the previously mentioned food or diamonds.



## WHAT'S IN THE BOX?

- ▶ 120 Cards
- ▶ Player aid



This dino is now at your party, and they’re probably having a great time. But they do need someone to dance with. You’ll want to start making runs and pairs of dinos to increase your end-of-game points. These poker-style scoring options are all very straightforward: a run of three gets you a few extra points; a run of six gets you victory-securing points explosions. Each dinosaur card has a number for making runs, pairs and triples, and a number of stars for points to be counted at the end.

Those who don’t woo the party guest get to claim a card from the market spread, which displays a number of currency cards. Picking up a high-value dessert card or diamond, instead of entering the bidding, makes you richer for a later turn. When timed well, this can allow you to scoop the vital missing piece of your game-winning run. The downside is that it makes the other cards being bid on cheaper for your opponents, so there’s some fun to be had when trying to nudge up the bid

before exiting as planned to grab your preferred card.

The distribution of dino points throughout the deck, and the bell-curve weighting of the middle section being more numerous, means you’re encouraged to keep an eye on other players’ tableaux. I’ve never seen a table refer to a player aid so often or to such great effect! This leads to ludicrous bidding on cards that wouldn’t be worth much by themselves, but do mean a lot in the context of blocking someone else’s winning run.

A great new mixer for your games evening cocktail, this is a perfect filler game between bigger titles, as well as being ideal for repeated after-dinner plays when everyone’s too full to think about cracking open another dino game like *Dominant Species*.

**CHRISTOPHER JOHN EGGETT**

## PLAY IT? MUST-PLAY

Seemingly endlessly replayable, *Roaring 20s* has way more moves than you might expect.

## TRY THIS IF YOU LIKED... MODERN ART

If you’re looking for more auction-based fun, try one of the excellent versions of Renier Knizia’s *Modern Art* (although the works of Gustav Klimt are rarely as funny as a triceratops doing the Charleston).