



TINKERBOT
GAMES

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Tinkerbot Games announces new *Ghostel* board game

British board game podcasters introduce new *dice-rolling worker placement* game from designer Bevan Clatworthy

Kickstarter Campaign Page: www.tinkerbotgames.com/ghostel

Ghostel Press Page (inc press images): www.tinkerbotgames.com/presspage

Today, Tinkerbot Games announce the launch of ***Ghostel***, a board game set in the haunted hotel of Creepstone Manor. The game launched on Kickstarter in January 26th 2016.

Ghostel builds on the traditional worker placement mechanic by adding a dice rolling element to the beginning of each round. Players determine the ‘scariness’ of their 3D ghost meeples with the roll of their dice, then use the scores to scare away guests.

Your scariness is determined by your dice roll each turn, but rolling a low score can *work in your favour* if you place your ghosts right and exploit the tiered scoring system. Prey on the phobias of guests by turning into their worst nightmares, work with other ghosts to combine forces, and scare away the hardest of hotel patrons to earn upgrades and get even scarier!

It’s a well-themed worker placement game that changes every time you play. The randomised guests and dice roll mechanic means each round is different from the last, but there’s more than luck to winning the game. Place your ghosts in smart locations, move them tactically and form tentative agreements with other players which you don’t always have to uphold...

“*Ghostel* was my first serious design, and seemed to just appear fully formed one day - a little like the apparitions in the game! Even after many, many playtests I still love teaching this game to new players; just watching them stare at the board, then at everyone else’s dice, then into their opponents’ eyes as they try to second guess their first moves. The engagement and tension are what make me so proud of this game!” says designer Bevan Clatworthy

An intelligent use of symbology from graphic designer Rachel Dobbs (*Cornish Smuggler*, *Waggle Dance*) reduces the necessity for text on the cards in the game. This allows players to appreciate the brilliant illustrations from Tyler Johnson. Tinkerbot Games ran a competition for 3 of their listeners to be turned into cartoons by Tyler and used on cards in the game (see pictures

attached). The lucky winners, Leeandra, Tyler and Alicia, were chosen for having the funniest 'scared' face, and have had their terrified expressions included in the deck of hotel guests.

The rules of the game are simple to follow, and have been tested successfully with players as young as twelve years old.

Quotes from reviewers:

"Ghostel ticks all the boxes for a game we would not only purchase but get to the table regularly. For that reason we cannot recommend it highly enough" - [Mike and David, Board Know More](#)

"This is a frightfully cheerful addition to any gamers collection. Its manages to straddle that fine line between family friendly fair while still managing to have enough informed decisions to also make it a great candidate for sitting down for a more serious games night. Well worth a look and throw in the great art and unique theme and you're onto a winner." - [Mike Barnes, Who Dares Rolls](#)

"The art of the guests is really fun and cute. The ghosts are awesome too. I really hope that the 3D models make the final cut because you'll love them. The strategy of the game is also pretty awesome because you have to plan your dice, move your ghost where you think that the others won't get the upper hand, and use your cards to your advantage. Depending upon player interaction, Ghostel usually doesn't play the same twice.

It's fun for all ages and has a style that's not like too many others. We implore you to help fund this great game in January when it starts, you will not regret it!" - [Kurt Aumeller, MFGCast](#)

"Ghostel is a very well produced game with a fun theme and solid mechanics. I like how it transforms from a straightforward family game into a more involved two player experience. If this sounds like your sort of thing then why not consider spending a few nights at Creepstone Manor." - [Matt \(Futsie\), BoardGameGeek](#)

"Those ghost meeples are SO DANG CUTE" - [Toy & Game Expo](#)

"With a solid strategic element, simple premise and gripping theme, Ghostel is a spooky delight that's great fun to play!" - [Jamie Gibbs, Geeks in Wales](#)

Ghostel is for 2-4 players, with a play time of 45-60 minutes. The game is for ages 12+ with components including:

- 1 Game Board featuring the hotel rooms and the score tracker
- 4 cute and custom Ghost figures
- 12 Phobia tokens
- 8 Ghostly Barrier tokens
- 4 Score tokens
- 87 Cards
 - 30 Guests, each with individual artwork featuring caricatures of real people!

- 20 Scare Tactics with creepy phobia icons: what do you fear?!
- 21 Spookie Favours with iconography from Rachel Dobbs
- 12 Terror Bonus cards to help make your scare more efficient!
- 32 six-sided Terror dice
- 4 eight-sided Terror dice

For more information you can visit the *Ghostel* Kickstarter campaign page:

www.tinkerbotgames.com/ghostel

About Tinkerbot Games

Tinkerbot Games consists of Bevan Clatworthy, Gino Brancazio and Tony Beard, three board game podcasters dedicated to bringing exciting new games to the table.

Tinkerbot Games produce a popular board game podcast which grew a large following rapidly by focusing less on game reviews and more on new aspects of the board gaming world. They are known for their interviews with experts in the industry, and for involving their listeners in interactive shows.

Bevan Clatworthy is a breakthrough game designer to keep an eye on. His designs have been highlighted in national competitions and he has been offered numerous publishing contracts. With the help of Gino and Tony, Bevan has decided to undertake the challenge of publishing his first game independently through Kickstarter.

Gino Brancazio hosts the Talking Tinkerbots podcast and was awarded two Wales People Awards for his contribution to projects that were calculated to have saved £22m/yr nationally. He runs a science based Facebook page with 68,000 followers, and has an interest in using 3D printing to develop board game prototypes and custom components.

Tony Beard splits his time between amateur theatre, medieval re-enactment and gaming. Tony loves the excitement of a new game, and a new story to be told, favouring games with great narrative and engagement.

For more information about the Tinkerbots and their podcast 'Talking Tinkerbots', you can visit the website: www.tinkerbotgames.com/about-us/