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About This Game

Reiner Knizia's The Confrontation is a turn-based strategy game pitting two players, Light and Shadow, against one another with asymmetric forces and hidden units.

Play as the beleaguered Light, embarking on a desperate quest to save the kingdom from the evil sorcery that has fallen over the land. Carefully guide your forces across the board, avoiding the awaiting dark side armies, and lead your Prince to the Stronghold to defeat evil at its source.

Play as the loathsome Shadow, rampaging across the land, destroying any Light character within your path. Seek out and destroy the Prince before he can succeed in his quest, or lay siege to the Capital with 3 of your units to conquer Light at its heart.

Deploy your forces, each with its own unique power, and fight your way through the land, using cards in combat to increase your strength or perform tactical feats to outwit your foe. Exploit special features throughout the landscape and powerful spells to navigate around enemy forces or ambush them as they attempt to reach their goal. Many will perish along the way, but will their sacrifices be in vain?

Like many of Knizia's designs, The Confrontation can be played casually between beginners or fiercely between master strategists – it's up to you and your opponents!

GAME FEATURES

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- Solo play versus multiple AI opponents.
 - Realtime online multiplayer.

Title: Reiner Knizia's The Confrontation
Genre: Strategy
Developer:
Offworld Games, LLC
Publisher:
Offworld Games, LLC
Release Date: 21 Sep, 2015

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Minimum:

OS: Windows XP+

Processor: min. 1 GHz

Memory: 512 MB RAM

Graphics: 1024 x 768 resolution

Storage: 300 MB available space

English







This game was originally a Lord of the Rings game and still has the feel of the theme (and I mean that in the best possible way) ... but, now, it's a "group of fellows' nobly trying to get a "Prince" (call him, I don't know, Fodor) to the heart of the enemy and bring about his "doom".

But, seriously, it DOES have a heroic feel to it: the villains are powerful, your fellows will nobly sacrifice themselves, and you can almost hear their dying gasps as they struggle to buy Frodo^H^H^H^H^H the Prince a precious path to creep toward victory.

Highly recommended time waster, especially if you like LOTR and can make the illegal substitutions in your head :). I would recommend this game if you have a rival friend and need a new game to settle the score.

This game is very very deep and fun.

Tactical strategy board game.

Perfect to ruin your friends mood on anygiven day.

No need to buy the expansion at first, try out the base game before going anyfurther.

. No it's not a review. It's a WARNING!

Damn I can't even win the "how to play". If you're a sucker for punishment ... just buy the game already.. I love it , Great price , fun strategy game. Well done.. A very solid implementation of Knizia's excellent, classic strategy game, LOTR: The Confrontation. As a huge LOTR nerd, I did not miss the theme as much as I thought I would - the quality of the game transcends the theme. This adaptation takes the already-minimal fiddily-ness of the the board game and removes the need to manage them yourself. For the card management and interactions between different character abilities, this is especially handy.

And it has cross-platform online multiplayer! Always a huge plus.

Buy this game, and then message me for a game.. Great board game conversion.

It has a Stratego style set up, but is much deeper with each piece having it's own powers and a numerical strength, piece placement is very important during board set up. You can see your opponents piece placement, but not what those pieces actually are.

Battles play out on a diamond shaped board with sixteen territories, your pieces can only move forward with some pieces and board spaces having powers that can allow exceptions to this. When you move into a territory with an opponent present, your opponents piece is revealed and a battle begins. Your strength and your opponents strength and power are revealed. You then play an additional card from your hand prior to the battle and then you and your opponent reveal cards simultaneously. Cards can generally only be used once and are not replenished until they have all been used. Your piece strength, special powers and the card you played determine the outcome. Get your Prince to the home territory of the shadow forces to win, or if your'e playing shadow forces, get three of your pieces to the light side home or kill the prince for the win.

Great game. Well implemented. I love seeing these great board games making their way to steam.

Multitplayer games play out in real time (no async) and the game does have an integrated chat box.

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