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Après avoir adoré le jeu de base et begins la première connection « Noir », nous avons testé entreese ce soir la prochaine extension (sorti prévue en juin) de Chronicles Of Crimes : «Welcome to Redview » Chronic Crime est un jeu d'enquete coopératif des Lucky Duck Games fonctionnant avec une appli portable pour les leftux scanner, personnages et index aussi inspector des scènes de crime en 3D ou réalité virtuelle. Ces nouveaux scénarios nous propulse à Redview, petite ville du Maine, and une ambiance nous rappelant Ça ou encore Stranger Things.L's nous permet d'incarner chacun un personnage avec des points de compétences ands plusieurs domain, Pour passerger des tests à sure moments and un esprit « jeu de rôles Encore une bell surprise car Chronicles Of Crime arrives à nous transporter facilement d'univers a l'autre. L'ajout des personnages et des test apportent une prise de risque and ses choix bienvenu. Year: 2018 | Player: 1-4 | Minutes: 30+ | Age: 14+ This Chronicle of Crime: Welcome to the review Redview is made after playing through all four cases. We have been sent a copy of this game by the publisher in exchange for an honest review. What is Welcome to Redview? Chronicle Crime: Welcome to Redview is the second expansion for the Chronic Criminal Cooperative detective game. In Welcome to Redview you were a group teenager in the 1980s who tried to figure out why weird things happened in your city. The expansion was designed by David Cicurel and Ghislain Masson, and it was published by the Lucky Ducks Game. Welcome to Redview Gameplay You can learn about the main mechanics of the game in our Crime Chronicle review. In Crime Chronicles: Welcome to Redview you play through the four-chapter campaign as the Mystery Gang of Redview, a group of teenagers investigating the local mystery. Each chapter occurred in a small town in the 1980s Maine and the characters you run can appear in various chapters. Unlike the Chronicle of other Crime cases that have been released so far, in Welcome to Redview every player is able to play as his own character. The characters have three skills: Fitness, Speech, and Mind. The app lets you know when you have the chance to do a skill test and you can usually choose between two or three of them. When you do the test, each player rolls their dead and adds their statistics to the roll. As a team, you hope to launch some success (five and six) equals the number of players. You'll get two successes if you launch seven or higher. Each character also has an energy token that they can use to wind up again if the team needs more success. You re-token your energy at the beginning of each new day. Since you play as a teenager in high school, you can't spend the rest of the night working on these cases. If you are Back in your tree house/home base at 10:00 p.m. every night, points will be deducted from your final score. You're often in the middle of a conversation or a search and have to decide whether or not you want to break your curfew command. Apart from those things, the game plays pretty much like a basic game; You ask character questions, you find leads in different locations, and you try to put them all together to solve cases. Goodness I like how every decision you make seems to change how the story plays out. I actually don't know if that's true or not because I'm just playing through every chapter once, but this expansion makes you feel like every decision thing, which adds just a little bit of tension to the game. Everyone knows everyone in this little town world of designers created, so an important part of your job is to know what to trust every time you ask someone about others in the city. That's definitely themed and it makes this expansion difficult enough because most of the people you're going to have something to say about every single person you ask them. I am so happy that each character card represents the same person through all four chapters. In the basic game and Noir, it's kind of violently seeing different people with the same faces and clothes as people you met in past cases. I really like cartoons/comic books looking at cards, location boards, and scenes in the app. This style sort of reminds me of Borderlands 2 video games. The new lead system works well. We stuck a few times and I like that the lead pushes us in the right direction without giving us too much information. Cons We decided to play one chapter every night of the game and, because this expansion was a four-part story, the plan was to look at every game of 'History' to refresher before we started a new chapter. Well, the app fails to save our progress every time, so we have no chance of doing so. That was a bummer and it made some parts of the second, third, and fourth confusing chapter. I REALLY don't like one of those cases/chapters. Our mission is to find something, so we found that something and thought we had solved the case. We thought we've done well, but we ended up getting a terrible score because we didn't face or heard about one important character that would give us information about something we've never heard of from others. That's frustrating. There are more tires in the app for these cases than those That wasn't a big deal, but it pulled me out of the world for a few seconds. Crime Chronicle End Thinking: Welcome to Redview is another solid expansion for this very solid game. The cool thing about this being an app-driven game is that most of the issues I have with it can be fixed in an update. Three out of four cases in this regard is my least favorite of all chronic criminal cases I've played with, but one of them is probably my overall favorite so far. I think Noir is a better expansion of both, but I still definitely recommend Welcome to Redview if you're a crime fan chronicle, especially if this theme interests you. Welcome to BGG Redview Links | Amazon | Cardhaus Thank you for spent time reading our Crime Chronicle: Welcome to The Redview Review! To stay updated on all things cooperative board games, follow us on Twitter, Facebook, or via RSS. Our critically acclaimed and award-winning cooperative crime investigation! €29.99 Everything you need for the experience of solving the ultimate tablet crime €79.99 €85.96 Basic games and Virtual Reality glasses in a discounted pair! €38.99 €41.98 Being a personal eye in LA 50's! €19.99 Join your friends in 1980-ad to solve the mystery, before the order curves! €22.99 Immerse yourself in a crime scene with this €12.99 © 1996-2015, Amazon.com, Inc. ou ses filiales. Unconsonible image pour la couleurÀ: Chronicle lucky duck game Crime has managed to blur the line between board games and applications with outstanding integration. The basic game casts you as a modern detective to complete some murders, with the help of various experts. This works through an app that manages and serves elements of the story depends on how you question people and approach evidence. This is all operated via a QR code. For example, to head over to your location only scan the location of the QR code. Scan their cards. Want to then ask them about fingerprints left at the scene? Scan the relevant evidence. It's a simple but elegant system that sees apps cleverly translating scanned items into relevance – scanning footprints and you'll ask people the size of their shoes for example. In the first expansion, Noir, you lose access to your mobile phone and the specialist team is on standby but get some action. Getting nowhere with potential witnesses? Try to groan or intimidate them. A burning security guard blocked your way to the crime scene? Rest later. Capture is a character remembering your actions and reacting accordingly. Welcome to Redview, perhaps, shaking the most formula by breaking the police/PI corner in favor of a mash-themed scooby Doo/Stranger Things. This time you play as a bunch of teenagers, with a curfew and all. The character you selected continues games because of the story of a small town with a big secret lasts. Each character comes with their own player sheets that list their statistics and hold energy tokens. Instead of being limited to four actions, you perform skill tests in one of the three areas that result in failure or pass. Skill tests performed by chest rolls and dace can be relaunched at the cost of energy. Application interaction works way but it is proof of the strength of the system that feels appropriately different. As a teenager you have no similar presence as previous stories, and this really comes through. Break down your 10-night curfew to see what I mean! Finally, the Crime Chronicle represents a great purchase of whichever adventure you take, and at the cost of a small entry it's worth taking them all. Player: 1-4 Time: 30-90 Minutes Of Age: The 14th notice is given notes after completing ALL existing scenarios: those in the base box, additional scenarios paid for, the first Black extension and therefore to settle them in this extension, which makes a total of 18. Until then impressed with the overall quality of the game, from writing to directing through wealth and diversity of scenarios, except for one or two poorly; Impressed with the tension and ribbons brought by them, and while I was looking forward to the final apotheosis with Welcome to Redview, I must say that I fell from above, from very high. Surely with Redview, don't expect to return to the previous level of scenarios. These four expansion scenarios are intertwined and immersed you in the fantasy/science fiction universe that is not the most interesting, if not bland. Sometimes you feel like you're in an episode of Scooby doo... but in a bad episode. It doesn't mature and manigo as much as possible. The addition of character cards and dice systems that enable to get accurate action is totally irrelevant and I play without. Chronicles Crime is already excellent and does not require this type of input, instead new action in Black proved useful and excellent in terms of gameplay. It wouldn't be a big deal if the scenario had been convincing ... Icing on this desolate assessment cake, the end result is... grotesque, revealing a common ridiculous thread around these four extension scenarios. So I strongly advise edcy his takeover, even if you're a Crime Chronicle fan. 5 people found the study was useful

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