

Board Game Geek

Ranking Analysis from 1 November 2022

Nick Kempe

What makes a board game great?

***according to BGG users**



Skrew Nov 2022



Golden, Colorado · United States

This overhyped thing does not belong in the #1 spot or even a top 10. It's a niche, clunky, generic campaign dungeon crawl only the most hardcore cardboard punchers enjoy. A lot of reviews rate by the steam version... let's rate the board game and not the video game (which is trash when compared to other video games). you'll spend an hour punching out the components and another two hours trying to get it all back in the box. Featuring the most generic art you've ever seen in a board game.

Scales horribly: it's insanely difficult at 2p but then insanely easy at 3 or 4.



The box is clunky & good luck putting all of the components back in the box that's definitely broken by now. Ugh, I hate this game.

Analogy to describe this inaccurate representation of a #1 game: American cheese is the best cheese in the world. It just can't be true. Unbelievable.

Data Collection:

The BGG List



1		Gloomhaven (2017) Vanquish monsters with strategic cardplay. Fulfill your quest to leave your legacy!
2		Brass: Birmingham (2018) Build networks, grow industries, and navigate the world of the Industrial Revolution.

```
<div id="status_objectname1"></div>
▼<div id="results_objectname1" style="z-index: 1000;">
...
  <a href="/boardgame/174430/gloomhaven" class="text-decoration: none;">Gloomhaven</a>
  <span class="smallerfont dull">(2017)</span>

```





🏰 RANK: OVERALL 1 THEMATIC 1 STRATEGY 2

8.7

Gloomhaven (2017)

Vanquish monsters with strategic cardplay. Fulfill your quest to leave your legacy! ✍

53K Ratings & 9.3K Comments · [GeekBuddy Analysis](#)

1–4 Players

Community: 1–4 — Best: 3

60–120 Min

Playing Time

Age: 14+

Community: 14+

Weight: 3.89 / 5

'Complexity' Rating ⓘ

Designer: Isaac Childres

Artist: Alexandr Elichev, Josh T. McDowell, Alvaro Nebot

Publisher: Cephalofair Games + 11 more

[See Full Credits](#)

Data Collection:

The BGG API

```
import boardgamegeek
from boardgamegeek import BGGClient
bgg = boardgamegeek.BGGClient()
```

Data Collection: The Money Shot

Buy a Copy

STORES

amazon Amazon

y (39 listings)

For those who do not speak the language in which this game is published, how language-dependent are the components (aside from the rules)?

	Your Answer	Vote Percent	Vote Count
No necessary in-game text		1.6%	1
Some necessary text - easily memorized or small crib sheet		0.0%	0
Moderate in-game text - needs crib sheet or paste ups		3.1%	2
Extensive use of text - massive conversion needed to be playable		68.8%	44
Unplayable in another language			

(MARKET

 Gloomhaven (German second edition) (201

 Gloomhaven (English edition, fourth printing

 Gloomhaven

Data Analysis:

My hypotheses

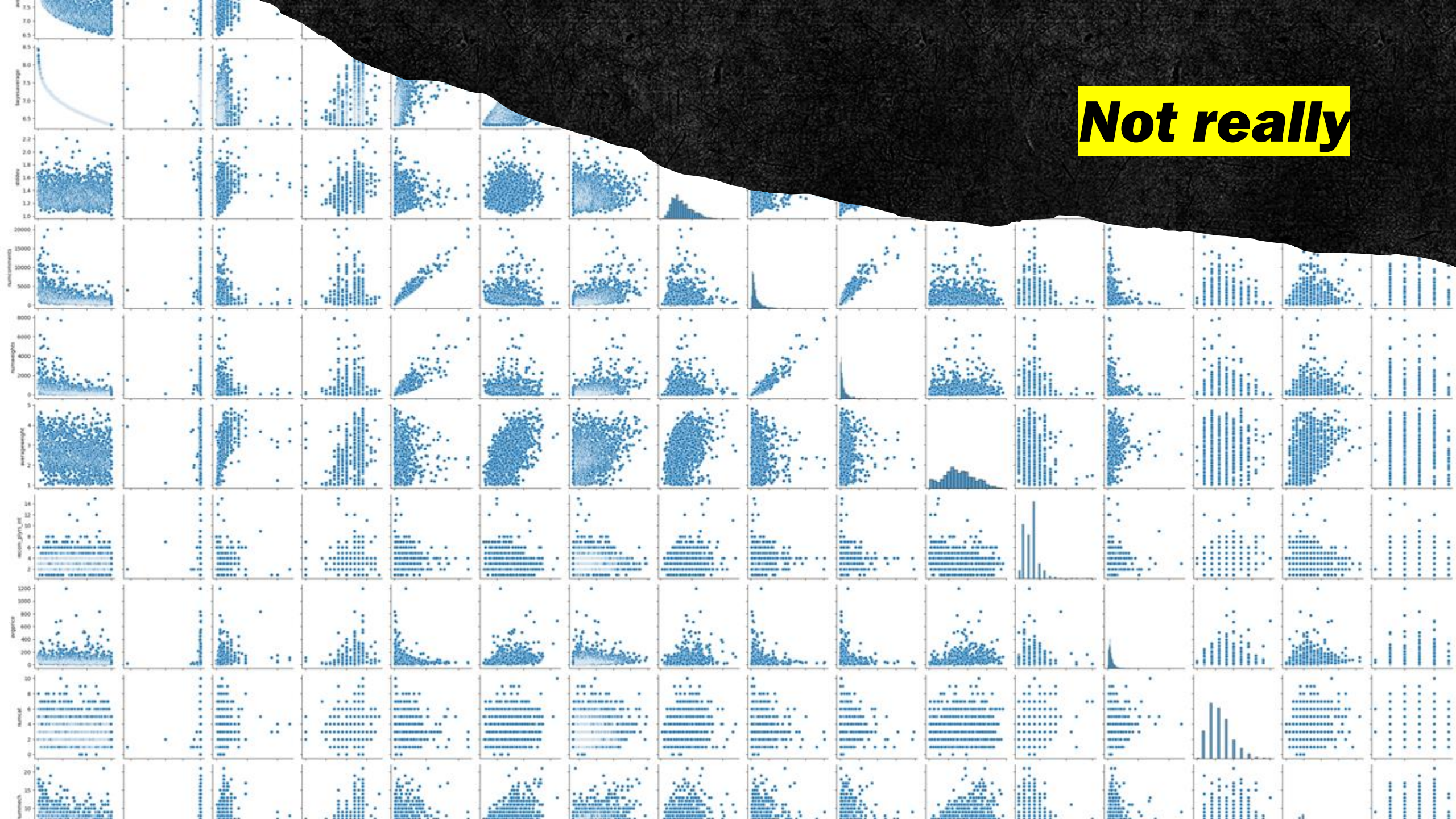
- #1 Heavy games will be higher ranked.
- #2 Category representation not linked to sales.
- BGG: "almost all users prefer modern games that exhibit advancements in game play and component quality since Monopoly was first published."

Data Analysis:

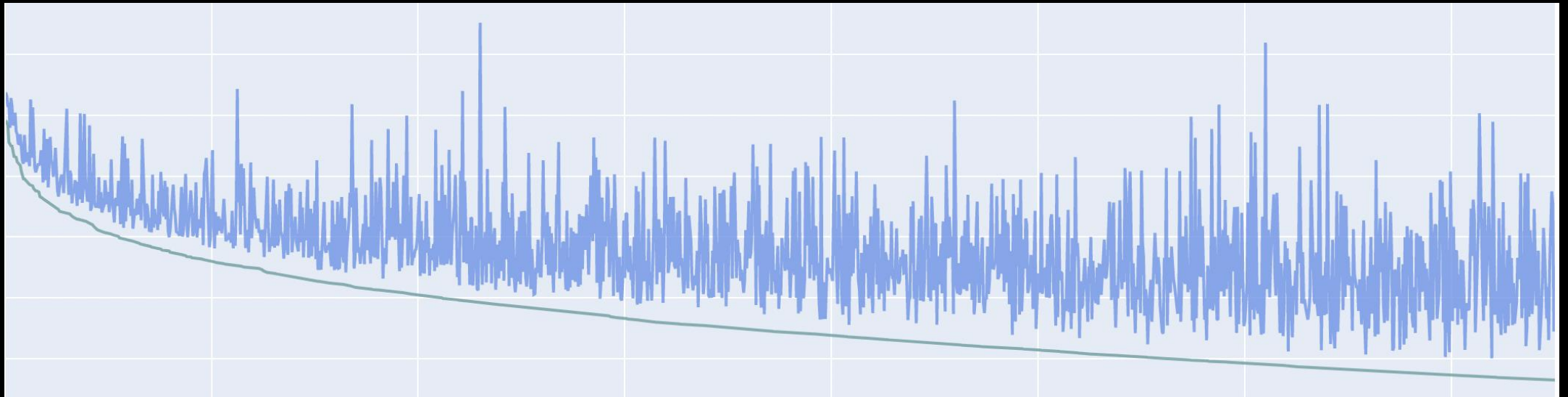
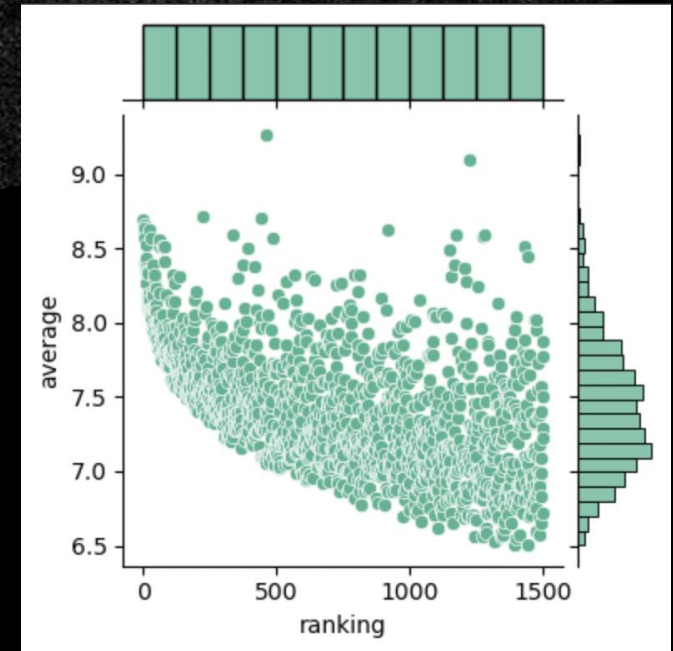
Was BGG right?

Was I right?

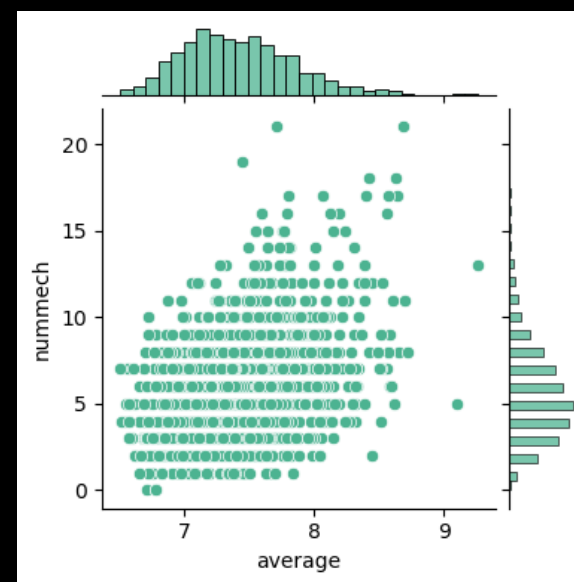
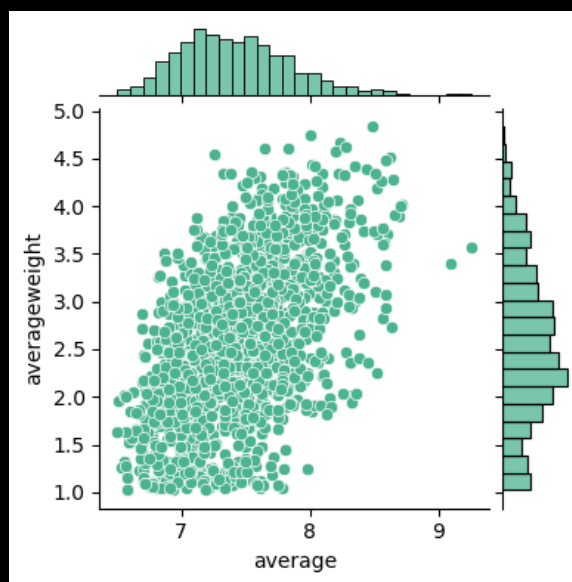
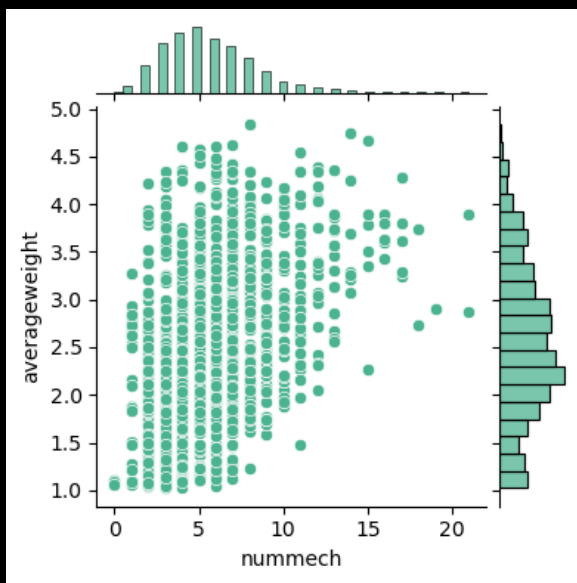
Not really



***Popular games
are popular***



#1 The heavier the better.



"I wan' em real thick an' juicy."
-Sir Mix-a-Lot

#2 Category representation not linked to sales.

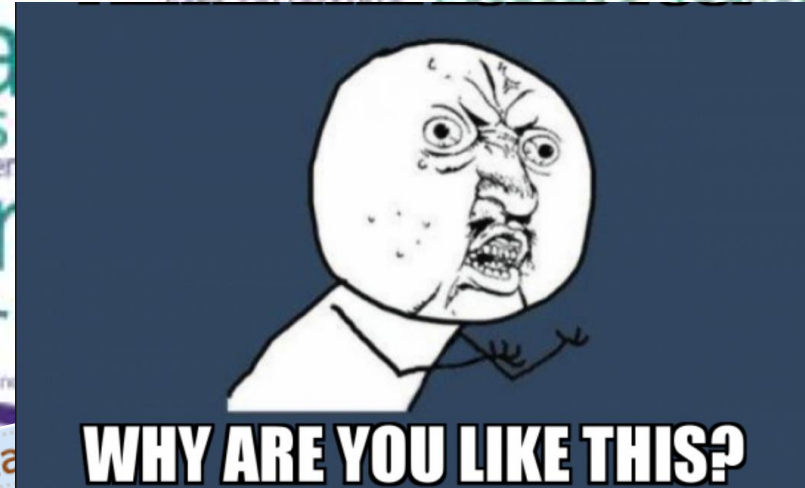
This analysis will be delivered in a future sprint.

```
#fantasy 255 + 59 = 314
```

```
topcat.index[1] == topcat.index[28]
```

✓ 0.1s

True

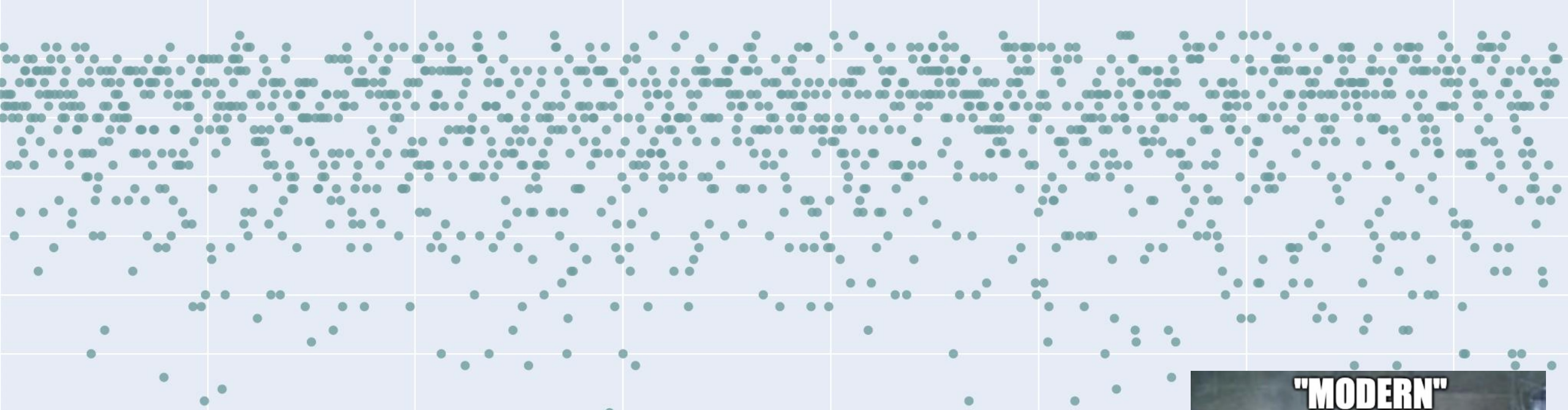


```
<a ui-sref="geekitem.ratings({status:'own'})" class="button">85K </a> == $0
```

```
#deduction 38 + 71 = 109  
topcat.index[19] == topcat.index[28]  
✓ 0.2s  
True
```

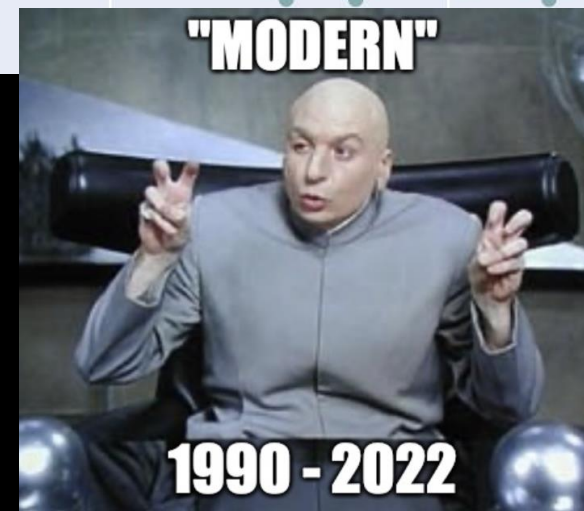
```
topcat.index[26] == topcat.index[124]  
topcat.index[25] == topcat.index[63] + 61 = 124  
✓ 0.1s  
True
```

```
#card game 280 + 120 = 400  
topcat.index[0] == topcat.index[9]  
✓ 0.3s  
True
```

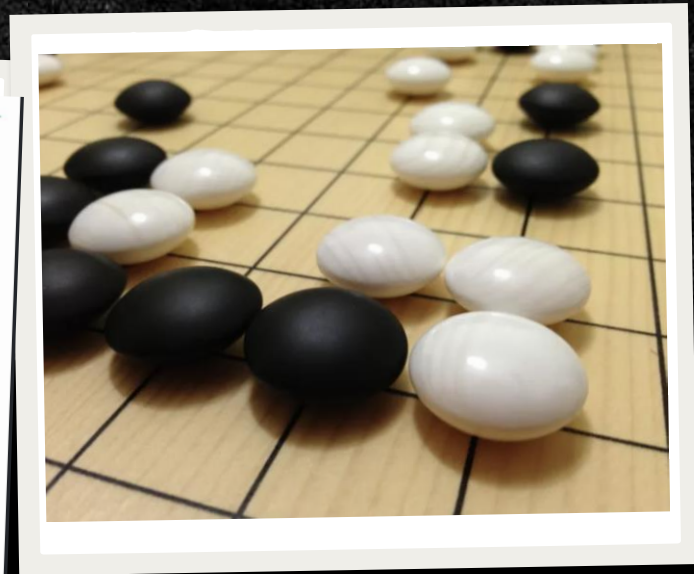
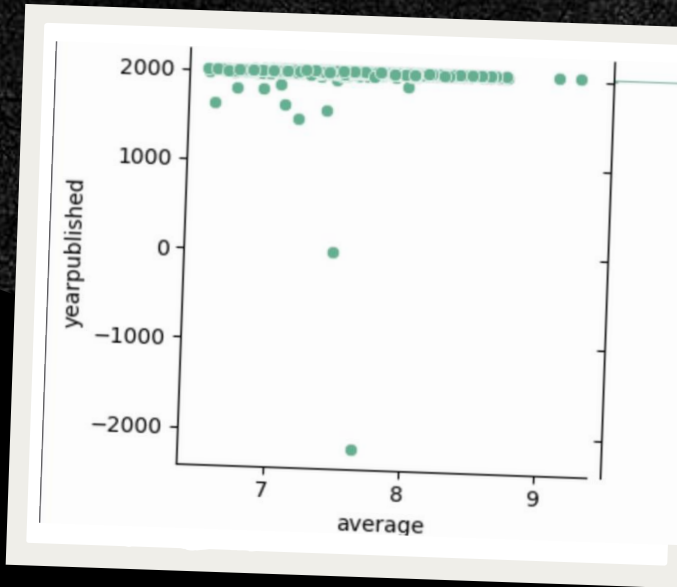



BGG:

"almost all users prefer modern games..."



Outliers?



One story has it that Go was invented by the legendary Emperor Yao (ruled 2357-2256 BC) as an amusement for his idiot son.

An excellent game - I need to check out this online gaming option to address the problem of how long it takes to play combined with how big it is to leave set up for the weeks it takes to finish.

-Nick West [bgg.com/6833/user-review](https://boardgamegeek.com/user/NickWest)

	playingtime	name	ranking
479	1200	The Civil War 1861-1865	1480
81	1200	Sleeping Gods	82
892	1000	The 7th Continent: Classic Edition	1393
70	1000	The 7th Continent	71
56	999	Legacy of Dragonholt	1057
73	900	RAF: The Battle of Britain 1940	1474
52	720	Mega Civilization	1253
93	480	Paths of Glory	194
88		D-Day at Omaha Beach	639



Outliers?

What did I learn?

