

Rotaris (2010)



Rotaris is a 2 player abstract strategy game created by Andreas Dante and published by Sphinx Spieleverlag in 2010. It comes with one game board, 15 small white marbles, 15 small black marbles and instructions in many languages, including English. The plastic case that the game comes shipped in can also be used to store the game as it keeps all the marbles from moving around.

The board itself contains 3 rings of marble holes: 12 on the outer ring, 12 on the middle, and 6 in the center. The middle and center rings however, are separate wooden pieces and can rotate 360 degrees. The board has a snowflake pattern to help when rotating the rings.

I found that the ring pieces can be a bit difficult to move, even with the help of the little wooden handles that are on each of the rings. You definitely have to apply a gentle touch. On the other hand, I really like the wooden feel of the board. It makes the game feel very elegant, in my opinion.

The aim of the game is to get 5 of your marbles in a row. This would be simple if not for the rules of the game. Each turn, a player must take 2 actions:

- 1) Rotate the center ring alone, or both the center ring and middle ring 60 degrees clockwise (IE, the snowflake pattern should never be messed up).
- 2) Place a marble of your colour in a hole.

[BGG [review](#) excerpt by Frances McGregor, 2011]