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REINER KNIZIA INTERVIEW

Hello Reiner, how did you come up with the idea for Tigris and Euphrates?

I believe that history provides many powerful gaming themes. Mesopotamia, as one of the cradles of civilisation, has a very high appeal. It is an ideal setting for a civilisation building game. A lot of research into the subject provided the necessary background for the game development.

What does this game represent for you? Has it influenced your career?

Tigris & Euphrates is one of my early classics. It is my second winner of the German Game Prize (in 1998), after my first winner, Modern Art (in 1993). My early classics certainly had a strong influence on my long term career, and they are still held in high regard by many players to date.

When you think of Tigris and Euphrates, what are you most proud about? What are its major strenghts?

I am most proud of Tigris & Euphrates being rated at the top of the BoardGameGeek list for many years. It is one of my most complex and challenging games, even though its basic structure is easy to learn. I believe that the game very nicely reflects the rise and fall of many dynasties during the growth of civilisation in Mesopotamia. The scoring mechanism does not allow you as a player to show any weakness if you want to succeed.

If you remade it today, would you change anything?

Nothing! I believe Tigris & Euphrates is still perfect as it is and has stood the test of time well.

What kind of player would love playing Tigris and Euphrates? Who should have it in their collection and why?

The answer to this question I prefer to leave to the critics or the enthusiastic players.

Thank you Reiner and congratulations for your great games!