



On Sunday 17th September the jury of the Gioco dell'Anno (Game of the Year) chose **Potions Explosions** as game of the year 2016. The game was devised by Stefano Castelli, Andrea Crespi and Lorenzo Silva and published by Horrible Games.

**Potions Explosions** is a game for 2 to 4 apprentice magicians. The focus of the game is the holder for picking up and storing the marbles which represent the ingredients of the potions.

The similarity of the design of the game to recently released game apps will also appeal to novice gamers.

The broad appeal of the marbles and illustrations disguise a challenging and complex game strategy. As the player gains points by completing his/her potions, he/she interact ever more closely with the other players.

The game is quite short, but victory remains uncertain right up to the last moment.

The other finalists in the competition of Gioco dell'Anno 2016 were **7 Wonders Duel**, **Celestia**, **Codenames** and **New York 1901**.