



## COGZ ; Concentrate! Create! Fix the Cogtraption!

PERTH, AUSTRALIA, December 23, 2014 /EINPresswire.com/ -- Gather round players and fix the Mad Professor's Chromatic Cogtraption. He is bound to be angry when he finds out someone broke it. Are you the Cogineer who can fix it and save the day? More importantly, can you fix it before he returns?

In the new game, COGZ, your goal is to match colored tiles, collect points, and generally repair the Chromatic Cogtraption before the professor returns. This is a strategy game, suited for ages 8 and up, that can be played by 2 to 6 players. Players need to place tiles to create color paths or to lock a section by creating a circle, known as a mechanism. Points are awarded according to how many links are made with each tile, and how many other tiles connect to the pathway made by the player's links. Game equipment includes color tiles, marker pieces, scoreboards and a copy of the game rules – as well as a cogged device that tracks the number of turns until the Mad Professor's return – a number that varies with the number of players.

COGZ is designed to be a family-style table-top strategy game that can be played in about 30 minutes. However, LUDICROUS COGZ is played using a carpet-sized set of tiles and comparably sized game equipment – perfect for conventions, events or organizations.

Gameplay is deceptively simple. Players compete to develop the best strategy, while competing with other players to create the best color path or to lock areas of the board so they cannot be changed. Furthermore, when a player replaces a tile during game play, he or she picks up the tile that is replaced. This gives an added element of strategy as the player is not only focusing on the points possible from a particular move, but also should consider the potential placement of the newly



acquired tile.

COGZ is endorsed by Mensa as a game that encourages development of pattern recognition, planning and strategy. With six or more players, it is a social activity. It even has a team variant appropriate to develop cooperative learning. It has received excellent reviews from agencies such as Board Gaming Association, WABA, and Ender's Reviews on Game Board Geek. Players who have had a chance to play it say that they can hardly wait to get their hands on their own copy of the game.

COGZ is the brain-child of Wesley Lamont, lead designer at RAEZ. He has a Masters in Design, and teaches design at several tertiary institutions while working as designer. Lamont has designed more than 100 games, and has 30 games that are in prototype stages.



The game will be sold through RAEZ website after completion of the Kickstarter Crowdfunding event that is going on right now. By pledging to the Kickstarter, contributors will be able to obtain the game for play. Donations can be as low as \$1.00, but at \$10.00, participants can download and print out a playable version of the game. At \$42.00, they can get a full, printed copy of COGZ. There are also book marks, wallpapers and posters available. Substantial contributions can net the donors multiple copies of the game, or even the floor-puzzle style LUDICROUS COGZ. Some donors can also select character names, and become part of the game. Rewards also include lectures and face-to-face sessions with Wesley Lamont, with possibly even a six-hour session geared toward schools or events. The game design is lovingly detailed, and everything fits the steampunk "cogz" nomenclature and theme.

The [COGZ crowdfunding campaign](#) has already tripled its original goal, completed all the basic stretch goals and is chomping away on the last stretch goals. These include a box-set version that has metallic foil printing, embossed effects and more. That says a lot about the quality of this particular game. It doesn't hurt that COGZ includes free shipping via International Airmail to anywhere in the world. Just to add to the fun of it all, if you look closely at the mad scientist in the game, you will notice that he looks very much like designer Wesley Lamont. Wez (as he is sometimes known) might not be a mad scientist, but he has certainly invented a crazy game that can be played at multiple levels of difficulty.

About: RAEZ ([www.raez.net](http://www.raez.net)) is a design company that is now concentrating on high quality board and digital games. They plan to create a set of interwoven, high quality games. Wesley Lamont is the lead designer for RAEZ.

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