

GAMBONANZA

Gambonanza is one of the most interesting and well rounded rogue-likes I have played in a long time. It creates challenges with a system that fights back as you play and forces hard decisions and sacrifices along the way. This game does not hold your hand whatsoever, it is actually where the game struggles the most in my opinion. I enjoy the challenge, but gaining money is uniquely hard in this game. However, It provides a great style of gameplay that forces you to prioritize gambits and other things over elements you directly play with in game. There is a lot of content and the requirement to win a run is a lot longer than expected.

UI

To start, this game is beautiful and keeps its style consistent as you play through it. The FTUE explains the buttons, icons, and HUD well enough that you understand the concepts of the game, but also gives you the opportunity to explore on your own as you play. I enjoyed this a lot. Extremely straight forward and loudly obvious. It is hard to misrepresent what it is they're saying. They have built an encyclopedia into the gameplay that shows you what certain terms mean in case you've forgotten.

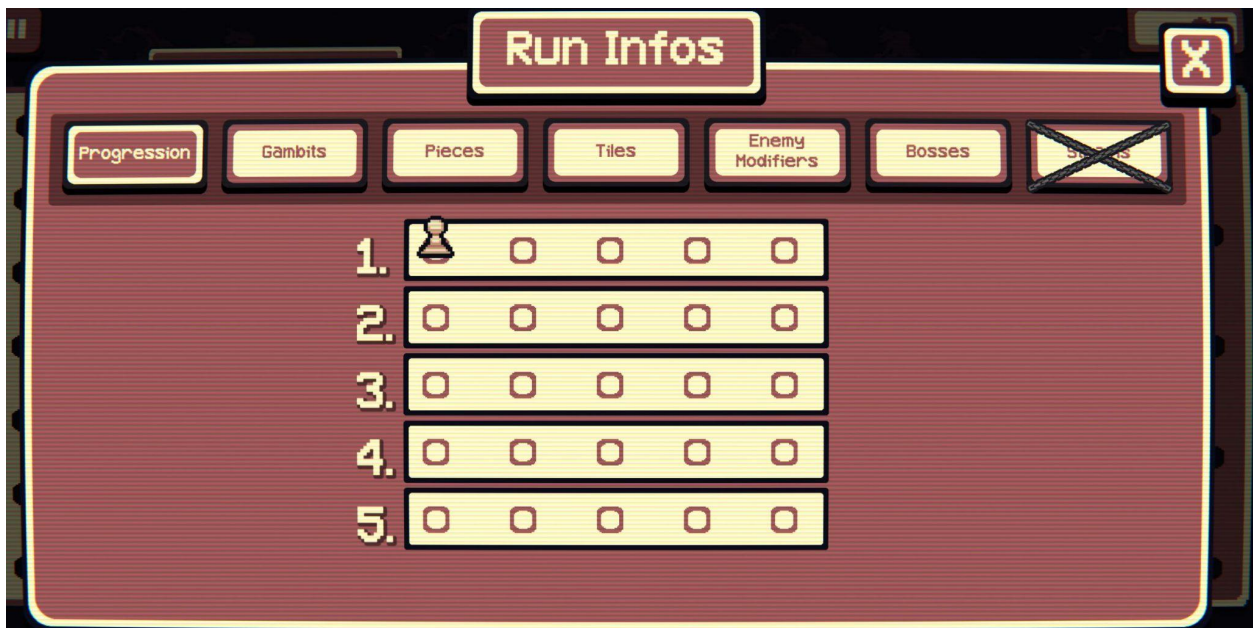
UX (Controls)



Drag and drop and Click to move are perfect options to have in a game like this, especially one on mobile devices. Giving users the freedom to choose is liberating and prevents a lackluster UX with misclicking and even fatfingering. I went to look for this feature after slipping and moving a piece to a wrong spot. Perfectly convenient



I have no clue what locking/unlocking something does in the shop. I have never seen it make a difference yet, one of the few unexplained things. Although warned



Literally everything there is to know about the game can be found with the run info button. This is nice because although the game explains everything as you're experiencing it, there is still a lot of content. This is great