

Burgle Bros. License



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About This Game

Burgle Bros requires stealth, planning and a little bit of luck. In the tradition of classic heist movies like Ocean's 11 and The Italian Job, you assemble your crew, make a plan, and pull off the impossible.

Push your luck or play it safe - your decisions impact everyone on your team.

Choose from a cast of characters with unique powers.

Be sneaky - Find clever solutions to get out of sticky situations.

Rogue-like - each game is a unique dynamic puzzle.

Swap floors and think in 3 dimensions to evade the guards

Use cool tools like a Smokebomb, EMP - even Donuts!

Title: Burgle Bros.
Genre: Adventure, Indie
Developer:
Fowers Games
Publisher:
Fowers Games
Release Date: 29 Nov, 2017

a09c17d780

English

MENU

LOG EVENTS

1st FLOOR

STAIRS

2

Move 1

Peek 1

Actions Left 4 END TURN

THE ACROBAT

Keypad Rolling...

MENU

↻

↑ 1st FLOOR ↓

LOG EVENTS

TO ENTER, ROLL DIE. OPEN ON 6
ADD DIE EACH ROLL

KEYPAD

Actions Left

1

END TURN

THE JUICER

By the Juice

...

MAIN MENU



THE RIGGER



THE PETERMAN



THE JUICER



THE ROOK



Choose your Team

Drag Characters to Slots



Saves

Selected Heist
Bank Job

Normal



Select Heist

START



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Burgle Bros. is an adaptation of the co-operative board game of the same name. What a co-operative board game is for those who don't know is that you have 1 or more people playing against the game itself. Normally each person playing controls a single character in the game and the players work together to try and reach some success objective, however these games are usually also 100% playable by just a single player controlling 1 or more characters. In fact, most similar games on BoardGameGeek have verified by the community as playable by 1 player.

In this particular co-operative game, you (and maybe your friends), are controlling a group of robbers trying to rob a building of some description(it's not exactly clear). To do this, you have to sneak around 3 floors of rooms while avoiding guards who are trying to catch you. If a single character gets caught too many times its game over. Each room typically has special abilities, most of them involving things you have to do to avoid setting off alarms, and each character has special abilities to help you avoid getting caught.

I'm not going to pass too many judgements on whether the game is good or not, I greatly enjoy co-op board games like Pandemic, Flash Point: Fire Rescue, and Hanabi. This physical version of this game is higher ranked on BoardGameGeek than the latter 2 so its in good company in that sense. I had fun in the short amount of time I played of it. I was controlling 3 characters and cleared the first floor fairly quickly (except for a point where I missed getting a single 6 on 10 d6s, that was pure board game salt). My impression is it will be challenging to get through floors 2 and 3, which is exactly what I want in these types of games, but I'll have to hold off judgement until I finish a full game. I will however delve into some technicals.

I'm fairly certain this is a Unity game, because it has the same launcher that most Unity titles do. It also has the same "Soaking up way too much system resources" issue that most Unity games do. I didn't have any crashes but I did feel my fan putting in some overtime to keep my low end systems temperature down. The game itself also had a few weird quirks. I was playing in windowed mode, and if I clicked out of the window, reentering would cause the music to reset. The textual presentation is also just, inconsistent. After completing the tutorial it gave me an output screen of scoring from the game and it just looked, I don't know how to describe it, messy? In my mind though these are all minor gripes.

The other thing which is essential, there is no online multiplayer. For me this is actually a positive because it means I paid 5 dollars to get the board game which I can easily play with friends using just skype and some free screensharing software, or even in person in hotseat. For a lot of people though I would imagine they would prefer to spend 20 dollars for 4 copies, be able to give 3 to friends, and then all just play online.

THE FINAL VERDICT

I think if you enjoy Co-operative board games where 1 or more people are fighting the game itself to come out victorious, this is more than worth your while, especially at the extremely low price of 5 dollars.

Note: If I play more and technical issues arise, I'll edit them in here.

EDIT: There were some minor rule related glitches where the game didn't let me take actions that I'm fairly sure were legal. This didn't prevent me from finishing a game though so I'm fine letting it slide, for the purpose of this review. There's a handy report bug button in game if you run into similar.. as owner of the board game i thought i would try the digital version.

What can i say?well its as maddeningly difficult as the board game but that difficulty is what makes you stand and shout smack talk at the computer when finally you make it. (my wife is not so keen on this).

Its a great game on and off the PC. I would reccomend you buy everything this games developer does except of course for paperback (stupid dyslexia mumble mumble). It's a pretty weak game to begin with and the programming is clearly a port from a mobile version. It was at least a cheap way to know that no one should ever play this game.. Very clever

implementataion. Makes me want to buy the actual board game.. A hoot-and-a-half. A challenging, yet light-hearted heist board game at an incredible price-point...can't beat that. The board game vesion is kind of hard to find, thankfully, this game gives you everything you want, and it does a better job monitoring your actions, than people (ie human error). You'll never sneak through a camera room or pass through an open-air platform without being pinged by a guard in the digital version.

With multiple board layouts, the full range of characters, each of whom can be upgraded, effectively giving you twice the number of characters to choose from (once unlocked)...loads of replayability.

The thematic music is a huge plus as well. It really sets the mood.

Despite the simplicity of play, and objectives that seem easy to attain...the game is just frustratingly difficult enough to challenge the most die-hard board gamer.

Two big thumbs up!. I enjoy a good board game, who doesn't it?

But this mobile port suffers a few problems.

Primarily because it randomly crashes.

You're expected to control one to four characters.

Your only opponents are the patrolling guards.

There are different maps to choose from.

Some are larger with more floors.

There's no Achievements or Trading Cards.

I did not find the tools very helpful.

The goal is to collect all the loot and escape to the roof.

Unfortunately, the loot creates the biggest nuisance.

The difficulty setting only affects how many sleuth tokens you're initially dealt.

I would recommend this if the crash bug was fixed.

I love cooperative board games, but have never played this game before. I bought it to see if I would like to maybe get the real thing for my family. I have to say, I love it! It is a lot of fun although it took a little bit to learn the game. I played a dozen games before I won once. Very addictive and I am sure it will get a lot of play.

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