



**Boardgame**news  
the world of boardgames

HOME  
NEW TO BOARDGAMES?  
NEW TO THIS SITE?

GAMESTORE DATABASE  
CONVENTION CALENDAR  
GAME CLUBS & GROUPS

NEWS  
COLUMNISTS  
FROM THE EDITOR  
GONE CARDBOARD  
PREVIEWS  
REVIEWS  
SPECIAL FEATURES

CONTACTS

LINKS

RSS FEEDS 

REGISTER

DONATE

ADVERTISE

Advertisements

*\*Fantastic Games*  
*\*Fantastic Prices*  
*\*Fantastic Service*



## Yet Another Sudoku Game? Günter Cornett Presents His Take on the Genre

Gamers have been slammed with Sudoku board and card games over the past couple of years, so it might seem odd for yet another one to debut in mid-2007 after the apparent crest of the trend, but Günter Cornett has created a different take on the game, one that turns it into a pure two-player abstract.

In Cornett's version, which is called Sudoku Moyo, the central region remains neutral ground, while each player owns and plays in four of the remaining regions. Players have all their pieces (black or red) available to them, and their goal is to create unplayable spaces in the opponent's fields. Whoever does this best wins. The board is a tabletop-sized production, and you can see [pics of Sudoku Moyo](#) on the Intellego Holzspiele website.



Source: Günter Cornett

Posted by W. Eric Martin on 07/26 at 07:30 PM in [News](#), [Boardgame News](#) / 217