

## PRESS REVIEW



### WAREHOUSE 51

#### GAME PRESENTATION



The year is 2038. After decades of borrowing money from China, Japan, Russia, Brazil, and the rest of the world, the USA finally went bankrupt.

In a last attempt at raising some money, the federal government has decided to auction its most secret treasures: the artifacts and relics gathered during its years of wealth and power, stored in the well guarded [WAREHOUSE 51](#).

WAREHOUSE 51 pits players against each other, bidding for these legendary objects. The billionaire who can make out with the most valuable items, while also avoiding the perils that accompany these mythical items, will come out ahead in life.

*Editor: [Funforge](#)*

*Authors: Bruno Faidutti, Sergio Halaban and Andre Zatz*

*3 to 5 players*

*8+*

*45 min*

ARTICLES & VIDEOS



Warehouse 51 - Gen Con 2015

[Access the video.](#)



Warehouse 51 Bidding Card Game Review

[Access the video.](#)



[Access the video.](#)



Gecon Bonanza 2015: Warehouse 51 Interview

[Access the video.](#)



Warehouse 51 Review - with Tim Jenette

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Warehouse 51: Starlit Citadel Reviews Season 4

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**Warehouse 51 Review - with The Game Boy Geek**



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WAREHOUSE 51: Game about auctioning cool mythological relics? Yes please!

I'm an idiot. I was sent a sample of Warehouse 51 and somehow it was a version with a French deck inside. Along with it they sent the correct English version - so what do I do? Bring the game sans-English deck to game night. Like I said, I'm an idiot. Blunder too since I was super excited to play this game's theme sounds awesome. Fast forward to the next game night when we don't have rely on my decades-old très mauvais français to play and we had FUN!

Here's the premise of Warehouse 51: It's 2038 and the United States went bankrupt after years of borrowing money from the rest of the world. In a last attempt at raising some money the federal government had decided to auction its most secret treasures: the artifacts and relics gathered during its years of wealth.



Quote: « Overall I enjoyed Warehouse 51. It played easily within 30 minutes, but that might have been because we resolved auctions pretty quickly! The artwork is great, the theme is fun, and it's easy to pick up on. »

[Access the article.](#)

## ZOMBIE CARROT

### Tabletop Game Review: Warehouse 51

BY ADAM | DECEMBER 6, 2019



Tabletop Game Review: Warehouse 51

**Warehouse 51** is a tabletop auction game with a supernatural twist from Passport Game Studios.

In *Warehouse 51* players are billionaire antique collectors bidding on the secret relics and now bankrupt US government trying to build the best collection. It's playable by 3-5 players in about 35 minutes. Players begin Warehouse 51 by sorting the relic cards by color into four facedown decks. The pawn broker tokens and twenty gold ingots are placed next to the relic decks and each player gets ten ingots and a player aid. The counterfeit deck is shuffled and a number of counterfeit cards, determined by the number of players, are placed between each pair of players. Each player secretly looks at the counterfeit cards to their left and right. Then the game begins.

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Tabletop Game Review: Warehouse 51



Tabletop Game Review: Warehouse 51

Quote: « So I think that people are going to be really impressed and surprised with how much they get out of a seemingly small and simple game. »

[Access the article.](#)



## Warehouse 51

Posted on December 19, 2015 by gschloesser

*Design by Bruno Faidutti, Sergio Halaban & Andre Zatz*

*Published by Fun Forge / Passport Game Studios*

*2 - 5 Players, 45 minutes*

*Review by Greg J. Schloesser*



At the end of the classic Raiders of the Lost Ark film, an anonymous clerk is seen wheeling a large crate containing the fabled Ark of the Covenant into a cavernous warehouse that is filled from floor to ceiling with thousands upon thousands of other crates. One can only presume that these crates also contain treasures and artifacts from antiquity that have somehow made their way into the hands of the U.S. government. As one would expect from the obese government bureaucracy, this newly acquired priceless treasure will likely be stored and quickly forgotten, lost in mountains of records that will go unseen for eternity.

Quote: « The presence of benefits, curses and forgeries helps add more interest to the game and allows for more difficult decisions. »

[Access the article.](#)



## Review: Warehouse 51

By Derek Thompson

One of the breakout hits of last year was *Sheriff of Nottingham*, the first of the Dice Tower Essentials line and one that I think finally put the names of long-time design team of Sergio Halaban and Andre Zatz into the minds of American gamers. They've since teamed up with Bruno Faidutti for the small-box auction game *Warehouse 51* from Funforge and Passport Game Studios, which was just released at Gen Con 2015. With a design team known for bluffing games and chaos, can we expect the same from *Warehouse 51*? Here's a reminder of my scoring categories:

**Components** - Does the game look nice? Are the bits worth the money? Do they add to the game?

**Accessibility** - How easy is the game to teach, or to feel like you know what you are doing?

**Depth** - Does the gameplay allow for deeper strategies, or does the game play itself?

**Theme** - Does the game give a sense of immersion? Can you imagine the setting described in the game?

**Fun** - Is the game actually enjoyable? Do you find yourself smiling, laughing, or having some sense of satisfaction when it's over?



**Components:** Let's start with the art. As explained in detail [here](#), Brazilian artist Rafael Zanchetin had very little time to do this project, yet this is some of the absolute best artwork I have ever seen in any game. This was his first board game, and I sincerely hope it isn't his last. The game is just breathtaking to look at, and I love the big, detailed player boards. I also feel like the game has everything just right: standard card size (we sleeves salute you!), clear iconography and text, nice cardboard bits, a box with a small and standard size (*Jajpur*, *Citadel*, etc.), and an aggressive price tag in this day and age (\$25 MSRP). The insert was take-it-or-leave-it, but I pitched it when I sleeved the cards (everything still fits just fine). A++ here for the artwork alone.



**Accessibility:** This is one of the simpler auction games I've played. It's maybe not quite as easy as *For Sale*, but it's quite close. For the most part, it's just a standard auction game, with three great twists, that are all easy to explain. The first is that every player knows about two cards (and shares that information with different players) that are counterfeit and won't score at the end of the game, which is one of those rules that accomplishes far more than what it says, but is plenty simple to understand. The second is every card has a special ability, and the nice thing here is that because you auction one card at a time, you don't have to know all the cards right away. While I'm on this one, a brilliant move components-wise was to not have the abilities on the Counterfeit deck, so even if you know a card is counterfeit, you won't give it away by forgetting to look down at the card when it comes up (you might have screwed this up if you already knew what it did). The third twist is that you pay the player to your left, which might not be a thematic rule, but it does a great job providing a fluid dynamic for the game and keeping players invested since there is always money at the table. We had no problems playing our first game, as the rules are otherwise quite simple, but what to emphasize here, I think, is how they managed to make such cool twists to the auction genre without making the game complex.

Quote: «I initially thought the game was just “very good”, but as I finished up this review I realize just how excellent this game is. »

[Access the article.](#)



## News: Warehouse 51

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Jan 2013

▲ by Peter H. Keller | 📧 joined 10 years | 12 ft

Combine ancient magical artifacts, stunning art, auctions, and Bruno Raiduth's touch and you have a game I would buy in a heartbeat, and I will when comes out this fall.



**Warehouse 51** is an auction game where 3-5 players bid for the ancient legendary (and magical) artifacts. But as it is with all things valuable there are a lot of fakes out there and you won't know exactly what you get until you get it. The game is a collaboration between Bruno Raiduth, Andre Zatz and Sergio Holoba and will be published by Funforge. Rafael Zanchetin has done the beautiful and stunning art for this game and it really makes the game and the slightly silly theme shine through.



The year is 2038. The US state is going bankrupt. The federal government finally resolves to sell its most precious assets, including the many artifacts accumulated during their times of glory and stored in the mysterious warehouse 51. Players are Chinese, Brazilian, Russian or Indian moguls wanting to exhibit them in their expensive collections. Of course, the Holy Grail, the Philosopher's Stone, Aladdin's Lamp or Mjólnir, the Hammer of Thor, are not only outstanding works of antique art - they are artifacts embedded with mysterious powers and ancient curses.

Quote: «Rafael Zanchetinhas done the beautiful and stunning art for this game.»  
[Access the article.](#)

## Warehouse 51: A Card Game of Bidding & Bluffing

By [Teresa Jackson](#) November 21, 2015

Warehouse 51 is a bluffing game by designers Bruno Faidutti, Sergio Halaban, and André Zatz with art by Rafael Zanchetin. It works with three to five players ages 8 and up.

Published by Funforge Studio and Passport Game Studios, Warehouse 51 plays in about 45 minutes. It has a suggested price of \$25 but can be found online for nearly \$10 less.

In Warehouse 51, you play a rich collector bidding on relics that the United States, which is going bankrupt, is selling to the highest bidder. Some of the relics are blessed, some cursed, and some counterfeit. Your goal is acquire the best collection.



Quote: «This is my kind of bluffing game. It doesn't involve any outright lying, which gives it a certain subtlety. »

[Access the article.](#)



### Collect Artifacts and Put the Screws to Your Opponents in 'Warehouse 51'

Found on [geekdad.com](#) by [Drew Banks](#) — 4 Comments



Warehouse 51 is a very enjoyable auction and set collection game from Bruno Faidutti (Mission: Red Planet, Chivalis), Sergio Halaban (Sheriff of Nottingham), and André Zatz (Sheriff of Nottingham). The game is recommended for 3-5 players aged 10 and up and plays in around 30 to 45 minutes. It made its debut at Gen Con and is published by Funforge and Passport Game Studios.

Quote: « Warehouse 51 is a very enjoyable auction and set collection game. »

[Access the article.](#)



Quote: « The game is pretty fast paced and has some nuances that keep every auction interesting, especially as you gather more artifacts with abilities that can change each exchange. »

[Access the article.](#)

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