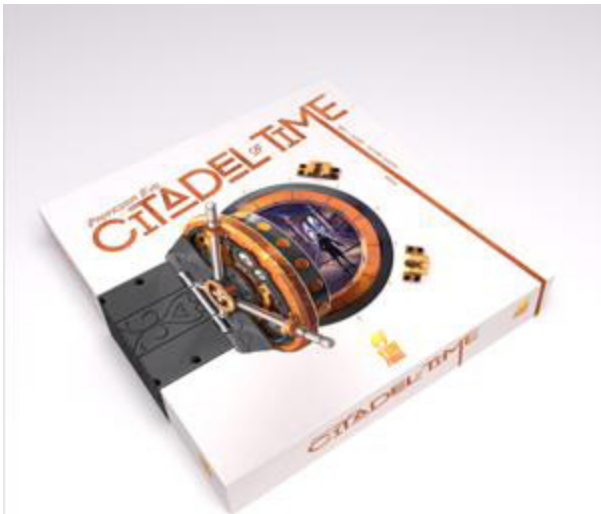


Press review



[Professor Evil and The Citadel of Time](#)



Team up with your fellow adventurers to rescue some of the world's most famous treasures from Professor Evil's spooky castle. He's stolen priceless treasures like the Mona Lisa and the Rosetta Stone and keeps them locked up all over his citadel!

Race to flip the levers and switches necessary to release them, find your way through locked doors, and rescue four treasures before the Professor stashes 4 in his secret strongroom!

The race is on!

- [>> Access the trailer.](#)
- [>> Access the photo album.](#)
- [>> Rules of play.](#)
- [>> Box & components.](#)

[Professor Evil and The Citadel of Time](#)

Brett J. Gilbert & Matthew Dunstan

Christophe Fossard (Biboun)

Board Games

2 to 4

30/45min

8+

Articles & videos



[Access the video.](#)



[Access the video.](#)

BRETT J. GILBERT LIFTS THE LID ON THE DESIGN PROCESS BEHIND HIS NEW GAME, PROFESSOR EVIL AND THE CITADEL OF TIME

POSTED ON 17TH JULY 2017 BY BILLY LANGSWORTHY



Quote: « It's going to be a beauty! ».
[Access the article.](#)

Nelly's Nerdy Adventures



[Access the video.](#)



[Access the video.](#)

Booze and Boards



[Access the video](#) (01:02:59)



NEWS

CONFRONT 'PROFESSOR EVIL AND THE CITADEL OF TIME'

Cooperative Steampunk Puzzle Game

Posted by William Niebling on April 5, 2017 @ 12:29 pm CT

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The cooperative puzzle-solving game *Professor Evil and the Citadel of Time* will be released by Passport Game Studios and Fun Forge at Gen Con this August.

The nefarious Professor Evil has stolen all of the greatest art treasures in the world and secreted them away in his enormous castle. Soon, he will complete

[Access the article.](#)

Quote: "Cooperative Steampunk Puzzle Game."



[Access the video.](#)



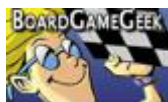
Boards and Bees
buzzing about board games



image by BGG user W Eric Martin

Professor Evil and the Citadel of Time (Matthew Dunstan/Brett J. Gilbert, Funforge) is a new game from the designers of Elysium. It's kind of a treasure hunting game where you're running around trying to rescue treasures stolen from history by Professor Evil, and he is moving around thwarting you. The game is fully cooperative, and all players are up against the game's AI. On your turn, you have three actions – open a door, move to an open room, disable a trap, or grab a treasure.

Quote: “I think it looks interesting, I’d be willing to try it out.”
[Access the article.](#)



Professor Evil owns a time machine, and he's been rigging off all the best historical items from times both past and future. Your team has been charged with confiscating these items and returning them to their proper locations in time, so you now need to infiltrate the mansion and obtain with four items before Prof. Evil can steal four of them in locations inaccessible to you. Thankfully the old man is a bit dull and won't suspect you should he catch you lurking through the mansion, but empty slots you out the third floor where he'll forget about you immediately.

On a turn, you first draw and reveal two cards from your 100-card deck, then keep one of the cards based on what you think will help you this turn. You then take three actions, such as open a door in the right place to move from a room (or sublevel) to another room (ensuring the door is open), steal a trap, or grab a treasure, using a card (if an action where it says otherwise). You can repeat actions as desired or needed, but you can't enter a room with Prof. Evil and also can't exit the house on your own (in order to run across the grounds to another window) once you enter. You're now committed to grabbing those treasures!

After you finish your turn, Prof. Evil now moves, but again he's not all there, so he doesn't necessarily move in a logical manner. To move first, you roll three dice. One die determines the secondary Prof. Evil figure on the clock on the board either five or ten minutes, the other two determine where Prof. Evil moves and how far. What's more, as he walks through rooms, he visits the doors through which he travels and reactivates any inactive traps he encounters. If you roll a blue and a 1, for example, he moves through the trap doorway into the next adjacent room, a red and a 3 will move him through three rooms, making through the red doorway each time. A color and a particular signal will transport him immediately to the treasure bearing the same colored trap.

Let's look at these treasures in more detail. Each treasure shows a time value and one or more traps on it. These treasures are placed on the board, then a blue, red and green token are placed on the treasure, with a matching blue, red and green token placed on the game board clock on the time matching what's on the treasure. The Wayne Corp might see 45 minutes, for example, and after placing a blue token on the Wayne Corp, you place a blue token on the clock 45 minutes away from where the Prof. Evil figure is located. If Prof. Evil moved onto this token on the clock, then that treasure is red -- and if you lose four treasures, then you've lost the game. Remove it from play and replace it with a new treasure, keeping the proper time on the clock.

Note that you can't just grab a treasure, however. Professor Evil can't be in the same room (of course), but you also must ensure that all the traps shown on the treasure are currently deactivated. The game board starts with eight traps on it -- half active, half not -- and you'll stay top-of-war with Professor Evil over keeping them in the status. Called a treasure, and a new one will be added to the game board, called four treasures before Prof. Evil dies, and you'll win Professor Evil and The Citadel of Time.

Passport Game Studio
Website: <http://www.PassportGameStudio.com>
Twitter: <https://twitter.com/PassportGames>
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Google+: <https://plus.google.com/+PassportGameStudio>
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[Access the article.](#)



[Access the video.](#)



Given how many games I look at, I often appreciate it when a publisher puts a game on the table and I can't fathom how the thing even works. Yes, I'm a jaded soul and I crave newness and unpredictability, so it was a nice surprise at Spielwarenmesse 2017 when Philippe Nourra of Fundorge showed up at our appointment to talk about **Professor Evil and The Citadel of Time** from Brett J. Gilbert and Matthew Dunstan.

Sure, the game board somewhat reminded me of *Kill Doctor Lucky*, what with the labeled rooms in a mansion-type environment and a black pawn that represented the automated character of Professor Evil while everyone else had a token that started the game outside the house, but what are the Magna Carta and Dead Sea Scrolls doing in the mansion? And what are these strange gear-like devices? Why does everyone have their own character deck? And what is this giant clock in the center of the board?



[Access the article.](#)



[Access the video.](#)



BRETTSPIELBOX
DEIN BRETTSPIELMAGAZIN

Professor Evil and the Citadel of Time (Passport Game Studios/Funforge)

Kooperatives Spiel, bei dem man wertvolle Schätze, die Professor Evil gestohlen und in seinem Schloß versteckt hat, wieder finden muss.

Das Spiel ist karten- und würfelbasiert.



[Access the article.](#)

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