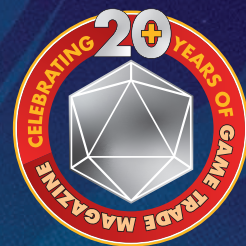


ISSUE NO.
273
NOVEMBER
NOV/DEC PRE-ORDER

GTM

GAME TRADE MAGAZINE



STARSHIP CAPTAINS

\$3.99^{US} \$3.72^{CAN}



PRINTED IN CANADA

IN THIS ISSUE:

- JOIN THE CELEBRATION A "DECK-ADE" IN THE MAKING WITH UPPER DECK ENTERTAINMENT'S *LEGENDARY* SERIES!
- BECOME THE STAR OF A HIGHLY THEMATIC AND HIGHLY VARIABLE HORROR GAME IN *FINAL GIRL* FROM VAN RYDER GAMES!

CGE
Czech Games Edition

DUNGEONS & DRAGONS

QUASIT LIFE-SIZED FAMILIAR

You never forget your first encounter with a Quasit — now you can have one in the room with you while you play! The Quasit familiar is created from resin that's hand painted to show off each and every sharp tooth and pointy claw. This figure is incredibly realistic and sure to bring excitement to your store, game room, or residence with its impressive presence.

This iconic Dungeons & Dragons creature is ready to be displayed in a place of honor whether that is perched on a countertop or posted just outside your gaming area, monitoring all who dare to enter!

SKU: 68508

Decorate your game store, game room or living room with this stunning re-creation of the *Dungeons & Dragons* Quasit!

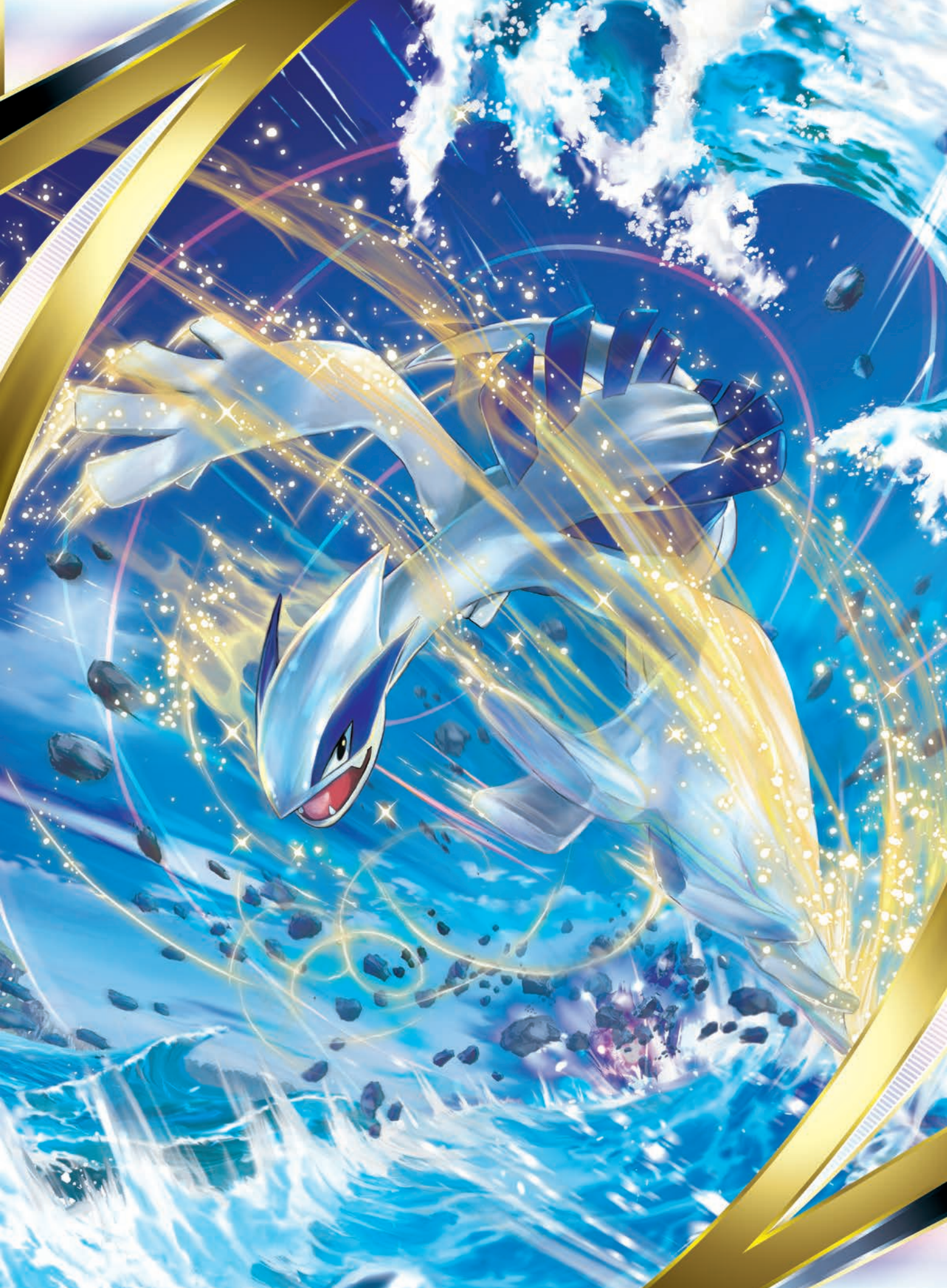


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INTERNATIONAL

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Pokemon.com/TCG

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Starship Captains

Explore a galaxy full of dangerous pirates and interplanetary missions, as you manage, train, and promote your crew to tackle goofy missions through the stars and beyond!

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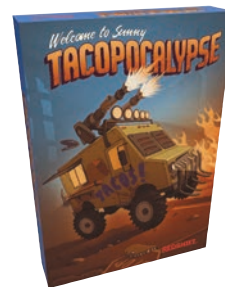
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ZERO DAWN™

THE BOARD GAME

SKU: SFHZD-001

MSRP: \$109.95 / £109.95 / £109.99



60-90 mins



1-4 players



Age 14+



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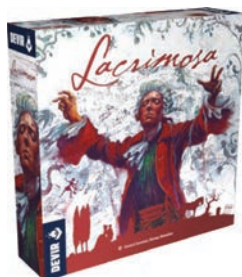
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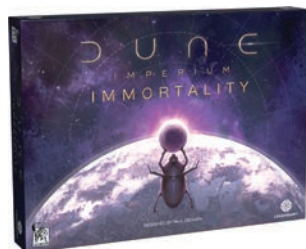
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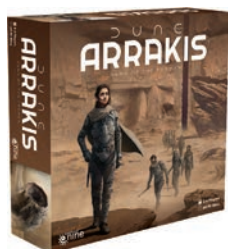
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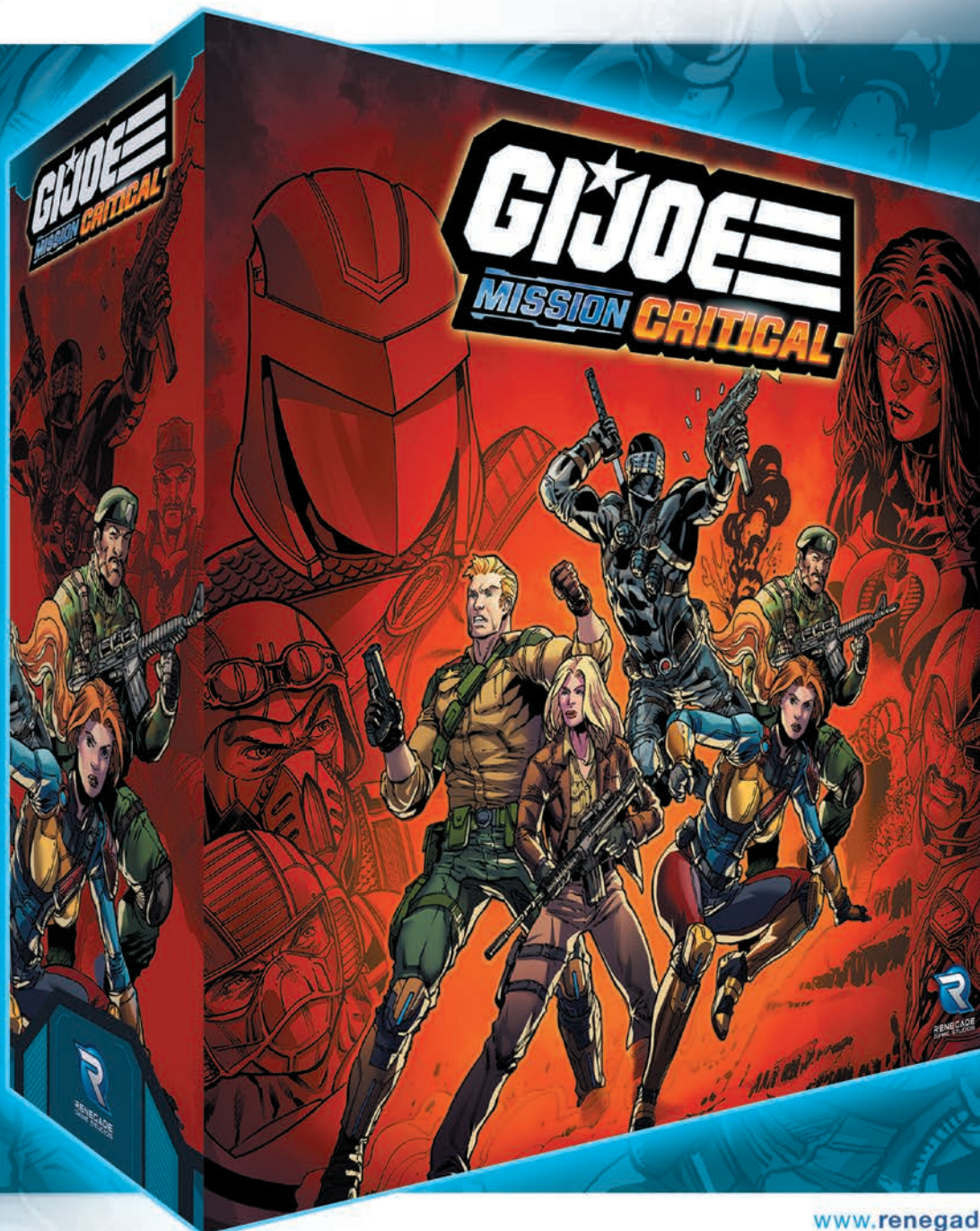
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www.renegadegames.com

- Join the team and battle Cobra in a cooperative miniatures board game for 1-5 players!
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Greetings Dear Readers!

Welcome to your November edition of *Game Trade Magazine*!

The holiday season is right around the corner and have we got some great games for you and the gamers in your life!

Soar through space on your own starship with your intrepid crew in *Starship Captains* from Czech Games! In this love letter to 80's and 90's Sci Fi epics, players can enjoy commanding their own space cruiser as they navigate diplomatic challenges, discover new scientific wonders, and engage with hostile pirates! This game has a little something for everyone what enjoys a little action with their space exploration.

And speaking of Sci Fi epics, we have not one but **two** different games for fans of *Dune* (a personal fave). Gale Force 9 provides us with a sneak peek behind the curtain of their latest offering, *Arrakis: Dawn of the Fremen*, which focuses on an era long *before* the Atrides took control of the planet, and features the challenges and conflict between various Fremen tribes.

The *Immortality* expansion for Dire Wolf Digital's *Dune - Imperium* centers around a very different faction within Herbert's universe, the mysterious Tleilaxu! Deciated to genetic research and cloning, the Tleilaxu are sure to bring some very interesting options to this deck-building series set in the *Dune* universe.

Of course, if we're going to talk about deck builders, we would be remiss if we did not mention that the *Legendary* series from Upper Deck Entertainment is celebrating its 10-year anniversary this month!

With over 30 releases and spanning everything from Marvel Comics to *Alien* to the *X-Files* to the world of 007 and beyond, there is definitely a theme for fans new and old to check out in the *Legendary* system. If you have the chance, I recommend you check out this game which has been a "deck-ade" in the making.

This month, we also check in with our friends at Van Ryder Games to talk about their harrowing and exciting series of *Final Girl* games. From *Alien* to the *Texas Chainsaw Massacre*, the "Final Girl" is a time-honored tradition in cinema and this series of games captures the feel of matching wits against a variety of threats, all leading to a climatic finale with the killer!

All this and more — this issue is jam-packed with great games which are sure to become new favorites around the tabletop. Enjoy!

Game on,
-JG



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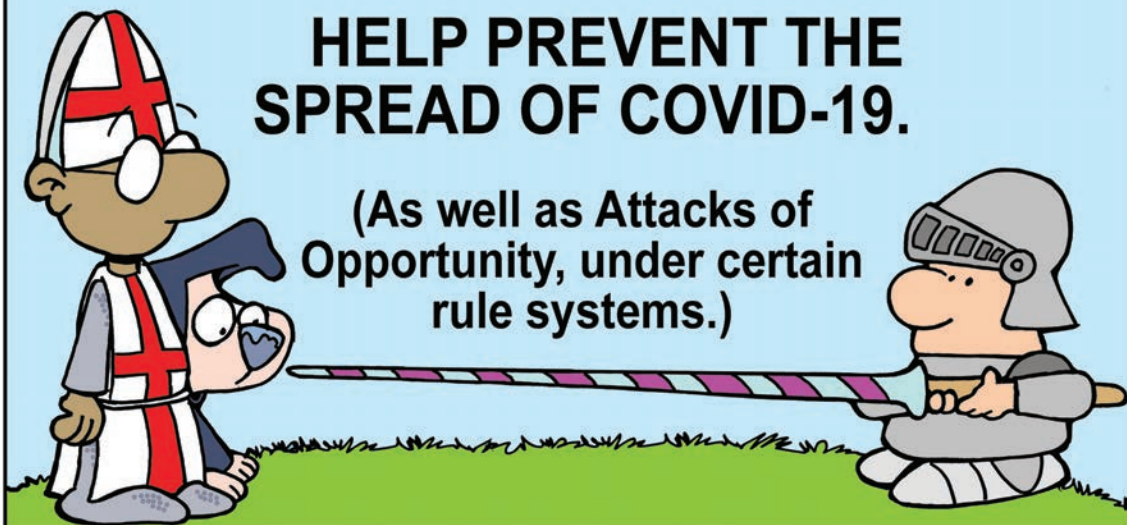
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HELP PREVENT THE SPREAD OF COVID-19.

(As well as Attacks of
Opportunity, under certain
rule systems.)



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COMING SOON

Q4 2022

SKU: CGE00066

MSRP: \$69.95



WILL YOU SELL YOUR SOUL TO BUILD THE GREATEST CITY EVER KNOWN?

Deal with the Devil is a deeply thematic euro-style game – for 4 players – set in a fantasy medieval era where players are competing to construct grand cities. To be a successful ruler, you need resources. To get resources, you need to make smart deals, offering the other players things they really need. One of the players is secretly the devil and really needs a piece of your soul.

All identities and trades are kept secret, thanks to the simple app, and nobody really knows who is who.

Age:
14+

Players:
4

Time:
120 MIN

cge.as/dwdbgg

Every month the **Game Trade Magazine (GTM)** Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each **GTM** is packed with *hundreds and hundreds* of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That's why we've put together this friendly User's Guide so you can navigate **GTM** and find the products you want like a pro!



WHAT IS GAME TRADE MAGAZINE ANYWAY?

The serious games magazine for serious gamers, **Game Trade Magazine (GTM)** is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

Packed with insider scoops, insightful reviews, designer diaries, and extensive overviews of upcoming product, plus exclusive excerpts, scenarios, and collectible inserts from your favorite games and manufacturers, there's no better monthly resource than **GTM** to tap into to feed your gaming needs!

GTM provides both retailer and consumer-friendly information on product from a broad spectrum of publishers and manufacturers slated for **release within a two- to three- month window from the publication date**. While there will be the occasional exception, if you find something you want in our January issue, you can expect to see it release in your Friendly Local Game Store (FLGS) in March or April.

The material in **GTM** is presented in a practical, handy format to empower you with the knowledge to make confident, more informed buying decisions. However, every issue of **GTM** is somebody's *first* issue, so we want to make this experience both easy and enjoyable for all.

Ready to roll? Here's what you'll discover within the pages of your friendly neighborhood **Game Trade Magazine...**

GAME TRADE MAGAZINE CONTENT

Each month, you will find content penned by your favorite manufacturers, tricks and tips from **GTM** contributors, and product reviews from gamers just like you. Here's the breakdown:

FROM THE EDITOR/FOREWORD: In every issue you will find greetings and assorted musing from one of the members of the **GTM** Bullpen. Every now and then we will hide an "Easter Egg" in this section so be sure to give it a read!

COVER STORY: Each month a different game or manufacturer gets top billing in **GTM** and this article is all about the awesome and incredible products or games you will find featured on our cover!

FEATURES: Featured articles are contributions from the manufacturer and are selected by the **GTM** Bullpen as *especially* worth your time and consideration. Oftentimes, Featured articles are about key releases or expansions from fan-favorite manufacturers and publishers.

SPOTLIGHTS: These are products that have released and are available at your FLGS or FLCS. Spotlight articles are authored by the manufacturers and often contain helpful hints, interesting back stories and more to help enhance your play experience.

PREVIEWS: These are articles directly from the manufacturers or publishers about all of the cool things they have coming down the pipeline. Products featured in these articles will often be the next HOT item to find in your FLGS or FLCS, so be sure to make a note so you won't miss out!



DESIGNER DIARIES: These articles are the **ULTIMATE** in the behind-the-scenes experience for games! Written by the designers themselves, **Designer Diaries** offer a sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.

REVIEWS: Industry professionals and gaming enthusiasts offer play-by-play commentary as they grab their dice, test-run a variety of board games, roleplaying systems and sourcebooks, and hobby accessories, and serve up no-nonsense, applicable advice and insight from their experience.



EXCLUSIVES: While virtually **ALL** of the content you'll find in **GTM** is exclusive to our pages, these articles are truly **only found in Game Trade Magazine**. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider's tips and tricks, **GTM Exclusives** are a not-to-be-missed monthly resource!

GAMES SECTION: Here's a sneak peek at what's arriving — usually in 2-3 months — on your Friendly Local Game (FLGS) or Comic Store's (FLCS) shelves in the months to come, organized by manufacturer and game system. Each product listed in your **GTM** will include a brief description, a picture (when available!), the Alliance Game Distributors item code (for easy ordering at your FLGS!) and the price.

HOW DO I ORDER FROM GAME TRADE MAGAZINE?

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now?

It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

SPOTLIGHT ON



MY CITY
My City is a unique, family-oriented legacy gaming experience that is played in relatively short episodes. The game consists of 24 different episodes beginning with the development of a city in its early preindustrial stages and progressing through industrialization. Players choose and actions made during one session of gameplay carry over into the next session, creating a personalized gaming experience. For players who do not want to experience My City as a legacy game, a double-sided game board offers an alternate setup for repeatable play. Scheduled to ship in October 2020.
TAC 491486.....\$34.95

ULTRA PRO



AMY BROWN
Scheduled to ship in July 2020.

AUTUMN STROLL PLAYMAT
UPI 15550.....\$14.95

BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15525.....\$14.95

MORGAN LE FET PLAYMAT
UPI 15526.....\$14.95

MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15549.....\$14.95

PASSAGE TO AUTUMN PLAYMAT
UPI 15530.....\$14.95

QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15527.....\$14.95

SISTERS STANDARD DECK PROTECTOR SLEEVES (100)
UPI 15526.....\$14.95

WHERE THE WIND TAKES YOU PLAYMAT
UPI 15527.....\$14.95

USAOPOLY

SPOTLIGHT ON



CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.
USO 0810720.....\$14.95

DRAGON BALL Z: COLLECTOR'S CHESS SET
The Dragon Ball Z Chess Set is a must-have collectors item for fans and strategy gamers alike, featuring 18 custom-sculpted, full-color battle of characters from the popular anime franchise. Scheduled to ship in September 2020.
USO CH113449.....\$14.95

MONOPOLY: ELF
Fans of the classic holiday film Elf will be tickled pink as they travel down memory lane in this re-imagined version of Monopoly. Scheduled to ship in September 2020.
USO HND10595.....\$14.95

RISING: THE BATMAN WHO LAUGHS
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.
USO DC010103.....\$14.95

SPOT IT!: SPONGEBOB
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.
USO 3006712.....\$14.95

SPOT IT!: RUDOLPH
Get ready for a magical winter wonderland with Rudolph Spot It! Scheduled to ship in September 2020.
USO 3003069.....\$14.95

SPOT IT!: PRO
Get ready for a magical winter wonderland with Rudolph Spot It! Scheduled to ship in September 2020.
USO 3003069.....\$14.95

WIZARDS OF THE COAST

FEATURED ITEM



MAGIC THE GATHERING CCG: ARENA STARTER KIT
WOC C7512000.....\$14.95

MAGIC THE GATHERING CCG: CORE 2021
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BOOSTER DISPLAY (34) WOC C7503000.....\$14.95
BUNDLE WOC C7507000.....\$14.95
COLLECTOR BOOSTER DISPLAY (12) WOC C7510000.....\$14.95
PLANESWALKER DECK DISPLAY (10) WOC C7506000.....\$14.95
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400.....\$14.95

WIZKIDS/NECA

SPOTLIGHT ON



DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE
Over 160mm tall, this miniature is based on the all-new art for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.
WZK 96019.....\$69.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR BOOSTER BRICK
The Fantastic Four return to HeroClix for an unforgettable 5-figure booster release! The Thing, the Human Torch, the Invisible Woman, and Mister Fantastic team up with some of their well-known allies to take on some of their greatest foes including Dr. Doom, the Fearful Four, and the shape-shifting Skrulls. The wide selection of characters and keywords to build with will provide something for every HeroClix player and collector. Scheduled to ship in July 2020.
WZK 84752.....\$129.90

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR DICE AND TOKEN PACK
This Dice and Token Pack contains 2 custom dice featuring a special Fantastic Four icon to celebrate the release of the Marvel HeroClix Fantastic Four! The 6 action tokens will also feature bystanders on the back to use with characters that generate bystanders in the Booster Set Dice and Token Packs are a great way to enhance your HeroClix experience! Scheduled to ship in July 2020.
WZK 84755.....\$9.99

FEATURED ITEM



MARVEL HEROCLIX: FANTASTIC FOUR FAST FORCES
Black Panther, Ghost Rider, Hulk, She-Hulk, Spider-Man and Wolverine form the New Fantastic Four in this Fast Forces pack to accompany the Booster Brick. Fast Forces are a great way for players to create a new thematic team right out of the box! Scheduled to ship in July 2020.
WZK 84753.....\$16.99

FEATURED ITEM



SUPER-SKILL PINBALL: 4-CADE
Super-Skill Pinball 4-Cade brings the arcade classic to the tabletop with art, stencils, and roll & write mechanics from acclaimed designer Geoff Engelen. Choose one of the four unique tables and matching ballpins for some playing! You'll select one of the two dice results, and move your pinball to a bumper, spinner, or target one level below with a matching number. Play well and you'll unlock bonuses like multi-ball, score multipliers, and more to help you get the high score! Scheduled to ship in September 2020.
WZK 87520.....\$24.99

FEATURED ITEM



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WZK 87520.....\$24.99

And be sure to ask your retailer about any related in-store events for your favorite games and products!

GAME TRADE MAGAZINE LEGEND

Throughout each issue of **Game Trade Magazine (GTM)**, you'll find a variety of terms that will help you in selecting items from the **Games Section**. Here's what they all mean!



FEATURED ITEM

FEATURED ITEM: Featured Items are often key releases or expansions for HOT products or lines. These products are selected by the **GTM** Bullpen and deemed as exceptional values for your play experience and inclusion among your ever-growing library of games!

OFFERED AGAIN

OFFERED AGAIN: These products have been previously offered in **GTM** and are now available again. Did you miss it the first-time around? Here's your chance to get your copy!



SPOTLIGHT ON

SPOTLIGHT ON: These products have been deemed as not-to-be-missed by the **GTM** Bullpen and are highlighted to nab your attention. Be sure to check these items out!

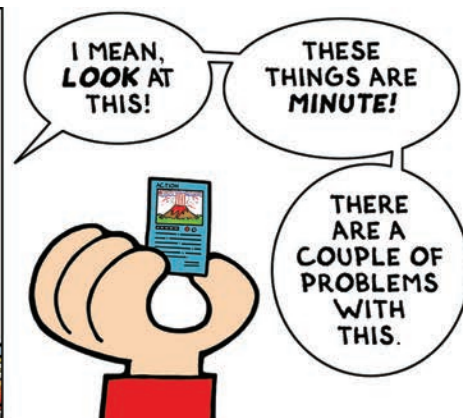
PI OR PLEASE INQUIRE: Your FLGS or FLCS will set the price for all "Please Inquire" products. Be sure to check with your retailer for the price on these items. Otherwise the price listed will be the Manufacturer's/Suggested Retail Price (MSRP/SRP) for the product.

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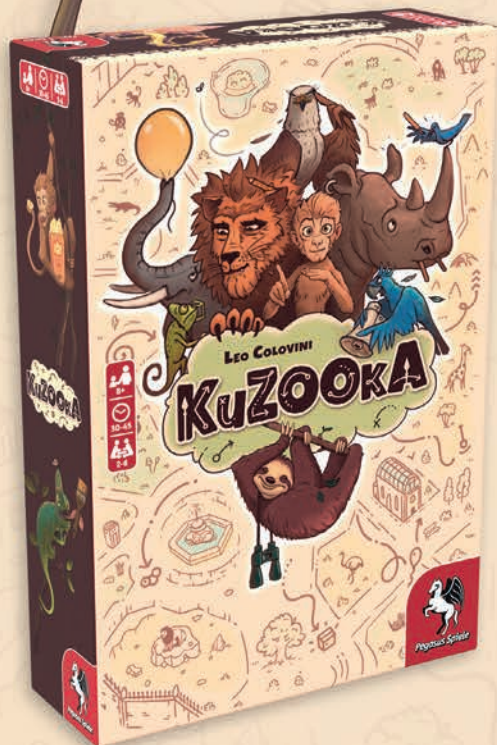
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KuZOOoKA

It isn't easy being a zoo animal, so it's time to hatch an escape plan! With a zoo transfer happening in just 8 days, work together quickly with the other animals to find a way out. But it's tough to understand each other when the monkey screeches excitedly and the elephant trumpets loudly.

One person's trash is an animal's treasure. Collect popsicle sticks, ice cream spoons, and other item cards and pool your resources to escape the zoo. Cleverly place your markers on the board to communicate what's hidden in your hand and propose an escape plan. Strategically use your unique animal ability and you may make it out in time!



Playing is Passion!
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Pegasus Spiele

STARSHIP CAPTAINS



STARSHIP CAPTAINS

CGE 00065 \$59.95 | Available October 2022!

Welcome aboard, captain! Are you ready to hop behind the helm of your first space cruiser and embark on an unforgettable journey through the stars? Your crew is eagerly awaiting your command.

Starship Captains, the newest spacefaring game from Czech Games Edition, is a love letter to the sci-fi classics from the 80s and 90s. This medium weight euro-style action selection and engine building game for 1–4 players puts a vibrant, lighthearted spin on a genre that tends to skew dark and gritty. If you grew up geeking out over sci-fi, you don't want to miss this playful homage to the starfaring days of old.

CAPTAIN ON THE BRIDGE!

In *Starship Captains*, each player takes on the role of a new captain eager to prove themselves in a sprawling galaxy full of missions to tackle, pirates to overcome, and factions to help. Of course, without a skilled crew to help you keep everything running smoothly, you'd just be stuck floating around in space. How well you manage your small team of cadets, ensigns, commanders, and androids is the key to being a successful captain.

"The crew has always been the core of the game for me," says designer Peter Hoffgaard, adding this unique focus is what makes the game feel special and fun to him. While many sci-fi themed games tend to aim for grand scope, delivering a birds-eye view that puts you in control of fleets of ships, planets, and empires, *Starship Captains* really focuses its lens on your crew itself.

On your ship, each of the three main colors of crew members have distinct roles. Red crew are your diplomats and ship navigators, and they're used to move your ship around the galactic board. Yellow crew are your security detail and tactical analysts — they are useful for shooting down pirates that block your route. Blue crew are your science and engineers responsible for developing and installing new technology on your ship. Gray cadets are unskilled and less effective until trained into a specific role, while androids you pick up in your travels can be used solely for missions or end-game point bonuses. Crew of varying color combinations can also be sent out on planet-side missions, earning bonus rewards and end-game victory points for a job well done.



EXPLORING THE CREW QUEUE

Each round you'll slide all but the last three crew member miniatures along the track on your dual layered ship board from the "queue crew" into a usable pool to draw from when selecting actions. As you use each crew member to take an action on your turn, they're returned to the back of the line. The last three crew you use in a given round aren't available to use the next round, so the order you use them is also important.

"Mechanically, it's a nice twist on how deck building and pool building works, but just as important it sets the tone for the game thematically,"

notes Peter. "You are the captain of your very own starship that you can get all kinds of cool technologies for, but the crew is what allows you to do everything in the game."

Spending earned medals lets you train cadets into ensigns, change the color of a particular crew member's uniform, and promote ensigns to commanders, which are doubly effective and worth more at the end of the game. "Essentially, the better you are at taking care of your crew — the more cadets you train and ensigns you promote to commanders — the better you'll do in the game," adds Peter.

The real crux of *Starship Captains* is in the balancing act of using your available crew each round to juggle the basic critical ship actions while navigating to and completing missions to score points in an ever-shifting galaxy. With a finite number of crew at your disposal each turn, you have to weigh your decisions carefully to put them to best use, while taking into account what other players are doing on the galactic playing field.





AN ENGINE BUILDING DELIGHT

As the game progresses across four rounds, it's important to stretch your turns as far as possible by eeking out more actions than you'd be able to from your crew alone. You can accomplish this in various ways by completing missions, progressing your reputation on the faction tracks, combining matching artifacts in your cargo hold, and more, but *Starship Captains'* powerful tech cards are an essential piece of the engine building puzzle.



Using a blue engineering and science crew member on your ship lets you gain one of the technology cards on display and add it to an available slot on your ship. Some tech cards have passive abilities that trigger bonuses based on certain conditions, while others provide end gaming scoring bonuses or act as rooms you can play crew members to for enhanced effects. These cards can rapidly boost your productivity at the helm, but you can also gain additional one-time

bonus actions when you place a tech card next to another card or slot with aligning symbols. Matching the symbol placements on the left and right of each card lets you combo even further, which can be an effective and satisfying way to squeeze more value out of your turn.



GOING SOLO AND BEYOND

Starship Captains plays great at 2-4 players, but for those who prefer the option to explore the galaxy alone, we've created a unique and scalable solo mode that replicates the fun and tension of the multiplayer mode. The base solo mode utilizes a special deck of action cards that change the state of the board and mirror the behavior of human players after you take your turn. These action cards focus on having the most impact on the solo player, affecting elements near you on the board. For more flavor and extra challenge, we're also adding character cards that add new special actions to the solo deck, scoring modifiers, and challenge-centric tech card layouts.

Whether you're flying solo or going up against a group of friends, we can't wait for you to settle into the captain's chair and blast off on interstellar adventure. Be on the lookout for *Starship Captains*, warping into your friendly local game store this winter!

...

LEGENDARY

A DECKADE BUILDING GAME



LEGENDARY DBG: BLACK WIDOW EXPANSION

UDC 97444 PI | Available Now!

LEGENDARY DBG: MARVEL - MARVEL STUDIOS GUARDIANS OF THE GALAXY EXPANSION

UDC 96548 PI | Available Now!

LEGENDARY DBG: MARVEL MESSIAH COMPLEX EXPANSION

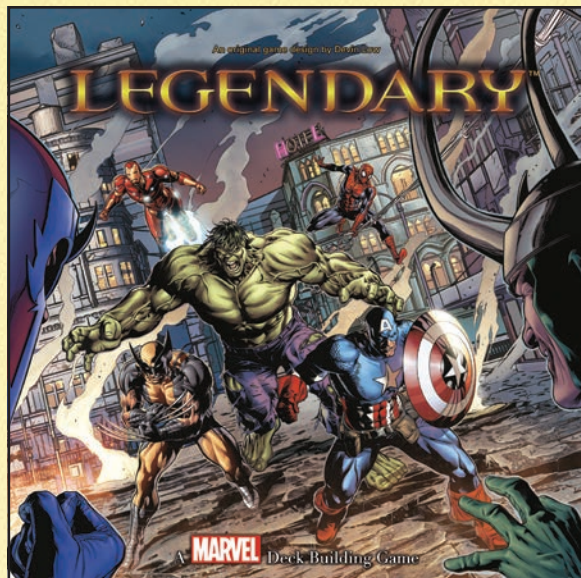
UDC 95593 PI | Available Now!

LEGENDARY DBG: MARVEL - DOCTOR STRANGE AND THE SHADOWS OF NIGHTMARE EXPANSION

UDC 95192 PI | Available Now!

In November of 2012, *Legendary: A Marvel Deck Building Game* was born! Award-winning game designer Devin Low infused the game and its core system with strategy, depth, fun, and a multiverse worth of re-playability. It went on to be a 2013 Origins Awards Best Traditional Card Game nominee, and a 2013 Golden Geek Best Card Game nominee. The tabletop gaming landscape has grown and evolved so much since then, and we at Upper Deck are proud that it's remained a popular title in the deck-building genre.

So what's allowed *Legendary* to excel as an evergreen deck builder for an entire decade? The game works well as a solo experience but continues to be a game night staple thanks to its cooperative gameplay. Accommodating up to five players, *Legendary* unifies players against one big, bad Mastermind — controlled by the game itself! Succeeding against evil takes communication and teamwork from the players, like determining who needs to hit which Villain on their turns and who's building up which Hero synergies. And for gamers who love a definitive winner, *Legendary* can be played semi-competitively with players competing for the most Victory Points. Whether you are focused on cooperative or competitive play, everyone will have to work together at some point lest the Mastermind declares victory.



The appeal of the license is also worth noting. In a world where plenty of publishers are working with Marvel's illustrious catalog of characters, *Legendary* not only predates the Marvel Cinematic Universe surge but prides itself on the sheer amount of characters represented across its ten-year history — almost all of them via unique, illustrated art. Whether they're Heroes, Villains, Masterminds, or something else; *Legendary* more likely than not has your favorites available. Over thirty expansions and thousands upon thousands of cards will do that, and by that, we mean effectively infinite possibilities!

Mechanically, the game is highly accessible, taking very few games to "learn" while remaining a satisfying challenge depending on your set-up or the player count. The core set alone offers a significant amount of variability with 15 different hero groups, 4 Masterminds, 4 Henchman groups, 7 Villain groups, 8 Schemes; as well as all the core cards required to play. But players who are looking for a greater challenge will find all new ways to play through our *Legendary* expansions. Introducing new mechanics, keywords, and gameplay features over the years has not only provided additional characters but has helped the entire *Legendary* deck





building system grow and evolve. There have been numerous notable game changing elements that have come to *Legendary* over the years. Let's take a look at two fan-favorites: Sidekicks — including Special Sidekicks — and Divided Cards.



Sidekicks made their way into *Legendary* in *Legendary: Secret Wars Vol. 1*. Previously, players could only recruit from the HQ or the S.H.I.E.L.D. Officer stack to bolster their decks. When played, a Sidekick allows you to draw two cards before returning immediately to the Sidekick stack. Now even on turns where you found yourself with extra Recruit, you would have the option of working some (always welcome) card draw into your deck. *Legendary: Civil War* expanded the Sidekick Stack even further with our first batch of "Special Sidekicks" — super-powered animals known as the Pet Avengers! These Special Sidekicks have Hero Classes that can help trigger card

abilities, as well as their own Keyword text. Back by popular demand, our more recent *Legendary: Messiah Complex* signaled the return of Special Sidekicks. This batch included X-Men students, X-Force recruits, and members of X-Factor. This allowed for even more Marvel characters to join the game, serving unique roles alongside Heroes. Best of all, you can shuffle all Sidekicks from these 3 sets into your Sidekick Stack, letting you tailor your experience or make the most of your whole collection.

Divided Cards are another way that *Legendary* has grown. These were introduced in *Legendary: Civil War* — pretty fitting for that expansion's theme of division and duality! Divided Cards have two miniature cards printed on the same card. When you play a Divided Card, you choose which of its two sides to play and ignore the other side. This lets inseparable characters like Cloak and Dagger join the game as single Hero sets, reflecting that unity even when the card's divided. More of these cards were welcomed into the game in *Legendary: X-Men*, and in *Legendary: Marvel Studio's Guardians of the Galaxy*. The newest round of Divided Cards can



be found in our most recent release, *Legendary: Black Widow* via the team-up of Falcon and the Winter Soldier.

The additional characters and mechanics added over an entire decade demonstrates the endless potential of the *Legendary*



system, and there are no signs of slowing down. Whether you just played your first game of *Legendary: A Marvel Deck Building Game* or are eagerly awaiting the upcoming *Legendary: Marvel Studio's Infinity Saga* as the 31st expansion in your collection, we thank you for making *Legendary* such an enduring and prevailing board game. We hope you'll celebrate this landmark birthday with us by recruiting your favorite Heroes, taking down the most nefarious Masterminds, and customizing your set-up with your favorite expansions.

...

Jade Sigmund is the Marketing Coordinator of Entertainment Products for The Upper Deck Company, a worldwide sports and entertainment company built on the pillars of quality craftsmanship, authenticity, and innovation. Upper Deck is dedicated to creating premium products that turn memorable moments into collectibles and games.

DAMAGE CONTROL

WIZKIDS

LEAD MARVEL'S TOP CLEANUP CREW AS YOU COLLECT TECH AND ARTIFACTS TO LOCK AWAY SAFELY... OR TO USE FOR YOURSELF!

MARVEL: DAMAGE CONTROL

WZK 87564 \$34.99 | Available November 2022!

After the dust settles, someone needs to pick up the pieces. In *Marvel: Damage Control*, that's where you come in! With exciting and intuitive gameplay from Omari Akil, you and your friends will compete to become the most successful of Damage Control's cleanup crews. Marvel's strongest heroes and most powerful items are in the mix, brought to life with all-new art from Darren Calvert!

In *Damage Control*, each player leads a rival cleanup crew tasked with finding and securing the dangerous artifacts and technologies buried in the rubble. Represented by a pile of scattered, mostly facedown cards, each rubble card represents a powerful item. Notable relics include Doc Ock's severed tentacles, damaged Ultron Drones, Terrigen Crystals, and more!

You'll use your deck of Damage Control employees to demolish, uncover, and collect the Rubble Cards in search of valuable items, which you will then add to your deck. You can use the items' powerful abilities to make your deck stronger and more effective or send them to your vault to keep them safe and earn victory points. Be careful, though! Only the items stored in your vault will score points in the end, so don't hold on to them for too long!

As members of the organization in charge of processing the zone of destruction, you'll also have to deal with various claimants—people showing up after the battle to complain about traffic or do their own scavenging. Some rubber-necking citizens are just hoping to catch a glimpse of one of the heroes or villains involved!



Heroes such as Captain America, Shang-Chi, Black Widow and more will appear in the form of the Character Deck. These heroes provide effects and victory points to the Damage Control teams that manage to enlist their help. The game also features four modules: Mighty Asgard, Mystical Manipulation, Pym Tech, and Vibranium Synthesis. For each game, you'll pick two modules to mix into the standard Rubble and Character decks, creating a variety of stories, strategies, and gameplay options!

The types of decisions players will need to consider are varied and depend on clever timing. A card's action effect is not the only thing to pay attention to when planning your turn. If you want to recruit a Marvel character, then the actions you choose to take on your turn need to match up with their requirements. The game gets into action right away—to setup, you toss all the cards in the middle of the table to create the destruction zone. Then, you begin extracting cards from the rubble, which go right into your hand and can be used immediately. This instant access to abilities allows for card combos and character recruiting in the first few turns!

Gameplay guarantees really exciting moments. For instance, when you play an A.I.M. Helmet card and uncover a rare Alien artifact, you will gain bonus influence on that turn. There's also great synergy in the card modules. If you play your cards right during Mystical Manipulation, you can use Doctor Strange or Wong to do some time-bending vault actions. There's always the chance that a curveball gets thrown your way and you'll have to adapt, much like your favorite Marvel heroes. This variability and unpredictability does a great job at capturing those comic-worthy moments.



Damage Control has some truly unique elements that make it shine. Designer Omari Akil has unofficially called it a "chaos deck-builder" because of the unpredictable nature of searching through the rubble and what you may find there. Players build their deck from a pile of cards that has no standard number of cards visible or available. They must balance creating opportunities for themselves to get better cards and impacting what's available for their opponents. Of course, every time a card gets revealed from the "rubble" it triggers an event that can be good or bad for everyone at the table.

This game is perfect for players who enjoy a little chaos. There are a few different paths to victory in *Damage Control* so players who are tactical, adaptable, and like taking risks will find lots of fun here!

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Capstone Games

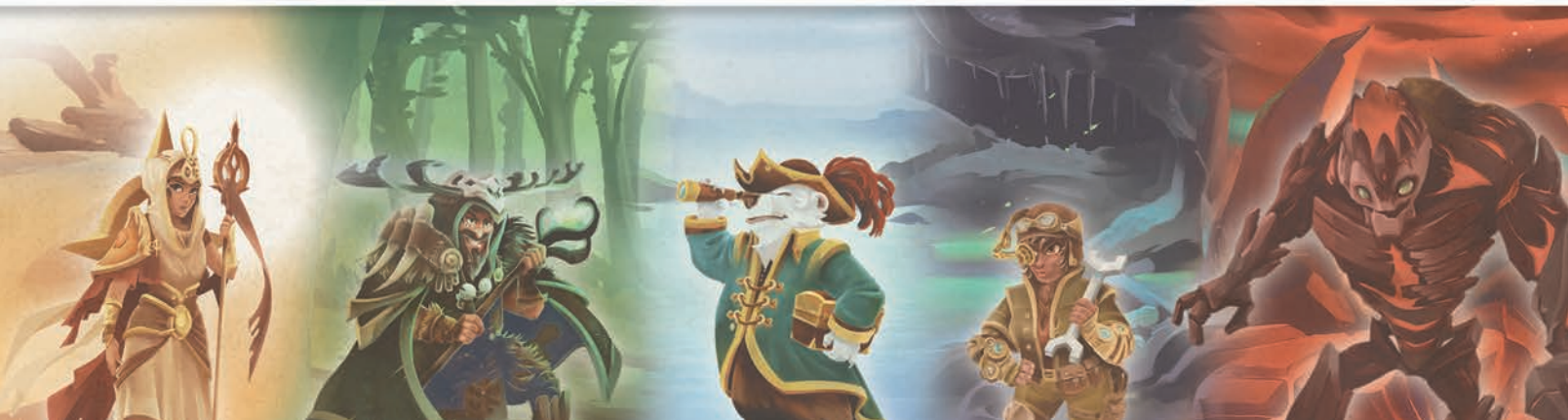


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CALL TO ADVENTURE

EPIC ORIGINS



CALL TO ADVENTURE: EPIC ORIGINS

BGM 344 \$44.95 | Available Now!

Party Up! *Call to Adventure*, Brotherwise's hit hero-crafting game, is back and this time it's an epic, cooperative quest that pits your party of untested heroes against a deadly foe. As in the other *Call to Adventure* titles, players take their hero from humble beginning through a life-changing journey of challenges and meaningful decisions. Will you destroy the dark artifact? Or claim it for your own? Every choice you make in *Call to Adventure* takes your character in a new direction.

Call to Adventure has explored the best of fantasy worlds with its Stormlight Archive and Name of the Wind expansions, but when we asked players what fantasy property they'd most like to see added to the *Call to Adventure* collection, the number one response we got was for a non-branded fantasy setting that would complement players' role playing aspirations. It turns out that many *Call to Adventure* players take the heroes they've made during the game, and turn them into *5E* (or other RPG system) characters. We loved this idea and decided to craft *Epic Origins* to really speak to this connection. Here's what we've added to this version:

HERITAGE CARDS

Call to Adventure heroes have always started the game with an Origin, a Motivation, and a Hidden Destiny. *Epic Origins* adds a Heritage card to that mix. There are 13 heritage cards in the game, and each gives you a unique ability that you can activate when you roll the feat result on your basic runes. Now, you can begin the game as a dwarf, an elf, or a halfling, or even a construct or dragon-kin. Heritage cards flesh out your hero's story in a way that feels right for RPG-style heroes, but they don't hold you back. No single Heritage is better than another in *Epic Origins*.

CLASS CARDS

Whereas the more literary-influenced base game of *Call to Adventure* had "Motivations" for your character. The more RPG-influenced *Epic Origins* has Classes. Is your hero a Barbarian? A Ranger? Or perhaps a charisma-powered Sorcerer? Each Class starts at level 1, so to speak, with no real advantages. But should you choose to invest experience points in your hero's Class, you can level them up and gain new abilities over the course of the game, drastically impacting the decisions you make and the risks you take.

EVOLVING ADVERSARY AND A CHALLENGING CAMPAIGN

All of the previous *Call to Adventures* had players facing off against an Adversary, but *Epic Origins* takes that Adversary to new heights. Now you'll face off against the Adversary's Champion in Acts 1 and 2, before the Final Adversary reveals himself in Act 3. And unlike previous edi-



tions, *Epic Origins* Adversaries have a set of insidious abilities and a dedicated deck of feat cards they constantly deploy to trouble your heroes. To even the odds, everything about *Epic Origins* has been tuned for cooperative play. Feats and hero abilities are now calibrated to support your fellow party members, rather than hinder them.

And the game comes prepacked with a campaign of hidden Adversaries along with associated Origins and Destinies. Now every time your party defeats an Adversary you'll unlock another adversary and new Origins and Destinies to add to your possible selections. It's a fun way to keep the game changing and to add in the element of the unknown that makes RPGs so fun.

THE ULTIMATE SESSION ZERO

With so much about *Epic Origins* inspired by our favorite RPGs, it felt like we had to take the game full-circle. Coinciding with the game's release, we've also issued a Conversion Guide to take your hero into a *5E* setting. There's also a specially designed Character Sheet to make the experience complete; all available at brotherwisegames.com. Consider your game of *Call to Adventure: Epic Origins* the ultimate session zero for your next RPG night. You'll have inspired heroes, a common backstory to draw from, and a party of unique, varied adventurers ready to be transported to the RPG table.



SHADOWRUN®

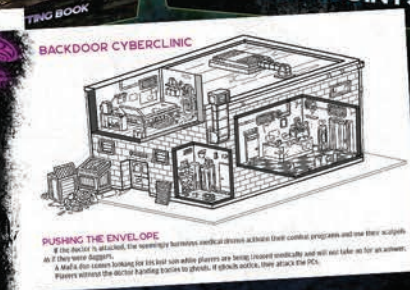
BUILD YOUR RUN!



The Sixth World setting is the heart of **Shadowrun**, and two new products help players bring the world to life in their games.

Emerald City is the Seattle sourcebook for **Shadowrun**, **Sixth World**, detailing all the districts of the city including information on the people and places that make the district move and shake. With vivid information on people and places along with qualities that help shape characters who might come from each district, this book helps weave the city into your game in new ways.

Shadow Points also brings locations to life. This deck of cards details thirty locations that can be dropped into any city in the Sixth World. These include a cubicle farm, police station, shopping mall, and more. With information on entrances, exits, security, and more, this deck makes it easy to work in a wide range of locations into any mission, keeping the action moving while throwing new challenges at the players. While it's designed for **Shadowrun**, **Sixth World**, **Shadow Points** is useful to anyone who wants a working list of beautifully illustrated cyberpunk locations!



CATALYST
game labs

DUNE

IMPERIUM

IMMORTALITY

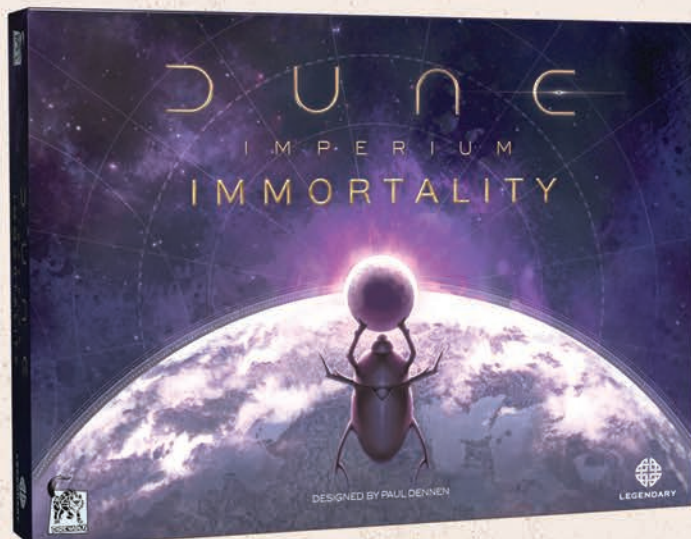
EXPANSION HOOKS AND RE-PLAYABILITY



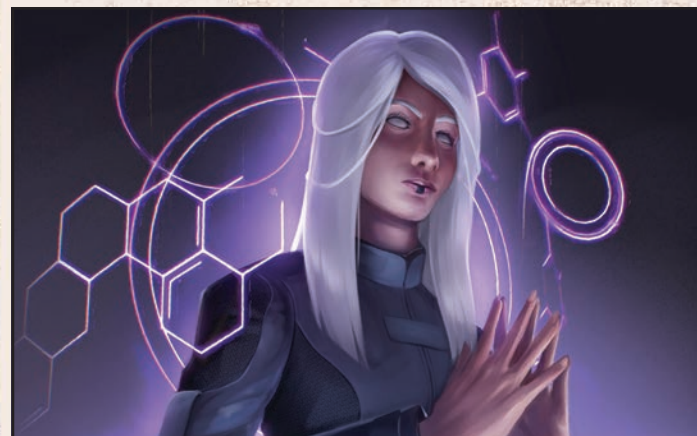
DUNE - IMPERIUM: IMMORTALITY EXPANSION
DWD 01012..... \$40.00 | Available Q4 2022!

Dune: Imperium first arrived in game stores in December 2020, and its second expansion — *Immortality* — is arriving later this year. The game's first expansion, *Rise of Ix*, focused on the planet Ix and the valuable technology it provides to the residents of the Imperium. *Immortality* also focuses on a planet that provides important technological advancements to the Imperium: Tleilax.

Its residents — the Tleilaxu — dedicated themselves to genetic research and were the source of several important concepts and plots throughout the *Dune* literary series, the most famous of which is probably the gholas. The Tleilaxu had the ability to “resurrect” dead cells and bring back new versions of the deceased, and Frank Herbert used this concept repeatedly throughout the entire *Dune* saga. The fact that gholas were the most famous Tleilaxu invention was the main spark for the name of the expansion, *Immortality*.



When players *reveal* this card, they'll generate a specimen in the Axolotl tanks that they can later harvest. But let's focus on the card's Agent box — specifically the research icon found there. Because this card is strictly an upgrade to *Dune, the Desert Planet*, players will often find themselves in need of a Spice Trade (triangle) icon during the game with this card in their hand. When they play it — perhaps to harvest spice or to visit a CHOAM space — they'll also get a free move on the research track.



I had initially tried to pair Ix and Tleilax together in the first expansion, but it became apparent that there was too much there for one expansion. I knew we didn't want to focus on the Tleilax unless there were going to be satisfying ways to evoke their themes. Thankfully, I found several ideas that *felt right* for the Tleilaxu and were also fun to play: the Axolotl tanks, the research track, the Tleilaxu deck, and the Graft mechanic.

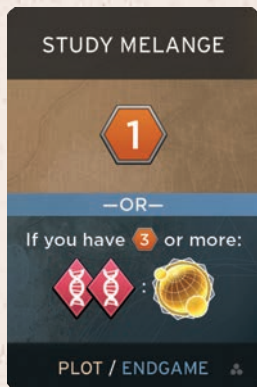
For this article, I'd like to focus on just the research track, and look at it through the lens of hooking players into the expansion. Players get two important types of decisions regarding research: to what degree do you even participate? And if so, what specific advancement choices do you make?

We made it relatively hard to turn down research participation altogether, because this expansion gives each player two copies of a card, *Experimentation*, for their starter decks, replacing the two copies of the starter cards, *Dune, the Desert Planet*.



It's not likely that players will jet up the research track by playing *Experimentation* cards over and over, because there are so many other, juicier options to pursue during the course of a game. Given the importance of the game's faction tracks, I'd venture to say that with no other factors, each player would only play their *Experimentation* cards two or three times per game, and thus wouldn't progress particularly far on the track.

The important point here is that players are offered an easy way to *sample* the research track, but to *commit* to it is another matter altogether.



Dune: Imperium is of course a deck-building game. And like many other decisions in the game, a player's strategic paths are often informed by the Imperium cards they acquire, or the Intrigue cards that they draw into. For example, let's say it's early in the game and the player visits Carthage, a city on Arrakis. This visit gives them some combat power but also an Intrigue card. When playing with the *Immortality* expansion, they might draw an Intrigue card called *Study Melange*.

The bottom part of *Study Melange* has a special "double genetic marker" symbol on it, which refers to the research track. Translated into English, the bottom of this Intrigue card means: "At the end of the game, if you have 3 spice or more and you have reached the end of the research track, you receive a Victory Point." Because games of *Dune: Imperium* are typically won by players with 10 or 11 victory points, the ability to earn even a single victory point from an Intrigue card can be huge. The obvious catch is that you'll have to dedicate some time and effort to pursuing that point. Whether it is worth pursuing that goal, and how to specifically pursue it? Well, therein lies a lot of fun and replayability.



Tleilaxu Master is an Imperium card with an Agent box similar to *Study Melange* in that it becomes more powerful as you unlock genetic markers on the research track. But its Reveal box is the star of the show if you have a lot of research left to do. Whenever you reveal *Tleilaxu Master* (during a Reveal turn), you'll advance twice on the research track.

Scientific Breakthrough is an example of a Tleilaxu card. These are acquired not via persuasion but by harvesting specimens in the Axolotl Tanks. Its Agent box overlaps quite nicely with *Study Melange* — if you can reach the end of the research track with both of these cards, there are two Victory Points in store for you!

One fun connection between these two illustrations is that the background figures in *Scientific Breakthrough*, watching over the Researchers from an observation deck, are Tleilaxu Masters!

Thanks for taking the time to peek into some of the inner workings of *Dune: Imperium — Immortality*. We can't wait for the mad research to begin!

...

Paul Dennen is VP of Design at Dire Wolf, where he leads the team designing award-winning tabletop and digital games including *Dune: Imperium* and *Clank!* A longtime tabletop game enthusiast, he has a Computer Science degree from the University of Rhode Island and spent several years as a software engineer before becoming a full-time game designer.



One key method to pursuing research will be the cards you acquire to your deck. *Immortality* comes with a couple of sets of cards to add to the game. One set contains 30 Imperium cards, and the other contains 19 Tleilaxu cards. Both types will be on offer during the game, but the methods of acquiring them are slightly different. Here are a couple examples of cards that you'd be very happy to acquire if you wanted to pursue the endgame goal on *Study Melange*.



A WILD ESCAPE PLAN

KuZOOKA



KUZOOKA

PNA 51230G \$39.99 | Available October 2022!

It's not easy being a zoo animal. The enclosures are far too small for your needs, the daily routine is boring, and the visitors to the zoo are obnoxious. For years, the visitors have been gawking at you and throwing all sorts of trash into your enclosures. And now you're all going to be transferred to a smaller zoo in 8 days. It's clear that you must break out of the zoo — and quickly!

There are many ways to escape, and on closer inspection, the visitor's trash seems to provide

the most helpful options. If you can collect enough trash, you could put one of your escape plans into action! Unfortunately, the zookeepers clean your enclosures at the beginning of each day and remove all the trash that has been thrown in.

To make matters worse, you find it difficult to communicate with the other animals. The monkey screeches excitedly and the elephant trumpets loudly, but what are they trying to tell you? What trash can they contribute to the escape plan? Which escape plan is the most promising? With only a few days to coordinate and communicate with each other, will you be able to escape?

In *KuZOOKa*, 2-6 players must work together with limited communication to escape the zoo in only 7 days! Each player will play as a different animal species with their own unique ability. With ten different animals and abilities included, players can switch up their strategy for each game.

Each round will have the following three phases: Phase 1 – Preparation, Phase 2 – Communication between animals, and Phase 3 – Evaluation. How many cards players are dealt during the preparation phase will change depending on the current experience level. For example, players will start the game at level 1 by dealing out a total of 20 item cards and having none shown faceup, but later level 3 will deal out 22 item cards and have 2 additional cards faceup near the board. Those faceup item cards give helpful information, letting you know there are less of that color that could possibly be in another player's hand.

In Phase 2, players must strategically communicate what items they hold in their hand. In clockwise order players can place one of their animal tokens in a space on the path going through the zoo. The path is divided into zones with five or more spaces with different colors and numbers. Placing your animal token tells players something about the cards in your hand, such as the color you have or possibly the number of cards you have of that color. You must place your token

ahead of the furthest token already in place though so it can get tricky! For example, player one may

have two yellow popcorn cards and four green balloon cards. They can place their animal token on the green 2 in the path to indicate to the other players that they have at least two of the green balloons in their hand. Player two may want to communicate that they are holding two of the orange popsicle sticks in their hand but player one's token is past the first orange space. If player two places their token on the next orange space it would be a large jump forward on the path and block other players from giving hints with the in between spaces. This push and pull of how much information to give to be helpful but also not block other players gives an interesting challenge to solve!

Once per round players can use their animal's special ability. For example, the eagle ability allows you to ask another player if they have at least X cards of a certain color at the start of your turn. Learning that the other player has at least 3 yellow Popcorn Box cards could help you plan what you

can contribute to the escape plan and what to communicate.



Players can keep playing animal tokens along the path to communicate information until someone decides to suspend the escape, moving things into the third phase, Evaluation. All players will reveal the cards in their hands. The color of the space on the zoo path with the furthest advanced animal token is your escape color. The number in that space is the escape value. Players then count how many of the revealed cards match.

If you have at least as many cards in the escape color as the escape value specifies, you gain experience stars. Experience stars unlock the next level and get you one step closer to escaping the zoo! After the evaluation, the zoo cleaner comes around and picks up the trash, resetting your options for the next day of attempted escape.

Communicate carefully, work together, and utilize your unique abilities to enact your master escape plan in *KuZOOKa*, a family-friendly cooperative game! Once you've mastered the main game, turn the double-sided board over for a high security variant challenge.

...

Beth Erikson is the Marketing Manager for Pegasus Spiele North America. She is an avid gamer, a collector of far too many books, an explorer of the outdoors, and would plan a very elaborate escape plan to get out of the zoo.



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A RENEGADE GAME

FOR EVERY PERSON ON YOUR WISHLIST! PART 1

Read on to get the lowdown on some great Renegade Games for...



THE FAMILY GAMER

FOX IN THE FOREST

RGS 00574 • \$15.99 • 2 players
• 30 minutes to play

Use the special abilities of forest's fairytale creatures to win tricks in this 2-player card game! You'll score more points for winning more tricks than your opponent, but be careful not to get too greedy! Win too many tricks in a hand and you'll fall victim to your hubris as so many fairytale villains have! For pairs looking for a less adversarial experience, *Fox in the Forest Duet* puts you on the same side, cooperating instead of competing!



ARBORETUM

RGS 00830 • \$21.99

• 2-4 players • 30 minutes to play

Easy to learn but tough to master, *Arboretum* is all about planting the right trees to create a beautiful (and efficient) path through your garden. Play in just 30 minutes then you can reshuffle and play it again, this time applying the hard lessons learned last game! With beautiful art by Beth Sobel, as you build you'll get to appreciate a lovely tapes-tree of Oaks, Maples, Magnolias, and more!



BIRDWATCHER

RGS 02326 • \$40.00 • 1-5 players • 25-60 minutes to play

Lure dazzling birds-of-paradise to your tree, photograph them, and publish your findings in order to be awarded Nature Photographer of the Year!

GRAVWELL 2ND EDITION

RGS 02191 • \$45.00 • 2-6 players

• 20-45 minutes to play

You've just been pulled through a black hole with the rest of the players, and you're all scrambling to collect basic elements for fuel, while manipulating the local gravity to try and escape! Clever play will let you slingshot off your opponents, rocketing past them to safety, but if you're not careful you may end up headed the opposite direction to certain doom! Whether you experience the thrill of victory or share in the hilarity of defeat, *Gravwell 2nd Edition* is an out-of-this-world crowd pleaser!



LOVE LETTER: PRINCESS PRINCESS EVER AFTER

RGS 02250 • \$21.99 • 2-6 players

• 20 minutes to play

This fast-playing game for 2-6 players sees players looking for the perfect ally to carry their letter to the princess Isadora and win her heart! Will you rely on the tough ogre, the speedy unicorn, or her close friends Princesses Sadie and Amira? Set in the world of Kay O'Neill's *Princess Princess Ever After*.

THE SOLO GAMER

WRECKLAND RUN

RGS 02315 • \$35.00 • 1 player

• 30-45 minutes to play per chapter

The smell of burning rubber and fuel fills your nostrils, and the snarl of revving engines sounds in your ears. The marauders are gaining on you, hoping to claim your vehicle and it's precious supplies. Pick your driver, vehicle, and start your engine making your run through the treacherous Wrecklands over a 7 chapter, fully-replayable campaign!



WARP'S EDGE

RGS 02072 • \$35.00 • 1 player

• 30-45 minutes to play

You're pitted against seemingly insurmountable odds, just you alone in your starfighter against an entire enemy armada. In the instant before you're destroyed, your ship's experimental SAVIOR Protocol warps you back in time to the start of the battle. Now you know what's coming... Can you use that knowledge to survive the fight? This solo bag-building game features 4 ships and 5 alien motherhips to pilot them against, as well as a narrative choose-your-path storybook to further customize your experience!



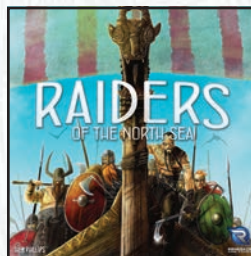
THE STRATEGY GAMER

RAIDERS OF THE NORTH SEA

RGS 00585 • \$60.00 • 2-4 players

• 60-80 minutes to play

As viking warriors players will set out to impress their chieftain by assembling the best crew, collecting supplies, and then journeying north to plunder gold, iron, and livestock! Some of your crew may fall in battle but the rest will make offering to the chieftain then prepare for the next voyage!



G.I. JOE MISSION CRITICAL

RGS 02432 • \$120.00 1-5 players • 50-70 minutes to play

Cobra Commander is up to his usual trick, and it's up to the G.I. JOE team to save the day! Based on the same Guardian System as 2019's *Power Rangers: Heroes of the Grid*, *Mission Critical* pits your JOE team against the likes of the Baroness, Dr. Mindbender, Major Bludd, and more, along with legions of Cobra Troopers and the fearsome Crimson Guard! The JOE team can call on each other, as well as an impressive motor pool of classic G.I. JOE vehicles! Work your way through the Cobra chain of command to defeat Cobra Commander and save the day once again!



THE HUNGER

RGS 02241 • \$50.00 • 2-6 players

• 60 minutes to play

Night has fallen on the land, so it's time to venture out from the safety of the castle and hunt! 2-6 Vampires race to feed on humans and complete missions, but be sure to return to the castle before sunset! Vampires caught by daybreak will burn to ash! As your belly fills, you and your deck will slow down in this push-your-luck deck-building game!



...

EPIC SPELL WARS OF THE
BATTLEWIZARDS

ANNIHILAGEDDON 2

XTREME NACHO LEGENDS

WARNING

CONTAINS AWESOME
MATURE CONTENT
AND PROFANITY

2-5

WIZARDS

17+

AGES

45 MIN!

FIGHT TIME

MAYBE A
LITTLE LONGER

ARE YOU READY TO UNLEASH NACHO-FLAVORED CARNAGE?

Be careful: The arena is **XTREME** this time around. As matter of fact, it's totally **XTREME**, it's totally **NACHO**... AND it's totally f-ing **LEGENDARY**. This game features the most **INTENSE** deck-building gameplay legally available!

COMING AUGUST 2022!

Standalone game, but compatible with games and expansions in the
Epic Spell Wars: ANNIHILAGEDDON series.



LEGENDARY
LINE-UP

MEGA
MAYHEM

OVERSIZED
WIZARDS

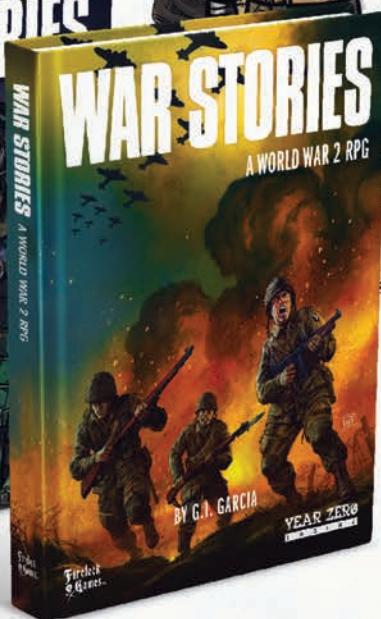
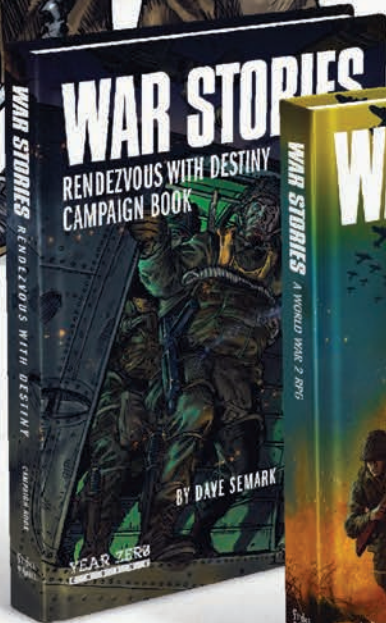


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For more information, visit cryptozoic.com.

MSRP: \$44.95

WAR STORIES



**AN RPG OF THE
SECOND WORLD WAR**

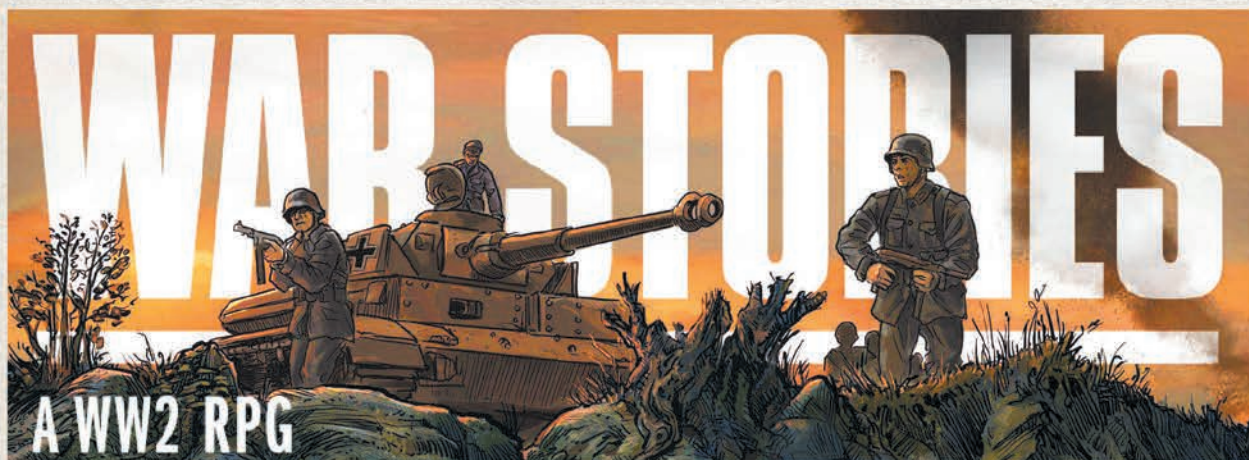
EXPLORE OUR OTHER GAMES AT firelockgames.com

Blood & Plunder

OAK & IRON

BLOOD AND VALOR





BY MITCH REED

Like many of you I am willing to try any historical game whether it be a board game, miniatures or video game. However, one type of gaming I have never tried is role playing games and the new game from Firelock Games called *War Stories* has gotten me to change my mind and take the plunge.

My interview with the lead designer Gabriel Garcia really got my attention for this World War Two based RPG. I did not think that taking such a topic as WWII would translate well in the RPG format, however the depth and breadth of *War Stories* really had me wondering why this has not been done before.

The book itself is over 200 pages and is full of everything to bring the experience of WW2 into the hands of dedicated RPG players. Using a Year-Zero game engine, the player can create a very detailed series of characters to recreate some of the toughest and most challenging skirmishes of the war. Characters are created with a great attention to detail, where you can roll to see what type of life, education and skills your player character had before the war. Once you get the background then you pick a specialty where you can assume the role of a rifleman, medic, engineer, partisan or combat correspondent just to name a few.

Once this done you then pick a nationality that your character serves in, the list is long and you can be a American Joe, British Tommy, or a Canadian and even a free Polish soldier along with 6 other nationalities that fought for the allies in the war. A player can be a member of the elite 101st Airborne jumping into Normandy on D-Day or a crew member on a British Cromwell tank. The mix of options is almost limitless and lets players explore the many different aspects of the war close and personal.

The game centers around combat and the mechanics here are a huge draw for me. In combat the players develop a plan then based on their initiative which uses a card draw. The action is then fast and furious as the player and their teammates play out the skirmish in rounds where they can take specific actions. I wondered when I first heard of this game how it will manage the quick and violent action in a manner that would be fun and challenging. *War Stories* excels in this and anyone who appreciates tight and well-done mechanics will see the greatness in how the design team got this right.

Knowing how bloody the war was I also wondered how the game would handle what could be a short life for their characters in the game. Once again, the game blazes a great path where if your character dies you can then switch to a non-player character that the player also creates.

A testament to the games detail is the exhaustive list of tanks, anti-tank guns and other heavy weapons that are in the game. *War Stories* even has all the types of ammunition that each weapon uses which is a detail that many games often ignore.

Having played many games based on WWII, I am drawn to games that do not miss any details and offers a player a rich and well-rounded gaming experience. Many board and miniature games strive for such accuracy and detail, and few succeed. *War Stories* gets the narrative of the war correct in an immersive experience that will draw non-RPG players to this type of gaming.

I think this game will have a broad appeal and if you are into a RPGs picking up *War Stories* is a no brainer, however I hope that gamers I know from board and miniatures circles will join me and play and see why I am so excited about this game.



Castle Panic

SECOND EDITION:

A NEW LOOK FOR A FAN FAVORITE



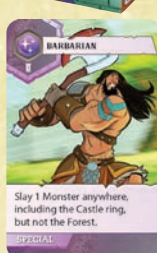
CASTLE PANIC: 2ND EDITION

FSD 1016 \$39.95 | Available November 2022!

Thirteen years ago, we exuberantly launched *Castle Panic* at Wonko's Toys and Games in Austin, Texas. KEYE News, a local TV station, covered the event as a feature, and the store was flooded with people who came out to see what this cooperative game was all about. At the time, the cooperative games category was quite small. I still remember what it felt like to see people relax into sharing ideas and cards, laughing and shouting as they attacked Monsters or watched boulders roll through their Castles. Shy people were drawn to the table and soon were smiling and speaking up. The sense of belonging that *Castle Panic* helped create is its true legacy.

One particular 7-year-old girl at Dallas Games Marathon stands out in my memory. She was there with her father, trying to follow along as he played more complicated games and eventually wandering off to sit by herself. I smiled and waved to her periodically when she looked over at *Castle Panic* in action. She seemed curious about all of the hooting and hollering. When a game wrapped up, I walked over and asked her to join us in defending the Castle. She followed me wordlessly to the table. Then, as each turn passed, she grew louder and louder until finally she threw her arms in the air and yelled across the room, "Dad! I love *Castle Panic*! It's scary and fun!" It's one of my most cherished memories.

This year, I am so happy to roll out the second edition of *Castle Panic* with all new art that's brighter, crisper, and more inclusive as well as iconography and color changes that better support color-blind players and struggling readers. It's the edition that matches the inclusion the play promotes.



In addition, we're offering *Crowns and Quests*, a new expansion that changes up the gameplay. Now, instead of slaying all the Monsters while trying to keep at least one tower standing, the goal varies with each quest in play. There are 18 total quests, and the players select 1 Standard quest and 1 End-Game quest each game. Quests include searching for evil temples, hunting assassins, destroying magical stones that bring the enemies closer, teleporting the entire Castle to safety, seeking magical scrolls, escorting evacuees to safety, cutting off the Monster army at its source, locking down the frontier of the kingdom, and more.

Crowns and Quests also introduces characters with unique abilities. You can play Sir Ignacio and damage any 1 Monster in the Swordsman, Knight, or Archer rings for 1 point of damage. You can play Queen Seraphina and search through the Discard pile once per turn for a Hit card to add to your hand. You can play Kekoa the Warseer and draw 3 Monster tokens (instead of 2) and decide which 2 will enter the field. There are 9 more, all with great strengths to consider. Each character is assigned to a tower, and if that tower falls, that character no longer has an ability, which can lead to interesting decisions about threats to the Castle.

We played the second edition of *Castle Panic* and *Crowns and Quests* at the official launch party at Gen Con, which brought in over 100 players. If their reaction is any indication, you are in for a great time with your family and friends. We couldn't be more excited about adding this expansion to the *Castle Panic* world and hearing back about how much fun you're having.



If you want to get in on all of the expansions and all of the promos, the *Castle Panic Big Box* will be hitting store shelves with the second edition of *Castle Panic* and *Crowns and Quests* at the end of November!

...

EXPANSIONS



THE WIZARD'S TOWER
brings magic, Mega Boss Monsters, flying Monsters, and fire.

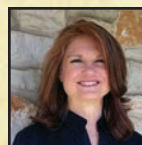


THE DARK TITAN
brings Agranok, an 8-point arch-villain, his army of elite Monsters, a Cavalier, Boiling Oil, and Support Tokens.



ENGINES OF WAR
brings an Engineer and new Resource cards to build new weapons against the Monsters' Siege Engines.

Anne-Marie is co-owner of Fireside Games, which has been in operation since 2009. She handles all business functions, sales, and marketing and has designed 4 titles in the catalog, *Bears!*, *Bears! Trail Mix'd*, *The Village Crone*, and *Munchkin Panic*.





ALLIANCE GAME DISTRIBUTORS

SPOTLIGHT ON



GAME TRADE MAGAZINE #275

GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitation information on upcoming game and hobby supply releases.

GTM 275\$3.99

ART FROM PREVIOUS ISSUE

25TH CENTURY GAMES

RA

The classic Reiner Knizia auction game RA returns in a brand new edition with updated components and beautiful artwork from Ian O'Toole. Scheduled to ship in January 2023.

25C 20000\$49.99



LAST CODE STANDING

Crack your opponent's number code, before they can figure out yours, in this fast, fun game of logic and deduction, presented by Puzzlemaster Will Shortz. Perfect for fans of Mastermind. Draw your tiles, create your sequence, and take turns trying to break each other's codes for the win, but watch out for the wrong answers! With thousands of possible combinations, every game is an exciting new challenge. Scheduled to ship in January 2023.

AMP 876487\$24.99

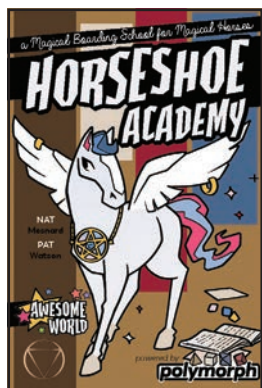


9TH LEVEL GAMES

HORSESHOE ACADEMY RPG

Ever since you were a foal you've dreamed of Horseshoe Academy. A magical school for horses, full of mysterious books, exciting sports, and hopefully your new best friends! You finally get your chance to go there! The biggest challenge at Horseshoe Academy won't be studying for arcane exams or defending your herd from monsters. It will be making sure everyone's included. Will you resist the drama and gallop into friendships that will last a lifetime? Excellent Equine Roleplaying featuring high School, homework, & horses. Scheduled to ship in December 2022.

9LG 8220\$14.99



AMIGO GAMES

DICE HUNTERS OF THERION

From Richard Garfield. Players roll dice to hire heroes, find loot & capture outlaws! Will you earn the most money? Scheduled to ship in October 2022.

AGI 22730\$25.00



SPOTLIGHT ON



SABOTEUR: THE DARK CAVE

Saboteur returns to the caves! You've already discovered the gold, but an earthquake is collapsing the cave! Battle the opposing team & the saboteurs on your team to be the first to get your gold out on time wins! Scheduled to ship in October 2022.

AGI 22724\$15.00

ANDREWS McMEEL PUBLISHING

ANKAMA



ARKEIS

Arkeis is a cooperative, story-driven, campaign game with minis set among ancient Egyptian ruins. Each player takes control of an adventurer as they explore a modular board. Players have up to two actions per turn: search, move, assist an ally or fight one of the numerous dangers waiting for them in the tombs! The results of their actions can be altered by the equipment and character upgrades they earn during the campaign. They can push their luck at the risk of being cursed or suffering lasting traumas from injuries! Scheduled to ship in November 2022.

LUM ANK300\$119.99



ARKEIS: MEEMA EXPANSION

The Meema Expansion contains many elements, among which Meema herself occupies the central spot: she's a fully playable character joining the four colorful characters already available! In order to fit into your games, she comes with her own miniature, player board and Experience cards. But that's not all! The expansion also contains a new scenario in which Meema will take the stage! This exclusive episode takes place before the main campaign begins and will teach you more about her and her place in the grand story of Arkeis... Scheduled to ship in November 2022.

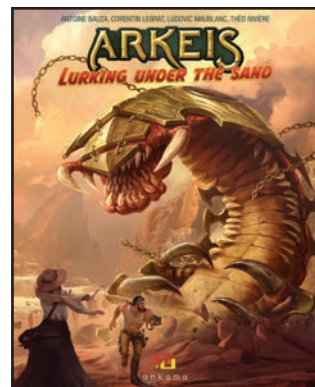
LUM ANK301\$21.99



GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

OTM
NOV
2022
30



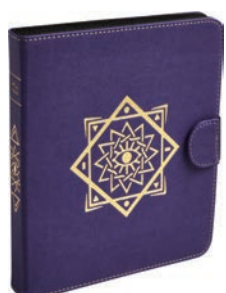
ARKEIS: SANDWORM EXPANSION
The Sand Worm Expansion holds an additional stand-alone replayable scenario, an awesome Sand Worm Mini, a new set of 44 cards, extra search tokens, and one more upgrade for your camps! Scheduled to ship in November 2022.
LUM ANK302.....\$34.99



ARKEIS: SPHINX EXPANSION
A brand-new scenario (integrated directly in the campaign) in which the Sphinx will make its appearance in a context you've never seen before! Like the other scenarios, it comes with its own crate box, containing no less than 39 expedition cards, 5 new adversary cards for the Sphinx, 6 special door tokens and zone markers! Scheduled to ship in November 2022.
LUM ANK303.....\$14.99

ARCANE TIMMEN

DRAGON SHIELD ROLEPLAYING: SPELL CODEX



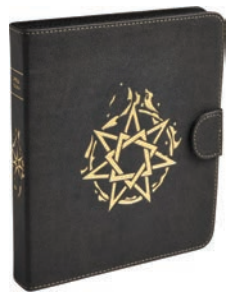
ARCANE PURPLE
ATM 50019.....\$29.99



FOREST GREEN
ATM 50016.....\$29.99



ASHEN WHITE
ATM 50017.....\$29.99



IRON GREY
ATM 50020.....\$29.99

DRAGON SHIELDS: BRUSHED ART



CHRISTMAS DRAGON 2022 (DISPLAY 10) (100)
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
ATM 12080.....\$13.99



JAPANESE (60) BRUSHED ART - CHRISTMAS DRAGON 2022 (DISPLAY 10)
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ATM 12610.....\$9.49



PLAYMAT - CHRISTMAS DRAGON 2022 (DISPLAY 20)
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ATM 20510.....\$22.99

ARCANE WONDERS



RWBY COMBAT READY: TEAM JNPR EXPANSION
Team JNPR has entered the fray! Introducing four unique Huntsmen to battle alongside team RWBY against the forces of Grimm. Play as honorable Lie Ren, dependable Jaune, feisty Nora, and the legendary Pyrrha – or mix-and-match Huntsmen from the base game to craft your perfect team.
AWG RWBYCR02.....\$34.99

ARES GAMES



THE RICH AND THE GOOD
The Rich and the Good is the new edition of Carlo Rossi's cult classic Hab & Gut with a completely new graphic design, still featuring Michael Menzel's great art, and a new 2-players game mode. In the game, you trade in commodities from all over the world, and you have access to inside information to aid your investments and manipulate the markets. You are not alone in doing this, though. Your competitors also have a deep knowledge of the markets, and will be able to react to every one of your moves, while at the same time trading in the same precious commodities you have interests in. You must outwit and outsmart them! However, personal wealth is not all it takes to rise to the top and become a powerful member of High Society. Scheduled to ship in January 2023.
AGS AREU005.....\$39.90

THE ARMY PAINTER

SPOTLIGHT ON



GAMEMASTER: CHARACTER STARTER PAINT SET
Scheduled to ship in November 2022.
TAP GM1004.....\$49.99

BANDAI CO.



DIGIMON TCG: ADVANCED DECK SET DISPLAY (8) (ST14)
This is the first Mega Deck Set in the Digimon Card Game themed around the fan favorite Beelzemon! All cards are silver foil, and the deck is more powerful than the regular starter deck set, so even beginners can play with a strong deck right away! In addition, there is a "lucky deck" that contains special-edition cards - a must have item also for collectors! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2662781.....PI

SPOTLIGHT ON



DIGIMON TCG: DIMENSIONAL PHASE BOOSTER DISPLAY (24) (BT11)
Enhance DigiXros decks from BT-10 with the first ever appearance of Shoutmon X7 and Bagramon! This product includes Digimon and characters from the Digimon World video game series, with illustrations based on scenes from the game. Three special cards from previous products are reprinted in Set 11 with a new alternate design.
BAN 2650219.....PI

DIGIMON CARD GAME

DIGIMON TCG: OFFICIAL SLEEVES (2023) DISPLAY (12)

Contains 12 assorted Digimon sleeve packs with 60 sleeves each. Four different designs new for 2023. Scheduled to ship in March 2023. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 9035544.....PI

DRAGON BALL SUPER TCG: PREMIUM PACK SET 03 DISPLAY (8) (PP11)

Contains 4 Booster Packs and 2 Limited Promo Cards (same card). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2650570.....PI



DRAGON BALL SUPER TCG: STARTER DECK 21 DISPLAY (6) (SD21)

This is a chance to start fresh with a new recreation of the original series with the Z deck and new skills with Z03. Includes seven Z Cards which is the maximum number of Z Cards in a Z Deck, making it a powerful preconstructed deck ready for the Zenkai environment right out of the box! Enhance the Z Card Effects to be Expanded in Z03 with this starter and rearrange your starter and booster to create a powerful synergy. This will be the first starter deck after the Championship Finals, providing a great opportunity to get started on DBSCG for the upcoming season! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2650571.....PI



DRAGON BALL SUPER TCG: STARTER DECK 22 DISPLAY (6) (SD22)

This is a chance to start fresh with a new recreation of the original series with the Z deck and new skills with Z03. Includes seven Z Cards which is the maximum number of Z Cards in a Z Deck, making it a powerful preconstructed deck ready for the Zenkai environment right out of the box! Enhance the Z Card Effects to be Expanded in Z03 with this starter and rearrange your starter and booster to create a powerful synergy. This will be the first starter deck after the Championship Finals, providing a great opportunity to get started on DBSCG for the upcoming season! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2650572.....PI

SPOTLIGHT ON



DRAGON BALL SUPER TCG: ZENKAI - SET 03 BOOSTER DISPLAY (24) (B20)

New exclusive effects have been added to increase the use of Z cards, expanding the variety of play and making the Zenkai series even more fun! Android 21, which has been highly requested by fans to be reintroduced and is finally here! It not only works well with the Z03 theme, but it is also a powerful card that will dominate the game! Also, Z03 is themed around "Power absorption", and features an attractive lineup of other powerful characters, including the popular Majin Buu from DBZ. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2650569.....PI

ARK NOVA

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AVAILABLE NOW

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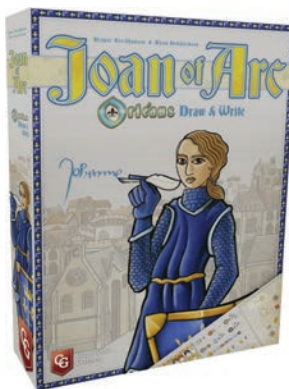
1-4

90-150 min



ONE PIECE TCG: NAVY STARTER DECK DISPLAY (6) (ST-06)

New Navy Deck led by Sakazuki! A new ready to play "Black" deck. Start playing the *One Piece Card Game* with this new color and catch up with the rest. In addition to the leader Sakazuki, many popular characters from the Navy such as Smoker, Garp, and Koby will be included in the deck! A super control deck based on the concept of "K.O. your opponent's character," inspired by Sakazuki's belief of "Absolute Justice." Knock down the enemies that stand in your way! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2662784.....PI



JOAN OF ARC: ORLEANS DRAW & WRITE

A new draw and write game in the *Orleans* universe! In *Joan of Arc*, you will draft followers that will help you move around France, gather goods, build buildings, establish trading stations, make money, and contribute to beneficial deeds. The player who best utilizes their followers will score the most points and win! Scheduled to ship in March 2023. CSG ORL701.....\$29.95

SPOTLIGHT ON

ONE PIECE CARD GAME

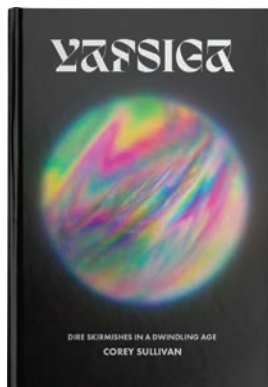
ONE PIECE TCG: PARAMOUNT WAR BOOSTER DISPLAY (24) (OP-02)

Featuring characters such as Whitebeard Pirates, The Three Admirals, Ivankov, and many others who went on a rampage in *Paramount War*. Also includes a number of cards that can enhance the deck ST-06 to be released simultaneously! Full-fledged inclusion of the new "Black" color cards! This set will enhance the decks to be released simultaneously and including new combinations of multicolored leaders, such as the red and black Garp, and more. Adding a new range of strategies through combos never seen before. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2662782.....PI

BLACK SITE STUDIOS

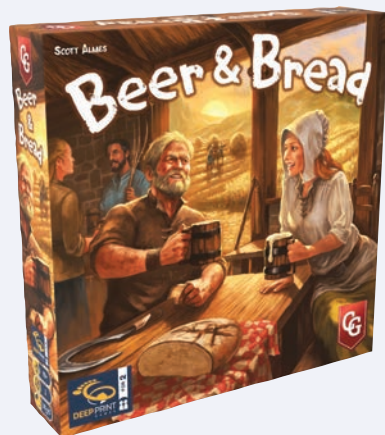
YAFSIGA: CORE RULEBOOK

In this skirmish-scale wargame players build warbands to face their rivals in combat, aiming to secure treasure, knowledge, and territory in this perilous no-man's land. Should they prove successful, the spoils of victory and great renown await them upon their return from this perilous deathtrap now known as the Bloomsreach. Whether you are a seasoned wargaming veteran or a newcomer to the hobby, *Yafsigā* offers a fresh new experience for everyone. This includes a diceless method for resolving combat, a unique and flavorful method for quickly building your forces from the ground up, and a bespoke scenario generator to ensure no two games of *Yafsigā* are ever the same. Scheduled to ship in December 2022. BSS FAN9900.....\$59.99



CAPSTONE GAMES

SPOTLIGHT ON



BEER & BREAD

Face off in the friendly rivalry between two villages that have dedicated themselves to the dual tradition of brewing beer and baking bread. With shared fields and resources, each of you must strive to harmonize your actions of harvesting, producing goods, and upgrading your abilities. Between fruitful and dry years, you must attain an efficient balance between your production of beer and that of bread, because only then will you be able to take the victory. Scheduled to ship in February 2023. CSG BB-01.....\$34.95

SPOTLIGHT ON

RISE

In *RISE*, you are responsible for the economic and social development of a city. In addition, you must also nurture the well-being of the citizens. Can you balance industrial progress and environmental pollution to keep your citizens happy and content? You will need money to further develop the city...but how much will you raise taxes and rent to do so? A multitude of different options await you in *RISE* to make these life-changing choices. CSG RISE-01.....\$54.95



CATALYST GAME LABS



FEATURED ITEM



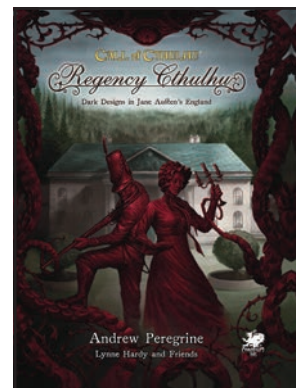
BATTELTECH: ALPHA STRIKE - BOX SET

In *Battletech: Alpha Strike*, you take command of large-scale engagements, fueled by tabletop miniatures gameplay designed for the modern wargamer. Inside is everything you need to start tossing dice and moving miniatures on your game table. Scheduled to ship in December 2022. CAT 35690.....\$79.99

CHAOSIUM

REGENCY CTHULHU: DARK DESIGNS IN JANE AUSTEN'S ENGLAND

Regency Cthulhu: Darkness and Decorum in Jane Austen's England is a historical sourcebook for the *Call of Cthulhu* roleplaying game. Set in the early Regency period (circa 1813), it describes the fictional town of Tarryford in Wiltshire, England, as well as presenting two scenarios designed to introduce players to both the time period and the town's mysteries. Suitable for use with both classic *Call of Cthulhu* and *Pulp Cthulhu* rules, players take on the roles of budding Regency investigators, be they members of the gentry or the working classes. Scheduled to ship in January 2023. CHA 23179-H.....\$44.99



Rotten Tomatoes

THE CARD GAME

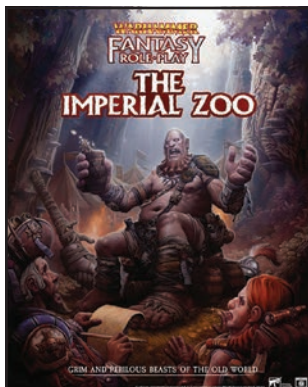
CRYPTOZOIC ENTERTAINMENT

ROTTEN TOMATOES: THE CARD GAME

Based on *Rotten Tomatoes*, the definitive website for movie reviews. Party game for up to 20 players! Easy-to-learn, fast-paced gameplay. Rank movies based on what you think their Tomatometer scores are! Wild Cards invite all players to shout out answers at the same time. Scheduled to ship in December 2022.

CZE 29828..... \$24.99

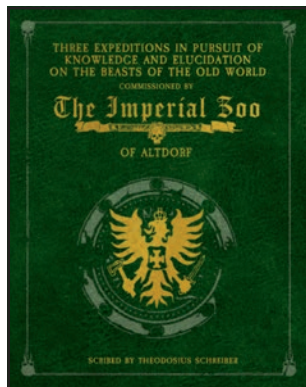
CUBICLE 7



WARHAMMER FANTASY RPG: THE IMPERIAL ZOO

The *Imperial Zoo* is a bestiary and travelogue of three daring expeditions into the Old World, ranging from the heights of Karak Kadrin to the city of Miragliano in the southern land of Tilea. It includes profiles for over 60 unique creatures, beasts and monsters of the Old World perfect to challenge even the most competent of adventurers. Also included are six new pre-generated Characters, each with their own skills, talents, and shady past, perfect to pick up and dive into a campaign focused on the truly mammoth threats that stalk the Old World. Scheduled to ship in January 2023.

CB7 2450 \$39.99



WARHAMMER FANTASY RPG: THE IMPERIAL ZOO COLLECTOR'S EDITION

The *Imperial Zoo Collector's Edition* is designed to be as in-universe as possible, with a faux leather cover, embossed details, Spot UV to highlight even more detail and texture, and a gold foil stamp that would make the finest print presses in Aldorf proud. The spine of the book is rounded with raised hubs, and the paper edges are deckled, giving them a distressed look reminiscent of the sort of dusty tomes one might hide in the attic from prowling witch hunters. Scheduled to ship in January 2023.

CB7 2468 \$79.99

DIAMOND COMIC DISTRIBUTORS

SPOTLIGHT ON

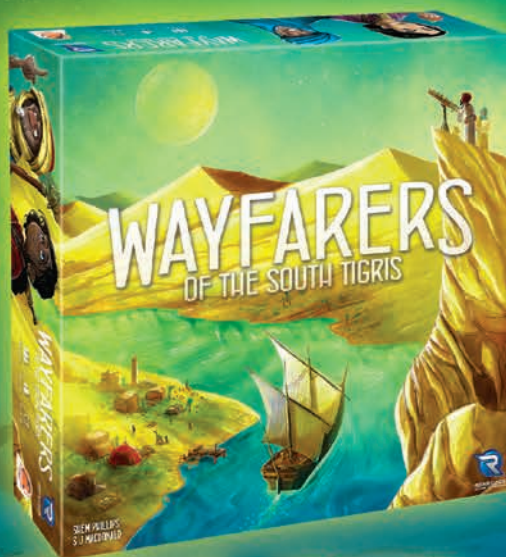


DUNGEONS & DRAGONS: ANIMATED SERIES - LUNCHBOX AND THERMOS

EXCLUSIVE! Metal lunchbox and thermos with images from the *Dungeons & Dragons* animated series.

DIA STL238556 PI

STRATEGY Games



• Challenging dice placement strategy game!

• Become explorers, cartographers, and astronomers, delving into the lands around ancient Baghdad.

• Grow your personal map tableau, gaining access to new actions and abilities.

1-4 Players Ages 14+ 60-90 Min
RGS02509 MSRP \$60

COMING SOON!



www.renegadegames.com

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GAMES

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GTM

NOV 2022

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DOLPHIN HAT GAMES



TACO CAT GOAT CHEESE PIZZA: HALLOWEEN EDITION (STAND ALONE OR EXPANSION)

This is the Halloween themed edition of the wildly popular hand-slapping party game. It includes all of the characters dressed in their favorite costumes! Scheduled to ship in September 2022.

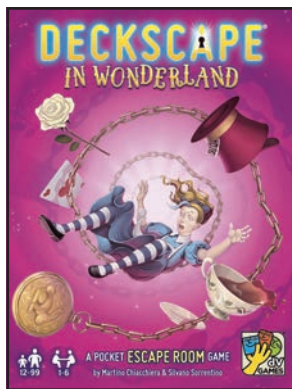
DHG TCGCPHW.....\$9.99

DV GIOCHI

DECKSCAPE: IN WONDERLAND

The *Deckscape Series* visits Wonderland. White Rabbits, half-crazed hatters, and a captivating cat are just some of the characters and puzzles you will find in this game. Scheduled to ship in October 2022.

DVG 5745.....\$14.99



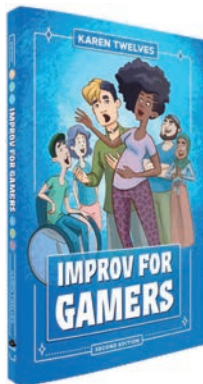
DECKTECTIVE: YOU CAN'T CHEAT DEATH

Las Vegas, 1955, everyone at one of the Domein's Casino tables is found dead. Can you solve the crime Scheduled to ship in October 2022.

DVG 5743.....\$14.99



EVIL HAT PRODUCTIONS



IMPROV FOR GAMERS (2ND EDITION) HARDCOVER

Improv for Gamers (2nd Edition) details over 50 improv exercises to help gamers become more creative, confident, and spontaneous. This newly-updated and expanded second edition is more than 50% bigger than the original, adding new advice and new exercises to the mix!

EHP 0058.....\$25.00

FIRESIDE GAMES



CASTLE PANIC: SECOND EDITION - THE WIZARD'S TOWER EXPANSION

With *The Wizard's Tower*, magic comes to the world of *Castle Panic*. Play spell cards, catch Monsters on fire, and do damage in exciting new ways. All while a new army of smarter, stronger, and faster Monsters try to tear down your Castle. Scheduled to ship in January 2023.

FSD 1017.....\$29.95

FREE LEAGUE PUBLISHING

BLADE RUNNER RPG

Scheduled to ship in November 2022.



BLADE RUNNER RPG: STARTER SET

This is the *Starter Set* for the official *Blade Runner Roleplaying Game*. A neon noir wonderland that will take your breath away, one way or another. An evocative world of conflicts and contrasts that dares to ask the hard questions and investigate the power of empathy, the poison of fear, and the burden of being human during inhumane times. An iconic and unforgiving playground of endless possibilities that picks you up, slaps you in the face, and tells you to wake up. Time to live. Or time to die.

FLF BLR003.....\$49.99



CORE RULEBOOK

The official *Blade Runner* RPG propels players into the streets of Los Angeles as *Blade Runners* with unique specialties, personalities – and memories. The game pushes the boundaries of investigative gameplay in tabletop RPGs, giving players a range of tools to solve an array of cases far beyond retiring Replicants.

FLF BLR001.....\$57.99



DICE SET

FLF BLR005.....\$19.99



GAME RUNNER SCREEN

FLF BLR004.....\$24.99

CY BORG RPG

Scheduled to ship in November 2022.



CY BORG RPG: CORE RULEBOOK (MORK BORG COMPATIBLE)

A Nano-infested doomsday RPG about cybernetic misfits and punks raging against a relentless corporate hell. *CY_BORG* is a complete rules-light, rage-heavy tabletop roleplaying game based on and compatible with *MORK BORG*.

FLF FLW15.....\$49.99



ASSET PACK

A bundle of game accessories for the *CY_BORG* RPG that'll make your cybernetic life somewhat easier at the table. A high-res map of Cy with its sectors and blocks. Fillable character sheet. The Location Pad - 34 one-page locations with adventure hooks. The one-page adventure Reaper Repo. Scheduled to ship in November 2022.

FLF FLW17.....\$39.99



FEATURED ITEM

**MOSAIC: A STORY OF CIVILIZATION**

In *Mosaic*, you will guide an ancient civilization from its founding. Your decisions will determine whether it will thrive and be remembered as the greatest civilization in history, or falter and be lost to the sands of time. YOU control the destiny of your civilization with every decision that you make.
FRB 51150 \$69.99

FUNKO

**SCHITT'S CREEK: LOVE THAT JOURNEY PARTY GAME**

What would your friends do in hilarious and awkward situations faced by *Schitt's Creek* characters? Find out in this laughter-filled game of what-would-you-choose. The answers may surprise you... shock you... or even make you feel that this situation is incorrect! Scheduled to ship in November 2022.

FNK 63452 \$19.99

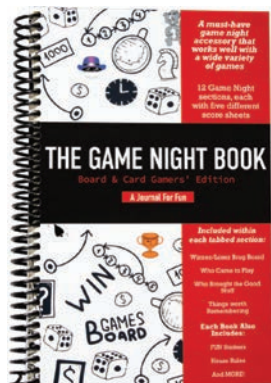
FUNNY FOX

**DINNER IN PARIS**

The restaurant industry in Paris is buzzing after the inauguration of a new pedestrian square in a very popular district for Parisians and tourists from all around the globe. It is a golden opportunity for you, restaurant owners, to open one of the addresses that will contribute to the culinary diversity and the reputation of the French capital. However, there isn't space for everyone and your opponents could throw a wrench in your gears!

HBG FUDIN-EN \$44.99

GAME NIGHT ACCESSORIES

**THE GAME NIGHT BOOK**

Take your game night to the next level when you bring out *The Game Night Book*! This must-have accessory to game night will bring back the laughter and reminders of who actually won or lost games, when you record your scores in the brag board or just look back at the variety of scoresheets. Never forget a house rule again by writing it down under House Rules, which can be found near the Games We Love and the Games we Hate. Scheduled to ship in December 2022.

GNA GNB1 \$12.95

ENCHANTED PLUMES™

Craft Dazzling Plumes to Win!
Play feathers into plumes in descending rows, carefully matching colors to score the most points. Only the most captivating peacocks will win!

Game play
30-50
minutes

Ages
8+

2-6
players

Calliope
games

www.CalliopeGames.com

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WWW.GF9.COM

GAMES

OUT NOW



Dune: Arrakis

ARRAKIS: Dawn of the Fremen is the brutal, cutthroat game about tribal control of Arrakis, long before the events of the novel Dune.

Each player controls a tribe of Fremen warriors, struggling to gather the scarce resources of Arrakis, developing the weapons and sietches they'll need to survive, and harnessing the power of sandworms for battle.

Will your tribe prevail, or will you vanish into the desert?



60-90
mins



2-4
players



Ages
14+

GF9 DUNE07 \$60

Star Trek: Breen Confederacy

Little is known about the secretive Breen, not their appearance, and not even whether they are a single species or several species. Intensely territorial, the Breen annihilated the Klingon fleet sent to conquer them, leaving the Klingons no wiser as to who or even what they were facing. As the Romulans say, "Never turn your back on a Breen."

This expansion has everything you need to add the Breen as a playable civilization in your games of Star Trek: Ascendancy.

Discover New Star Systems, Encounter new Exploration Cards plus more Space Lanes and Resource Nodes!



1 hour
per player



+1
player



Ages
14+

GF9 ST041 \$40



OUT NOW

OUT NOW



Star Trek: The Dominion War

Through their Vorta commanders and Jem'Hadar super soldiers, the Founders rule as gods, bringing order to the galaxy. The discovery of the Bajoran Wormhole brought this ancient civilization onto conflict with the more youthful civilizations of the Alpha Quadrant.

This expansion adds the Dominion as a playable civilization, the Bajoran Wormhole leading to the Gamma Quadrant as a new area to explore, and a Dominion War variant that changes the playing field by dividing the civilizations into two rival Alliances with players striving to see their Alliance dominate the opposing Alliance.



1 hour
per player



1 or more
players



Ages
14+

GF9 ST044 \$50

Firefly Misbehavin'

In Firefly: Misbehavin', players get to control different factions of the Firefly 'Verse, from the criminal enterprises of Badger or Niska, to the self-righteous Alliance, and even Serenity as Mal attempts to find a crew and keep flyin'.

This deckbuilding card game gives each player a unique starting deck of cards, and access to characters, items, and locations in the Core, Border, and Rim. Compete to control your own corner of the 'Verse, or play through different Episodes with a wide variety of objectives.

60-90
mins

2-4
players

Ages
14+

GF9 FFF01 \$65



SEPTEMBER

GAMES

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!

SEPTEMBER



Pirates of Skydock

There's nothing wrong with being a pirate - sailing through the stars and making a living by any means necessary. In fact, among some, it's a very honorable position. You're ready, you have a crew, and you just need one more thing: a ship.

But you're in luck! After greasing the right palms, you learned of a newly-refitted vessel ripe for the taking with a skeleton crew of guards protecting it. With the right team, you could take it. The only problem is you're not going to be the only one trying to get that prize...

60-90
mins

2-4
players

Ages
14+

GF9 PFSF02 \$60

Enola Holmes: Finder of Lost Souls

Detection is not a simple game, but with the help of my extraordinary brother, Sherlock, and a certain nincompoop, I'll see the truth soon enough.

Enola Holmes is an all-against-one cooperative game where the detectives travel around London solving puzzles to gain the clues that will fuel their deductions.

Can you deduce the crime before the criminal wins?

45
mins

2-4
players

Ages
14+

GF9 ENHO01 \$40



NOVEMBER

GTM

NOV

2022

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GAMELYN GAMES

TINY EPIC VIKINGS

Scheduled to ship in April 2023.



TINY EPIC VIKINGS

Lead your clan over 3 eras, hoping to claim the icy lands for your own. Play Viking Cards that represent the clan's leaders, choosing the best builders, harvesters, explorers, and warriors. Raid and conquer the islands with settlers, build boats and temples, and battle for the favor of the gods!

GLG TEVRE.....\$30.00



CLAN MATS 4 PACK

GLG TEVA02.....\$25.00



GAME MAT

GLG TEVA01.....\$25.00



RAGNAROK EXPANSION

The Ragnarok Expansion introduces Giants that will control the islands and weaken the god's fury. It also introduces Valkyries and Giant Slayers that will join forces with your Vikings to combat the Giants! Also included are 6 new gods to further expand the strategies and variability of Tiny Epic Vikings!

GLG TEVRG.....\$15.00

GATE KEEPER GAMES



GM ASSIST DICE (10 DICE SET)

GKG GMA.....\$34.95

HALFSIES DICE



THE HEIR - UPGRADED CASE (12 D6 DICE SET)

GKG H239D6.....\$17.95



PHOENIX (12D6 DICE SET)

GKG H544D6.....\$17.95



POLICE BOX (7 POLYHEDRAL DICE SET)

GKG H37.....\$14.95



YIN YANG (12D6 DICE SET)

GKG H578D6.....\$17.95



MAGNET DICE (7 POLYHEDRAL DICE SET)

Scheduled to ship in November 2022.
GKG MAGNET.....\$74.95

MIGHTY TINY DICE 7 POLYHEDRAL DICE SET



CARIBBEAN TIDE

Scheduled to ship in January 2023.
GKG TINYSG222.....\$14.95

RAINBOW BITS

Scheduled to ship in December 2022.
GKG TINYSG777.....\$14.95



COGNITIVE DISSONANCE

Scheduled to ship in February 2023.
GKG TINYES53.....\$14.95



SEA SPARKLE

Scheduled to ship in December 2022.
GKG TINYR3.....\$14.95

YIN YANG

Scheduled to ship in November 2022.
GKG TINYH87.....\$14.95



MYSTERY DICE (7 POLYHEDRAL DICE SET)

Scheduled to ship in September 2022.
GKG MD7D.....\$12.95

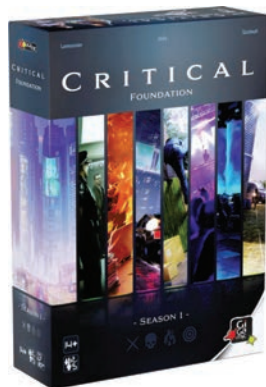
GIGAMIC



AKROPOLIS

Akropolis will have you building outwards and upwards to create the most prestigious, layered city at the table. The higher the building, the better it can score so its onwads and upwards in a tile-laying game like no other! Scheduled to ship in June 2022.

HGB GAKR-EN.....\$29.99

**CRITICAL**

2035. The world has changed little. Huge multinationals have now taken over and nanotechnologies are part of everyday life. Icarus was created to respond to the new challenges that this new way of life brings. Scheduled to ship in August 2022.
HBG GCRFO-EN.....\$34.99

**HELLAPAGOS**

Co-operative play with a backstabbing twist, *Hellapagos* is survival of the sneakiest! Deserted on an island where resources are scarce, you must work together to build a raft. Only question is, do you have what it takes to secure your seat?
HBG GFXH.....\$24.99

**KATAMINO: FAMILY EDITION**

Geometric puzzles just got more fun in *Katamino Family*! Can you fit your pieces into the grid first? Using cards and easy to hold components, this even more colourful and accessible version is enjoyable for gamers of all ages!
HBG GZUF.....\$37.99

**MICONS**

Micons is a game for children that makes them observe, think, and argue, all in a casual game. On their turn, the players look if they have among their card some object which has the right characteristic: it could be some shape, color, but also concepts like sweet, salted, hot, spicy etc. The first player to get rid of all of their cards win. Scheduled to ship in November 2022.
HBG GJTO-EN.....\$11.99

**HELLAPAGOS: BIG BOX EDITION**

Hellapagos is a "co-opetition" game in which players struggle to survive on a desert island and build a raft to escape before a hurricane devastates them. While players need to work together, it not likely that everyone will survive this backstabbing negotiation game for up to twelve players. This edition includes the expansion *They're No Longer Alone* that adds the following new features to the game: 20 character cards, 30 event cards and 20 additional Shipwreck cards. All three expansion elements are independent; players can incorporate a single new component, or all three if they wish. Scheduled to ship in November 2022.
HBG GFXLH-EN.....\$29.99

**KATAMINO: POCKET EDITION**

Great for playing in the back of the car, on a coffee break, or wherever the urge strikes. Players must completely cover the game board with pieces of varying shapes and sizes. It may sound simple, but with over 500 puzzles to try and nearly limit less combinations, there is always a harder puzzle to solve. Don't get bored anymore when you travel!
HBG GZKP-EN.....\$24.99

**MOVIE MIND**

With your team, dive into the scenery of *Movie Mind*, scrutinize the smallest detail and try to answer the 5 questions in time to earn as many points as possible. Questions are divided up to match each player/team's color and a bonus question can be answered that awards the whole 5 points at once. 800 films to be found through more than 1000 questions covering all cinematographic styles: *Ghostbusters*, *Interstellar*, *The Silence of the Lambs*, *Shrek*, *The Fabulous Destiny of Amélie Poulain* and more. Scheduled to ship in November 2022.
HBG GTRO-EN.....\$34.99

HELLAPAGOS: THEY'RE NO LONGER ALONE EXPANSION

When exploring their island, the castaways of *Hellapagos* made a discovery that changes everything! Other marooned voyagers have already established themselves here, and it seems they have been here a number of years, because they have forgotten the basics of civilized living!
HBG GEGA-EN.....\$9.99

**IMAGIDICE**

Unleash Your Imagination with *Imagidice*! Throw the dice and create a story from the pictures revealed to open up an infinite world limited only by your collective imaginings! Scheduled to ship in November 2022.
HBG GJIM-EN.....\$11.99

**KATAMINO**

Katamino is the original, award winning logic puzzle. With over 500 pre-set layouts, you always have something new to solve! Chunky and colourful, placing polyominoes in the perfect place will exercise your mind in ways you never thought possible.
HBG GZKC-EN.....\$37.99

**MARRAKECH**

The bazaar is bustling as Assam, the market organizer, inspects the rugs to determine which of them is the best. Places your rugs to cover up those of others to control the market. Watch out, if you land on another player's carpets you'll have to pay the fee.
HBG GCMA-EN.....\$37.99

**PEEK A MOUSE**

Observe the different rooms of the house through the windows before the flashlight goes out. Work together to remember the location and direction of the tokens in order to find as many objects as possible before the little mice return!
HBG GKMA-EN.....\$37.99



PYLOS
Simple rules, quick rounds, and rather subtle tactics: *Pylos* is one of the strangest yet most beautiful abstract games on the market today, and winner of several Game of the Year awards around the world. The object is to save your marbles so that you can be the one to place a marble at the very top of the pyramid. *Pylos* offers a unique challenge that is irresistibly attractive as both a game and a decorative object.
HBG GCPY-EN.....\$37.99



PYLOS MINI
Scheduled to ship in November 2022.
HBG GDPY.....\$24.99



QUANTIK
Quantik is a pure abstract strategy game. The goal is to be the first player to pose the fourth different forms of a line, a column or a square zone. Scheduled to ship in November 2022.
HBG GCQU-EN.....\$37.99



QUARTO
In *Quarto Classic*, simply place four pieces in a row to win. In a tactical twist, however, each one must share something in common, and your challenger selects which pieces you play. Victory lies in the hands of your opponent!
HBG GCQA-EN.....\$37.99



QUARTO: MINI EDITION
Mini version of the classic Gigamic abstract game!
HBG GDQAM-EN.....\$24.99



QUIXO
In *Quixo*, players take turns rotating cubes then and pushing them horizontally or vertically on the board until one of the players (or teams) has lined up 5 cubes of their symbol in a line. Quick to teach but challenging to master, *Quixo* is sure to delight your customers.
HBG GCQI-EN.....\$37.99

QUANTIK MINI
Quantik is a pure abstract strategy game. The goal is to be the first player to pose the fourth different forms of a line, a column or a square zone. Mini version. Scheduled to ship in November 2022.
HBG GDQU-EN.....\$24.99



QUIXO MINI
Quixo is a simple but not simplistic game, whose rules can be learned in just thirty seconds. Anyone can play! Line up 5 cubes in a row, pushing your lines of cubes horizontally or vertically. This is one of the few strategic games that can be played by 2 or 4 players (in teams). Scheduled to ship in November 2022.
HBG GDQI.....\$24.99



QUORIDOR
Do you have what it takes to escape? In *Quoridor*, there are only two actions; build a wall or move. Blocking your opponents is key. To win, however, you must find a way out of the maze you have created!
HBG GCQO-EN.....\$37.99



QUORIDOR JUNIOR
Scheduled to ship in November 2022.
HBG GKQJ-EN.....\$19.99



SPECIFIC
Can you name a carnivore with four feet which lives on the land? Be specific in this lively educational game. Scheduled to ship in November 2022.
HBG GJSP-EN.....\$11.99



SQUADRO
The goal is simple: move four of your five pieces across the board and then back to the side they started from. But be careful! Blocking your opponent risks having your piece sent backwards and can give your opponent a bonus move! Scheduled to ship in November 2022.
HBG GCSQ.....\$37.99



TRIOLET
Triolet is a numbers games in which the objective is make "15" with three tiles on a board. Players lay 1, 2, or 3 tiles intersecting crossword-style on a board. Additional points are scored when three tiles equal 15 or all three tiles are placed in one go. It's an easy game to learn and the "double", "triple" and "bis" squares ensure that players who have started slowly can catch up. When the tiles run out, the game ends and whoever has scored the most points wins. Scheduled to ship in November 2022.
HBG GZFR-EN.....\$29.99

QUORIDOR MINI
Quoridor is a must among strategy games. Its rules are amazingly simple: just make it through the labyrinths your opponent creates to get to the other side. This game requires strategy and quick thinking for two players and offers a load of fun for four.. Both occasional and expert players from around the world recognize the fun and exceptional strategic aspects of *Quoridor*. Scheduled to ship in November 2022.
HBG GDQA-EN.....\$24.99



YOGI

It's KNOT what you think! Yogi is a party game that will have you and your friends twisting and turning (and laughing, of course!). Each turn you draw a card with a simple instruction, such as putting the card on top of your head or putting your finger on your nose. If a player can't comply with all of them, they're out of the game. Scheduled to ship in November 2022.

HBG GMUY\$11.99

GLOBAL GAMES

ABSOLUTE POWER

Scheduled to ship in November 2022



BOOK ONE - SYSTEM

The Silver Age has come and gone. Superpowers now bring fear as often as comfort and shades of gray cast the world in shadow, muting the shining colors of yesteryear. Villains have become stronger, and their influence is felt in every nation. The need for heroes is greater than ever. Can you balance superhuman gifts with humility, compassion, and hope? Do you have what it takes to resist the ever-present lure of Absolute Power? Welcome to the *Absolute Power* superhero role-playing game - the second edition of 2002's *Silver Age Sentinels* RPG.

GGD JPG830PI



BOOK TWO - ESSENTIALS

The Silver Age has come and gone. Superpowers now bring fear as often as comfort and shades of gray cast the world in shadow, muting the shining colors of yesteryear. Villains have become stronger, and their influence is felt in every nation. The need for heroes is greater than ever. Can you balance superhuman gifts with humility, compassion, and hope? Do you have what it takes to resist the ever-present lure of Absolute Power? Welcome to the *Absolute Power* superhero role-playing game - the second edition of 2002's *Silver Age Sentinels* RPG.

GGD JPG831PI



CHARACTER FOLIO

The Folio includes: a deluxe character sheet with expanded areas for stats and descriptions; sections for detailing your character's abilities, background, and personality; and journal pages on which you can record your character's inner thoughts, secrets learned during each session, and other important game notes. It's the ultimate 24-page journal for detailing characters from any superhero campaign.

GGD JPG834PI



GAME SCREEN & ADVENTURE

It's a sturdy, 4-Panel reference screen for Game Masters features a one-stop location for important *Absolute Power* tables, wrapped in a stunning full-color panoramic battle scene on the front.

GGD JPG833PI



ABSOLUTE POWER

Scheduled to ship in January 2023.



CARDBOARD MINIS

Add over 100 heroes, villains, neutrals, and aliens to your dynamic superpowered RPG stories. These gorgeous illustrations are printed on sturdy punchboards (die-cut minis of several different sizes), ready to be inserted into the included plastic bases. GGD JPG838 PI

DICE SET

GGD JPG836 PI



DICE TOWER

With the *Absolute Power Dice Tower*, we are packaging together a functional, yet beautiful, constructible cardboard dice tower. The tower represents the Guard's Olympian Tower headquarters, which opens onto the streets of downtown Empire City. GGD JPG837 PI

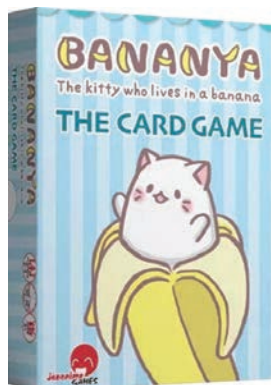


PERFECT EDITION

The Silver Age has come and gone. Superpowers now bring fear as often as comfort and shades of gray cast the world in shadow, muting the shining colors of yesteryear. Villains have become stronger, and their influence is felt in every nation. The need for heroes is greater than ever. Can you balance superhuman gifts with humility, compassion, and hope? Do you have what it takes to resist the ever-present lure of Absolute Power? Welcome to the *Absolute Power* superhero role-playing game - the second edition of 2002's *Silver Age Sentinels* RPG. Scheduled to ship in November 2022. GGD JPG832 PI

BANANYA

Get ready for *Bananya*, the cutest card game in town about the kitty that lives in a banana! Two to four players are trying to collect a full set of Bananyas before their opponents. You and up to 3 other players draw cards, play cards to resolve their effects, and force your opponents to put cards in the litterbox - the first player to get all 10 Bananyas of the same type wins the game - but only if they shout "Nya!" Scheduled to ship in February 2023. GGD JPG241 PI



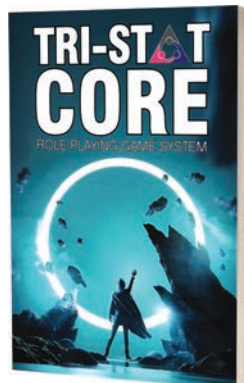
HEIKI STRIKE ALTERNATIVE FOIL CARD SET

Scheduled to ship in February 2023. GGD JPG276 PI



SUSHI BOAT

Welcome to *Sushi Boat*! We are proud to offer you the finest delicacies, hand-crafted by our master sushi chef. Are you new to conveyor belt sushi? You'll love it! Our chef creates masterpieces and places them on the belt, which brings the sushi right to you. Just grab whatever looks good as it passes you by and enjoy! Our staff is also on hand to help you if you need it. So take a seat—it's all you can eat! Scheduled to ship in February 2023. GGD JPG240 PI



TRI-STAT CORE ROLE-PLAYING GAME SYSTEM

This affordable, 224-page, pocket-sized edition of the *Tri-Stat System* (the foundation of both *Absolute Power* and *BESM Fourth Edition*) offers a complete role-playing game; no other books or products are required to play (other than up to four six-sided dice). This single volume presents a comprehensive, universal, multi-genre system that you can use for your adventure scenarios at any power level. *Tri-Stat Core* thus makes for an affordable extra "tablecopy" of the system. What this volume doesn't offer is fluff. Nothing but the *Tri-Stat System* at a remarkable price! Scheduled to ship in January 2023. GGD JPG 840 PI

GOODMAN GAMES

DUNGEON CRAWL CLASSICS DICE SETS

Scheduled to ship in December 2022.



ELDRITCH RUIN

GMG 6066 \$34.99



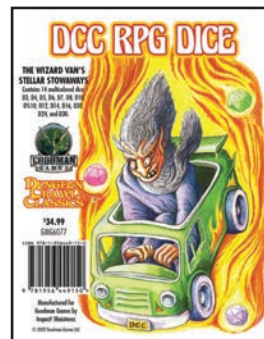
SUPERNAL STAR SEEDS

GMG 6068 \$34.99



VELLO'S CRYSTALIZED CREATIONS

GMG 6065 \$34.99



THE WIZARD VAN'S STELLAR STOWAWAYS

GMG 6067 \$34.99



DUNGEON CRAWL CLASSICS: HOLIDAY MODULE #11 - CAME THE MONSTERS OF MIDWINTER

Star Notch, a town that keeps the Sovereignty more joyful and true than any other in all the Shudder Mountains, is beset by a host of evils so horrible as to try the faith of honest folk. When a group of fiendish creatures strike at the town's heart, it's up to our mountain heroes to vanquish an ancient evil and restore the light of the Divine to the hills. Scheduled to ship in December 2022. GMG 52022 \$14.99



DUNGEON CRAWL CLASSICS: LANKHMAR #14 - THIEVES OF COLD CORNER

A cache of invisible ice diamonds and an overlord's ransom in gold rilks - amid the drunken revelry of midwinter solstice, Cold Corner was never riper for a heist. But to pull it off risks the ire the Snow Women and their skalds - cruel axe-men eager for the chance to prove their devotion to their cold mistresses. And with the power to shape cold - and the blinding blizzards, shattered bones, and frozen bodies that must surely follow - the sorceress matriarchs of the Snow Clan are not to be trifled. Scheduled to ship in December 2022.

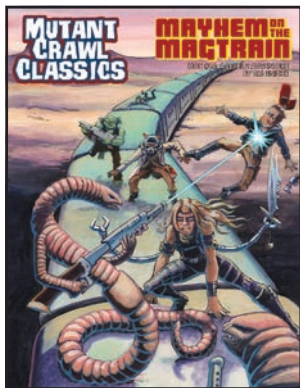
GMG 5229\$9.99



DUNGEON CRAWL CLASSICS: HORROR #8 - NIGHT OF THE BOG BEAST

The alligator infested waterways of the Twilight Marsh harbor a mystery. Last year a child went missing for a week, before being found deep within the marshlands. So far from home, that it was unimaginable as to how she could have gotten there. Despite being questioned, Little Idris said nothing. She only smiled. You see, Little Idris has a secret...But those events of last year refuse to remain buried, and something ancient has been released in the swamp. Scheduled to ship in November 2022.

GMG 53022\$9.99



MUTANT CRAWL CLASSICS: #14 MAYHEM ON THE MAGTRAIN

It's thrills on wheels as the Seekers find themselves trapped aboard a runaway train! The robotic conductor has lost contact with its engineer subroutine, so it falls upon the "stowaways" to stop their out-of-control journey. All that's standing between them and victory is a train filled with hungry mutant worms, a railcar threatening to jump the tracks, and a sentient AI who refuses to be deactivated! Stow your luggage overhead and buckle up for a wild journey across Terra A.D. Scheduled to ship in December 2022.

GMG 6224\$9.99



FIFTH EDITION FANTASY #22: CAVERNS OF THE SEA STRANGERS

Local magistrates hire your party to find a pirate captain, suddenly active again after having had disappeared for many years. His trail leads to Catastrophe Rock, a barren island surrounded by a dangerous atoll known as a death trap for ships. You must brave the dangerous waterway, find the villain's lair, and put an end to his days of plunder and killing! But is there something even more sinister behind the recent spate of pillaged ships? Scheduled to ship in November 2022.

GMG 55522\$9.99



MUTANT CRAWL CLASSICS: #13 INTO THE GLOWING DEPTHS

A menace awakens in the irradiated ocean depths of Terra A.D., one desiring the conquest of the lands above. Standing between an army of mutant genetic experiments and world domination is an isolated research facility miles beneath the ocean's surface. From within that remnant of the ancient times, a most unusual intelligence seeks heroes to act on its behalf. The characters soon find themselves in a hostile environment, beset by enemies on all sides, but with rich rewards awaiting them if they can prevent the mutant army's conquest. Scheduled to ship in December 2022.

GMG 6223\$9.99

GREATER THAN GAMES



SPIRIT ISLAND: BRANCH AND CLAW FOIL PANELS

You have work to do, protecting your island from Invaders, but there's no reason not to look good while you do it! This set of Spirit Panels replaces each of the Spirit Panels from the board game *Spirit Island: Branch and Claw* expansion with premium foil card versions of those same panels! Scheduled to ship in October 2022.

GTG SISL-FLBC\$2.95



SPIRIT ISLAND: FEATHER AND FLAME FOIL PANELS

You have work to do, protecting your island from Invaders, but there's no reason not to look good while you do it! This set of Spirit Panels replaces each of the Spirit Panels from the board game *Spirit Island: Feather and Flame* expansion with premium foil card versions of those same panels! Scheduled to ship in October 2022.

GTG SISL-FLFF\$4.95



SPIRIT ISLAND: FOIL PANELS

You have work to do, protecting your island from Invaders, but there's no reason not to look good while you do it! This set of Spirit Panels replaces each of the Spirit Panels from the board game *Spirit Island* with premium foil card versions of those same panels! Scheduled to ship in October 2022.

GTG SISL-FLCR\$9.95



SPIRIT ISLAND: JAGGED EARTH FOIL PANELS

You have work to do, protecting your island from Invaders, but there's no reason not to look good while you do it! This set of Spirit Panels replaces each of the Spirit Panels from the board game *Spirit Island Jagged Earth* expansion with premium foil card versions of those same panels! Scheduled to ship in October 2022.

GTG SISL-FLJE\$9.95

GRRE GAMES



NIDAVELLIR

Nidavellir, the Dwarf Kingdom, is threatened by the dragon Fafnir. As a venerable Elvaland, you have been appointed by the King. Search through every tavern in the kingdom, hire the most skillful dwarves, recruit the most prestigious heroes, and build the best battalion you can to defeat your mortal enemy!

HBG BLNID-EN\$44.99



NIDAVELLIR: IDAVOLL EXPANSION

Idavoll is the second expansion for *Nidavellir*. During the first three rounds of the Age 1, the second tavern offers Mythical Animals, Aesir, Valkyries, and Giants, which add an additional round to the game. Each new type of card also adds never-before-seen effects. Scheduled to ship in November 2022.

HBG GRIDA01EN\$19.99



NIDAVELLIR: THINGVELLIR EXPANSION

Thingvellir is an expansion and requires the basic game *Nidavellir* to play it.

HBG BLTHI-EN\$19.99

GAMES

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HOLY GRAIL GAMES



ANIMAL POKER

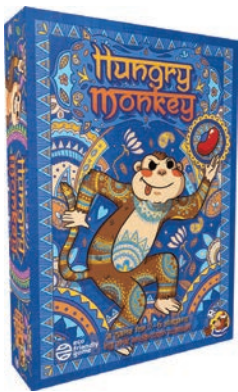
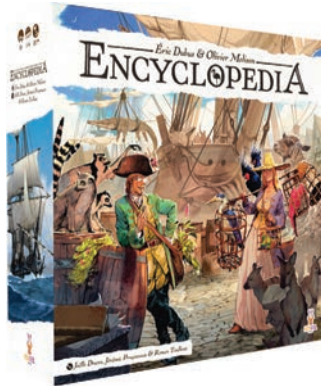
Animal Poker, first released as *Career Poker*, offers each player a job at the firm of Crazy & Co. The positions within the company are constantly changing. So the boss's chair can start wobbling, and before you know it the journeyman is calling the shots. But beware! The last one left sitting on their cards gets stuck with the dirty work and is the dishwasher. Scheduled to ship in November 2022.

LUM HG010E\$17.99

ENCYCLOPEDIA

Encyclopedia is a dice-based worker placement game. At the beginning of each round, you'll be drawing and rolling dice, then placing them on your player board. These dice can then be used to perform an action each turn, depending on their color and value. Your action can be preparing your expeditions by going to the Embassy, visiting the Bank to raise funds, or hiring your research team at the University. Once you're ready to go, you'll choose the Animal cards you wish to study, then organize expeditions to observe them in their natural habitats. Scheduled to ship in November 2022.

LUM ENC01EN\$59.99



HUNGRY MONKEY

Hungry Monkey is a card game where the goal is to get rid of your hand cards and collect beans. You have animal cards both in hand and in a face-down row. You must be the first to play all your cards, first from your hand and then from your card row. Scheduled to ship in November 2022.

LUM HG012E\$17.99

RALLYMAN: DIRT

Rallyman: DIRT is a roll and move racing game, so to move around the track, you'll be rolling dice! Each player will have a mixture of Gear, Brake and Coast dice at their disposal to get their car speeding along the track. Each die can only be rolled once per turn. Each die has a certain number of Warning symbols. If you get 3 in one roll, you'll lose control of your car, increasing your time and potentially damaging your vehicle! Scheduled to ship in November 2022.

LUM RAD01\$59.99



SPICY

Spicy is a bluffing card game for 2-6 players. The cards are played face down, so you can cheat when you announce your card. That said, this clever card game isn't just about bluffing for you can almost always play a card that is at least half right if you cleverly play your hand. This means tactically deciding which card to use to get through: Do I play a "Pepper 10" or a color wild on a "Wasabi 9" and declare it a "Wasabi 10"? Or do I better pass because surely someone has noticed me thinking for so long now? Scheduled to ship in November 2022.

LUM HG006E\$17.99

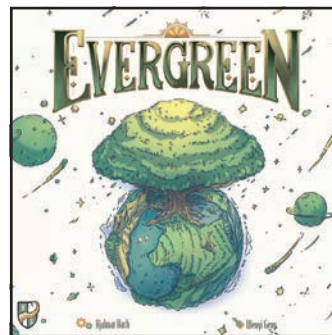


SWEET & SPICY

Sweet & Spicy is a bluffing card game for 2-6 players and the kid-friendly variant of *Spicy*. Instead of Wasabi you can now play with Lemon and there is a new card in the game: The SUPER-JOKER. But the game principle remains the same. Scheduled to ship in November 2022.

LUM HG011E\$17.99

HORRIBLE GUILD



EVERGREEN

In *Evergreen*, your goal is to build a lush ecosystem by planting seeds, growing trees, and placing other natural elements on your planet, trying to make it the greenest and most fertile of all. Scheduled to ship in November 2022.

LUM HG142\$49.99



DISTANT SUNS

In *Distant Suns*, you will try to get as many victory points as possible over three rounds. On your turn, you choose and write a figure on a free Exploration Zone and force your opponents to draw another one on theirs. Encounter aliens, upgrade your ship, discover treasure, and explore black holes and the outer world of the cosmos to become the most famous space explorer of the galaxy! The player with the most victory points after three rounds wins! IEL 51956\$21.99



KING OF MONSTER ISLAND

King of Monster Island is a co-op game that pits all players against the dangerous Lavalord and its minions. Scheduled to ship in November 2022.

IEL 70029\$69.99

KOLOSSAL GAMES



LOST EMPIRES: WAR FOR THE NEW SUN

Lost Empires is a head-to-head, card-driven area control game with a focus on tactical movement and deck design. Each player chooses a faction to play, and using the cards available to that faction, constructs an 18-card deck with which you do battle. You earn artifacts by controlling objectives and destroying elite enemy units augmented with alien technology. Once you have collected sufficient artifacts, you use them to construct a Wormgate. The first person to build a Wormgate, wins the war for the new sun. Scheduled to ship in January 2022.

KLK LOS001\$25.00

IELLO



BREAK THE CUBE

Break the Cube is the multiplayer puzzle solving game that will let you go brain-to-brain with your friends! To compete, you will need to build the most complex shape possible behind your screen.

IEL 51951\$18.99

SPOTLIGHT ON



AMAZING DEFENDERS BOOSTER DISPLAY (24)

Three unique new themes are ready for action in *Amazing Defenders*! This 60-card set gives you new ways to build up mighty monsters that can dominate Duels. Each theme has a unique gameplay style to enjoy, so try out all 3 and see which one is your favorite! Here's a taste of things to come: A fully equipped rescue vehicle that's first on the scene! It's got all the tools you need to survive and overcome any threat. An Xyz Monster that needs a little TLC to reach its full potential! Raise it well and there's nothing you can't accomplish together. **NOTE:** This item

is sold to retailers in full displays. Please contact your retailer for availability.
KON 85919.....\$107.76



DARK MAGICIAN GAME MAT

KON 85916.....\$16.99



DARK MAGICIAN GIRL 9-POCKET DUELIST PORTFOLIO
KON 85914.....\$9.99



DARK MAGICIAN GIRL CARD CASE
KON 85912.....\$4.99



DARK MAGICIAN GIRL CARD SLEEVES PACK (50)
KON 85910.....\$4.99

LA BOITE À JEU



IN THE PALM OF YOUR HAND

Open Leon's souvenir box and discover his amazing life! The 100 cards of the game are as many memories to mime, in the palm of the hand of other players, using 11 different objects. Focus on the sensations you felt to find the right memory! A touching game! Scheduled to ship in May 2022.

HBG BLINT-EN.....\$37.99

STARFINDER



STARFINDER MASTERS OF TIME AND SPACE

An adventure concluding the Drift Crashers Adventure Path in which faster-than-light travel breaks down and the galaxy is thrown into chaos.

PZ07248 MSRP \$24.99



STARFINDER FLIP-MAT: SPACE STATION PROMENADE

This double-sided map features a stretch of walk through an ultra-modern space station on one side and a crowded marketplace area on the other.

PZ07333 MSRP \$16.99



STARFINDER BEGINNER BOX

Launch your science fantasy tabletop adventure and create futuristic heroes and action-packed campaigns all with one box!

PZ07110 MSRP \$39.99

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LOKE



CASTLES CRYPTS & CAVERNS: BOOK OF BATTLE MATS

Scheduled to ship in January 2023.
LBM 032\$46.99

MAGPIE GAMES

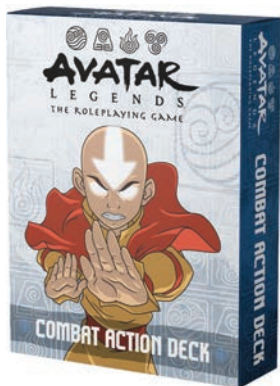
AVATAR LEGENDS RPG

Scheduled to ship in January 2023.

CORE BOOK

The core book is an 8.5"x11" hardcover book featuring beautiful full-color art, all the core rules for the game, information on playing your game in one of five different eras, examples for quick and easy play, and ten playbook archetypes.

MPG V01\$49.99



COMBAT ACTION DECK

MPG C09\$19.99



DICE PACK

MPG V03\$24.99



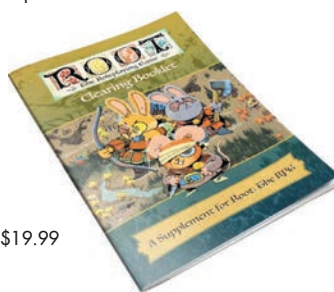
WAN SHI TONG'S ADVENTURE GUIDE

The Wan Shi Tong's Adventure Guide is an exciting compilation of new adventure material and play options. This 8.5"x11" hardcover book includes expanded content featuring Wan Shi Tong himself!

MPG V02\$39.99

ROOT: THE ROLEPLAYING GAME

Scheduled to ship in September 2022.



CLEARING BOOKLET

MPG 035\$19.99

SPOTLIGHT ON



DELUXE BOOK

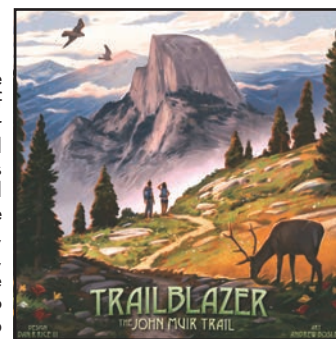
MPG 031\$99.99

MARIPOSA GAMES

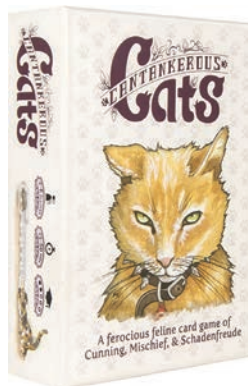
TRAILBLAZER: THE JOHN MUIR TRAIL

Trailblazer: The John Muir Trail takes place over the course of twelve days/rounds of hiking and backpacking along the John Muir Trail (JMT). You will experience daily trail encounters, choose to explore destinations along the trail, acquire and manage natural and personal resources, discover and observe the sights and sounds of your environment, adapt to ever-changing weather conditions, and move along the entire trail, all while wisely using the items in your backpack to maximize your experience. Scheduled to ship in February 2023.

MRG TB001\$69.00



MENTHA DESIGNS



CANTANKEROUS CATS

You Are a Cat. You live in a House with your pet Hoomin. Smother your Hoomin with Affection, then score points for manufacturing Mischief in your house without getting thrown out. You must accomplish this while deftly deflecting the malicious machinations of other Cats in the neighborhood. The first Cat to score NINE Mischief Points is declared the winner! Scheduled to ship in November 2022.

MDL CC001\$20.00

PROSPERITEA

You own a tea shop. Like all artisans, you pride yourself on your craftsmanship and strive to be the most prestigious tea shop in the neighborhood. Source ingredients, blend them into a wide variety of teas, then sell your teas for instant profits or display them in your window for prestige. Hand crafted tea is a tight market and you won't be able to get by on your own. You'll need to ask for favors to fill the most demanding orders and secure the most prestige. The shop with the most prestige at the end of the game is the winner! Scheduled to ship in November 2022.

MDL PT001\$25.00





THUG LIFE: THE BOARD GAME

Thug Life is a fast paced, brutal game of street combat, resource management, and running a criminal empire set in the mean streets of urban America. As a Boss, you will recruit Thugs into your gang, send them out into the Streets to commit crimes, fight other bosses, and hold down your turf to gain respect. The first Boss to earn 13 points of respect will be crowned king of the streets! Scheduled to ship in November 2022.

MDL TL001\$45.00

MODIPHIUS



ACHTUNG! CTHULHU 2D20: MISSION DOSSIER 1 - BEHIND ENEMY LINES

This first Mission Dossier for Achtung! Cthulhu 2d20 contains the first five adventures released following the RPG's launch: Under the Gun, Operation Vanguard, Operation Falling Crystal, The Romanian Imperative, and Seventh-Innings Slaughter, plus a brand new, never-seen-before mission, Operation Eastbourne, specially written for this compilation. From the White Cliffs of Dover, to the Nazi-occupied Netherlands, to the mists of the Scottish islands, to the forgotten front of Romania, and even the heart of the US homeland itself, you can use this compilation to send your agents on a rip-roaring rollercoaster ride through the first thrilling phase of the Secret War. Scheduled to ship in December 2022.

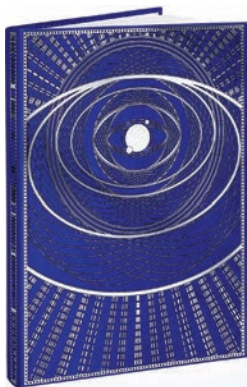
MUH 0010203\$35.00



DUNE RPG: ADVENTURES IN THE IMPERIUM: MASTERS OF DUNE

Masters of Dune is an epic 166 page campaign that can be run on its own or as a continuation of the Agents of Dune boxed set. Play as the renowned House Nagara or create a new House of your own to tame Arrakis. Over the campaign's nine explosive chapters your characters will: Seek out the elusive Fremens to gain their trust and allegiance, if you can navigate their mysterious customs and rituals. Engage in exciting space battles on behalf of the mysterious Guild, taking on lethal pirates in the void between worlds. Visit the deadly House Harkonnen on the industrial hellscape of Giedi Prime where poison and treachery lie behind every corner. Mine spice on Arrakis to quench the insatiable need of the Imperium, even though it can never be enough to satisfy the hunger of the Known Universe. Scheduled to ship in November 2022.

MUH 052392\$52.00



DUNE RPG: ADVENTURES IN THE IMPERIUM - MASTERS OF DUNE COLLECTOR'S EDITION

Your House had claimed the wealth of Arrakis but can they hold onto that power when so many want to take it from them? You have already uncovered a deadly enemy, but plenty more covet what you have worked so hard to control. You are going to need allies, but who can you trust? The mysterious Bene Gesserit, the elusive Spacing Guild, or perhaps even the Emperor himself. But each faction has their own agenda, and a knife in the shadows lies behind every smile. Continuing the alternate "What if?" scenario begun in Agents of Dune, the stakes become higher as deadly enemies seek the downfall of your House to claim Arrakis and the power of spice for themselves. The player characters must leave the desert world of Arrakis and travel across the Imperium to get the support they need to fight

their enemies. Scheduled to ship in November 2022.

MUH 060194\$81.00



Work Together With Others - Or Play Solo!

Cleverly construct routes and move
vehicles - while avoiding traffic
and red tape - to send six commuters
home before time runs out!



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Game play
20
minutes

Ages
8+

1-6
players

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FALLOUT RPG: PERK CARDS

Whether you want to be a dexterous charmer, a hardy bruiser, or anything in-between, Fallout's perks are designed to help build a better you. Create an original character and enhance their skills with unique advantages to give them the edge! With this card pack, your choices are easily tracked and referenced. Scheduled to ship in November 2022.

MUH 0580204\$22.00



INFINITY RPG: HYPERCORPS

The corporate battlefields of the Human Sphere are as vicious as a Friday night at the Gambate Cantina and as deadly as Paradiso's Cauchemar cats. From the top-tier lobby backstabbing in Santiago di Neoterra and Concilium Prima to the very real backstabbing among Submondo's most vicious criminals, the hypercorps' influence permeates every aspect of humanity's existence. Leviathans of apparent corruption, lacking soul and empathy, the hypercorp is the epitome of all of society's sins and injustice, or so the hard-line terrorists rant in the deep corners of Maya and Arachne. Yet, the hypercorps sustain billions of people all around the galaxy, and no matter what the general consensus, they are here to stay for the hypercorp is the very essence of the Human Sphere. Scheduled to ship in November 2022.

MUH 050221\$25.00



INFINITY RPG: SHIPS OF THE HUMAN SPHERE

The Second Race for the Stars is far behind us. Now it is time to reap the rewards and reach for Infinity and conquer the galaxy! Never has humanity had such a variety of vessels to explore, colonise, trade, and enjoy the void between the stars as today. The constant expansion of the Human Sphere is firmly based on its exploring, travelling, and controlling capabilities made real thanks to the vast variety of spaceships, from planetary shuttles to Intra-system probes and the all-might behemoths-the Circulars. Scheduled to ship in November 2022.

MUH 050218\$25.00



INFINITY RPG: TECHNOLOGY OF THE HUMAN SPHERE

The Human Sphere, the imminent future of humanity, shines forth with all the magnificence of the technology at the service of the greater good! Enter a world where pervasive domotics and augmented reality have long since ceased to be a luxury. Discover what it takes to be on top of what is hot and what is cool in fashion, leisure, transportation, and lifestyle amenities in a world where consumerism is the ultimate lifestyle choice. Make yourself comfortable and let your faithful geist set you up with some nice background music while you consider the advantages of trading in your body for a new, more advanced model or simply upgrade with one of the myriad colourful augmentations. Scheduled to ship in November 2022.

MUH 050217\$25.00

MYTHIC GAMES



ENCHANTERS

In the fantasy card-drafting game Enchanters, you create an artifact and upgrade it each turn. Every card you take retains some of its power. As you grow stronger, you can take on more powerful monsters and, if you plan well, even defeat a dragon. Scheduled to ship in December 2022.

MYT ENCH16EN\$35.00

NORD GAMES



DANGEROUS DESTINATIONS HARDCOVER

Dangerous Destinations is the definitive guide to creating intriguing and dynamic destinations for storytelling and fantasy roleplaying games. Following the same model as our best-selling book, Spectacular Settlements, Dangerous Destinations contains an easy-to-use, step by step builder system. Scheduled to ship in November 2022.

NRG 2107\$60.00



THE ORACLE STORY GENERATOR BOX SET

The Oracle Story Generator Box Set contains all 5 of the individual decks in one package. Decks in Box: Contracts and Bounties, Epic Adventures, Political Intrigue, Relics and Artifacts, and Simple Sidequests. Each deck contains enough outcomes to create over 250 million different combinations, so the entire set can be used to create over one billion story combinations! Scheduled to ship in November 2022.

NRG 2109\$50.00

OINK GAMES



ORDER OVERLOAD: CAFE

You and your fellow players work in a coffee shop in Order Overload: Cafe, and to keep your jobs, you need to keep a handle on all the orders coming in. Will you be able to make the right drinks? Scheduled to ship in January 2022.

ONK OOC\$23.00

ORIGAMI WHALE



MONTE COOK GAMES

PLANAR BESTIARY (5E)

The planes are home to untold numbers of strange and dangerous creatures. This hefty hardcover for 5E details scores of monsters from across the planes, as well as those that might be encountered in Timeborne, along the the Path, or traveling themselves among the planes. Scheduled to ship in January 2023.

MKG 327\$44.99

DANGER THE GAME

The first victim is the person who lives the most dangerously. Each of the other players is called a rescuer. The victim draws and reveals a danger card containing the perilous situation they are caught in. The rescuers then place one skill card and one tool card from their hands which they will utilize to save the victim. Each Rescuer then presents their rescue plan and the Victim awards the Danger card to the Rescuer with the best plan. The first person to win three Dangers is the winner. Scheduled to ship in December 2022.

OWG 01000\$27.99





PATHFINDER RPG: ADVENTURE - FISTS OF THE RUBY PHOENIX (P2)

Prepare for the fight of your life! The Ruby Phoenix Tournament gathers the most talented martial artists, mages, and misfits from around the world to compete on a world stage. The grand prize? Winner's choice of a priceless treasure from the vault of Hao Jin, the Ruby Phoenix, herself! This hardcover compilation includes all three adventures of the popular *Fists of the Ruby Phoenix Adventure Path* in one epic book. Explore a complete adventure for 11th- to 20th-level characters, plus fantastic gazetteers, inspiring character options, dozens of creatures, and more! Scheduled to ship in January 2023.

HARDCOVER PZO 2035..... \$54.99
SPECIAL EDITION PZO 2035-SE..... \$74.99

PATHFINDER RPG: ADVENTURE PATH - GATEWALKERS PART 1 - THE SEVENTH ARCH (P2)

The Seventh Arch is a *Pathfinder* adventure for four 1st-level characters. This adventure begins the *Gatewalkers Adventure Path*, a three-part monthly campaign in which a team of paranormal investigators unravel the mystery behind a mass amnesic episode which left them with lost memories and strange powers. This adventure also includes a gazetteer of adventure sites on the alien world of Castrovel, the Green Planet; new rules options perfect for paranormalist adventurers; and strange new creatures to befriend or bedevil your players. Scheduled to ship in January 2023.

PZO 90187 \$26.99



PATHFINDER RPG: FISTS OF THE RUBY PHOENIX BATTLE CARDS (P2)

Get ready for the fight of a lifetime with this collection of 200 reference cards featuring every creature and combatant from the *Fists of the Ruby Phoenix Adventure Path*! Each 4 x 6 card is printed on sturdy cardstock and features a beautiful, full-color image of an enemy on one side and the enemy's combat statistics on the other. Show your players

who's on the other side of the ring while keeping your villains' stats at the ready for every exhibition match, monster encounter, and epic brawl in the Ruby Phoenix Tournament! Scheduled to ship in January 2023.

PZO 2235..... \$42.99

PATHFINDER RPG: FLIP-MAT - ALIEN RUINS

Whether it's a partially buried space ship that crash landed eons ago, or a strange landscape of eerie architecture not of this world, these alien ruins will surely fill your game with mystery and wonder. This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set pieces for the busy Game Master. The next time your players stumble across something out of this world, these maps have you covered. With *Pathfinder Flip-Mat: Alien Ruins*, you'll be ready the next time your players stumble upon the truly unexpected! Scheduled to ship in January 2023.

PZO 30127 \$16.99



PATHFINDER



PATHFINDER THE GHOULS HUNGER

Continue the *Blood Lords Adventure Path* in which the characters rise from skilled troubleshooters to join the lords who rule a land of the dead.

PZO90184 MSRP \$26.99



PATHFINDER LOST OMENS: LEGENDS SPECIAL EDITION

Details on the Inner Sea region's biggest personalities, from queens and kings that rule the present to distant figures from Golarion's past.

PZO9306-SE MSRP \$59.99



PATHFINDER KINGMAKER ADVENTURE PATH

Pathfinder's most-popular campaign ever returns in this massive new hardcover compilation updated to the latest Pathfinder rules!

PZO2020 MSRP \$99.99



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PATHFINDER RPG: LOST OMENS - ANCESTRY GUIDE HARDCOVER (SPECIAL EDITION) (P2)

Remember who you are! The Age of Lost Omens is filled with people of all types, including more than just those of common ancestries. Lost Omens Ancestry Guide places the spotlight on the uncommon and rare ancestries of the Inner Sea (like geniekin, androids, kitsune, sprites, and more!), providing information on their cultures and place in the world. The book also expands on the rules options for these ancestries and versatile heritages. Finally, *Lost Omens Ancestry Guide* also features new ancestries and versatile heritages including some that are brand new, as well as old favorites from throughout Golarion! This deluxe special edition is bound in faux leather with metallic deboss cover elements

and a bound-in ribbon bookmark. Scheduled to ship in January 2023.
PZO 9308-SE \$59.99

STARFINDER RPG: FLIP-MAT MULTI-PACK - BASIC TERRAIN

From familiar urban areas to new alien worlds, adventures in the *Starfinder RPG* can take place just about anywhere! *Starfinder Flip-Mat: Basic Terrain Multi-Pack* contains two double-sided maps, each featuring a different subtle texture—a grassy plain, a mountain stream, a stretch of asphalt, and clean, tiled floor—that provide you a blank canvas to draw any area of exploration, terrestrial battlefield, or adventure set piece you desire. Scheduled to ship in January 2023.

PZO 7335 \$26.99



POKÉMON USA

POKÉMON TCG



COLLECTOR CHEST (2022)

This sturdy metal case contains more than a dozen special Pokémon goodies, including many not found anywhere else. The *Pokémon Trading Card Game Collector Chest* includes: 5 *Pokémon TCG* booster packs, 3 foil cards featuring Hisuian Voltorb, Hisuian Growlithe, and Hisuian Sneasel, a cool Pokémon coin, 4 colorful sticker sheets, a mini portfolio to store your favorite cards, a *Pokémon* notebook, and a code card for *Pokémon TCG Live*.

PUI 21085115 PI

HISUIAN ELECTRODE V BOX

Take your opponent by surprise and execute an explosive comeback with Hisuian Electrode V! This Grass-type Pokémon gets more powerful when affected by Special Conditions, so don't be afraid to take some risks! You'll find *Hisuian Electrode V* as a foil promo card in playable and oversize versions, along with a foil card featuring the Lightning-type Electrode from the Kanto region. Even more awesome Pokémon await inside a handful of booster packs!

PUI 29085121 PI



MEW VMAX LEAGUE BATTLE DECK

Team up with the adorable Mew VMAX and finish opponents with a force of Fusion Strike firepower! This Pokémon VMAX is yours in this powerful, League-ready deck for skilled Trainers and *Pokémon TCG* players. With a slew of cards including premium foil cards, sought-after power cards, and a well-tuned set of Pokémon and Trainer cards, the Mew VMAX League Battle Deck does more than feature one of the most popular Pokémon of the Kanto region: it puts together all the elements to support you in your next match against friends and neighbors, in person or online!

PUI 29085112 PI



STACKABLE TIN (FIGHTING/FIRE/DARKNESS) DISPLAY (6)

Choose a tin that matches your type: fierce Fighting type, scorching Fire type, or shadowy Darkness type! This handy *Pokémon TCG: Stacking Tin* stacks neatly with others and contains: 3 *Pokémon TCG* booster packs and 1 *Pokémon* coin. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 21086080 PI

FEATURED ITEM

HISUIAN ZOROARK VSTAR PREMIUM COLLECTION

Filled with spite and malice, Hisuian Zoroark uses illusions to confuse its opponents and play tricks on them, but it becomes an invaluable ally once you earn its trust. This *Premium Collection* is just what you need to get Hisuian Zoroark on your side as a Pokémon VSTAR, along with a copy of Hisuian Zoroark V to get it into play faster. You'll also find an oversize version of Hisuian Zoroark VSTAR that's suitable for display, a bunch of *Pokémon TCG* booster packs, and more!

PUI 29085172 PI



POKÉMON TCG: SWORD & SHIELD - SILVER TEMPEST

FEATURED ITEM



SILVER TEMPEST BOOSTER BUNDLE CASE (25)

Expand your collection with this *Booster Bundle* containing six booster packs from *Pokémon TCG: Sword & Shield Silver Tempest*!

PUI 18385154 PI

GTN

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FEATURED ITEM



SILVER TEMPEST BOOSTER DISPLAY (36)

An ominous rumble echoes in the distance, and Lugia VSTAR emerges from the ocean's depths to answer its call! Uncharted territory lies waiting to be explored alongside Alolan Vulpix VSTAR, while Serperior, Unown, and Mawile join the expedition as Pokémon VSTAR, and a legendary battle awaits as Regieleki VMAX and Regidrago VSTAR awaken from slumber. Discover powerful partnerships in the Trainer Gallery, and set a course for adventure with the Pokémon TCG: Sword & Shield—Silver Tempest expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

Shield—Silver Tempest expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
PUI 18386091.....PI

SILVER TEMPEST BUILD & BATTLE BOX DISPLAY (10)

An ominous rumble echoes in the distance, and Lugia VSTAR emerges from the ocean's depths to answer its call! Uncharted territory lies waiting to be explored alongside Alolan Vulpix VSTAR, while Serperior, Unown, and Mawile join the expedition as Pokémon VSTAR, and a legendary battle awaits as Regieleki VMAX and Regidrago VSTAR awaken from slumber. Discover powerful partnerships in the Trainer Gallery, and set a course for adventure with the Pokémon TCG: Sword & Shield—Silver Tempest expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 18386105.....PI



SILVER TEMPEST BUILD & BATTLE STADIUM

Build two decks with a friend—and then play right away! This Pokémon TCG: Sword & Shield—Silver Tempest Build & Battle Stadium contains a massive set of cards, including two Build & Battle Boxes. Each Build & Battle Box contains four booster packs and a 40-card deck that includes an exclusive foil card. You can play these decks right out of the box or enhance them with cards

from the booster packs. Get ready to face your opponents in the Build & Battle Stadium! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.
PUI 18385108.....PI



SILVER TEMPEST CHECKLANE BLISTERS CARTON (16)

An ominous rumble echoes in the distance, and Lugia VSTAR emerges from the ocean's depths to answer its call! Uncharted territory lies waiting to be explored alongside Alolan Vulpix VSTAR, while Serperior, Unown, and Mawile join the expedition as Pokémon VSTAR, and a legendary battle awaits as Regieleki VMAX and Regidrago VSTAR awaken from slumber. Discover powerful partnerships in the Trainer Gallery, and set a course for adventure with the Pokémon TCG: Sword & Shield—Silver Tempest expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 18385097.....PI

Hive Mind

designed by
RICHARD GARFIELD

THE GAME
OF THINKING
ALIKE!



A party game with no wrong answer!

Score points every time you answer a question the same as other players. Those that don't think alike can find themselves sent right off the board!



www.CalliopeGames.com

Game play
30-90
minutes

Ages
8+

3-12
players

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GAMES





SILVER TEMPEST ELITE TRAINER BOX

An ominous rumble echoes in the distance, and Lugia VSTAR emerges from the ocean's depths to answer its call! Uncharted territory lies waiting to be explored alongside Alolan Vulpix VSTAR, while Serperior, Unown, and Mawile join the expedition as Pokémon VSTAR, and a legendary battle awaits as Regieleki VMAX and Regidrago VSTAR awaken from slumber. Discover powerful partnerships in the Trainer Gallery, and set a course for adventure with the Pokémon TCG: Sword & Shield—Silver Tempest expansion!



PIU 18385107.....PI

POKÉMON TCG: SWORD & SHIELD - ULTRA-PREMIUM COLLECTION - CHARIZARD

Celebrate the Sword & Shield Series and the era of Pokémon V, Pokémon VMAX, and Pokémon VSTAR with a hotshot who knows how to put all that power to good use! Charizard turns up the heat as a trio of promo cards with an etched foil treatment, and its Gigantamax form shows off blazing style on a playmat, metal coin, and set of card sleeves. Metal dice and condition markers round out this



ultimate set of gameplay accessories. And as you open the huge stack of booster packs inside this box, take a journey through the Sword & Shield Series with an original booklet full of images and stats!

PIU 29085111.....PI

FEATURED ITEM



SILVER TEMPEST SLEEVED BOOSTER CASE (144)

An ominous rumble echoes in the distance, and Lugia VSTAR emerges from the ocean's depths to answer its call! Uncharted territory lies waiting to be explored alongside Alolan Vulpix VSTAR, while Serperior, Unown, and Mawile join the expedition as Pokémon VSTAR, and a legendary battle awaits as Regieleki VMAX and Regidrago VSTAR awaken from slumber. Discover powerful partnerships in the Trainer Gallery, and set a course for adventure with the Pokémon TCG: Sword & Shield—Silver Tempest expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PIU 18387092.....PI

FEATURED ITEM



SILVER TEMPEST THREE-BOOSTER BLISTER CARTON (24)

An ominous rumble echoes in the distance, and Lugia VSTAR emerges from the ocean's depths to answer its call! Uncharted territory lies waiting to be explored alongside Alolan Vulpix VSTAR, while Serperior, Unown, and Mawile join the

expedition as Pokémon VSTAR, and a legendary battle awaits as Regieleki VMAX and Regidrago VSTAR awaken from slumber. Discover powerful partnerships in the Trainer Gallery, and set a course for adventure with the Pokémon TCG: Sword & Shield—Silver Tempest expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PIU 18387096.....PI

PRIVATEER PRESS

WARMACHINE

Scheduled to ship in November 2022.



HORRUSKH, THE THOUSAND WRATHS ORGOTH WARCASTER (RESIN)

PIP 22003\$15.99



KHADOR WINTER KORPS CORE ARMY STARTER (RESIN)

PIP 24000\$192.99



KAPITAN EKATERINA BARANOVA KHADOR WARCASTER (RESIN)

PIP 24003\$12.99



MAJOR ANSON WOLFE CYGNAR WARCASTER (RESIN)

PIP 21003\$12.99

PUREARTS



ASSASSIN'S CREED: ORLOG DICE GAME

Played extensively by the Norsemen and Anglo-Saxons in every city of Assassin's Creed Valhalla, Orlog is played by two players who use dice rolls and bonus effects to claim victory over their opponent. Players roll dice to generate attacks and acquire tokens for God favors - using a combination of both for attacking and regaining health. Players roll their dice up to 3 times per round, then resolve the effects. Play continues until one player has lost all their Health stones. Will

you earn the favor of the Gods and receive their blessings to win? Scheduled to ship in November 2022.

HBB PA001OR\$39.99

Q-WORKSHOP

CHRISTMAS DICE SET

QWS SXMS4X.....\$14.00



THE WITCHER DICE SET (7 + COIN)

Scheduled to ship in November 2022.



VESEMIER - THE OLD WOLF

QWS SWVE74.....\$23.00



VESEMIER - THE SWORD MASTER

QWS SWVE4A.....\$23.00

THE WISE WITCHER

QWS SWVE4Y.....\$23.00



RANDOLPH



LINKTO FOOD

Linkto Food is a co-operative trivia game in which players team up to find the key amongst the 50 cards that feature unique food art. It offers five levels of difficulty in the game as well as a competitive mode for those who want it. Together, players link all 49 clue cards to the 50 word cards. They then discover whether the remaining, unlinked word card is the key to their victory, validating its code with the answer card to know whether they've won the game! Scheduled to ship in November 2022.

HBG RANLTC01EN.....\$12.99



LINKTO TRAVEL

Linkto Travel is a co-operative trivia game in which players team up to find the key amongst the 50 cards that feature unique travel art. It offers five levels of difficulty in the game as well as a competitive mode for those who want it. Together, players link all 49 clue cards to the 50 word cards. They then discover whether the remaining, unlinked word card is the key to their victory, validating its code with the answer card to know whether they've won the game! Scheduled to ship in November 2022.

HBG RANLTV01EN.....\$12.99

OH REALLY?

In Oh Really?, players try to correctly guess the order of preference of other players among 5 completely different topics. The more accurately your guesses are, the more points you score. Oh Really? brings laughter, discussions and small discomforts, all of which can be a great icebreaker for your dinners, parties or even on a date! With 200 different topics to choose from, each game will be unique and each choice can be hard to make. Scheduled to ship in November 2022.

HGB AO01EN.....\$19.99



RATHER DASHING GAMES

SEASONS OF ARCADIA

Seasons of Arcadia is a deeply strategic yet very approachable game. Players assume the roles of powerful Faerie Lords, each attempting to dominate the entire year with their seasonal magic. The goal is simple; be the first to place all twelve of your lords on the board to achieve victory. Scheduled to ship in January 2023.

RDG SOAR.....\$39.99



RAVENSBURGER

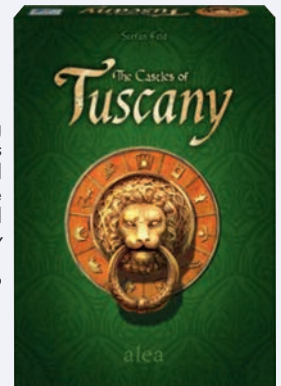
SPOTLIGHT ON



THE CASTLES OF TUSCANY

Love the The Castles of Burgundy, but looking for a lighter game? Look no further! The Castles of Tuscany offers the same tile placement and victory point-based gameplay in a shorter, more streamlined experience. Stellar gameplay and gorgeous artwork make The Castles of Tuscany a must-own for fans of alea and euro-style games.

RVN 26916.....\$46.99



DISNEY JUNGLE CRUISE ADVENTURE GAME

Attention Skippers! Family seeks experienced skipper for safe, speedy voyage along perilous jungle river to Jungle Navigation Company Headquarters. Esteemed Company owner Alberta Falls will announce one of four families as temporary Company caretakers before going on sabbatical, and we're in the running! Since we might be your future bosses, if you keep us on board, we'll do the same for you. Payment dependent on arrival of cargo and passengers... preferably in one piece.

RVN 60001898.....PI

GRAVITRAX: STARTER SET SPEED

With the GraviTrax interactive track system, you can design and build your own marble runs and experiment with gravity, magnetism, and kinetics to propel your marble to the finish. With a variety of tiles, levels, tracks and elements, you can control the speed of the marble. The open-play concept offers endless possibilities to design a different track every time you play. Add flair and speed to your tracks with expansion sets and action accessories. Experience the power of gravity with this epic marble run toy.

RVN 27412.....\$89.99



GAMES

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14+

STRATEGY

BIRDWATCHER

- Beautiful bird cards illustrated by Lauren Helton, a biologist and scientific illustrator!
- Build your own tableau of bird photographs and publications!
- Play solo or against friends!

RGS02326

\$40

NOW AVAILABLE!



14+

STRATEGY

WAYFARERS OF THE SOUTH TIGRIS

- Challenging dice placement strategy game!
- Become explorers, cartographers, and astronomers, delving into the lands around ancient Baghdad.
- Grow your personal map tableau, gaining access to new actions and abilities.

RGS02509

\$60

COMING SOON!



ROLE-PLAYING

VAMPIRE: THE MASQUERADE

RIVALS EXPANDABLE CARD GAME - THE DRAGON & THE ROGUE EXPANSION

- Adds two new clans: TZIMISCE & RAVNOS
- Play these two clans head-to-head or integrate them with your Core Set.
- Includes a 30 card Crypt Pack to customize your decks!
- Contains a full playset of all new cards.

RGS02458

\$30

14+

2-4

Q4 RELEASE!



STRATEGY

TRANSFORMERS

DECK-BUILDING GAME INFILTRATION PROTOCOL EXPANSION

- Enact the Infiltration Phase Variant, an alternative game mode consisting of the six phases that Decepticons advance through to dominate a world like Earth.
- Adds a one versus many play mode, where 2-3 players take on Sixshot, who changes between six different modes of attack.
- Six new characters and additional cards for the main deck.

RGS02371

\$30

14+

1-5

Q3 RELEASE!



STRATEGY

THE HUNGER

HIGH STAKES EXPANSION

- New Threats bring new strategies and excitement to the game.
- Events create unique hunt nights and spawn the threats.
- Powers that fight new dangers like Vampire Hunters and Werewolves, and even other Vampires.
- High Stakes is an expansion for The Hunger. Base game required.

RGS02472

\$30

14+

NOW AVAILABLE!



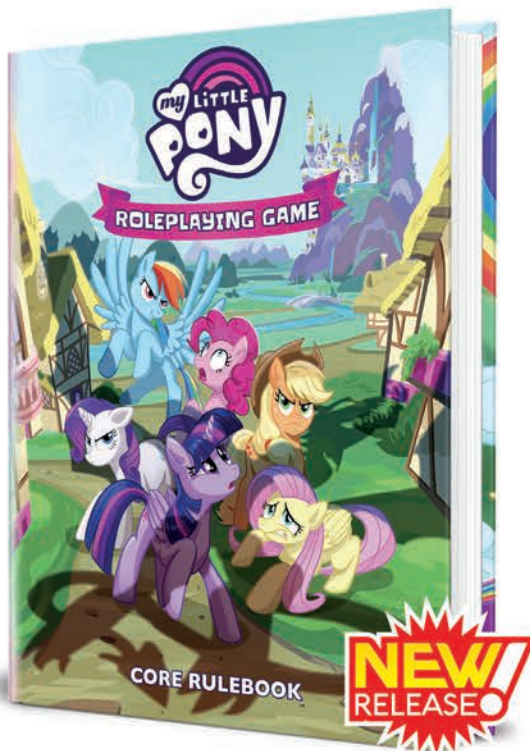
ROLE-PLAYING

MY LITTLE PONY ROLEPLAYING GAME

- Create your own unique My Little Pony
- Full rulebook for running your own My Little Pony Roleplaying Game
- One Gamemaster leads the story with a group of players
- Contains introductory adventure for new team
- Full color hardcover book with 304 pages with ribbon bookmark

RGS09627

\$55



FEBRUARY RELEASE!



ROLE-PLAYING

**MY LITTLE PONY
ROLEPLAYING GAME DICE SET**

- Unique star icon as highest number on each die
- Easily identify your critical successes in the game!
- Includes d2 coin, d4, d6, d8, d10, d12, and 2 d20 dice

RGS02446

\$15

FEBRUARY RELEASE!



ROLE-PLAYING

TRANSFORMERS

ROLEPLAYING GAME BEACON OF HOPE ADVENTURE & GM SCREEN

- 32 page booklet featuring "A Beacon of Hope" adventure for low level players
- Original Transformers artwork for the outer GM Screen panels
- Reference tables and key rules to streamline gameplay inside GM Screen

RGS09621

\$28

NOW AVAILABLE!



SPOTLIGHT ON



RETROGRADE

Retrograde is a real-time roll-and-write inspired by classic 80s arcade games. Evil Astrodroids are invading earth. Grab the joystick and blast as many as you can. Can you get the high score? Scheduled to ship in November 2022.

RES RT001\$29.95



STAY COOL

The Multitasking Game. *Stay Cool* is easy... You just have to do everything at once! Quickly answer the first player's questions... While answering the second player's questions with dice! And keep an eye on the sand timer to flip it at the right time! Scheduled to ship in November 2022.

HGB SC01EN\$24.99



SUSPECTS

Suspects is a range of investigation games with streamlined rules and plots centered on the psychology of the characters in the style of Agatha Christie's novels. The first opus, will feature the ingenious and fearless Claire Harper in three stories paying tribute to the great classics of detective literature!

HGB STU011SU\$29.99

SCORPION MASQUÉ



DECRYPTO

Communicate Safely! In *Decrypto*, two teams of 2 to 4 players compete against one another to see who the best codemasters are. Your goal: transmit codes to your teammates without letting the opposing team intercept them, while attempting to intercept your opponents' codes.

HGB DEC01EN\$24.99



MASTER WORD

Master Word is a co-operative word-based deduction game where players have to work together to try to find a secret word from a single starting hint. Scheduled to ship in November 2022.

HGB MW01EN\$24.99

TURING MACHINE

Turing Machine is a fascinating and competitive deduction game. It offers a unique experience of questioning a proto-computer that works without electricity or any sort of technology, paving the way for a new generation of deduction games. The Goal? Find the secret code before the other players, by cleverly questioning the machine. With *Turing Machine*, you'll use an analog computer with unique components made of never-before-seen perforated cards. The game offers more than seven million problems from simple to mind-staggeringly complex combinations, making the gameplay practically endless! Including the original competitive mode, you can combine your brain power as a team or try to beat the game itself while playing solo. Are you ready for an intense cerebral gaming experience? Scheduled to ship in November 2022.

HGB TM01EN\$39.99



FLASHBACK: ZOMBIE KIDS

Flashback: Zombie Kids is an investigation game using pictures. Embark on a co-operative adventure with other kids or with your whole family in a world frozen in time. Discover the whole story, bit by bit, through the eyes of the characters living it. Put together all the points of view to discover clues, uncover and figure out mysteries, and answer the final questions. Explore the past to solve mysteries in the present, and change the future to save the world from horrible monsters! Scheduled to ship in November 2022.

HGB FB01EN\$29.99



OLÉ GUACAMOLE

Take turns saying a word that does not contain any of the letters visible on the table.. and which is related to the previous word! It gets hard, because we add a letter to each turn! Each turn, the active player draws a card showing a letter and puts it on the table next to the previous ones. They now have 12 seconds to find a word thematically linked to the one told by the previous player which doesn't contain any of the letters shown on the cards already drawn. Scheduled to ship in November 2022.

HGB OG01EN\$12.99



ZOMBIE KIDZ: EVOLUTION

Zombies have overrun your school! Gather all your friends around this cooperative game and work together to develop the best strategy to drive off these horrible creatures! *Zombie Kidz Evolution* is an evolving game, the more you play and complete special missions, 'achievements', the more the game evolves. *Zombie Kidz Evolution* is part of the Little Monsters game collection.

HGB ZKE01EN\$24.99

SIRIUS DICE

CELESTIAL RPG DICE SET (7)



AUTUMN DAWN

SDZ 0019-01\$15.99



OCEAN DUSK

SDZ 0019-02\$15.99



RAINBOW GOLD
SDZ 0019-05\$15.99

STARRY SKIES
SDZ 0019-03\$15.99

SPOTLIGHT ON



SNOW GLOBE:
54MM D20 - HALLOWEEN
SDZ 0012-08\$60.00

STACKABLE D6 DICE (3)

SPOTLIGHT ON



HAUNTED HOUSE
SDZ 0008-05\$45.00

SPOTLIGHT ON



SCARECROW
SDZ 0008-06\$45.00

SORRY WE ARE FRENCH



GALILEO PROJECT
In *Galileo Project*, you play as the same corporations involved in the events of *Ganymede* and settle the four satellites of Jupiter by acquiring robots from Earth and Mars, recruiting experts, developing technologies, and building superstructures. Scheduled to ship in November 2022.
HBG SWGAL.....\$59.99



IKI
IKI: A Game of EDO Artisans, which brings you on a journey through the famed street of old Tokyo. Hear the voices of Nihonbashi Bridge's great fish market. Meet the professionals, who carry out 700-800 different jobs. Enter the interactivity of the shoppers and vendors. Become one with the townspeople.
HBG SWIKI.....\$54.99

GET THEM NOW!

STEAMFORGED GAMES



DARK SOULS: THE BOARD GAME - TOMB OF GIANTS

Battle through a gripping dungeon crawl campaign with this *Dark Souls: The Board Game* core set. This board game adaptation is filled with iconic *Dark Souls* characters, monsters, and bosses, perfect for existing and new *Dark Souls* fans. Scheduled to ship in November 2022.

SFL DS-020 PI



DARK SOULS: THE BOARD GAME - PAINTED WORLD OF ARIAMIS

Battle through a gripping dungeon crawl campaign with this *Dark Souls: The Board Game* core set. This board game adaptation is filled with iconic *Dark Souls* characters, monsters, and bosses, perfect for existing and new *Dark Souls* fans. Scheduled to ship in November 2022.

SFL DS-019 PI

STEVE JACKSON GAMES



CAR WARS: 2 PLAYER STARTER SET BLUE/GREEN

This *Starter Set* has everything that two players need to start play. A complete redesign of the original game of autoduell, *Car Wars Sixth Edition* plays faster and includes new plastic miniatures! The dashboards and car bases are Blue and Green. Comes with six pre-assembled, unpainted minis: Scarab, Warhawk, Hotshot, Hammer, Butcher, and Typhoon.

SJG 2406 \$79.95



CAR WARS: 2 PLAYER STARTER SET RED/YELLOW

A complete redesign of the original game of autoduell, *Car Wars Sixth Edition* plays faster and includes new plastic miniatures! This *Starter Set* has everything that two players need to start play. The dashboards and car bases are Red and Yellow. Comes with six pre-assembled, unpainted minis: Dragon, Jackrabbit, Slipstream, Superflash, Goblin, and Boomerang.

SJG 2405 \$79.95



THE ELDER FUTHARK DIE

Scheduled to ship in January 2023.

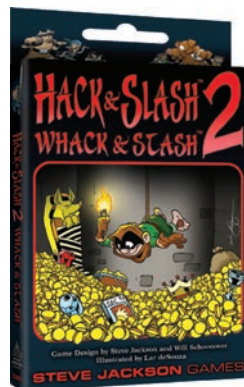
SJG 5900-24 \$13.95



KILLER WHALE D6 DICE SET

Scheduled to ship in January 2023.

SJG 5900-10 \$8.95



HACK & SLASH 2: WHACK & SLASH

Scheduled to ship in January 2023.

SJG 5966 \$10.95

STUDIO H



NORTHGARD

Brave Viking warrior; you are embarking upon a quest like no other. Optimise your actions and manage precious resources to eXplore, eXploit, eXpand, and eXterminate. Deploy your special powers for maximum strategic effect, and conquer *Northgard*! To the victor, the spoils!

HGB 3071119-R01 \$89.99



SHAMANS

You are a Shaman protecting the spirit worlds from the threat of the shadows since the dawn of time, but could the danger come from your own ranks? Will you be able to read through the schemes of your corrupted rivals and find yourself on the right side of this age-old struggle?

HGB STSHA-EN \$24.99

OLTREE

Oltree is a cooperative and narrative game where each scenario, called Chronicle, offers a rich and unique setting, with its atmosphere, unique plot, friends and foes! At the start of their turn, the Ranger rolls the Adversity die to activate the personalised decks of cards representing the different aspects of the scenario. Depending on the results new Adventure cards spawn on the board, some villages fall prey to Issues, Events offer temporary rule challenges or the pages of the Chronicle turn, progressing the storyline and unveiling some new challenges.

HGB 8138773 R-01 \$69.99



SYNAPSES GAMES



COATL: THE CARD GAME

In *Coatl The Card Game*, players try to paint the most beautiful and valuable serpent they can. The serpent (or *Cóatl*) is made up of a Head, a Tail and 8 Body cards. During their turn, players will play 2 cards to create, then claim, any available patterns on the Prophecy cards. If you complete a Prophecy card that has already been claimed by another player, you will steal it and display it in front of you. You score more points if you create the same pattern multiple times and you may eventually be able to protect that Prophecy card so that it can no longer be stolen. Scheduled to ship in November 2022.

LUM CCG01ENFR \$19.99



TABULA GAMES



SONS OF FAERIELL

Sons of Faeriell is a strategic eurogame for 2 to 4 players, featuring a brilliant potential traitor mechanic and multiple endings. Faeriell is a verdant land of forests, mountains and lakes, set at risk by the menace of Corruption. All players have to face this threat, while pursuing their individual Achievements. If they fail to constrain the rise of Corruption, everyone loses the game. Collecting the most Achievements, while avoiding this fatal outcome, allows one player to win the game. Scheduled to ship in December 2022.
TBG B0610.....\$60.00

THAMES & KOSMOS



EXIT: ADVENT CALENDAR - THE HUNT FOR THE GOLDEN BOOK

Oh no! Something terrible has happened: Santa Claus' golden book has disappeared! It contained a complete list of all the Christmas wishes. If the book isn't found by Christmas Eve, there will be nothing but sad faces around the tree on Christmas morning. It is up to you to save Christmas - and time is of the essence! This advent calendar is an EXIT game and an adventure story all in one. To find the golden book, you must open a little calendar door everyday. Behind each, you will find a new exciting puzzle, the solution of which will help you to move onto the next room. Only if you follow the clues and solve all 24 puzzles will you find the thief and the book .. and save Christmas Scheduled to ship in July 2022.
TAK 681951.....\$49.95

EXIT: THE RETURN TO THE ABANDONED CABIN

Sinister riddle master Dr. Arthur Funbeq has escaped from prison. The police ask for your help, bringing you back to the infamous cabin where it all began. The adventure begins again! Scheduled to ship in June 2022.
TAK 692682.....\$19.95



TRITON NOIR



ASSASSIN'S CREED: BROTHERHOOD OF VENICE

Assassin's Creed: Brotherhood of Venice is a co-operative miniature board game taking place in the heart of the Italian Renaissance through a story-driven campaign of 26 "memories" in Venice, in 1509. Choose your assassins according to their unique abilities, level up during the campaign, and unlock new skills for each of them. Scheduled to ship in November 2022.
LUM AC01.....\$139.99

TWOGETHER STUDIOS



THE ADVENTURE ZONE: KIND OF A BIG DEAL EXPANSION

An expansion to the lighthearted, cooperative, storytelling game created with The McElroy Family. Based on the epically popular podcast & New York Times best selling graphic novels. A jump-in, DM-less introduction to role playing games. Scheduled to ship in September 2022.
TWO 4003.....\$14.95

ULTRA PRO INTERNATIONAL

DUNGEONS & DRAGONS

DUNGEONS & DRAGONS: COVER SERIES: KEYS FROM THE GOLDEN VAULT

Scheduled to ship in March 2023.

CHARACTER FOLIO

UPI 19786.....PI

PLAYMAT

UPI 19788.....PI

WALL SCROLL

UPI 19787.....PI

DUNGEONS & DRAGONS: COVER SERIES: BIGBY PRESENTS: GLORY OF THE GIANTS

Scheduled to ship in June 2023.

CHARACTER FOLIO

UPI 19794.....PI

PLAYMAT

UPI 19796.....PI

WALL SCROLL

UPI 19795.....PI

MAGIC THE GATHERING CCG: SECRET LAIR AUGUST 2022

NILS HAMM ARTIST SERIES

Scheduled to ship in October 2022.



CONTAGION ENGINE HOLOFOIL PLAYMAT V2

UPI 19652.....PI



SWORD OF TRUTH AND JUSTICE HOLOFOIL PLAYMAT V4

UPI 19654.....PI



DEEPCLOW SKATE HOLOFOIL PLAYMAT V3

UPI 19653.....PI



TIRELESS TRACKER HOLOFOIL PLAYMAT V1

UPI 19651.....PI



MAGIC THE GATHERING CCG: FIGURINES FROM THE VAULT LEGENDS - ELESN NORN

Scheduled to ship in March 2023.

UPI 18501.....PI



MAGIC THE GATHERING

MAGIC THE GATHERING CCG: PHYREXIA - ALL WILL BE ONE
Scheduled to ship in March 2023.

4-POCKET PRO-BINDER	100CT SLEEVES V4
UPI 19682.....PI	UPI 19671.....PI
6FT TABLE PLAYMAT	100CT SLEEVES V5
UPI 19655.....PI	UPI 19672.....PI
8FT TABLE PLAYMAT	100CT SLEEVES X
UPI 19656.....PI	UPI 19673.....PI
9-POCKET PRO-BINDER	AR ENHANCED DOUBLE
UPI 19683.....PI	SIDED PLAYMAT X
12-POCKET PRO-BINDER	UPI 19664.....PI
UPI 19684.....PI	ALCOVE FLIP X
100+ DECK BOX A	UPI 19681.....PI
UPI 19674.....PI	HOLOFOIL PLAYMAT
100+ DECK BOX B	UPI 19665.....PI
UPI 19675.....PI	PLAYMAT A
100+ DECK BOX V1	UPI 19657.....PI
UPI 19676.....PI	PLAYMAT B
100+ DECK BOX V2	UPI 19658.....PI
UPI 19677.....PI	PLAYMAT BLACK
100+ DECK BOX V3	UPI 19661.....PI
UPI 19678.....PI	PLAYMAT BLUE
100+ DECK BOX V4	UPI 19660.....PI
UPI 19679.....PI	PLAYMAT GREEN
100+ DECK BOX V5	UPI 19663.....PI
UPI 19680.....PI	PLAYMAT RED
100CT SLEEVES A	UPI 19662.....PI
UPI 19666.....PI	PLAYMAT WHITE
100CT SLEEVES B	UPI 19659.....PI
UPI 19667.....PI	SPIRAL LIFE PAD X
100CT SLEEVES V1	UPI 19685.....PI
UPI 19668.....PI	WALL SCROLL V1
100CT SLEEVES V2	UPI 19686.....PI
UPI 19669.....PI	WALL SCROLL X
100CT SLEEVES V3	UPI 19687.....PI
UPI 19670.....PI	



MAGIC THE GATHERING

MAGIC THE GATHERING CCG: MARCH OF THE MACHINE
Scheduled to ship in June 2023.

4-POCKET PRO-BINDER	100+ DECK BOX Z
UPI 19760.....PI	UPI 19759.....PI
6FT TABLE PLAYMAT	100CT DECK PROTECTOR SLEEVES 1
UPI 19768.....PI	UPI 19745.....PI
8FT TABLE PLAYMAT	100CT DECK PROTECTOR SLEEVES 2
UPI 19769.....PI	UPI 19746.....PI
9-POCKET PRO-BINDER	100CT DECK PROTECTOR SLEEVES 3
UPI 19761.....PI	UPI 19747.....PI
12-POCKET PRO-BINDER	100CT DECK PROTECTOR SLEEVES 4
UPI 19762.....PI	UPI 19748.....PI
100+ DECK BOX 1	100CT DECK PROTECTOR SLEEVES A
UPI 19755.....PI	UPI 19740.....PI
100+ DECK BOX 2	100CT DECK PROTECTOR SLEEVES B
UPI 19756.....PI	UPI 19741.....PI
100+ DECK BOX 3	100CT DECK PROTECTOR SLEEVES C
UPI 19757.....PI	UPI 19742.....PI
100+ DECK BOX 4	100CT DECK PROTECTOR SLEEVES D
UPI 19758.....PI	UPI 19743.....PI
100+ DECK BOX A	100CT DECK PROTECTOR SLEEVES E
UPI 19750.....PI	UPI 19744.....PI
100+ DECK BOX B	100CT DECK PROTECTOR SLEEVES Z
UPI 19751.....PI	UPI 19749.....PI
100+ DECK BOX C	AR ENHANCED BLACK STITCHED
UPI 19752.....PI	PLAYMAT Z
100+ DECK BOX D	UPI 19784.....PI
UPI 19753.....PI	BLACK STITCHED PLAYMAT V
100+ DECK BOX E	UPI 19780.....PI
UPI 19754.....PI	

BLACK STITCHED PLAYMAT W	UPI 19781.....PI
BLACK STITCHED PLAYMAT X	UPI 19782.....PI
BLACK STITCHED PLAYMAT Y	UPI 19783.....PI
HOLOFOIL PLAYMAT	UPI 19785.....PI
PLAYMAT 1	UPI 19775.....PI
PLAYMAT 2	UPI 19776.....PI
PLAYMAT 3	UPI 19777.....PI
PLAYMAT 4	UPI 19778.....PI
PLAYMAT 5	UPI 19779.....PI
PLAYMAT A	UPI 19770.....PI
PLAYMAT B	UPI 19771.....PI
PLAYMAT C	UPI 19772.....PI
PLAYMAT D	UPI 19773.....PI
PLAYMAT E	UPI 19774.....PI
SPIRAL LIFE PAD	UPI 19763.....PI
TOKEN DIVIDERS WITH DECK BOX	UPI 19765.....PI
WALL SCROLL	UPI 19764.....PI

UPPER DECK

LEGENDARY

LEGENDARY DBG: MARVEL - MIDNIGHT SONS

The *Midnight Sons* bring a new dark brand of justice to *Legendary* and join the ever-growing pool of amazing Super Heroes! *Legendary Midnight Sons* is a new 100-card set expansion for *Legendary: A Marvel Deck Building Game*. Recruit the *Midnight Sons*, fight against the unholy hordes of the damned and save the souls of humankind!

UDC 11195.....PI



SPACE JAM A NEW LEGACY: SERVERVERSE SHOWDOWN

This quick and fun and strategy card game ties in with the hit film *Space Jam: A New Legacy*, and it features fan favorite characters like Looney Tunes, LeBron James and other members of the Tune Squad and Goon Squad. The only way you can escape the *Serververse* is to win a game of basketball. Will your team will be good enough to defeat Al-G Rhythm? In *Serververse Showdown*, each player needs to recruit their team of Looney Tunes characters and basketball superstars like LeBron James to compete in the *Serververse Showdown*. The player with the most points escapes the *Serververse* and wins!

UDC 99092.....PI

VALLEJO

FANTASY COLOR

Scheduled to ship in January 2023.



AZTEC DRAGONS

VAL 72306.....\$23.14



FIRE DRAGONS

VAL 72312.....\$23.14



PURPLE DRAGONS

VAL 72305.....\$23.14

FIGURE COLOR

Scheduled to ship in January 2023.



GERMAN FALLSCHIRMJAGER MEDITERRANEAN THEATER WWII

VAL 70188.....\$23.14

VAN RYDER GAMES

GRAPHIC NOVEL ADVENTURES

Scheduled to ship in November 2022.



THE DARK MAGE

In *The Dark Mage* you will take on the roll of a magician who wields dark powers. Now, the opportunity has been presented for you to gain even more power! How can you resist? With the help of your familiar, you must use your magic intelligently and make difficult decisions, not to mention avoiding the Magic hunters that are looking for you.

VRG GNA18.....\$22.99

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NOV 2022

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WIZARDS OF THE COAST

SPOTLIGHT ON

**DUNGEONS & DRAGONS: DRAGONLANCE - WARRIORS OF KRYNN BOARD GAME**

6 Highly detailed hero figures, 6 Hero Boards, 136 Plastic unit markers, 10 Double-sided Adventure tiles, 7 Custom Dice, 92 Tokens, 320 Cards, 7 Card dividers, 1 storage tray, 1 Rulebook, 1 Scenario book, 1 Key Moments Tracker
WOC D09940000\$79.99



FEATURED ITEM

**DUNGEONS & DRAGONS RPG: DRAGONLANCE - SHADOW OF THE DRAGON QUEEN**

In a world ravaged by war, the actions of heroes can have world-altering stakes. Defend the people of Kalamain against seemingly insurmountable odds as Krynn prepares for war. The Dragon Armies are on the march, their ranks swelled by ogres, minotaurs, and humans who seek a share of the spoils, while rumors of the return of the Dark Queen's dragons swirl among the people.

HARDCOVER WOC D09910000\$49.95

ALTERNATE HARDCOVER WOC D09920000\$49.95



FEATURED ITEM

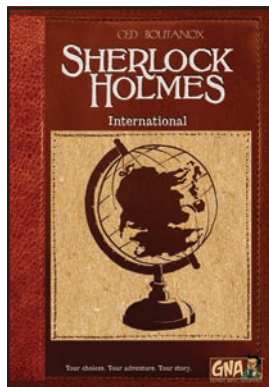
**DUNGEONS & DRAGONS RPG: DRAGONLANCE - SHADOW OF THE DRAGON QUEEN DELUXE EDITION HARDCOVER**

Get the Deluxe *Dragonlance* experience with an exclusive foil, alternate-art hardcover adventure book, a Deluxe Edition-exclusive DM screen, and epic battlefield encounters played through the connected board game *Dragonlance: Shadow of the Dragon Queen* available only in the *Deluxe Edition*.

WOC D09880000\$144.99

**THE GRAND TOURNAMENT**

In *The Grand Tournament* you're a fighter with special skills who has entered into the biggest and greatest tournament of all. Your true objective however, is not to win but to find a fabled artifact that is hidden somewhere in the arena! Of course you'll need to advance in the tournament to give yourself time to find the precious relic. Will your name be enshrined in the history books or be tossed into the dust bin instead?
VRG GNA19\$22.99

**SHERLOCK HOLMES - INTERNATIONAL**

In *Sherlock Holmes: International* you will take on the roll of either Sherlock or his brother Mycroft as they embark on an international journey. Use Sherlock's wit and intuition or Mycroft's more "forceful" approach as you interrogate suspects, uncover evidence and solve the crimes!
VRG GNA16\$22.99

**SPACE BRIGADE**

In *Space Brigade* you are in charge of a squad of elite soldiers. You and your team are sent to a space station that has been overrun by Veleptors, a race of dinosaur-like lizard men who want the same thing you do... a one-of-a-kind lab sample! Can you retrieve the valuable sample and get your team safely off the station?
VRG GNA17\$22.99

**HOSTAGE NEGOTIATOR**

Scheduled to ship in November 2022.

CAREER EXPANSION

In this culmination of the *Hostage Negotiator* series, you will play ten years in the life of a negotiator — that is, if you don't retire in shame sooner. In each "year" or campaign round of the game, you will resolve a career card that presents you with some narrative event that relates to or could impact your career based on the choice you make. Then, in most but not all years, you will be called to the scene of the latest hostage situation. Now, the result of each negotiation will impact the overall campaign and you'll be tracking your career stress, your personal stress, your merit level (for promotions), and your rank, among other things.

VRG 333\$29.99

VERY SPECIAL GAMES

CHARTY PARTY

Frequently described as "Cards Against Humanity for nerds," *Charty Party* cleverly challenges players to create hilarious and goofy charts. Gameplay is simple: for each round, one player is selected to be the "Judge" and flips over a chart card (with topics ranging from age to drunkenness to anxiety level). Everyone else anonymously plays their funniest orange card to name the "Y Axis" (vertical side) of the chart. The judge presents each chart + card combo, and picks a winner based on which one they found funniest!



VSG CPCORE\$19.99

SPOTLIGHT ON



MAGIC THE GATHERING

MAGIC THE GATHERING CCG: STARTER COMMANDER DECK CARTON (5)

99 cards and 1 foil-etched card. 10 double-sided tokens. 1 deck box.
WOC C99230000.....PI

WIZKIDS/NECA

CRITICAL ROLE

Scheduled to ship in February 2023.



MONSTERS OF EXANDRIA SET 03
WZK 74271.....\$69.99

VOX MACHINA BOXED SET
WZK 74276.....\$69.99



DUNGEONS & DRAGONS: CLASSIC COLLECTION MONSTERS D-F

Scheduled to ship in February 2023.

WZK 96243.....\$89.99

DUNGEONS & DRAGONS: ICONS OF THE REALMS

Scheduled to ship in August 2022.



ADVENTURE IN A BOX - WERERAT DEN

WZK 96207.....\$99.99

DUNGEONS & DRAGONS: ICONS OF THE REALMS

Scheduled to ship in February 2023.



VOICES OF THE REALMS BAND OF HEROES

WZK 96221.....\$49.99

DUNGEONS & DRAGONS: ICONS OF THE REALMS

Scheduled to ship in March 2023.



DRAGONLANCE DRACONIAN WARBAND

WZK 96160.....\$44.99



DRAGONLANCE DRAGON ARMY WARBAND

WZK 96247.....\$44.99

DRAGONLANCE KALAMAN MILITARY WARBAND

WZK 96248.....\$44.99

SPOTLIGHT ON



SET 25 DRAGONLANCE BOOSTER BRICK (7)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

WZK 96223.....\$169.93

SPOTLIGHT ON



SET 25 DRAGONLANCE KENSALDI ON RED DRAGON

Featuring a huge red dragon and a removable rider that provides game play flexibility. Intrepid heroes may encounter a freestanding Kensaldi, a horrifying red dragon, or Kensaldi perched atop her red dragon mount. Both the rider and the dragon make for thrilling tabletop foes and unique additions to miniature collections.

WZK 96225.....\$89.99



FEATURED ITEM

MARVEL HEROCLIX: SPIDER-MAN BEYOND AMAZING BOOSTER BRICK

Your favorite friendly neighborhood superhero is back in the new Marvel HeroClix: Spider-Man Beyond Amazing set bringing more web-slinging, wall-crawling and crime-fighting action to HeroClix than ever before! Celebrating six decades of Spider-Man adventures, this 5-figure booster release features characters from across the Spider-Verse!



Scheduled to ship in February 2023.

WZK 84864.....\$169.99

MARVEL HEROCLIX SPIDER-MAN BEYOND AMAZING

MARVEL HEROCLIX: SPIDER-MAN BEYOND AMAZING DICE & TOKEN PACK

Each new Dice and Token Pack has two custom dice featuring a special logo to match the set, and six action tokens featuring fan-favorite characters! On the reverse side of these action tokens, players can find Bystander tokens to use with figures in the set to help complete their Marvel HeroClix: Spider-Man Beyond Amazing collection. Scheduled to ship in February 2023.

WZK 84869.....\$14.99



MARVEL HEROCLIX: SPIDER-MAN BEYOND AMAZING MINIATURES GAME

Swing straight into the action with the brand new Marvel HeroClix: Spider-Man Beyond Amazing smash hit Miniatures Game standalone experience! Spider-Man teams up with Miles Morales, Spider-Gwen, Spider-Woman and Spiderling to defend New York City from Venom, Bullseye, Shocker, Hydro-Man and Mysterio in exciting scenario-driven gameplay! Scheduled to ship in February 2023.

WZK 84866.....\$69.99



MARVEL HEROCLIX: SPIDER-MAN BEYOND AMAZING PLAY AT HOME KIT MILES MORALES

Play at Home Kits are a great way of getting exciting figures and HeroClix maps to players who may or may not be able to visit their local game store. With a clear window to show off the character inside, players know exactly what hero they are getting when they pick up the Miles Morales kit! Scheduled to ship in February 2023.

WZK 84912.....\$19.99



MARVEL HEROCLIX: SPIDER-MAN BEYOND AMAZING PLAY AT HOME KIT PETER PARKER

Play at Home Kits are a great way of getting exciting figures and HeroClix maps to players who may or may not be able to visit their local game store. For the first time, this Play at Home Kit comes with the return of a fan-favorite object with all-new gameplay as well as one of the most exciting maps yet! Scheduled to ship in February 2023.

WZK 84867.....\$19.99



SILICONVANIA

The Vampire Council is looking to hire a new City Planner to turn Transylvania, into the world's newest tech haven! You and your rivals are competing to land the job. Create a diverse cityscape for vampire and animal life, provide plenty of bloodbanks for your citizens, secure contracts and bring aboard the best specialists in the industry. The race is on to present to the Vampire Council the best plan to turn Transylvania into SiliconVania! Scheduled to ship in April 2023.

WZK 87572.....\$39.99

WORLDWIDE IMPORTS



CALL OF THE WILD

Scheduled to ship in October 2022.

WWI 150.....\$15.99



CATAPULT FEUD: VIKINGS EXPANSION

Scheduled to ship in October 2022.

WWI 720.....\$39.99



CATAPULT FEUD: ARTIFICER'S TOWER EXPANSION

Build your castles, set up your troops, load your catapults and use your cunning tactics to win the day! The War for the Floor has begun once more! Catapult Feud: Artificer's Tower Expansion includes a new weapon (the Mighty Plunger), new Action cards, new ammunition (bee hives!!) and bricks to help you build the Artificer's Tower! This expansion requires Catapult Feud to play. Scheduled to ship in September 2022.

WWI 703.....\$39.99

SPOTLIGHT ON



CATAPULT FEUD: HYDRA EXPANSION

This massive, three-headed set piece is a fully-functional, fireball-hurling Catapult Feud siege engine. A Capricious Creature with All-New Gameplay. Any player can entice the hydra to unleash its new options on the tabletop, but beware this creature is unpredictable! Scheduled to ship in November 2022.

WWI 722.....\$39.99

WYRD MINIATURES



MALIFAUx 3RD EDITION

Scheduled to ship in October 2022.

MADNESS OF MALIFAUx

WYR 23034.....\$28.00



RAVENCROFT CORE BOX

WYR 23327.....\$50.00



UNTOLD TALES

WYR 23330.....\$35.00

GAMES

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GTM

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FINAL GIRL

VAN
RYDER
GAMES

Tell us a little about *Final Girl* first. What is the game about? How does it play?

Final Girl is a solo-only game of survival horror where you step into the shoes of a tough-as-nails heroine and face off against a brutal killer. Just like in every classic slasher flick, you are the 'final girl,' the last one standing after everyone else has been killed (like Jamie Lee Curtis, Sigourney Weaver, Neve Campbell, etc.). The object of the game is terrifyingly simple: defeat the Killer or be killed by them. On your way to achieving that goal, you'll need to gather weapons (like a fire axe or an old revolver), stockpile unique Action cards (like Retaliate and Distraction), and save unwitting victims who behave like idiots and keep running TOWARDS the knife-wielding maniac (stupid victims!). Ultimately, the game ends in a climactic finale that only one of you will walk away from.

Built on the foundation of our award-winning Hostage Negotiator game system, *Final Girl* creates an amazing experience each and every time. It's like starring in your own Horror movie. You never know what's around the next corner, but it's always a thrill to see what it is.

So, with that idea of playing a *Final Girl*, what was part of the overall concept you absolutely had to have in the game?

The game's concept originally had you playing as the killer and trying to wrack up the biggest body count possible! But as I sat with that idea for a while I realized it would only appeal to the most niche of niche audiences. And, frankly, I wasn't sure I wanted to make that game. Take *Letters from Whitechapel*, for example. It's a dark game, certainly, but not an overly morbid one. One player takes on the role of Jack the Ripper, attempting to murder his way across London, while the other players stand in for the detectives trying to catch him. It works because good exists (the detectives) to balance out the bad (Jack). Now imagine a SOLO game where you played Jack the Ripper. All of a sudden it becomes much, much darker and more disturbing. So we made the crucial decision to have players be the Final Girl instead of the killer. Even though the game has its dark moments, players get to be the hero of the story rather than the villain. Honestly, it was the most important decision we made and if we had gone the way we originally intended to, I don't think the game would have ever reached the level of success that it ultimately did.

How many artists have you worked with on this project? Why the variety?

At this point I've worked with seven different artists on the game. Part of the reason is



simply time. There was just too much to do for a single artist, so it made sense to split the workload up. But it also allowed us to play with different looks for each of the feature films. Our summer camp killer, Hans, didn't need to look exactly the same as our creepy dream killer, Dr. Fright. This became especially valuable in Series 2, when we really branched out with the different themes. We have a feature film set at an isolated arctic outpost, and one on a desolate mining vessel sailing through the void of space. Using different artists means we can tweak the look and feel of each of those settings, resulting in a more diverse and interesting player experience.

What game has a favorite "look" and why?

I still have a soft spot for Hans, the first Killer we designed for the game as well as the first one we commissioned art for. He has that classic horror movie slasher look to him: an unsettling mask (a crude pig mask made out of iron), a signature weapon (an enormous sledgehammer), and that slow, plodding approach that was the hallmark of every great '80s horror icon (logically, Michael Myers could have killed so many more people if he would just RUN once in a while). We honed and perfected the look of *Final Girl* on that first box featuring Hans, and it was a joy to work with Tyler Johnson, our original artist, on it.

You have a definite vision when you are working on games, especially when the theme ties into the experience so intrinsically as this game does. Was there an unexpected moment with one of the artists, or designers that brought that vision even further?

I think the moment I knew we had something special on our hands was when we would playtest each other's



FAITHFUL FRIENDS AND FORMIDABLE FOES

For years WizKids has been a leader in the tabletop miniatures industry, bringing *Dungeons & Dragons* miniatures to tables all over the world. More recently, WizKids has taken their next big step into creating an immersive playing environment for players around the world with an emphasis on enhancing the retail and gameplay experiences consumers can have at their FLGS.

EYE-CATCHING FIGURES AND IRRESISTIBLE PHOTO-OPS

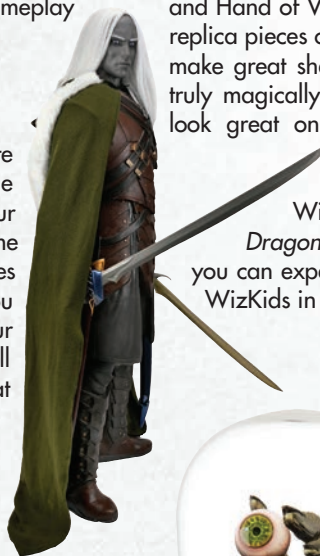
There is nothing quite like seeing your favorite character or creature on display to draw you into a game or hobby shop! WizKids wants to help you bring your establishment's curb appeal and window-shopping game to the next level with our 3-dimensional life-sized figures straight out of the world of *Dungeons & Dragons*. You can post the legendary Drizzt at the entrance to your store, both to welcome and monitor all who enter, as well as create a social media worthy photo opportunity that will tie back to your shop!

CLASSIC CREATURES

In addition to recognizable characters from the *Dungeons & Dragons* canon, WizKids is also bringing life-sized figures of D&D's most recognizable creatures and monsters. These figures bring creatures right off the page of the *Monster Manual* with incredible realism and can lurk and linger in any corner of your shop or playing space; you might even want one for your game room at home! These creatures also serve to raise the stakes of gameplay by lurking over the shoulders of players as they embark on their own adventures.



WizKids' most recent addition is the life-sized Quasit. This figure stands 20 inches tall and is crouched and ready to attack at a moment's notice. Its detailed hand-painting and intricately sculpted details captures the severity of every tooth, claw, and horn. Much like the full-sized humanoid figures, the Quasit can be a guardian at your entryways, but it can also serve to lurk around corners and aisles in your retail space, surprising guests as they make their way through what they presumed to be a monster-free zone. Having now officially unveiled the Quasit, WizKids is happy to say that they look forward to bringing you more of your favorite iconic D&D creatures in their full size and grotesque, monstrous glory.



EQUIPPING MAGICAL ITEMS!

In addition to these full-size creature recreations, WizKids is delving into developing more artifact and magical item replicas. Previously WizKids saw much success with their display of the Eye and Hand of Vecna and are continuing to develop exciting, realistic replica pieces of items found in the lore of *Dungeons & Dragons* that make great shelf and desk pieces and feel like you are holding a truly magically empowered item of great significance! These items look great on display and are more consumer-friendly in both volume and price-point, making them appealing collector items as well a tempting impulse purchase.

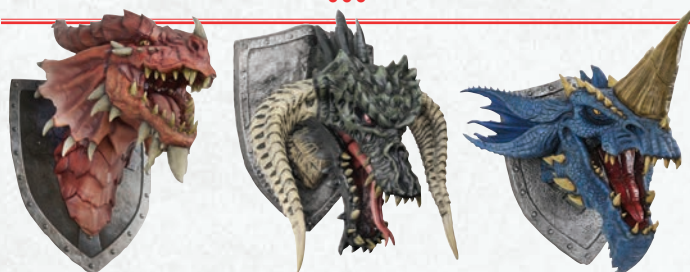
With the plethora of magical items in *Dungeons & Dragons* and the resurgence of settings from older editions, you can expect to see more of this type of product delivered from WizKids in the near future!



TAKING YOUR VICTORIES TO THE NEXT LEVEL

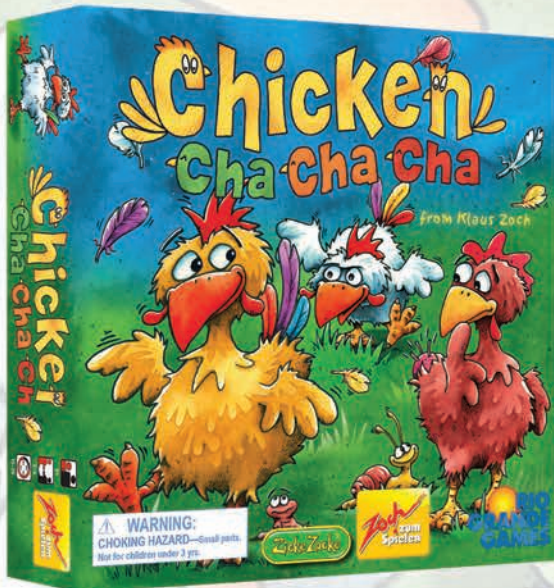
With WizKids being a forerunner in miniatures, dungeon tiles, and all things to bring your gameplay experience to life, it is only natural that their next step goes beyond the table and to the gaming room itself. What better way is there to celebrate one's victory in battle than with a mounted trophy head of your party's most recently slain beast? These items help build atmosphere in your playing space, or just draw people into your establishment with their impressive presence over the room. WizKids has created Mind Flayer and Owlbear trophy plaques as well as Red, Black, and Blue Dragons for you to display your glorious successes in battles gone by or perhaps to show that you have a dragon protecting your horde of inventory!

There is also a Beholder option which, rather than being attached to a plaque, has hooks allowing it to be suspended from the ceiling. You can let it be an intimidating presence hanging over your inventory or mount it above and behind a DM's chair so that it can stare down menacingly at the players much like the DM themselves. There are numerous ways that these wall and ceiling mounted decorations can be used to create personality in a space and tell a story of their own. With three of the five classic chromatic dragons available, WizKids doesn't plan to stop there — they aim to see the remaining chromatic dragons out and mounted on your wall before the end of 2023!



Chicken Cha Cha Cha

Today, there is chaos in the chicken yard!!! Today's practice for the chicken cha cha olympics is feather stealing. Each chicken cha cha has to catch each of their opponents without being caught themselves. Their reward for catching another chicken is a tail feather. The first chicken to have all tail feathers is the winner! But only a chicken who knows what is in the chicken yard will be able to catch the others and win the game. A chicken with a leaky memory will find himself standing bare-rumped and medalless when the



After far too long a time, this great family memory game returns! It comes with the same great large wooden chickens and, of course comes with hours of enjoyment for family and friends.

Available Now!

www.RioGrandeGames.com



DUNE

ARRAKIS

DAWN OF THE FREMEN

ARRAKIS: Dawn of the Fremen focuses on the hard choices Fremen leaders made when bargaining, cooperating, and competing in the harsh desert, to collect and protect scarce resources of Dune.

Peter Olotka, of Future Pastimes, takes you through some of the design choices behind Dune - Arrakis: Dawn of the Fremen.



Returning to Arrakis

When Gale Force Nine asked us to do a new Dune boardgame, we felt that Future Pastimes had the perfect game system in our archives, called Borderlands, to adapt for a whole new audience. We updated the core design of Borderlands (originally released in 1982) with our 30+ additional years of game design experience to turn *Arrakis: Dawn of the Fremen* into a modern classic!

What makes *Arrakis: Dawn of the Fremen* different from all the other Dune games?

Frank Herbert's Dune books are an endless source of original content that adapts remarkably well to boardgames. We wanted to focus on the time set more than a hundred generations before the Atrides came to Arrakis. The design goal was to create a strategy game with multiple Fremen factions vying for control in the unforgiving desert environment of Arrakis.

The desert sands with irregular territorial borders allows players to plan sneak attacks or surprising retreats. The intermittent rocks changes the board for every game, so every game is completely different, while the Drum Sand in the centre of the board can be either your greatest strategic defense, or frustrate your plans.

Resources

The resources needed to survive, and thrive, on Arrakis are simple: food – hunted and gathered wherever it can be found, water – collected in wind traps and from gathering dew each morning, and the leavings of the gigantic sandworms – the spice melange deposited by mysterious spice blows and the hard teeth from which crysknives are fashioned. The living worms themselves are called and ridden by skilled warriors to provide transport and force to protect and win territories.

The aim of the game is to collect these scarce resources, build Sietches (communal cave dwellings), and battle other factions to become the most dominant tribe.





Hidden in plain sight

Like *Borderlands*, *Arrakis* is almost pure strategy. All the information you need to make decisions is right on the map. For this "in-plain-sight" template to work we realized early on that we would have to jettison the major *Dune* characters and their cohorts for the desert theme to prevail. The game had to be all Fremen all the time. That decision pushed us to delve into Frank Herbert's long *Dune* history to pinpoint a time where the Fremen roamed the planet, yet there was access to some technology and when there was intermittent contact with outsiders.

In *Arrakis* the only time luck is a factor is when the Arrakis Die (a D12 with unique faces) is rolled to determine what production happens and when you draw a useful Scavenge card at the right time.

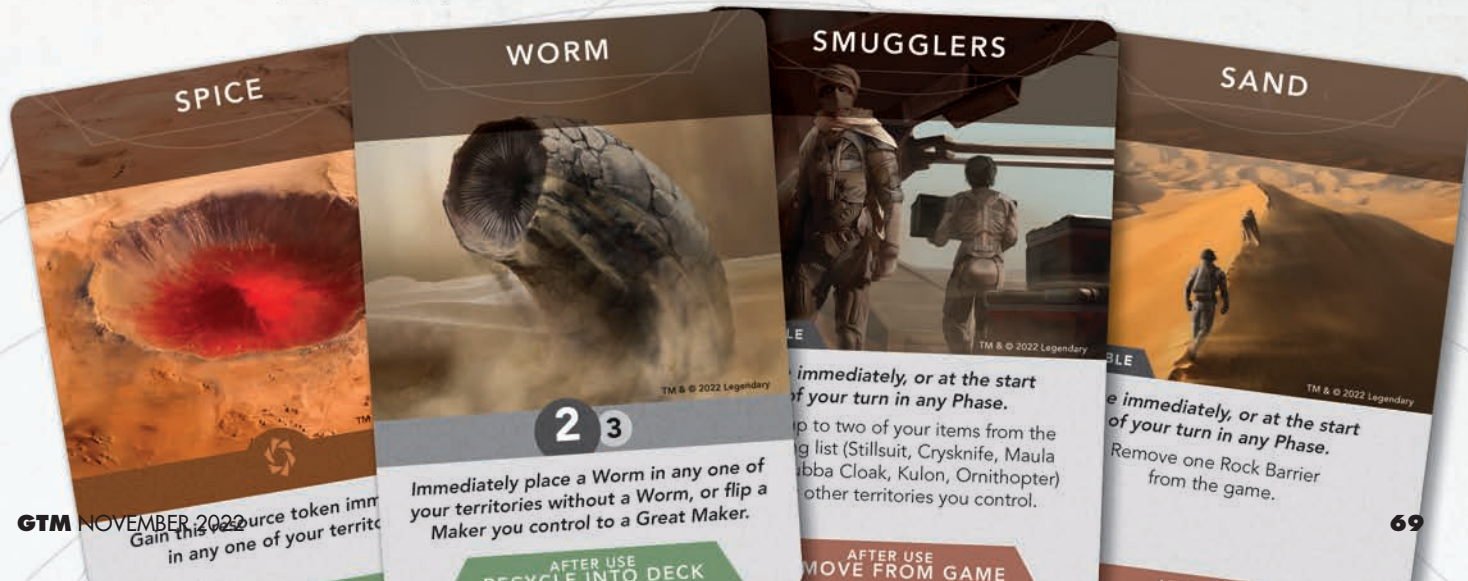
The Scavenge deck provides useful advantages from extra resources and equipment, to one-off abilities that can be game changing when played at the right time.

We added the Scavenge deck so players had something useful to do with their actions if they wanted to hold off being aggressive, and to provide a Hail Mary if things weren't going their way.

Water Debt

The Fremen were tribal and fierce. Living in an endless desert with giant worms rising out of the sands, and devouring everything above, does not make for a gentle existence. Fremen tribes lived apart from one another in sietches carved into the desert rocks. That said, the Fremen were kin and tribes would meet to be a bit festive, do business, and settle grudges.

Players need to be mindful of their attacks, as while they may gain territory, they also incur a water debt...which can be traded like any other commodity, and potentially be used against you at the most inopportune moment.



A PUZZLING DAY AT THE BEACH



FYFE

PNA 59056E \$49.99 | Available Now!

The sun shines down on the beach as the waves roll in and crash onto the sand, revealing many items just waiting to be arranged into perfect patterns. Grab your sunglasses and travel to the beach for a calming day in the sand in this puzzling new abstract game!

FYFE challenges players to create different patterns by placing tokens into a 5x5 grid, trying to match as many goals as possible to score points. Each player has their own player board in front of them, along with the same 15 scoring boards. Each round, players will pull a new token from the bag and then choose one of their two available tokens to place on their board. Each token has three pieces of information: a color, number, and object. A token may show a purple background with a flower and the number 1, for example.



After selecting and placing a new token onto their player board, players will need to check if a scoring goal has been assigned to that token. Along the left and top edges of the player board are notches where the 15 scoring boards can be placed. If the newly placed token has a scoring board pointing at it vertically, horizontally, or diagonally then it doesn't need a new board assigned unless the player wants to



add a new objective to that row or column. If there isn't an objective pointed at the new token, then one must be assigned. Once a scoring board is placed it can't be moved so be strategic!

Each player has the same 15 scoring boards with objectives like having a row or column with the same object, having a set of two colors, having all five numbers in numerical order, etc. Each scoring board shows how many points it will be worth if it's completed by the end of the game. The first player to complete the requirements of an objective will also claim a 3-point bonus token for that objective.

Lucky charm shells offer players special one-time use abilities to change things in their board, such as swapping a token location or a scoring board. Each player has the same set of 7 lucky charm shells, which are activated when the lucky shell is drawn from the bag. But players will want to be strategic in using these abilities! Using a shell's ability is a tradeoff, flipping it face down and losing the victory points printed on it. Any shells that are still face up at the end of the game will add additional points to that player's final score. After 25 rounds when everyone has a full grid, the game ends and the player with the most victory points wins!

So settle down into the sand, grab some tokens, and carefully place your goals to claim victory in this 2-5 player abstract tile-placement game by Kosch, available now!

...

Beth Erikson is the Marketing Manager for Pegasus Spiele North America. She is an avid gamer, a collector of far too many books, an explorer of the outdoors, and could easily spend hours on the beach arranging objects to make a beautiful pattern.






FIRE & STONE

SIEGE OF VIENNA

1683



TWB1001 MSRP \$49.95

-  Hand Management
-  Secret Unit Deployment
-  Battle Card Driven

ENGAGE OR DEFEND THE CITY OF VIENNA IN A RACE AGAINST TIME





Lacrimosa

Available
November
2022

Wolfgang Amadeus Mozart
has died and his Requiem
has remained unfinished
Could you complete his great work?

Lacrimosa and the unfinished Requiem

LACRIMOSA

DVR DEVLACRIMOSAML..... \$79.99 | Available November 2022!

In the summer of 1791, an unknown visitor with strange mannerisms arrived at Wolfgang Amadeus Mozart's home with a request from an anonymous patron: compose a requiem for his wife with the understanding that the identity of his employer would never be revealed. Although Mozart was initially hesitant, the mysterious agent haunted his mind to the degree that he interpreted the situation as an omen, and Mozart agreed to take the job. Rumors are that due to ill health, his mind tricked him into believing that he was about to die and should therefore write the piece. He received half of the commission in advance and was to receive the rest upon completion of the requiem. He set to work in October, but sadly, suffered an untimely death in December 1791 at the age of 35, leaving the work unfinished.

The subsequent events are subject to debate and speculation, but it is commonly believed that Mozart's widow, Constanze, secretly tried to convince other composers to finish the work so that she could present it as finished and collect the remaining payment. She ultimately did so successfully. But behind the scenes, there's much more to the murky story and classical music fans and scholars have delved down rabbit holes trying to discover the truth of how the last movement was finally completed, and by whom. Today much of the story remains a mystery.

Lacrimosa is the name of the final movement in the Requiem and the inspiration for the game of the same name. In the game, Constanze convinces up to four of Mozart's most generous patrons to assist her in delivering the finished product. The patrons (the players) tell stories of their travels around Europe while simultaneously funding their own composers to complete the work. As the game evolves, the works become more complete, the stories more elaborate, and the patrons compete to establish a legacy in Constanze Mozart's memoirs as the most influential patron in completing the historic Requiem.

During game play the patrons will earn victory points for commissioning works that can be performed or sold, recalling memories and adding them to their deck of cards, recounting the trips they took with Mozart around Europe, and helping Constanze complete the unfinished Requiem.

"When I was talking with the guys [designers Gerard Ascensi and Ferran Renalias], they were listing some ideas they had percolating," said David Esbri, Publishing Manager of Devir Games. "When they said 'Lacrimosa' I immediately said, 'stop.' I want the rights to that game." The designers quickly got to work and after roughly six months provided the first prototype.

Gerard told us, "Among the more than 600 works, we had to choose the most iconic, while helping us to discover if the best piano concerto is number 22 or 23." And Ferran added, "Mozart had to be the central figure, and our main objective before doing anything was to think about what specific story he should tell and who we would be during the game."

Lacrimosa is for 1-4 players ages 14+, and takes about 90 minutes to play. It is set to release in North America in November of 2022, just in time for the holidays. So compile compile your Mozart playlist, gather your friends, and experience this beautiful and engaging game.

— Matt Hyland, Devir Games



1-4



90'



14+

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the Rich and the Good™

HAB & GUT

WEALTH IS GOOD. WEALTH AND RESPECT ARE BETTER!



THE RICH AND THE GOOD

AGS AREU005..... \$39.90 | Available December 2022!

You are not a simple merchant. You trade in commodities from all over the world, and you have access to inside information to aid your investments and manipulate the markets. But your competitors also have a deep knowledge of the markets, and will be able to react to every one of your moves, while at the same time trading in the same precious commodities you have interests in. You must outwit and outsmart them through tactics and intuition. However, personal wealth is not all it takes to rise to the top and become a powerful member of High Society. If you donate too little of your hard-earned wealth to charity you do not get the respect of your peers...

The Rich and the Good is the new edition of Carlo Rossi's *Hab & Gut*, originally published in 2008 by Winning Moves. The cult classic economic game is coming back in 2023 by Ares Games with a renovated graphic design, still featuring Michael Menzel's great art, and a new 2-players game mode.

The Rich and the Good has at its core an unusual "shared card hand" mechanic, designed by Carlo Rossi, where each player plays with two hands of cards, sharing a cardholder with each neighbor, conspiring against – or with – the other players. Players familiar with past Ares Games' releases may remember this mechanic was also used in another of Rossi's games, *Divinity Derby*, a fun racing and betting game with a mythological theme, where each player assumes the role of a god, betting on a race among mythological flying creatures. Here, instead of using cards to maneuver the creatures in the race, players will use them to manipulate the markets.



The Rich and the Good is played on a board where the price of the six commodities — Coal, Wheat, Coffee, Rubber, Tea, and Salt — are tracked using price markers, and manipulated by playing market cards, kept in card holders placed between two players, so that each player can see the cards in two holders, one to the left and one to the right. At the beginning of the game, eight cards are placed in each card holder, and each player receives a starting amount of money, to purchase shares. Share cards, also matching the six commodities, are placed on the board, and they will be bought and sold during the games by the players.

The other unique feature of *The Rich and the Good* is its original victory condition. The player with the most money



at the end of the game wins, as it's normal in an economic game. The twist is that the player who donated the *least* money to charity, regardless of how much money they made, is eliminated before the winner is determined. A good reputation is essential, and if you are not a respected member of the community, you cannot get to the top, no matter how rich you are, this is the "philosophical" message of the game.

The flow of the game is very linear. The game is played in two rounds, each consisting of four turns. Each turn is composed of a Stock Phase and a Market Manipulation Phase.

In the Stock Phase, each player can purchase or sell shares according to their current value and place one of the shares they own on their charity board, used to track their charitable donations during the game: at the end of the game, the money accumulated on each board will be compared with the other players' charity boards, and the player with less money loses the game.

In the Market Manipulation Phase, players must choose one market card to be played from each of their card holders. One card is played at full value, the other card at half value. Each played card increases or decreases the price of the corresponding commodity, moving its marker on the board by the appropriate number of spaces.

This new edition of *Hub & Gut* can be played by up to 5 people, but it also presents a two-player variant, introducing a third "automatic" player, called the Merchant, who is an opponent of both players. In this version, each player uses a private card holder, with 5 market cards, and a third card holder is shared by both players, with 10 cards. At the end, the total of the Merchant's charity money is compared to the players', and the player with the lowest amount is eliminated, as normal.

Simple to play and deep to master, *The Rich and the Good* is the return of a classic that every lover of euro games will want in their collection.

...

ZOOM, BOOM, DOOM!



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USING BATTLE MAPS

FOR DESIGNING AND RUNNING ROLEPLAYING ENCOUNTERS



BATTLE MATS: BIG BOOK OF BATTLE MATS - VOLUME III
LBM 028 \$26.99 | Available Now!

If you play the world's most popular roleplaying game, the likelihood is that you will use a battle map in most of your sessions. From a full-color illustrated map book right through to a TV set into the gaming table showing the scene in high resolution, a detailed map has almost become a requirement of the game these days.

Back when I started playing AD&D here in the UK in the 1980s, most games used theatre of the mind. In fact, it was quite a few years before an illustrated map made an appearance on my table, and it was quite a revelation! Yes, we all used to quickly sketch up drawing on a grid and pop a few quick crosses down to denote the baddies with the lucky few represented by miniatures, but it was a far cry from the immersive scenes we set up today.

But how do you get the most out of our maps, and how can you use them to design encounters?

The main thing to pay attention to about detailed tactical scale battle maps is, well, the details. [Here's an example](#)

This is a map of some Dungeon Cells. So immediately there's quite a lot going on and there are quite a few key things to think about with this map.

Let's say we're running a break-in. A prisoner has hidden a vital piece of information in their cell, but they were released and are now unable to access it. The cells are guarded and very dangerous, maybe suffering from a monster infestation, so you're going to help them to get back in!

And we're going to let the map help us design the encounters.

This map has lots of breaks in line of sight, so it can be fun to cover an area of map the characters can't see yet. In this instance this is a map book so I could use the page on the left on its own to start, and then open the book once the characters had explored off the map. Alternatively, for this, or any other type of map you can simply cover certain areas with paper to reveal later at the opportune moment.

Little surprises like this can really help with the immersion of an encounter!

Back to our break-in, there is a grate at the top of the map, and another at the bottom. They could be the way in. Each could be an





emergency way out, or there could be something nasty lurking just out of sight. Personally, I like monsters that can surprise attack from multiple locations so I would set an encounter where an attack could come from either grate if a character gets too close, and the monster can travel freely under the floor to either grate.

Of course, the grates could also just be a sophisticated drainage solution if you want to focus on encounters with the guards and occupants of the cells.

Now we have multiple cells to explore, which may or may not be empty. The map implies they are locked so that's the first challenge. If occupied, the new occupant may take some persuading to help. So, lots of opportunity to meet new NPCs as well as a few combat encounters. Just about anyone could be imprisoned, so this could be a good opportunity to introduce a new NPC or a plot hook for later on.

If I am using a map, I do like to get the most out of it and make sure the Characters thoroughly explore. In this instance I would move the objective from the cell. As we have an office on the map let's say the warden found the vital hidden information and has it in their office.

And while the characters are realising the objective is no longer hidden in the cells, we can use a regular guard patrol to add a more random element. This patrol must be avoided or silenced! The floor of this map is flagstones, so footsteps may echo and carry making fast AND quiet movement difficult. If the floor is damp, it could be slippery, again this could slow movement right down, making avoiding a patrol more difficult.

There is a mess room on the map so the guards would probably congregate there, and could be avoided, bribed, or tackled head on according to how the characters approach the encounter.

And once we have searched the cells and dealt with the guards we would come to the office where the final encounter would take place. There are some interesting looking papers on the desk, so as well as the objective we know about there are lots of other plot points we can introduce here linking into our wider campaigns. I would probably have a letter from a noble regarding one certain prisoner or guard which would result in either a reward or new objective (such as a spy with very interesting information if you can persuade them to share).

So just by looking at a map and using every feature and room on it, an encounter can almost write itself!

In summary my top tips for using maps are —

BIG BOOK OF BATTLE MATS VOLUME III

60 pages of Battle Mats
for Tabletop RPGs

- Try and pick the right map for your encounter — Your group size will help determine the size of map and remember big-based baddies will need enough space to move around a map!
- Players will interact with the environment - Try and think of fun ways the players could have their characters interact with map features. Grates can be attack points, walls can collapse, doors can require unlocking in rather complex ways.
- Try and make the encounter as immersive as possible by using realism. Reveal sections of map as they are explored. Only populate a room with furniture and occupants once the door has been opened.
- Don't forget the other senses — Describe the sounds and smells as well as the sights. These may be suggested by the map and will really help with that immersion.
- Remember you can alter maps to suit any scenario, so don't be afraid to collapse walls, jam doors and dead-end corridors if it fits with your plan.

Happy Adventuring!

...

Matt Henderson is the Forever DM and head designer at Loke Battle Mats.

Deal with the Devil

CGE
Czech Games Edition

DEAL WITH THE DEVIL

CGE 00066 \$69.95 | Available Q4 2022!

Would you sell your soul to build a grand kingdom?

From Matúš Kotry, the designer of *Alchemists*, *Deal with the Devil* is a highly thematic euro game — for exactly four players — set in a medieval fantasy world. As the rulers of their respective realms, players each have a unique hidden role that affects how they might approach expanding their kingdom to its fullest. One player is the devil, one is a cultist, and the others are mortal. Each has different starting resources and styles of play to explore in this asymmetrical euro kingdom builder.

Secret trades between players is a necessity for gathering the vital resources needed to improve your kingdom. However, nobody knows who is who or exactly who they might be trading with, thanks to a clever app that tracks all of the roles and hidden information for you until all is revealed at the end of the game. Every choice you make in the game has a potential risk versus reward feeling to it, which makes for a harrowingly fun experience as the tension mounts across five rounds of play.

HIDDEN ROLES, HIDDEN TRADING

At the start of each game, players use the app to scan and randomly distribute the four chests that contain the unique components and starting bonus resources for each role. Once distributed, these chests are opened in secret behind each player's dual-level kingdom screen.

The devil begins the game with a ton of extra resources but does not possess a soul and seeks to entice other players to sell pieces of their souls to compensate. The cultist has several pieces of an incomplete soul and several bonus starting resources — they seek to sell their soul pieces to the devil for bonuses and can also purchase pieces of soul from other players. Mortals each begin the game with a complete soul (three pieces) but no additional starting resources and they lack the ability to purchase more soul pieces.



Deal with the Devil's economy is tightly interwoven by design, which nudges players to make tough choices each round in order to try to queue up the resources necessary to construct buildings and improve their scoring engine. During the trading phase of each round, it becomes essential to attempt to make hidden deals with other players using the chests to set an offer and asking price to get what you need — whether that's money, resources, or pieces of soul.

"I really wanted to create this feeling — when the player opens their chest and sees a lot of resources they desperately need — that feeling and dilemma of 'I don't want to sell my soul to the devil, it's a bad thing, but I absolutely need this,'" says Matúš. "So that was my focus to build the mechanics to create this feeling for players."

ENTER: THE INQUISITION

With only eight soul pieces of soul in the game, it's inevitable that players will come up short at one point or another. That's where the Inquisition can cause havoc in your hard wrought plans. In the third and fifth rounds of the game, every player gets visited by the Inquisition, who will test to see who is missing pieces of their soul.

For each inquisitor you cannot produce a piece of soul to appease, you'll receive a harsh punishment, ranging from having buildings destroyed, paying resources, gaining negative victory points, and other nastiness depending on the inquisitor cards revealed. There are ways to try to mitigate these effects if you don't have enough souls, through spending coins to bribe inquisitors or earning indulgences through good behavior to ward them off, but the added pressure injects thrill and danger to the mix.

It's this constant tension between gaining resources to build out your kingdom in a tight economy, playing to your specific hidden role to gain critical scoring bonuses while avoid being successfully called out, offering and taking on clever trades, and working to avoid the wrath of the inquisition that makes *Deal with the Devil* such a wild and dynamic experience. At its core, this classic kingdom builder may scratch a familiar itch for many euro gamers, but every additional layer built on top of that foundation adds a new wrinkle of depth and intrigue to spice up the formula.

...



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PAINTING HAPPY LIL MINIS

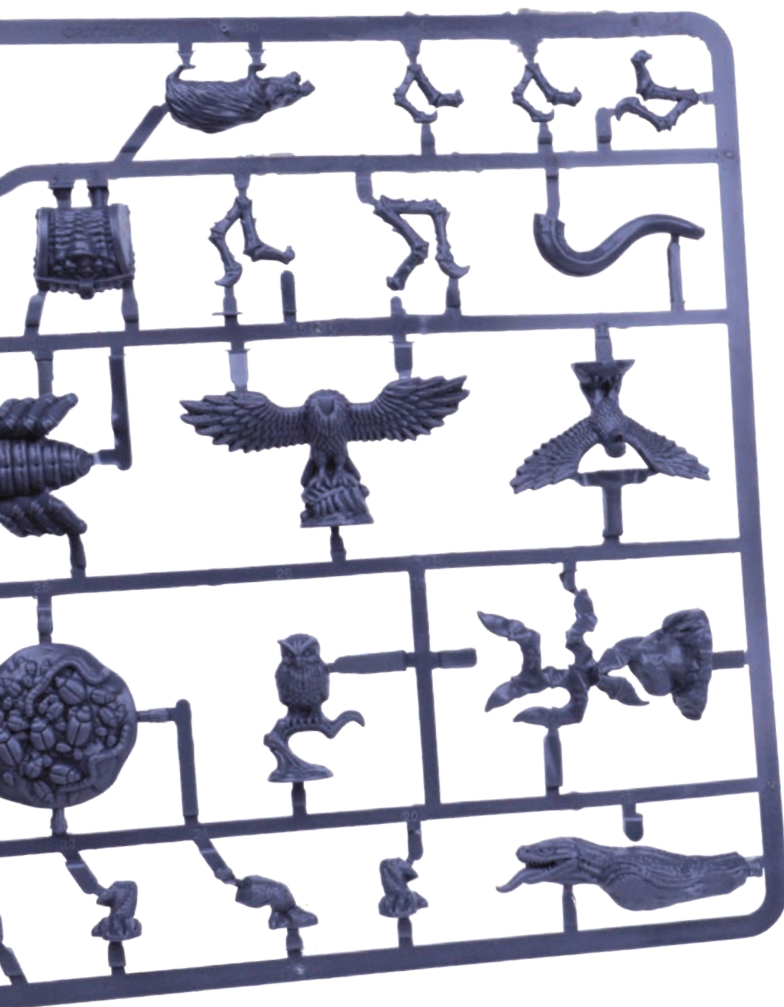


WITH DAVE TAYLOR

EPISODE #51: DUNGEON CRITTERS

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our *Game Trade Media* Facebook page – Thursdays evenings at 7pm EST. Dave is joined by veteran hobbyist Jeff Hall, and occasionally by other painters who each bring great painting advice and their own style to the table.



SPEED PAINTING YOUR MANTIC DUNGEON CRITTERS

This box of dungeon-dwelling critters from Mantic Games is great for adding that bit of extra flavor for your veteran adventurers, or creating a terrifying encounter for those just starting out. Snakes, scorpions, rats, and Komodo dragons will all be able to scare the pants off someone with only a handful of Hit Points.

With the box set providing two each of twelve different critters, by using simple speed-painting techniques like washes and drybrushing, you'll be able to paint them all in no time.

One exciting feature about these particular models is that they are made in high-impact polystyrene which holds an incredible amount of detail, and the minis are very sturdy, once assembled. All you need to do is clip out the pieces, clean up the mold lines (if there are any) and glue the pieces together with plastic glue (aka polystyrene cement). You can use superglue if that's all you have, but the plastic glue will actually melt the polystyrene together at the joints, making for a much stronger bond.

Then it's on to the painting. Depending on the color schemes you want to use, you might find that you end up priming them in a variety of colored sprays. For our examples here, we used Corax White and Chaos Black spray primers from Games Workshop.



Over a white spray primer, paint the snakes with GW Aethermatic Blue and the scorpion with GW Gryph-Hound Orange.



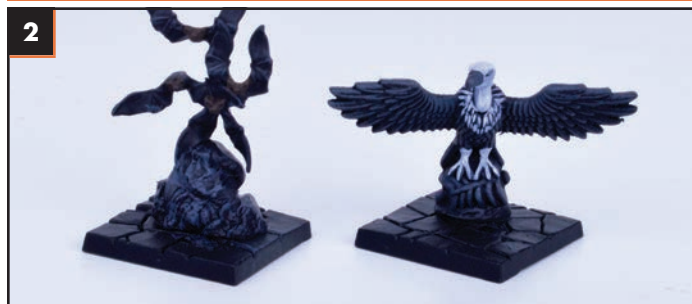
Apply a second coat of GW Aethermatic Blue over the snakes. Highlight the scorpion with a mix of GW Gryph-Hound Orange and Vallejo Model Color Ivory.



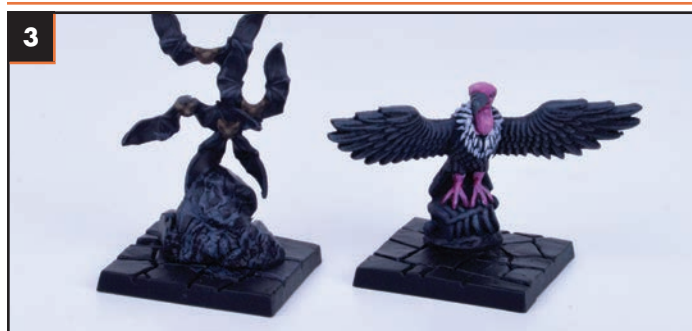
Paint the snake eyes with Vallejo Game Color Sun Yellow. Shade the recesses of scorpion with GW Agrax Earthshade. Finish off the details and basing.



Over a black spray primer, lightly drybrush the bats and vulture with Vallejo Model Color Basalt Grey.



Paint the heads of the bats with Vallejo Game Color Charred Brown. Paint the head, legs, and "ruffle" of the vulture with Vallejo Game Color White.



Highlight the bat heads with Vallejo Model Color Brown Beige. Paint the head and legs with GW Volupus Pink. Finish off the details and basing.

CONSISTENT DUNGEON BASING

The critters in this particular box will be painted in a wide variety of ways, so there typically won't be a uniform color that brings them together. The quickest way to make them look like a part of your collection is to make sure the basing matches. For these examples I've used my favorite dungeon base approach. Basecoat in Vallejo Charred Brown, then drybrush with Vallejo Basalt Grey, and finally drybrush with Vallejo Light Grey before painting the edges black.



Dave Taylor first discovered painting miniatures for tabletop wargames in 1991. Since then he has painted over 10,000 minis of all shapes, sizes, and genres. He now primarily paints miniatures for tabletop wargames, and has recently really enjoyed bringing board game miniatures to life



RED RISING (STM 350)

From Stonemaier Games, reviewed by Eric Steiger

 14 & Up	 1 - 6 Players
 45 Minutes	 \$40.00

Going into this review, I should make it clear that I haven't read the Pierce Brown books upon which this game is based... but I want to now. The game has enough flavor and depth among the different houses and characters portrayed to make the theme appealing, without spoiling any of the plot material, so I can go into it fresh. That said, because I haven't read the books, this review will focus on the game itself, rather than the setting.

Red Rising is a hand management game for 1-6 players in which you'll be distributing cards from your hand to the board, and taking new ones into your hand from the board or the deck, in order to activate different board locations and have the highest-scoring hand at the end of the game. It sounds simple...and it is. But there's a lot of game there.

Each player is randomly assigned a house, with an asymmetric ability - House Apollo always goes first; House Ceres begins with an extra card; etc. You begin the game with five cards in hand, and two cards face up on each of the four locations: Luna, Mars, Jupiter, and The Institute. On your turn, you have the choice to deploy a card from your hand to the top of a location, then take the top card from a different location (or the deck) and gain a bonus, or just place a card from the deck on top of a location (if you are satisfied with your hand) and gain that location's bonus. That's it. That's all you do, every turn, until the game ends.



Of course, that's really not all there is to it. When you deploy a card to a location, it will likely have a "deploy" ability that you are (usually) required to activate. This may result in other players having to reveal a card or take a penalty, or shift cards around on locations, or otherwise change the flow of the game. Next, when you take the top card from a location, you'll get its bonus. For example, taking from Mars grants you a Helium token, worth VP at the end of the game. Taking from Jupiter advances you along the Fleet Track, which scores you a set amount of VP at the end based on how far along you are. Taking from The Institute causes you to add an influence token to it; the player(s) with the most influence on the Institute gains a set amount of VP at the end of the game. Taking from Luna grants you the Sovereign token, which gives each house a unique bonus. Finally, taking from the deck allows you to roll a die and gain a bonus based on the result.

The game ends when someone has seven or more Helium tokens, someone has advanced seven spaces on the Fleet Track, and someone has seven or more influence on the Institute, or when one person has done two of those things. Then...things get weird. Each card in



your hand is worth a specific amount of points, shown in the top left corner...but it's almost always also worth a dynamic amount of points based on what other cards you have in hand, what cards are in certain locations, what colors of other cards you might have, and even what cards might have been removed from the game. In addition to the flexible values of each card in your hand, you'll also score points for your Helium tokens, your progress on the Fleet track, your influence on the Institute relative to other players, and whether you ended the game with the Sovereign token. Finally, you lose points for each card in your hand beyond the seventh.

Naturally, the bulk of the complexity and nuance to the game come from the cards themselves — the flexible scoring and cards' abilities to play off of each other encourages incredibly intricate and complex combinations, where if you can get just the right card, your score will skyrocket...and if you don't, your house collapses like it's made out of, well...cards. Like many other hand management and combo-building games, familiarity with the deck and what you can get out of it is key, and a player who knows what they're looking for is going to have a significant edge over someone new to the game. That said, a typical game takes less than an hour, so a new player will become a veteran in pretty short order. Additionally, the game includes a solitaire rulebook, so a new player can also become a veteran on their own time.

In addition to quick and intricate gameplay, the caste and house system of the game are intriguing enough that, as I said, I'm now interested in the books that created this universe. But even if I weren't, there is enough game here to satisfy me regardless.

...

Eric is your friend, and friends wouldn't let you play bad games.

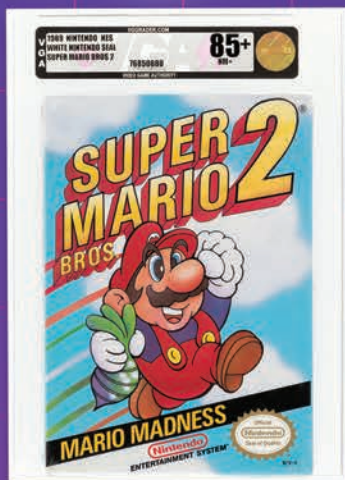




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LOST RUINS OF ARNAK (CGE 00059)

From Czech Games Editions, reviewed by John and Isaac Kaufeld



12 & Up



1 - 4 Players



30 Minutes Per Player



\$59.95

The moment you set up this game on your table, you'll feel teleported into your favorite archaeological adventure movie — most likely that series featuring the guy who runs away from giant boulders and can't lose his hat no matter how hard he tries.

In *Lost Ruins of Arnak* from Czech Games Edition, players become explorers uncovering the mysteries of a lost civilization. But there's more to the game than meets the eye, thanks to an unlikely mix mechanics and multiple paths leading to the win. And the game's ability to support solo play as well as a great group experience is the golden idol of gaming (just don't take it off that innocent-looking display pillar).

Grab your backpack and whip as we begin excavating the top five things you need to find — er, know — in *Lost Ruins of Arnak*.

STARTING WITH THE CARDS

There's a lot happening in *Lost Ruins of Arnak*, so let's take the game one step at a time.

First, the game has a basic deck building mechanic. Each player gets an identical starting deck of cards representing their funding, ability to explore, and their inherent fear of the terrors waiting out there.

As you explore the island, you'll add and remove cards from your deck. Like any good deck builder, those changes alter your available options by granting you extra resources, helping you travel, or making you waste time (and lose victory points) by bulking up your deck with extra fear cards.

EXPLORING THE BOARD

Each player gets an individual board for organizing their resources (more about that in a moment), but the real action takes place on the central game board.

The main board represents locations on island you're exploring plus any guardians that live there. Along the right side of the board is the research track, where you gain bonuses and victory points as you dig deeper into the island's mysteries.

Along the top of the board are spaces for the artifact deck, item deck, fear deck, and discards. The card market also lives up here. It include a clever integrated turn-tracking feature that elegantly reflects how going deeper into the jungle gives you more possibilities for discovery while simultaneously making supplies harder to get.

JUGGLING THE RESOURCES

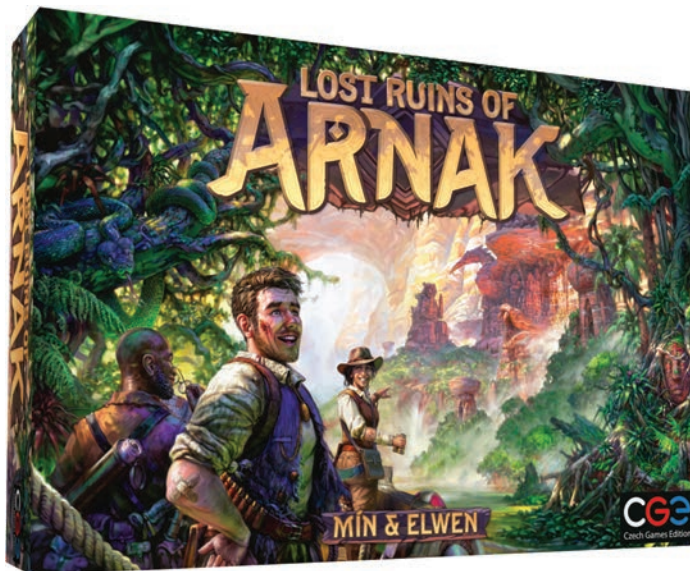
Lost Ruins of Arnak is more than a deck building game, though. It also demands that players gather and balance their use of several unique resources, represented by high-quality plastic pieces and thick, sturdy card stock tokens.

Coin, compasses, and arrow heads are the most common resources. Compasses represent a player's ability to explore while arrowheads are help them fend off threats. Coins are your expedition's material support from back home.

As you search the ruins, you also find tablets and jewels. Tablets are ancient texts that help you unlock special abilities and the power of artifacts. Jewels are powerful treasures with mystical powers which can advance your research or help you overcome dangerous guardians in the ruins.

LIMITED ACTIONS KEEP THINGS MOVING

Each game of *Lost Ruins of Arnak* lasts exactly five rounds. During a round, each player uses their single main action, supplemented by any free actions available to them.



At the start of each game, this seems like a challenging limitation but as the game continues, players gain bonuses and new cards which give them extra resources and more actions to use them.

EXPLORING ON YOUR OWN

In addition to being a solid multi-player game, *Lost Ruins of Arnak* includes robust solo playing options as well.

In the box, you get a solo variant supported by a custom set of tiles which create a "rival action stack." These tiles direct what your opponent does on their turns. The deck includes two sets of action tiles which let you adjust the game's difficulty level.

For an even bigger challenge, visit the Czech Games Edition web site and try *The Search for Professor Kutil* solo campaign game. The site gives you two ways to play, either with downloadable print-and-play rules and accompanying card deck or with a free mobile-friendly web app at <https://solo.arnak.game>.

VERDICT

At first glance, *Lost Ruins of Arnak* looks like an overwhelmingly large game with a dizzying array of things happening. But once you learn the game's handful of icons and make it through a couple of turns, *Lost Ruins of Arnak* rewards you with an elegant and extremely engaging play experience.

Yes, it's a big game with a lot going on, but its size gives it room to be amazing. We deeply enjoyed its clever mix of mechanics and multiple paths to victory. The randomness built into game setup creates high replayability while keeping play balanced so you never feel like you're at the mercy of random elements.

Formalizing different levels of challenge with a double-sided board is a pure win with us, as is the really delightful solo mode options.

We highly recommend this for friends and families looking for something both fun and mentally challenging.

...

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Isaac at all. Recently, they threatened to launch a father and son podcast about gaming, movies, and family life called "And Maybe a Lemon." Who knows what might happen next?



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SMASH UP: DISNEY (USO SM004000)

From USAopoly/The OP, reviewed by Brian Herman

 12 & Up	 2 - 4 Players
 30 - 60 Minutes	 PI

If I absolutely had to pick one and only game to play for the rest of my life, I would be certainly saddened at the loss of the rest of my games, but I would without much hesitation pick Paul Peterson's *Smash Up*. Since the first time I played I have been completely enamored with the chaos that ensues at each shuffle and set of the game board. When the Disney edition of the game was announced, I raised an eyebrow skeptically, but then remembered the grace and elegance of how The OP and AEG handled the Marvel release. With bated breath, I waited for the box to arrive as patiently as I could before tearing into it fervently. The elation and relief I felt at yet another home run of a *SmashUp* release cannot be understated. *Smash Up Disney* is a release worth savoring whether you are a longstanding fan of the series or a newcomer.

In the event you have been hiding in a cave from the rest of the civilized world, dear reader, allow me to enlighten you into this grand world. Each player chooses 2 factions, comprised of 20 card decks and shuffles or "smashes" them together to make a single deck they will use for the game. "Base" cards from a common deck are dealt to the center of the play are equal to the number of players +1. Each player draws 5 cards from their deck and play can begin.



Player cards are comprised of two types of cards: "Characters" have a strength score printed in the upper left-hand corner, and "Actions" with a variety of effects and stipulations. Each turn, a player may play one "Character" on one of the available bases and one "Action" in any order they choose. Each "Base" has a breakpoint printed on it, and when the amount of strength on characters played on a base meets or exceeds that breakpoint, the base is scored at the end of the turn. The player with the most strength on the base scores the most points, but the second and third place player scores some as well. The first player to make it to 15 points in a game wins!

Whereas normal *SmashUp* deals with generic factions (Robots, Zombies, Pirates, etc), each faction in *Smash Up Disney* is a different movie. Each one complete with its own focus on different game mechanics within the system while remaining faithfully true to the source material. *Aladdin*, for example focuses on playing "Action" cards, with 3 special powerful "Wish" cards that once played are removed from the game and returned to the box. The characters from *Frozen* are all intertwined and like the story on which it is based search for each other. *Wreck-It Ralph* focuses on actions that can



be played on Bases, and on "wrecking" bases by lowering their breakpoint. Through and through the commitment to authenticity and flavor is seen on every single card and its carefully thought-out effects. Even so, *SmashUp Disney* is completely compatible with other releases including *Marvel*. If you've ever wanted to combine the power of *The Lion King* with the might of *The Avengers*, *Smash Up* is the only game to date that will let you do so.

In addition to the superior card quality, I've come to expect from AEG and The OP, there are a few other goodies thrown into the box. First is a few "Base Mat" cards which Bases can be played on top of with a breakpoint tracker around the ring of it. Next is a few tear-shaped Power and Breakpoint tokens to be placed on the tracker for quick reference mid-game. As if that wasn't enough, the standard Victory Point tokens included in every *Smash Up* release are double sided; the other side containing +1 or +3 power tokens that many effects in the game will instruct you to place on Characters, adding to their strength. While this mechanic isn't new to *Smash Up*, having tokens

included to track this is such a simple but ingenious concept I can't believe it's not been done before.

Smash Up Disney is an absolute delight from start to finish, and as a proper "expandalone" it serves as a starter and an expansion at once, with 8 unique factions each compelling in their own way. Whether you are a veteran fan of the series or only of Disney itself, it's worth more than a look. It's worth getting as a new game and giving it space on your game shelf. *Smash Up* releases keep getting better and better, I can't wait to see what the partnership of AEG and The OP does next.

...

Brian Herman has over 30 years experience playing games, is a father of two, and the Sorting Hat would have difficulty placing him between Ravenclaw and Slytherin. His favorite games include AEG's *Smash-Up*, *WizKid's HeroClix* line, as well as classics like *Settlers of Catan* and *Munchkin*.



TACOPOCALYPSE (RDS 1040)

From Redshift Games, reviewed by Thomas Riccardi

 14 & Up	 3 - 6 Players
 20 Minutes	 \$14.99

No one remembers how the world was plunged into a nuclear irradiated wasteland however, there is something that is still certain in this chaotic time. These new inhabitants need sustenance, and you are on the road to deliver it to them. Manning one of the last taco trucks in existence you forage the lands and create food that is not only delicious but also volatile. Do you have what it takes to serve up great tasting food to customers or will your competition snatch victory from the jaws of defeat? This is the setting behind Red Shift Games latest creation as they welcome you to the *Tacopocalypse*.

Tacopocalypse is a fast-paced card game that can be played with three to six players and the core set contains 110 cards (78 food deck cards and 32 condiment cards). *Tacopocalypse* is set to be played for at least three rounds however, games can go longer if you wish as there's no limit to the culinary delights you might create. To start the game, separate each of the cards into their respective decks and shuffle and then deal ten cards to each of the players. Next deal the amount of condiment cards in the center of table minus 1 to the players participating (for example: for a six-person game you would only deal five cards).

During gameplay each of the players are trying to build their own combo plates to get them to customers trying to score the maximum amount of points per round. A combo plate can consist of as little as two cards all the way up to six cards however, this mutated food is alive and there are rules on how to make a combo plate. The food that makes up a plate either needs to be all the same type or all different types. If the combo plate that you are building does not match the one you are building, then you must discard the entire combo plate.

Game play is broken up by turns as the first thing each player does is play one of the food cards from your hand. You are either building a new combo plate or adding to an existing plate as each player reveals their played cards simultaneously. Players have the ability to score on each turn however, any valid combo plate that has

six cards **MUST** be played on that turn. Once cards are played you then transfer the rest of your cards to the player on your left as the game continues.

If two or more players play the same card from their hands, then they can attempt to grab one of the condiments in the middle of the table. Condiment cards come in four varieties the first being hot sauces which will give you a point boost to your combo plate. Chips and Dips can be played on one of your opponent's combo plates and these negate one of the food cards in your hand. This can be a useful strategy if someone has four of the same card, you can use it to knock down the point value significantly. The glowing guacamole is a helpful card that you can play in front of your own hand to make multiple combo plates.

The last condiment card is the dreaded and feared Chalupacabra! This monster can be played on any opponents' combo plate and once played this dreaded creature devours the entire combo plate. This means that the entire hand is discarded without scoring unless you have the glowing guacamole card on that plate. If that combo plate has that card played on it, then the Chalupacabra devours that instead of the combo plate.

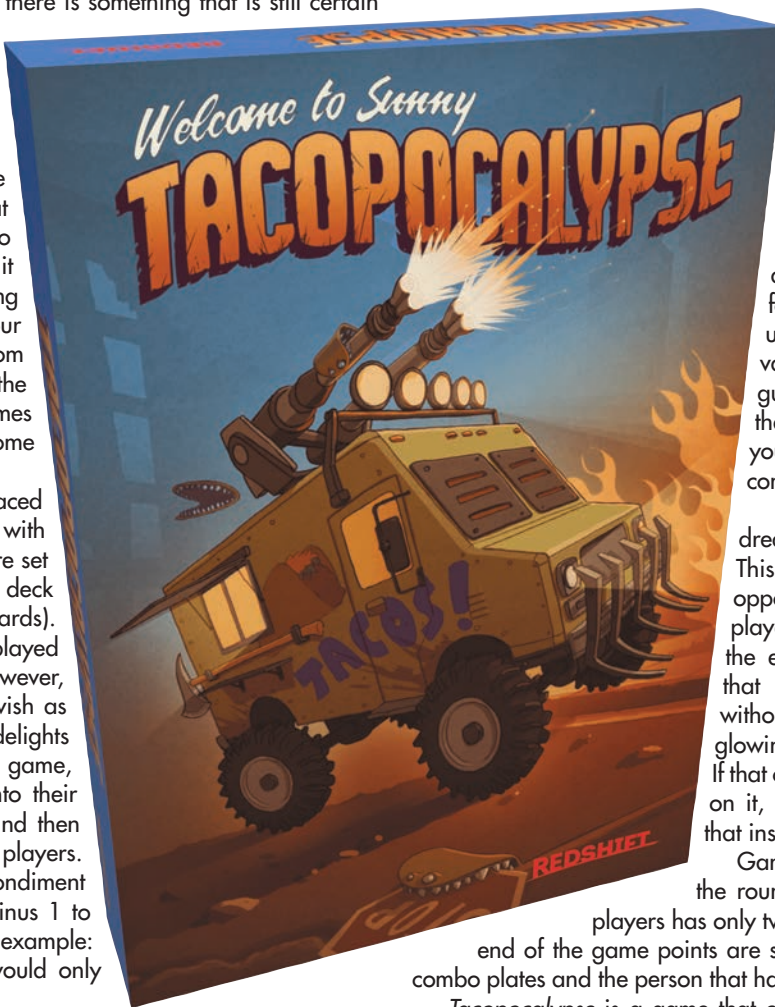
Gameplay continues until either the rounds are reached or each of the players has only two cards left in their hand. At the end of the game points are scored for each of the successful combo plates and the person that has the most points wins the game!

Tacopocalypse is a game that can be played with friends in as little as twenty minutes making this a great game to either pick up and play or used as an aside during game nights on what game to play next. This game has a great press your luck mechanic, and the artwork by Burr Johnson brings this game to life via the horribly mutated food of the wastelands.

If you love a fast-paced game where you try to build combo plates in a post-apocalyptic wasteland, then you need to give *Tacopocalypse* a try and get ready to sling some tacos.

...

When not writing or playing games Thomas Riccardi can be found in Sacramento preparing for the day when zombies, vampires or aliens invade.





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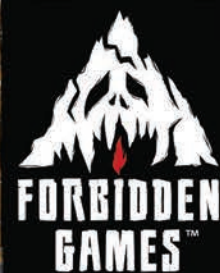


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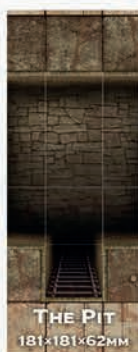


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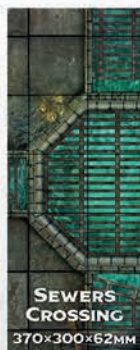
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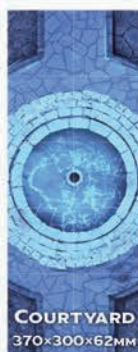
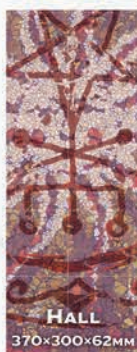
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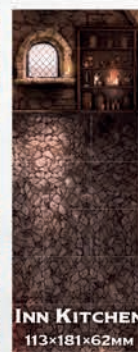
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THE CASTLE ILLUSTRATIONS:



THE TOWN ILLUSTRATIONS:



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