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Upper Levels: Town & Village





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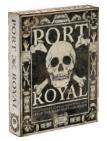


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Avengers Expansion (SEPT '25) ISBN 9781302965136-(256 Pages, \$49.99)





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FROM THE EDITOR

Greeting Dear Readers!

Welcome to your June edition of *Game Trade* Magazine. We've been hard at work on this one, so we hope you're ready for a bit of a summer spectacular with this issue.

We kick things off with a closer look at the excellent terrain sets available from Gale Force 9 in their Tenfold Dungeon line. With something for every setting, these great accessories will provide the perfect backdrop for your next tabletop miniature

skirmish. *Tenfold Dungeon* sets are also great dressing for role-playing games and will establish the perfect ambiance for your next get-together.

Speaking of crafting the perfect environment, be sure to check out the new additions to WizKids' *WarLock Tile* system. The latest releases in this innovative series of terrain building sets allow users to create multiple stories for their building and dungeons!

Of course, if you'd like to take your city-building a little less literally, then you will want to take a look at *Citizens of the Spark* from Thunderworks Games. This variable setup, card drafting, engine-building, tableau combo-crafting game for 1-5 players is the latest all-new release sure to please fans this summer.

That's not the only exciting new release in this issue — go behind the scenes with Wyrd Games to get an exclusive sneak-peek at the upcoming summer release of *Malifaux Fourth Edition*! That's right! Cheating fate, bluffing, and schemes a-plenty are headed to your tabletop in an all-new way with streamlined rules and faster play.

This is only the tip of the iceberg this month, dear readers — there is a **ton** of absolutely fantastic content for you to peruse in this issue. We're really excited for the summer show season, and we hope you are too.

On that note, I would be remiss if I didn't point out that this year has, thus far, presented some rather unique challenges and concerns, not least of which is the impact tariffs have had on our industry in 2025. As we go to press on this issue in April, a lot of great people are currently working to assess and minimize the damage, and it's been hard felt throughout.

I assure you, the stakes are *very* real, and they impact people we work with every month, as well as your friendly local game stores and — yes — even you, dear readers. Higher costs, product delays, and even outright cancellations are going to happen, as well as some of our contributors having to lay off staff or shutter completely.

So, what can we do? Well, supporting your friendly local game store is definitely a fantastic place to start. Your local retailers will certainly feel the sting of impacted/reduced supply lines, among other challenges, so every little bit is going to help.

Attending shows and engaging with your favorite publishers is another wonderful way to show support, even if it's a kind word or two if not a purchase. We're an industry of passionate people who believe in the power of play; many of us work in this industry due to our love for games and community. Believe you, me — there are not a lot of folk who get rich in the tabletop games arena, so even just the acknowledgement and appreciation can go a long way.

I believe gamers are some of the best people out there, and we understand the importance of showing up when needed. I have faith in us all to do the right thing and support this hobby that has provided so many with so much joy.

Go gently, everyone. Stay strong.

In parting, I would like to wish my sister the very happiest of birthdays this year. She has been a source of joy throughout my life, as well as perhaps presenting the occasional challenge or three, and I know I would not be the person I am without her support. Happy birthday sis!

Game on, -JG



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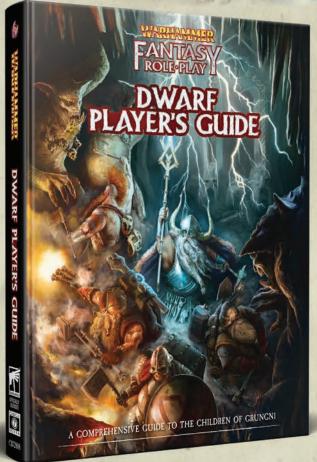


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FANTASY ROLE-PLAY



DEEP WITHIN THEIR MOUNTAIN HOLDS, THE DWARFS STAND DEFIANT - AS UNYIELDING AS THE COLD STONE BENEATH THEIR BOOTS.

Explore the rich history of the Dwarfs' mountain strongholds and their time-honoured traditions in this comprehensive guide for players who want to delve deep into the heart of Karaz Ankor!

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USERS GUIDE



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 May.

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 differen 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 an more to help enhance your play experience



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.



DESIGNER DIARIES: These articles are the ULTIMATE in the behind-the-scenes experience for games! Written by the designers themselves, Designer Diaries offer a sneakpeek 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.



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!



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 fanfavorite 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!



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

GAMES SECTION 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 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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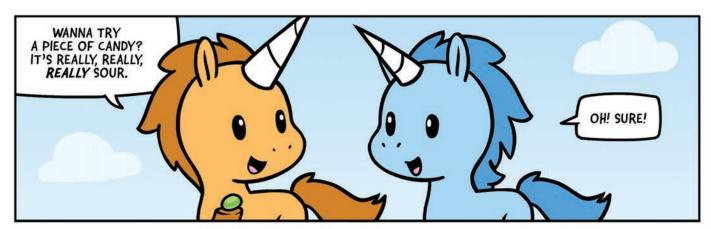








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SMALL BUT MIGHTY

Everyone loves miniatures, but sometimes it feels like it's easier to keep them in a closed box than display them. They get dusty, bent, scratched, they fall behind furniture, you accidentally impale yourself on one of their swords – how can something so small cause so much trouble? Now, Ironguard Supplies is proud to introduce a line of miniature display cases, so you can safely put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.25 inches square, these easy-to-open display cases are sold in packs of two, so you can protect a pair of paladins from getting damaged, lost, or worse!

See the full line at ironguardsupplies.com

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TENFOLD DUNGEON

The torches flicker as your players step into the ancient ruin. The stone walls shift behind them, sealing their only exit. Before them, a maze of twisting corridors stretches into the darkness. With Tenfold Dungeon, you can bring this world to life, crafting dynamic, everchanging adventures with ease.

START WITH A STRONG NARRATIVE HOOK

Once you've decided on which set/sets you'll be crafting your story within, there are eight fantasy and four sci-fi options to choose

from, you can begin to lay out your rooms and corridors. But make sure you use the core story you're going to tell to shape the world your players will be adventuring through, creating an immersive experience for everyone at the table such as:

The Castle: A cursed castle that rearranges itself every time the players enter a room. Tenfold Dungeon's modular system makes this easy!

Dynamic Environments: Use doors, secret passages, and elevation to create tactical depth. Imagine a crumbling bridge room in the Mines of Khazad, a pit trap leading to another level in The Temple, or a magically shifting corridor in Ravenhold Castle.

Interactive Elements: Add puzzles, hidden levers, or destructible objects to make the space feel real. The Wizard's Sanctum even has a Portal Room, you could use that to transport the party to a new Tenfold Dungeon set all together!

Faction Conflicts: Maybe rival groups inhabit different sections of the dungeon, and players can manipulate alliances (or trigger all-out war) for their own benefit - take The Town for example, maybe one group has taken over the Clock Tower and another the Inn.

> Don't forget, it's your world so it plays by your rules. Tenfold Dungeon provides the backdrop and brings it to life, but you decide who and what is where!

MAKE EXPLORATION REWARDING

Nothing is worse than a dungeon that feels like a straight-line grind. Give your players a reason to explore every inch of every room by incorporating:

Unique Loot: Special items tied to your world's lore (not just generic gold and potions), what you reward players with in The Town shouldn't be the same as the rewards from The Underdark.

Lore Clues: Scraps of notes, murals, or relics that hint at the dungeon's history - you choose where these pieces of lore

live in the world and it's up to your players to explore each and find room them, the discreet



TENFOLD DUNGEON: RAVENHOLD CASTLE

Available September 2025! GF9 TFD018 \$65.00

The Wizard's Sanctum: A multi-level fortress where each floor presents a new, deadly challenge before confronting the BBEG on the top floor.

The Temple: Players must delve deep into an ancient ruin, overcoming both enemies and traps, to recover a legendary artifact.

Your hook should shape the dungeon itself, ensuring the world feels alive and reactive to the story.

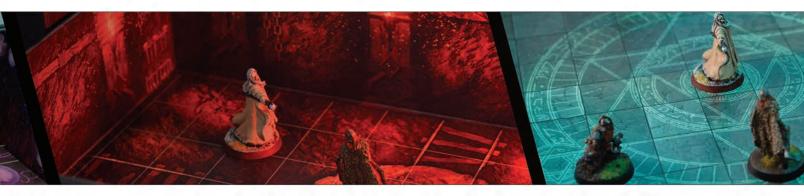
DESIGN YOUR DUNGEON LIKE A LIVING, BREATHING WORLD

Tenfold Dungeon allows you to create multi-room layouts, so don't just make it a sequence of fights. Instead, bring the setting to life:



TENFOLD DUNGEON: MINES OF KHAZAD

Available September 2025! GF9 TFD016......\$65.00



Dangerous Side Paths: Let players risk extra encounters for greater rewards, whilst they're in Ravenhold Castle's laboratory maybe they notice an eerie glow from the graveyard - provided you placed it within view of the windows when you laid out your adventure.

With Tenfold Dungeon's detailed room artwork, you can describe clues that visually match the environment—making investigations and even general exploration all the more immersive.

USE TENFOLD DUNGEON FOR CINEMATIC SET PIECES

A great dungeon isn't just a series of rooms, it's memorable moments that you'll talk about again and again. Consider these:

A Chase Scene: The walls tremble as the ground cracks beneath the party's feet. Dust fills the air as ancient stone pillars collapse in a deafening roar. The only way forward? A desperate sprint across a crumbling bridge inside the Mines of Khazad, one misstep away from the abyss.



BRING IT ALL TOGETHER: A SAMPLE DUNGEON LAYOUT

Here's a quick blueprint for a mystical, shifting dungeon using Tenfold Dungeon's Wizard's Sanctum set:

Portal Room: The party is suddenly transported into the adventure and finds themselves in the Portal Room, surrounded by stone walls and still air they must venture forth to find out who transported them here and why.

The Shadow Maze: Stone corridors that move when no one is looking (you physically rearrange the pieces between turns!).

The Library: Holds forbidden knowledge but is guarded by sentient books or a magical construct, if your party looks in the right places they may uncover long lost tomes granting them boons and knowledge beyond their imagination.

The Conservatory: The final confrontation, your party meets the Wizard who brought the party to his Sanctum, but why? You're the DM that's for you to decide!

Keeping your adventure unpredictable and engaging for your players and yourself is a huge part of a successful campaign, and Tenfold Dungeon is the aide that empowers you to provide both of those elements to your table.

ELEVATE YOUR DUNGEON EXPERIENCE

Tenfold Dungeon is more than just terrain, it's a storytelling tool. Allowing you to craft unforgettable adventures, where every twist, turn, and battle feels larger than life.

Whether you're delving into Ravenhold Castle, exploring the Wizard's Sanctum, or forging your own

legendary dungeon by combining sets, Tenfold Dungeon is your sets, gateway to unforgettable stories. Are you ready to



TENFOLD DUNGEON: WIZARD'S SANCTUM

GF9 TFD017 \$65.00 Available September 2025!

A Boss Fight with Changing Terrain: Start in the Chapel of Ravenhold Castle, but once the villain's health drops, the floor collapses and the party now finds themselves in The Underdark (swap out the tiles for effect as Tenfold Dungeon sets are compatible).

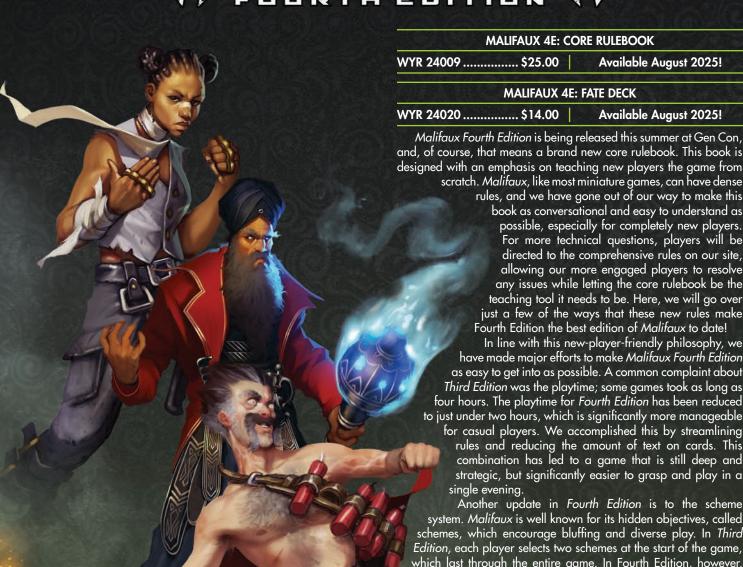
A Torch Puzzle: A network of torches line the walls of the corridors in Dungeons and Sewers and the party has to work out how to activate them to light their way, meaning they're less likely to fall for any hidden traps..

The modularity of Tenfold Dungeon means that rooms can be swapped out easily, allowing you to reveal twists mid-game without missing a beat or breaking the immersion!

TENFOLD DUNGEON: RAVENHOLD CASTLE

GF9 TFD018 \$65.00 Available September 2025!





Available August 2025!

scratch. Malifaux, like most miniature games, can have dense rules, and we have gone out of our way to make this book as conversational and easy to understand as possible, especially for completely new players. For more technical questions, players will be directed to the comprehensive rules on our site, allowing our more engaged players to resolve any issues while letting the core rulebook be the teaching tool it needs to be. Here, we will go over just a few of the ways that these new rules make Fourth Edition the best edition of Malifaux to date!

In line with this new-player-friendly philosophy, we have made major efforts to make Malifaux Fourth Edition as easy to get into as possible. A common complaint about Third Edition was the playtime; some games took as long as four hours. The playtime for Fourth Edition has been reduced to just under two hours, which is significantly more manageable for casual players. We accomplished this by streamlining rules and reducing the amount of text on cards. This combination has led to a game that is still deep and strategic, but significantly easier to grasp and play in a

Another update in Fourth Edition is to the scheme system. Malifaux is well known for its hidden objectives, called schemes, which encourage bluffing and diverse play. In Third Edition, each player selects two schemes at the start of the game, which last through the entire game. In Fourth Edition, however, each player selects one scheme at the start of the game, and each scheme has a list of three "next available schemes." After a player completes their scheme, they select one of their three next available schemes. This creates a choose-your-own-adventure style of play, which we are calling "Evolving Encounters." This system is engaging, changing as the game unfolds, but it is also easy to understand; each player only needs to worry about one scheme at a time. This has proven to be a fun, engaging, and thematic

way to accomplish objectives. Schemes aren't the only objectives in Malifaux; there is also the strategy. Schemes represent a crew's unique, hidden objectives, but the strategy is what brought the two opposing crews into conflict in the first place, creating a shared objective

over which the players must compete. In Fourth Edition, strategies are getting some changes. Strategies are scored at the end of every turn, and scoring is now winner-takes-all; if you score the strategy, your opponent does not. However, the player who did not score will get an advantage. For example, in the collapsing mines strategy, the player who did not score chooses one of the mines being fought over to collapse and remove from the table. This creates a tense tug-of-war, culminating in a final round in which the strategy is worth double, keeping players engaged through the entire game.

CHEATING FATE IN 2025 AND BEYOND

The use of terrain is also getting an update in Fourth Edition. With the new scale rule, models can be placed on top of terrain at the end of a walk action, allowing them easier access to the upper levels. Combined with new rules for jumping across rooftops, falling, and schemes that use terrain, players will be able to take full advantage of the three-dimensional space that this game offers. In fact, one of the new schemes is "Make It Look Like an Accident," in which you try to hurl an opposing model off of a rooftop!

Malifaux is known for its emphasis on resource management, using cards instead of dice, allowing players to cheat cards from their control hand to influence models on the table. In Fourth Edition, we take this resource management to the next level. In previous editions, the lower cards in a player's hand were basically dead weight. In Fourth Edition, you can discard a card with a value of 5 or lower to add the card's suit to your duel and flip an additional card. This means every card in a player's hand is a valuable resource, and its use needs to be carefully considered. And the resource management doesn't stop with cards!

needs to be carefully considered. And the resource management doesn't stop with cards!

The use of soulstones has also received an overhaul. Soulstones are the powerful gems that characters in the fiction are fighting over, used to power spells ranging from calling down blizzards to raising the dead. In previous editions, soulstones all had a generic list of effects determined by the core rules. In Fourth Edition, each crew (and sometimes each model) has a unique way to spend soulstones, powering their distinct abilities, making soulstones just as flavorful on the table as they are in the stories!

And, of course, crews gain more soulstones as their models die, reflecting how the stones recharge when someone dies near them in the fiction.

Soulstones aren't the only thing making crews more flavorful.

In Fourth Edition, each leader has its own crew card, which it grants to its crew. The crew card gives new abilities and/or actions to all models in that crew. This makes the crews in Fourth Edition feel like a cohesive whole, playing together and creating combos linked by their shared abilities while taking on different roles based on their individual stat cards. Of course, since each keyword has two versions of their leader, crew cards allow each version of the leader to play very differently while still using all of the same keyword models.

Malifaux Fourth Edition is streamlined, friendly to new players, and has a much more manageable playtime while retaining the depth and strategy our players have come to expect. We love it, and we are sure you and your community will as well. We took what was great about the previous editions of Malifaux, distilled it down, added the exciting elements described above, and created the best version of the game yet!



Justin Gibbs is a game designer with over a decade of experience. Games are his passion, and they distract him from the ephemeral nature of existence. Pictured is Justin and his Might Matilda





EXPAND YOUR HEROSCAPE BATTLES WITH NEW SQUADS, HEROES, AND ABILITIES!

Four new *Heroscape* army expansions from Renegade Game Studios will be released in August 2025. These exciting expansions further expand the diverse miniature game line. Learn more about these new titles below!

With Heroscape: Molten Crustaceans and Tanuki Tricksters, Renegade brings the first newly designed common figures to the current Heroscape line! If you aren't familiar with what common figures are in Heroscape, there is no limit to the number of common squads on the board. These differ from unique squads, where you can only have one in your army at a time. As long as you've got the points to spend, you can have as many common squad figures as you want

The Molten Crustaceans were considered a draconic delicacy on their home planet, but on Valhalla, these crabs are food for nobody! Their hot lava blood gives them incredible abilities. When a Molten Crustacean dies, a lava field tile takes its place.. Lava poses a difficult and deadly challenge to most figures, but these crabs aren't hindered. Their lava blood allows them to move freely through lava fields and molten lava spaces. The Climb x2 ability permits traversing the battlefield with ease. This squad is perfect for filling out your armies!

The Tanuki Tricksters are ninjas known for their curiosity and cunning. This pair of Vorids has

GERGE CORP.

COMMON AMORY EXPLANATION

Right of Physiological recognitions

Against Teaching and Teaching and



the *Phantom Walk* ability, meaning they can move through all figures and aren't attacked when leaving engagements. They also have a special attack called *Nage-Waza*. Before attacking with the Tricksters, you can choose an adjacent small or medium figure and roll a d20. On a 9 or higher, you can move that figure one space.

Another ability, Tanuki Aruki, allows you to move up to 2 small or medium vorid or ninja figures you control that have not yet moved three spaces each. This comes after revealing an order marker on the Trickster Army Card. Gather the Tanuki Tricksters and add them to your army!

The second army expansion is the *Revnan* Acolytes and Grave Grim. This is another Renegade original common squad.

The Revnan Acolytes rise from the dead as vengeful servants of Revna. Their ability, Risen by Revna, brings these Acolytes back to battle after being destroyed, as long as a Revnan hero can be summoned next to them. This squad also has an ability called Hero Worship. If an attacking or defending Hero following Revna is next to an Acolyte, they can re-roll one die. These faithful servants make powerful allies for any Revnan hero!

The Grave Grim accompanies these Acolytes. These shepherds of dead souls join the battle in their lupine form. Their first ability is Guide of



HEROSCAPE: MOLTEN CRUSTACEANS AND TANUKI TRICKSTERS ARMY EXPANSION

RGS 02796\$35.00 | Availabl<u>e August 2025!</u>

HEROSCAPE: SCAVORITH, LORD OF RUIN ARMY EXPANSION

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HEROSCAPE: REVNAN ACOLYTES AND GRAVE GRIM ARMY EXPANSION

RGS 02794\$35.00 Available August 2025!

HEROSCAPE: IMPERATOR KAYNE ARMY EXPANSION

RGS 02790\$25.00 Available August 2025!



the Dead. After revealing an order marker on Grave Grim and before taking a turn with them, you may move up to six small, medium, or large Undead or Eisenek figures you control up to three spaces. Then there's the Harrowing Presence ability. When an opponent rolls a d20 for any of their special powers, if one or more of that army card's figures are within three spaces of a character with this ability, the opponent must subtract three from the roll. This common squad pairs perfectly with Undead and Eisenek figures!

The third expansion, Scavorith, Lord of Ruin, features the HUGE Unique Eisenek hero who wages war with brutal attacks. His Double Burst Special Attack lets him attack twice, targeting the same or different figures with each strike. He also has the Battle Surge ability. After taking a turn with Scavorith, if the X order marker appears on his army card, you can reveal it and take an additional turn! However, if he doesn't attack on this second turn, he suffers a wound. Scavorith can dominate the battlefield and inflict serious damage when he's armed with good strategy. This killing machine is ready to be added to your army and join the fight!

Imperator Kayne rounds out the final army expansions debuting in August. While Vorids such as Kayne normally have small statures,





Kayne built machines to enhance his size and strength. This HUGE figure is a Unique hero in Volerak's army. Imperator Kayne possesses just one powerful ability, *Stomp*. If Kayne is adjacent to a small or medium figure no more than 5 levels above him, the player can roll a D20, and on an 8 or higher, the figure receives a wound. If you're looking to expand your Volarak forces, Kayne is for you!

Pre-order the Molten Crustaceans and Tanuki Tricksters Army Expansion (\$35 MSRP), Revnan Acolytes and Grave Grim Army Expansion (\$35 MSRP), Scavorith, Lord of Ruin Army Expansion (\$25 MSRP), and the Imperator Kayne Army Expansion (\$25 MSRP) now for an August 2025 release. These titles are expansions; players need a Heroscape Battle Box or Master Set to enjoy these new additions to the Heroscape line. Expand your Heroscape armies and continue the fight in the battle of all time!

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Sophia Gambill is the Marketing & Sales Coordinator at Renegade Game Studios. A lover of all things tabletop games, her knowledge of the hobby aids her in spreading her passion for games to others.



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SUTRA OF PALE LEAVES *

CALL OF CTHULHU: THE SUTRA OF PALE LEAVES - TWIN SUNS RISING Available June 2025! CHA 23188-H \$42.99

The next release for the award-winning roleplaying game Call of Cthulhu takes the original game of horror and investigation to the

streets of 1980s Japan! Call of Cthulhu: The Sutra of Pale Leaves - Twin Suns Rising is a showcase of the breadth and depth of this game, and a testament to how it has remained a top seller for over 40 years.

We sat down with Call of Cthulhu creative director Mike Mason to discuss this exciting new release!

Call of Cthulhu: The Sutra of Pale Leaves -Twin Suns Rising marks a departure from the standard Call of Cthulhu by moving into the much more modern era of the 1980s. How does the book approach horror in the time of a technological boom?

Mike Mason: In essence, modernity becomes a source of horror. Technology in all its forms is capable of being corrupted and twisted, enabling the horror to manifest. Things like pagers and cell phones allow the investigators to communicate

and keep in touch beyond what is capable in the classic 1920s setting, but such devices equally enable the villains to do the same!

Coupled with the time period shift, this book takes Call of Cthulhu away from North America and plants it in Japan. While books like Call of Cthulhu: The Children of Fear and Berlin: The Wicked City have taken the game to other locales. this is the first time in 7th edition that we have gone to Japan. How does the Mythos manifest in this new setting?

MM: It's difficult to say too much in answer without giving away key plot points. What I can say is that the nature of the Cthulhu Mythos is to corrupt and seep into things, altering perception and festering in dark places, growing and making a foothold in our world. Thus, in The Sutra of Pale Leaves, we see the Mythos exploiting humanity's desire for more - more knowledge, more fame, more power, more money, which combines well with the excess and wealth of the 1980s "Bubble Economy." In the Sutra scenarios, people can become exposed to elements of the Mythos, which can have

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terrible effects on characters and investigators in the game.

How is the book meant to be used? Is it a setting book, a campaign book, a collection of scenarios, or all three?

MM: The scenarios in The Sutra of Pale Leaves: Twin Suns Rising can be played as a standalone or combined to form a campaign, The scenarios are presented in chronological order, from 1986 to 1987, but Keepers are free to adjust the years and the order of presentation to suit their game. It's not a linear campaign and running the scenarios

> in the printed order is optional; playing through them all is also optional. The thread that binds this campaign together is not the investigation but rather the Japanese setting and the beautiful, corrupting Sutra of Pale Leaves, which manifests in multiple guises to different people.

> It's very clear how a Call of Cthulhu Keeper can make great use of The Sutra of Pale Leaves. How does the book appeal to players?

> MM: Players get to play through a range of intriguing mysteries, face diabolical foes, and experience all this within a fantastic and colorfully realized setting of 1980s Japan. Building on the setting, there are a range of special "confidants" who are key contacts for the investigators, helping to both drive the story forward while also acting to support and supply assistance when needed.

Players also experience a really interesting period of history. The book ensures the Keeper

and the players, if they are unfamiliar with the 1980s and Japan, get all the information and help they need to bring the era and place to life. There's a really useful setting guide that has everything needed to ensure everyone can grasp the setting quickly and easily.

What is your favorite thing about this book? MM: I like how the authors have built a modular campaign that is really easy to adapt and use, and how they have incorporated the Cthulhu Mythos into the

setting and scenario plots. Each scenario has its own vibe and feeling, while focusing on a key element of Japanese culture.

Will future titles continue to explore this setting and time period?

MM: Yes, there's a follow-on book that can, optionally, be used with the scenarios in The Sutra of Pale Leaves: Twin Suns Rising to form an expanded play experience. The follow-on book highlights other areas of Japanese culture and builds on the folklore surrounding the King in Yellow. The two

books work seamlessly together. Call of Cthulhu: The Sutra of Pale Leaves - Twin Suns Rising is available now!

















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BUILDING NEW HEIGHTS:

WIZKIDS' WarLock Expands with Upper Levels

The popular modular terrain system from WizKids reaches new dimensions with an innovative expansion coming Fall 2025.

WARLOCK TILES: EXPANSION — DUNGEON UPPER LEVELS WZK 16556.....\$59.99 Available Fall 2025!

In the evolving landscape of tabletop role-playing games, the visual experience has become increasingly important. While theater of the mind still has its place, many game masters and players now seek immersive, three-dimensional worlds to bring their adventures to life. WizKids' WarLock Tiles system has become a notable solution for those looking to enhance their tabletop experiences with high-quality, convenient terrain pieces.

THE FOUNDATION OF WARLOCK TILES

For those unfamiliar with this terrain system, WarLock Tiles offers modular, interlocking pieces that connect to create configurable gaming environments. The system features several distinct advantages

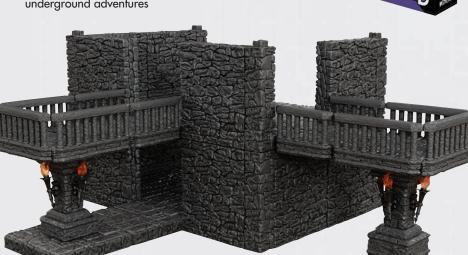
that have contributed to its popularity

among tabletop gamers.

Each WarLock Tiles set comes fully painted and ready for immediate use no assembly or painting required. The tiles incorporate a locking mechanism that keeps carefully crafted dungeons, villages, and caverns firmly in place throughout gameplay, addressing the common frustration of shifting terrain during crucial game moments.

The product line has expanded significantly since its introduction, now encompassing themed sets that cover various environments adventurers might encounter:

> Tiles: Featuring stone Dungeon floors, walls, doors, and corridors for underground adventures



DUNGEON UPPER LEVELS

Render shown for example and requires additional Warlock Tiles products.

WARLOCK TILES: EXPANSION — TOWN & VILLAGE UPPER LEVELS WZK 16557 \$59.99 Available Fall 2025!

- Town & Village: Wooden floors, plaster walls, and roof options for creating settlements and urban encounters
- Caverns: Natural stone formations for underground wilderness exploration
- Accessory Packs: Specialized elements including staircases, traps, treasure rooms, and furniture

This variety allows game masters to create diverse settings for their campaigns while maintaining a consistent quality and aesthetic throughout their collection.

EXPANDING TO NEW HEIGHTS

The WarLock Tiles system has provided game masters with excellent tools for creating immersive ground-level environments.

Building on this strong foundation, WizKids is now taking the system to new heights literally. The upcoming Upper Levels

expansion will give terrain builders the ability to expand their creations vertically, adding another dimension to an already versatile system.

Game masters will soon be able to complement their sprawling dungeons and detailed village layouts with impressive multi-level structures. From wizard's towers to noble manors and multi-tiered dungeon complexes, the possibilities for vertical design are set to expand dramatically in Fall 2025.

INTRODUCING UPPER LEVELS

The WarLock Tiles line will expand with the release of two new expansion products: WarLock Tiles: Expansion -Dungeon Upper Levels and WarLock Tiles: Expansion - Town & Village Upper Levels. These additions will extend the capabilities of the WarLock system, allowing game masters to construct multi-level environments that create new tactical possibilities for gameplay.

Each Upper Levels set contains nearly 50 specialized pieces designed specifically for vertical construction. The foundation of these new sets are pillars with redesigned support notches, allowing builders to safely and securely stack additional floors above ground level while maintaining compatibility

with existing wall pieces.

The Upper Levels expansions include specially designed floor tiles with integrated pillar supports and an assortment of balcony railings that serve as functional endcaps. These balcony pieces provide defined boundaries for upper-level constructions while enhancing the overall aesthetic of multi-level builds.

The modular pillar columns included in the expansion sets serve dual purposes: they reinforce lower floors structurally while also creating gameplay opportunities by potentially obscuring sightlines and creating

spaces for hidden foes between levels. This addition of vertical elements introduces new dimensions to encounter design.

GAMEPLAY POSSIBILITIES

The introduction of Upper Levels expands both the visual and tactical possibilities of WarLock Tiles. Game masters can create environments where vertical positioning becomes a meaningful consideration during gameplay.

during gameplay.

The balcony edgecaps come
in multiple sizes and provide elevated
positions from which villains can dramatically address
heroes below. The vertical space creates opportunities for
archers to take advantage of elevated positions, for chase sequences
across multiple levels, or for stealth missions where characters must
navigate three-dimensional spaces.

SYSTEM COMPATIBILITY AND FEATURES

For existing WarLock Tiles collectors, it's worth noting that the Upper Levels expansions maintain full compatibility with all previously released sets. The new components integrate with existing pieces, allowing terrain builders to incorporate their current collections into multi-level constructions.

Game masters can mix and match elements from different themed sets, combining dungeon and town pieces if desired, and now extend those combinations vertically as well as horizontally.

Consistent with the rest of the WarLock Tiles line, the Upper Levels sets come fully painted and ready for immediate use out of the box. This pre-painted feature continues to be a significant advantage for game masters with limited time or painting skills who still want visually impressive terrain for their games.

PRODUCT INFORMATION

Both the Dungeon Upper Levels and Town & Village Upper Levels expansions will be priced at \$59.99 MSRP. Each set includes nearly



50 specialized pieces designed for vertical construction, making them substantial additions to the *WarLock Tiles* system.

For retailers, these expansions offer opportunities to introduce the WarLock Tiles system to new customers while providing existing collectors with anticipated new components. The Upper Levels expansions represent a natural evolution of the product line that addresses a common request from the gaming community for vertical terrain options.

For those new to the WarLock Tiles system, starting with a core set (either Dungeon or Town & Village) and adding an Upper Levels expansion would provide a versatile terrain collection capable of representing a wide variety of gaming environments across multiple levels.

A COMPLETE TERRAIN SOLUTION

With the addition of *Upper Levels*, the *WarLock Tiles* system is a fully comprehensive modular terrain solution. From quick and simple dungeon layouts to elaborate multi-level structures, the system will provide options for many different terrain configurations a game master might want to create.

The versatility, ease of use, and visual appeal of *WarLock Tiles* have made the system popular among gamers looking for quality terrain without extensive preparation time. The *Upper Levels* expansion addresses the vertical dimension, creating a more complete system for three-dimensional tabletop terrain construction.

As tabletop role-playing games continue to evolve, terrain systems that enhance the visual and tactical experience while remaining practical and easy to use fill an important niche in the gaming market. The Upper Levels expansion demonstrates a commitment to meeting the needs of today's gamers who seek immersive, flexible tools that enhance the storytelling experience.

Look for WarLock Tiles: Expansion – Dungeon Upper Levels and WarLock Tiles: Expansion – Town & Village Upper Levels in game stores Fall 2025.

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THIS GAME IS KILLER: FROZEN HORROR

Available June 2025! SND 1032......\$14.99

Last year's hit, This Game is KILLER, had players die laughing in a familiar Alien on Board scenario. In this hilariously deadly sequel from Smirk & Dagger Games, 3-10 explorers and scientists face a new problem. Dug up from under the ice, you found something not of this world. A horror with the ability to take on the appearance of anyone, hiding among you undetected - and attacking when the odds are in its favor. No one can trust anyone anymore. Everyone's trying to stay apart, which is just what it wants. But if this thing gets into a populated area... it's all over for humanity. It has to die - or we'll die trying to destroy it.

We can't

The Horror). Or maybe you try to set a room on fire, hoping The Horror is there and it leaves the remaining team members alive as winners, OH - that wasn't the Horror? That was YOU?? How could I have known?

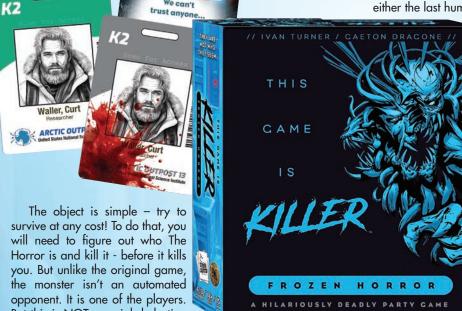
One of the major differences in this edition is that there is positional movement. Playing a card allows access to one of 4 colored passageways. So, you can run - or hunt - your way through the base. Distrust runs rampant. Players may lock the doors temporarily, locking down rooms to keep people out - or seal them in. You may suddenly find yourself without an exit. And when The Horror reveals itself among you, more players than ever can die in a heartbeat (before coming back for the next game in a couple minutes).

Sure, you might get lucky and kill The Horror (and the player it is currently impersonating) for a win - but most often, this game goes down to a 1 vs 1 showdown in the last round, just like in the film, with either the last human surviving - or The Horror player killing the last

of you.

Light, fun, session-able, a game players can jump into and out of every 10 minutes - it is the quintessential party game. It's a desperate attempt to do anything to save yourself and it feels like a blockbuster movie condensed into a high-energy romp.

And like Alien on Board, Frozen Horror features a deluxe touch, a neoprene playmat of the artic base. The game is small enough that you can take it anywhere - and at just \$14.99, it is an insta-buy for anyone who tries it. And if it looks like a title planned for a roll out for other big blockbuster horror, stay tuned for what comes next!



But this is NOT a social deduction game, because every round, the

identity of The Horror changes. It could be anyone - at any time. This is a game of paranoia. Just walking into someone else's room is cause for alarm and suspicion. And - if you kill them - did you just kill one of your fellow scientists by accident? The game delivers all the fun and excitement of this cinematic "who goes there?" classic in just 10 to 15 minutes!

Playing the game is simple. Each round, you will be dealt two Team Member cards. Each has an Action you can play or a Keycard Access Code allowing you to move into one of several adjacent rooms. You choose which by how you orient your card as you play it. You MUST play one for movement and the other card for the action - and visa-

versa. Maybe swap positions with another player, to escape the presence of someone you don't trust - or to enter a room with many potential victims (as





BATTLECH



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YOKOHAMA DUEL Synansis

YOKOHAMA: DUEL

SYN YOK03EN..... \$24.99

Available August 2025!

The bustling streets of Yokohama are alive and thriving with trade. Silk, copper, tea, and fish are the main resources you have amassed. You and your rival are opposing forces trying to earn enough prestige to be the trader in Yokohama. With a little bit of planning, some help from technology, and aid from foreign agents, you just might be able to come out on top. This is Yokohama Duel, where you and an opponent face each other head-to-head. But, you've got to spend money to make money. It's not as simple as it might initially seem!

Yokohama Duel is a worker placement game with a balanced action economy, which allows players to build up resources to gain enough prestige points to win. There are four total rounds, so you're limited in how long you have. Earn and move as quickly as possible without forgetting to think things through. Four might not sound like a lot, but you can accomplish so much in just a single round! Players begin by setting up the play area to form all the different areas that players send workers to. There are also Foreign Agent cards, Technology cards, and Church cards.

After choosing a player color and receiving their beginning amount of goods, the play begins. Players start with 4 power cards, 8 shops, and 4 trading houses. They also begin with one each of Copper, Silk, Tea, and Fish. Finally, player one and two receive different things depending on who goes first. The first player has an advantage, so they only receive a +1 power card and 3 yen, while the second receives two +1 power cards and 4 yen. This is to help











account for the first player getting to make big decisions and moves on the first go.

Players switch back and forth between who starts on each round. The "first player," or player A, selected goes first in round one. Then, player B would go first in round two. This continues back and forth until the 4th round when the game ends. Each player takes a single turn per round, but as mentioned above there are lots of different things you can do!

A turn order goes like this: area action step, 5-power bonus step (if applicable), and shop/trading house construction step. The last one is optional. There are also free actions that one may take at any time: complete an order, hire a foreign agent, use a foreign agent, and use a technology card. With these actions, you can begin to shape your trading business! Your area action step is when you place your "workers" - or in this case power cards. An area must be unoccupied for a power card to be placed there.

Next, if a player manages to have 5 or more power in an area, a power bonus card is obtained and the bonuses added. If you got 6 or 7 power or more? Congratulations! You get even *more* rewards. Finally, you can build a shop (or upgrade to a trading house) in an area if your power is 4 or more. This shop/trading house ups your power in that specific area. Each building of course has a cost associated with it, but you're a savvy business owner. You've got this, right?

Completing orders, hiring and using agents, and using technology cards (gained as an area action), should be completed before the turn ends. To complete an order is simple! Take a card from your hand, allocate the appropriate resources to it, and gain the reward. That order is now complete and officially out of your hand. Hiring

GTM JUNE 2025

a foreign agent requires a little bit of resources. One needs three or more completed orders, 3 or more technology cards, 2 or more Church cards, and at least two *face down* imported goods tokens. With that, you can hire a foreign agent and use them, and their power, as a bonus area action step.

Technology cards can also be used, but they are each unique. Some allow for only one use per round, while others limit where specifically they can and can't be used. The Newspaper gives you a +1 extra power card at the beginning of the round. However, Mining Technology only allows you to gain an additional copper when you are already obtaining copper in the first place. There are lots of different technologies that can help you in your endeavors!

There are very few limits in this game. While playing, Technology and Order cards are unlimited. Money can be traded for goods at any time. And, all information except for Church cards and cards in a player's hand are entirely public knowledge. Makes sense, after all, things are hustling and bustling and there's so few secrets one is able to keep in business. Oh, and of course you're limited to a hand size of four. Can't let you get too carried away, now can we?

Yokohama Duel offers a fun, interactive way to keep you busy with all the different places you need to go. What resources will you juggle? Will you bother with faith from the Church to gain a bonus when you know that you need an extra Copper to fulfill an order? Make sure that you've kept an eye out, too, for your competitor! You just might have accidentally set them up for success. Yokohama Duel is available now at your friendly local game store!

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PORT®ROYAL

AN ADVENTURE SKIRMISH MINIATURE GAME SET IN THE SEAROVER'S CARIBBEAN

THE SHIP HAS COME INTO PORT ROYAL

BY MITCH READ

nce again FIRELOCK GAMES expands how we can game in the golden age of piracy with their newest title PORT ROYAL. It is not an expansion of the popular game BLOOD & PLUNDER, it is a stand-alone skirmish game that shares some of the DNA and setting of the previous title, however it takes an interesting turn with new mechanics and the experience gamers will enjoy.

Taking place in the aftermath of the 1692 earthquake in Jamica, players will form a small company of characters to exert their control over the ruins for their own benefit. The game features seven initial factions that were in the Caribbean in the late 17th century, Jamaican Pirates Maroons and of course the usual nations such as the Spanish, English, French, and Dutch. Each faction comes with different types of characters to build their companies and can arm them in unique ways. Each of the companies is small, so you will have 6-10 models in your force.

When assembling my company, they tended to be less than 7 members. I think this should attract those who have been on the fence on whether to take the plunge in a miniatures game, the low model count should be very attractive to many gamers.

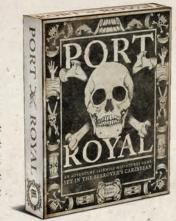
The low model count also makes **PORT ROYAL** play like a true skirmish game, where each model is its own entity and acts as an independent character. I love this about **PORT ROYAL**, the term "skirmish" game is often misused in the miniatures community, where the game acts around "units" vice characters. When activated the characters have a choice of taking one of actions such as move, shoot, fight, hide or interact with what is on the game table.

The game is meant to be played on a small (2'x2') table which leads to some very sharp and bloody engagements. One great thing about **PORT ROYAL** is that the game box comes with a paper game mat and a bunch of punch cardboard terrain. So, all you need to make your game table pop is right in the box. Not only do you get the map and terrain, but you also get three sprues of plastic miniatures to build that will be enough for two players to start playing the game right away. Those who have a collection of miniatures from BLOOD & PLUNDER miniatures can build these great models later and jump right in.

As a seasoned Blood & Plunder player I like the flow of the game, and it does feel a lot different from its genetic ancestor. The game is easy to pick up and moves at a pace that is often tense at times. Each activation of a turn can change everything you have been planning of doing when you get to activate again. I also did not have to look up rules or tables, the game with the aid of the cards and quick

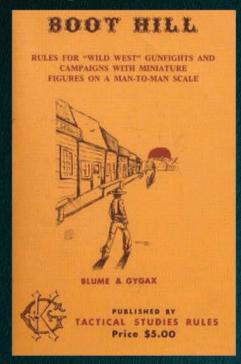
reference sheet makes gameplay smooth and a full game can be finished in well under an hour.

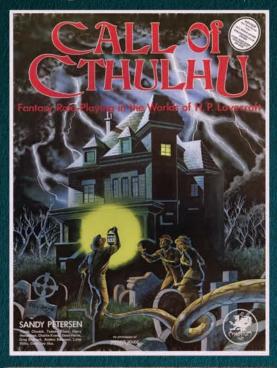
I really recommend this game for veteran BLOOD & PLUNDER players, the differences are noticeable and it will be very welcomed for you to get in a shorter and fun game that still represents the fighting in the early colonial Americas. For those who are not miniature players I think this this game and how it is packaged would be a great way to get into the hobby. Over the last few years, we have seen "single box" miniature game releases that have attracted many to the hobby. PORT ROYAL is one of those games that can get new faces at your gaming table.

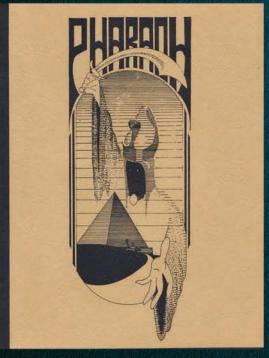


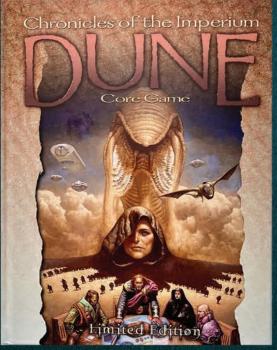
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NAILERE

Adapt to the Changing Environment @ mountain

NATURE

NSG 760.....\$39.99

Available August 2025!

Our planet is home to countless species, each trying to find solutions to the problem of staying alive. The species that survive are not the swiftest hunters or the sharpest intellects but those most adaptable to change. Those who evolve, who reshape themselves to meet Nature's challenges, are the ones who endure. In the grand story of life, adaptability is the key to survival.

Nature is the latest board game by Dominic Crapuchettes, the designer of the award-winning board games *Evolution* and *Oceans*. Selling over 300,000 copies, this series built its reputation among scientists, teachers, and fans because it mimics a real-world ecosystem. It has even been used in the evolutionary biology department at the University of Oxford and featured in world-leading scientific journals.

In *Nature*, species must adapt to a changing environment as they look for food and protect themselves from predators. Nature is a strategy board game featuring a rich theme, taking players through millions of years of evolution, with game mechanics that are welcoming to newcomers and can be customized for experienced players.

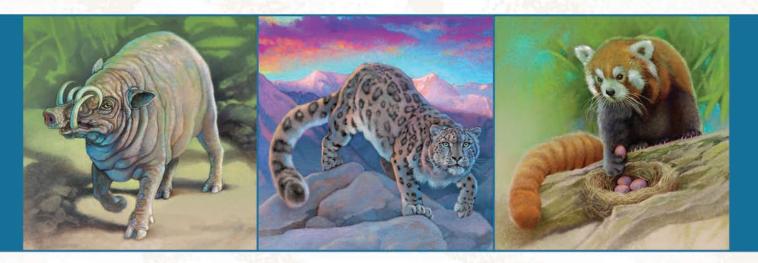
A game of *Nature* plays in around 45 minutes and takes place over four rounds. The goal of *Nature* is to grow and sustain your species' population, and after four rounds, the player with the most points wins. Throughout the game, players will gain new species, which they will need to feed and help survive. To grow their population, species must adapt to the changing environment amidst two main threats: starvation and predation.

Nature is constantly evolving. Players will draw a hand of cards each round and gain a new species, bringing new life and opportunities into the ecosystem. These cards can be played as traits, changing your species' behavior. Give species traits like *Tusked* to help them find food, *Fast* to outrun predators, or *Clawed* to hunt other species. If players adapt with the right traits, their species will thrive. Adapt poorly, and species will struggle to survive.



Nature is accessible to newcomers, featuring a streamlined system with 10 core traits, each one powerful enough to transform how your species survives and can be combined to create over 2,000 different species. These different combinations mean the world of Nature feels alive and full of re-playability, with no two games being the same. Every decision carries weight, making for a fast-paced yet immersive game.

In every round of *Nature*, species compete for food in a shared ecosystem. A species may forage from the limited plant food at a shared watering hole or evolve into predators and hunt other species to eat. Whether you eat plants or meat, feeding a species' population is key to your success, and ensuring your species' population survives is key to winning the game.



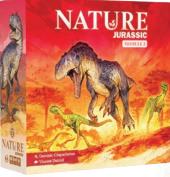
The theme of *Nature* is brought to life through gorgeously realistic artwork. Each trait card in Nature features endangered wildlife indigenous to South Asia and Indochina, brought to life in incredible detail by Catherine Hamilton, the world-renowned *Nature* artist who painted previous games *Evolution* and *Oceans*.

Nature is just the beginning. Create a unique ecosystem each time you play, adding modules to change the gameplay dramatically. Add the Jurassic module to return to a world of giants, where ferocious predators and colossal dinosaurs roam the land. Or the Flight module to find freedom by soaring to the skies, where safety and abundance await those gifted with wings.

Nature allows you to customize the game quickly and easily to suit your group. Flight, Jurassic, Arctic Tundra, and Amazon Rainforest include more trait cards that provide exciting new ways to adapt your species, while Natural Disasters comes with an event deck that creates scenarios that affect all players. Add one module at a time or mix and match modules to create different ecosystems filled with surprises and endless re-playability.

Nature has five game modules scheduled to be released in retail over the coming months. Each module creates a different kind of experience through play. Whether you love bluffing and surprises, feeling invincible, or games that create stories, there are endless possibilities. With a core game that is perfect for new players, modules offer a deeper and more varied experience for experienced players to explore.

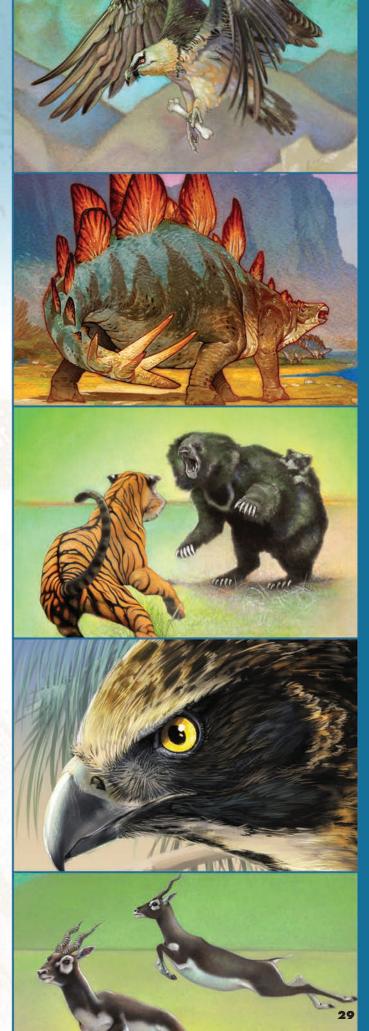




Nature and the first two modules, Flight and Jurassic, will be released in retail in August 2025. The Arctic Tundra and Natural Disasters modules will be released in October 2025, and the Amazon Rainforest module will be early in 2026. Play Nature on its own or add modules to enjoy over 20 different ways to play Nature.

Nature is the perfect fit for families, casual gamers, and anyone fascinated by the natural world around us. Whether you're a science lover, a Nature enthusiast, or simply enjoy games with rich themes, Nature will capture your imagination. Welcome to Nature, where every game brings a new world to explore!

NorthStar Game Studio is an award-winning independent board game publisher based in Maryland, US. They have sold over 4 million copies of their games, with hits including Wits & Wagers and Evolution. The author is Ross Connell, NorthStar's Marketing Manager. Growing up in a small village in a National Park, he loves escaping into the countryside whenever possible.





CHANGING THE RPG GAME



THIS CHARACTER MUST

Give bad

motivational

advice.

boice.

DUMB DARES & SILLY SIDE QUESTS (5E)

LBM 072 \$18.00 |

Available August 2025!

The rise in popularity of the RPG Actual Play show has had a transformative impact on the world of tabletop role-playing games (RPGs). The popularity of RPGs has reached an all-time high, and roleplaying is now considered mainstream, embraced by millions worldwide with new players

eagerly diving into the hobby.

Its the fun interactions between Actual Play cast's characters and their unexpected, often hilarious, in-game decisions which are one of the most appealing aspects. They don't focus just on combat and its complex rules. They are about character roleplay, fun, humor, and letting players break free from the constraints of serious gameplay, at least away from combat. But the true Actual Play effect extends far beyond the entertainment value of the shows - it has redefined what tabletop RPGs can be and how people approach them. And it has also shaped the expectations of new players coming into the RPG world.

Shows like Critical Role have been demonstrating how this blend of humor, storytelling and character development can create some truly memorable epic adventures. They have not only highlighted the deep narratives and complex characters possible within RPGs, but have also brought something else firmly into

the spotlight: the importance of fun at the gaming table.

And a lot of the new players coming to RPGs, attracted by the effortless fun and improvisation seen in Critical Role, want to have

that experience replicated in their games.

THIS CHARACTER MUST

Break an obscure

local law.

Embarrass a

member of the

town guard on a

Thursday.

It is this noticeable shift in player expectations, with a desire for more enjoyment, humor, and light-heartedness at the table, which is pushing thinking beyond traditional RPG rulebooks to create experiences that deliver laughter, surprise, and shared experiences. It is also important to remember that it is as much the players responsibility to create a fun, interactive atmosphere at the table as it is the "job" of the Game Master (GM).

> So the question has to be: how can players AND GMs bring more of this spontaneous,

whimsical, fun-focused energy into their own games?

For many RPG tables, keeping player's engaged outside of their combat rounds can be a challenge, and for players finding a way to engage in character with NPCs and other player characters can be really daunting. Which can hinder the character interaction and immersive roleplay needed as players and GMs continue to aspire to increasingly collaborative, narrative-driven games,

with a greater emphasis on fun. Creating that light hearted, spontaneous atmosphere

DUMB DARE & SILLY SIDE QUESTS The In Character Game for your RPG Party

at the gaming table is more challenging than it seems. Many DMs and players struggle to replicate the same carefree, funny energy that Critical Role so effortlessly creates. The characters' chemistry, their improv skills, and the hilarious antics are tough to match, especially for casual players or those new to role-playing.

Tact

weak.

the minu.

It is a challenge both for new and established groups, as the social aspect of the game is ever more prevalent and expectations continue

THIS CH

to rise.

That's where Dumb Dares & Silly Side Quests - The In Character Game for your RPG Party comes in. This card game, created by Loke Battle Mats, is designed to help groups add that much-needed element of spontaneous silliness and fun to their own RPG sessions. By gamifying the social aspect of role-playing, it offers a way for players to embrace the unexpected. Players engage in spontaneous, incharacter dares and side quests in character during the RPG session, all of which are guaranteed to enhance roleplay interactions and create hilarious scenarios. This helps break the ice, inspire laughter, and inject a much-needed dose of lightheartedness into the game. It also helps the group as a whole embrace the unexpected, roll with unusual situations and crucially, to roleplay and interact both with the other characters and the NPCs.

By supporting, encouraging and rewarding roleplay and fun, Dumb Dares & Silly Side Quests helps any group, new or old, to break free of their usual play styles and embrace the chaos together. Designed to be played by the Characters during an RPG session, it allows the spontaneous injection of humor without disrupting the overall narrative.

Ultimately each and every RPG group will be different, as will their expectations, and it remains important that both players and the GM have at their disposal resources to enhance their experience and enjoyment of the game, so that together they can create memories that will last far longer than the dungeon crawl.

Matt is the head designer and forever DM at Loke Battle Mats. He is currently planning a new 5E campaign for his group, having just wound up Scum & Villainy.









BLACKBEARD (VS) CHUPACABRA (VS) PANDORA (VS) LOKI

COMPLETE THE TRILOGY

Sail the high seas as Blackbeard, stalk your prey as the beastly Chupacabra, open a box of mischief with Pandora, or pull out all the tricks with Loki. The final chapter of the Battle of Legends trilogy brings some of the most epic heroes to Unmatched yet.







WARHAMMER FANTASY RPG: DWARF PLAYER'S GUIDE (HARDCOVER)

WARHAMMER FANTASY RPG: **DWARF PLAYER'S GUIDE COLLECTOR'S EDITION**

CB7 2811.....\$79.99

CB7 2495.....\$39.99

Available April 2025

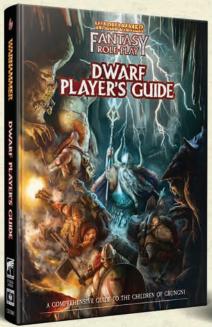
Get ready to write your very own Great Book of Grudges this summer, with the arrival of the Dwarf Player's Guide for Warhammer Fantasy Roleplay. Not only is this book a content-packed addition to any roleplayer's collection, but it's also overflowing with lore to delight anyone who loves Warhammer!

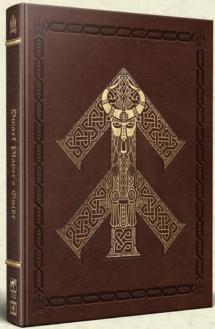
The Dwarf Player's Guide explores one of the Warhammer world's most beloved and iconic factions, offering both players and Game Masters alike the chance to fully immerse themselves in the rich and storied history of the Dwarfs.

You'll find new and expanded rules for creating unique Dwarf characters, each deeply rooted in the traditions and legacy of their people. Whether you wish to take up the role of a fearless Slayer, an experienced Karak Ranger, or consider one of several newly introduced careers such as ingenious Dwarf Engineers or scholarly Loremasters, the book provides endless possibilities.

The Dwarf Player's Guide is an indispensable resource for any fan of Warhammer Fantasy Roleplay, featuring a wealth of expanded rules that introduce new skills, talents, weapons, and even vehicles to enhance your game. One of the most exciting additions is the rules for Rune Magic - the ancient art of binding magical power into stone and metal. Unlike the reckless sorcery of Men and Elves, Rune Magic is a stable and powerful force that grants Dwarfs incredible abilities without risking corruption. The guide details how players can harness this unique form of magic, from inscribing runes onto weapons and armour to crafting enchanted relics that will grant their wielders untold power.

Game Masters will find the tools to dig deeper into the immersive and integral elements of Dwarf society, politics and tradition, inspiring their players to explore the grand halls and treacherous tunnels of the Mountain Holds.





Available April 2025

The Dwarfs are a people defined by their unbreakable bond with their ancestors and mountain homelands, for their meticulous craftsmanship, and for the grudges they carry against those who have wronged them. This immense, ever-expanding list of grudges, an eternal reminder of debts to be repaid and honour to be restored, provides a host of exciting new options for Players and can form the backbone of whole campaigns!

The Dwarf Player's Guide is due to arrive in stores in the summer this year. It's available in a 144-page standard hardcover edition and, for those who truly wish to honour their ancestors, in a beautiful Collector's Edition. Bound in hard-wearing brown imitation leather with a great golden rune, this eye-catching tome will take pride of place on any gamer's shelf.

Karak Ankor awaits!

Christopher Colston is a game developer, writer and producer at Cubicle 7. Chris started playing Warhammer and roleplaying games sometime in the mid-'90s. Since then, he can frequently be found throwing dice and shouting about rat-men to anyone who looks like they'll listen...

ALLIANCE GAME DISTRIBUTORS



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #306

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 306\$3.99

ACCIDENTAL CYCLOPS GAMES



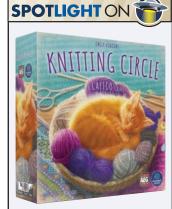


THE REAL THING: THE OFFICIAL **FAITH NO MORE RPG-ANTHOLOGY BOXED SET**

The Real Thing RPG is a zine-style trilogy created in conjunction with the grungeera band, Faith No More. The boxed set includes all three premium quality softcover books in a beautiful slipcase and sheath. Clocking in at 400 combined pages, the three-volume game is a unique Poweredby-the-Apocalypse implementation that focuses on immersive narration and emergent gameplay. The books contain a complete system for creating and running homebrew games, as well as a three-part story that takes a group through more than 60 hours of gameplay. It is a unique blend of noir 1990s action-drama and urban fantasy suitable for gamers ages 16+. Scheduled to ship in June 2025.

EYE 01013.....\$70.00

ALDERAC ENTERTAINMENT GROUP



KNITTING CIRCLE

Knitting Circle is a stand-alone follow up to the hit spatial puzzle game Calico! In this gorgeous puzzly tile-laying game for the whole family, players are knitters competing to create the coziest, most beautiful assortment of garments. Rounds are simple - collect yarn from the central basket and knit it into garments while trying to get your color combinations and patterns just right! Earn victory points by completing garments, adding buttons, and fulfilling bonus scoring goals. Along the way, your furry feline friend can help you out by reaching their grabby paws into the bag to secure you the best yarn! AEG 1088.....\$39.99

ARC DREAM PUBLISHING



DELTA GREEN RPG: GOD'S HUNT

CAUGHT IN THE SPIRAL. Four scenarios embrace the works and deaths of Agents between 2016 and 2020, years called the Spiral in the Delta Green campaign Gods Teeth. That span of cruelty and corruption in American government seemed a bitter interregnum. A momentary irruption of spite. A spasm in the growth of a nation, baffling and grim. The Agents trapped in Gods Hunt might have had the clarity to call it what it was: a faltering first step. A yearning reflex of the desperate cruelty that runs like rot through the American psyche. A preparation for revelations to come. These operations offer the merest hints. Scheduled to ship in June 2025. APU 8173\$59.99

ARES GAMES



SWORD & SORCERY: ANCIENT CHRONICLES -NORTHWIND TALES

The adventure continues in Sword & Sorcery: Northwind Tales, an epic expansion that brings the Heroes to the frozen North. Cold winds and snowstorms rage as they face a fearsome Viking army led by the conqueror Wotan. Their quest takes them to Yggdrasil, the cosmic tree, and into battle against the terrifying undead dragon, Nidhoggr! This second ACT of the saga introduces free-roaming gameplay, allowing players to explore a dynamic world where choices matter. The Journey phase offers over 100 entries, filled with unique encounters and evolving challenges. The campaign unfolds across nine interconnected Quests, packed with secrets, narrative crossroads, and powerful "combo" mechanics that reward multiple playthroughs. Scheduled to ship in

SWORD & SORCERY: MIST HERO PACK

Add a new, powerful character to your Sword & Sorcery campaign with the Mist Hero Pack! Born to serve Wotan as a Valkyrie, Mist has spent her life guiding the sould of fallen warriors to their destined afterlife. But when she witnessed a vision of Ragnarok, she vowed to fight against the collapse of the natural order, embracing a new destiny. Mist can be played as either a Death Guardian or a Necrowarrior, each offering a distinct playstyle. As a Lawful Death Guardian, she wields her mighty spear-scythe to uphold the balance between life and death, summoning spirits to aid her in battle. Scheduled to ship in August 2025.

AGS GRPR213\$16.90

THE ARMY PAINTER

WARPAINTS FANATIC: HISTORICAL - WWII PAINT SETS



AMERICAN

TAP WP8082.. \$79.99



BRITISH

TAP WP8084......\$79.99



GERMAN

TAP WP8083.....\$79.99

ASMADI GAMES



INNOVATION: 4TH EDITION

Innovation: 4th Edition is the new version of Carl Chudyk's award-winning game, Innovation. Winner of the 2010 Golden Geek Award for Best Card Game, Innovation has long been a staple on tables all over the world! This new edition boasts enhanced artwork and fresh design updates to the game and all its cards - including the addition of the new Age 11. Sleek new packaging accompanies the changes on the inside, with a design that will look great on any store shelf. Innovation is a carddriven journey through humanity's ideas and advancements from prehistory all the way through the 21st century. Scheduled to | ship in May 2025.

ASI 0161\$22.00



FEAR OF A DAILY PLANET RPG

Fear of a Daily Planet is a 36-page TTRPG dungeoncrawl through a planetary colony built only to print Etaoin Shrdlu Stellarcomms employee handbooks, for the sci-fi horror RPG Mothership. Abruptly cut off from the company in its tumultuous switch to a fully digital infrastructure, the colonists were left on their own for 1,000 years. Their descendants, now starving, are stuck between four dark print cults, each searching for their hidden god, Etaoin Shrdlu. Scheduled to ship in June 2025. ATF MSH003\$16.00





FOR ALL MANKIND

For All Mankind is a fast-paced game of strategic exploration, clever trades, and diplomatic shenanigans. Build your empire across the ever-changing solar system (careful, the planets move!). Gather, trade, and invest your resources. And do whatever it takes the stay ahead of the competition. Learn to play in about 15 minutes. Finish a game in about 60 minutes. The most fun you'll ever have blowing up your friends in space, guaranteed!

BCM 001\$59.99

BANDAI CO.



DIGIMON TCG: HACKERS' SLUMBER BOOSTER DISPLAY (24) (BT23)

Following the previous set [BT-22] bringing Digimon Story: Cyber Sleuth characters into the game, this time the lineup includes characters from the sequel, Digimon Story: Cyber Sleuth Hackers Memory! Players can power up Cyber Sleuth themed decks that became available with [BT-22]s release. When combined with the previous booster all the Royal Knights appearing in the Digimon Cyber Sleuth series can all be gathered! More Digimon Universe: App Monsters Digimon Liberator themed cards. **NOTE**: This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2810961......PI

SNE PIECE

CARD GAME

ONE PIECE TCG: ACE & NEWGATE STARTER DECK DISPLAY (6) (ST-22)

The new Leader Ace Newgate has a crew including Kouzuki Oden, Izo, Marco, and other members to recreate the adventures of the Whitebeard Pirates! Its a Blue Mid-Range Deck. Includes Elements to Increase the Fun. This deck also comes with 1 bonus pack containing a card with a special design! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2810872.....PI

ONE PIECE TCG: OFFICIAL SLEEVES SET 12 DISPLAY (12)

Contains 12 assorted One Piece sleeve packs with 70 sleeves each. Four different designs. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 9052824......PI

ONE PIECE TCG: TIN PACK SET V2 **DISPLAY (12) (TS-02)**

To match the OP-13 cards inside, the three designs feature each of the Three Brothers and will be released at the same time! Two Booster packs, and 1 new card with a special illustration. 3 kinds assorted this time! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2802210......PI

SPOTLIGHT ON

NE PIECE

CARD GAME

ONE PIECE TCG: BOOSTER DISPLAY (24) (OP-13)

A Special Booster Pack to Commemorate the 3rd Anniversary! The Theme is the Three Brothers! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2802208......PI

ONE PIECE TCG: LEARN TOGETHER DECK SET DISPLAY (6) (LT-01)

Learn how to play OPCG with the help of Luffy, Zoro and Nami! Discover how to play simply by following the instructions, then try playing on your own once youre ready. Each deck gets its own Guide Book to help you on your new journey! Try powering up your strategies with the additional cards of the extra pack. Each of the 3 decks gets its own extra pack with 5 different cards. Play directly with your friends or family on the 2-player playsheet and keep each deck safe with the 3 deck cases included! *No Block Icon? cards are included in the deck. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2815870.....PI

SPOTLIGHT ON TRADING CARD CAME

UNION ARENA TCG: KAIJU NO. 8 BOOSTER DISPLAY (16) (UE12BT)

吕尔坦罗巴-史

Players can build exciting decks based on the Defense Force or the mighty kaiju, giving Kaiju No. 8 fans plenty of ways to enjoy the battle! The booster pack card lineup will include both the serial number card and sign cards of the Japanese voice actor! It is a first dual-color booster, which makes deckbuilding easier! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2811145......PI



UNION ARENA TCG: YU YU HAKUSHO -**GHOST FILES BOOSTER** DISPLAY (16) (UE13BT)

Players can create thrilling decks based on the Spirit Detective team or formidable villains, giving Yu Yu Hakusho fans countless ways to experience the fight!

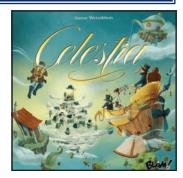
The number of newly illustrated card types reaches a record-high30 types! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. BAN 2785160....

BLAM!

CELESTIA

In Celestia, a revamped version of Cloud 9, you board an aircraft with a team of adventurers to perform many trips through the cities of Celestia and recover their wonderful treasures. Your journey will not be safe, but you will attempt to be the richest adventurer by collecting the most precious treasures! Scheduled to ship in

HBG BLCEL02EN.....\$27.99

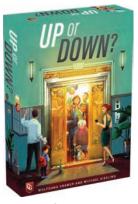


SPOTLIGHT ON



MELTWATER

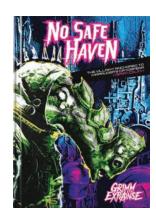
The unthinkable happens. The world is scoured clean in nuclear fire. The oceans are poisoned for generations to come. One last patch of lands remains: Antartica. In *Meltwater*, 2 players command the shattered remains of the superpowers, struggling for control of the ice. Simple diceless mechanics let players displace, corner, and isolate their opponent's surivors. Here, hunger is a crueler weapon than gunfire, and the barren tundra can only support so many souls. Scheduled to ship in July 2025. CSG MW01 \$39.95



UP OR DOWN?

Once you choose, see how far you can go! For big points, keep each elevator going in the same direction until the game ends! From acclaimed designers Wolfgang Kramer and Michael Kielsing (Wandering Towers), comes a fast-paced card game for up to 6 players! In Up or Down? players build ascending and descending columns of cards that score points. The more cards of the same color in a column, the more points you will score. The person with the most points at the end of the game wins! Scheduled to ship in July 2025.

CSG ABUD01.....\$16.99



VAST GRIMM RPG: NO SAFE HAVEN

Hard cover expansion for Vast Grimm. Explore 2 of the 13 havens of Marauders Cryosfear. Space Raiders and other forms of villainy anchor their ships to Marauders Cryosfears barren surface. Scattered over the expanse of the planet are various havens where multiple ships connect by way of boarding bridges. Organized crime, Intergalactic wrestling, and a marketplace filled with oddities from around the verse are all waiting for your legion within two of the havens in this book. Scheduled to ship in June 2025.

BCC 06002



VAST GRIMM RPG: SKELETON CREW

Skeleton Crew: Bare Bones Hard Cover Edition of the Revised Vast Grimm Core Rules. A clean, organized, text-only rulebook. The core rules have been rewritten, re-edited, and presented to make this infectious game more accessible to everyone. Scheduled to ship in June 2025.

BCC 06004 \$34.99

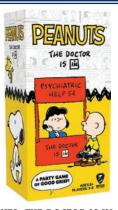
CROWD GAMES



INNSMOUTH TRAVEL GUIDE

In Innsmouth Travel Guide, you become a tour guide and visit shadowy streets and murky waterways of Innsmouth, where cultists of Dagon and Deep Ones prey on your tourists. Your ultimate goal is to create the most successful route, earning points while navigating the dangers lurking in Innsmouth's sinister corners. During the game, players roll dice and collectively decide how to chart their paths, draw tourists on dry-erase boards, and uncover ancient mystical artifacts to aid their journey. Scheduled to ship in August 2025. CGA 18002\$20.00

CRYPTOZOIC ENTERTAINMENT



PEANUTS: THE DOCTOR IS IN

In the party game Peanuts: The Doctor Is In, Charlie Brown and the gang have plenty of problems, but luckily they have the ever-helpful Lucy Van Pelt ready to dole out advice. Voice your problems so that others can respond using classic *Peanuts* comic panels as advice for life's toughest questions. Stuck with unhelpful cards? Use your Good Grief! token for a new hand of cards. Whoever offers the best advice wins the card, and the player with the most points after a set number of rounds wins. CZE 82539.....\$24.99

CREATURE CURATION



CRAWLING DEATH: BELOW THE DYING FOREST (MORK BORG)

Crawling Death: Below the Dying Forest is a hard cover 55 room, ever-shifting dungeon crawl Compatible with Mork Borg. The GM can randomly generate the dungeon including specific rooms using four distinct adventure hooks. Or they can include all 55 rooms in an ongoing megacrawl campaign. It includes 4 Adventure Hooks, 10 Rumors, 12 Creatures, 3 Factions, 6 Scrolls, 6 Traps, 5 Relics, 4 Infections, and Tables galore! Scheduled to ship in June 2025.

BCC 07000



VAST GRIMM RPG: A GRIMM OUTLOOK

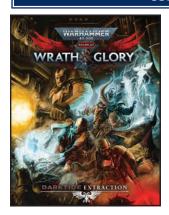
Hard cover adventure for Vast Grimm. A cinematic sci-fi adventure great for new and experienced GMs. A Grimm Outlook was designed to introduce new players and game masters to the overall vibe of this bizarre, gross, weird, over-the-top science-fantasy setting. Though there are key actions that are inevitable in the timeline, most of the adventure was written to be open-ended; allowing the Legion (player characters) to forge the storys direction. Scheduled to ship in June 2025. BCC 06001 \$24.99

Helltrap Barges is a hard cover adventure for Vast BCC 06003 \$24.99



Grimm, An ever-shifting dungeon crawl in the bowels of verse. The helltrap created by the maddened mind of Sh!t King Saule contains interconnected cameras throughout, giving him and his audience constant access to those in the tunnels. Moving platforms, debris pushed by automated construction vehicles, and other mechanisms in the trash lords domain keep the chambers endlessly shifting and changing. Scheduled to ship in June 2025.





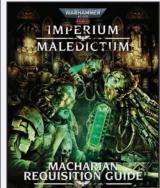
WARHAMMER 40K WRATH & GLORY **RPG: DARKTIDE EXTRACTION**

Explore the setting of Warhammer 40,000: Darktide as Inquisitor Grendyl dispatches you to the Snakestack, a lost region of Hive Tertium, to retrieve a lost archeotech cogitator. The ventilation systems of the Snakestack breathe life into Tertium, but the depths of the hive are packed with traitor forces of the Moebian 6th, cultists pledged to the plague god Nurgle, and strange lost sects of the Mechanicus. Scheduled to ship in September 2025.

CB7 2626 \$34.99



SPOTLIGHT ON



WARHAMMER 40K RPG: IMPERIUM MALEDICTUM -**MACHARIAN REQUISITION GUIDE**

The Macharian Requisition Guide contains weapons, armor, equipment and vehicles, guaranteed to include something new and exciting for every type of character. A massive expansion to the Core Book's Equipment Chapter, a veritable upgrade for Players and GMs alike. A full roster of Imperial vehicles; The God-Emperor's finest tanks, transports, flyers, walkers. Expanding the GM's toolkit with new rules, guidance, and campaign frameworks to wield at the table. Scheduled to ship in September 2025. CB7 2711\$39.99

DOGHALLA GAMES

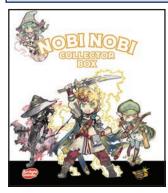
PORTMANTEAU

In the game Portmanteau, players are working cooperatively as one speaker guides the group to select two icons displayed on the table by fusing a Portmanteau. Here's the twist: the speaker doesn't employ actual words but, instead, utilizes the beginning letters of one icon and the ending letters of another. For example, merging chocolate and baseball yields the whimsical chocball! Scheduled to ship in July 2025.



DOG PMT001

DON'T PANIC GAMES

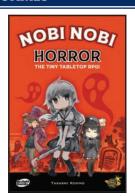


NOBI NOBI RPG: COLLECTOR BOX

In this fast-paced and fluid tabletop role-playing game, your quest will grow card by card, as the many clues and plot twists unfold. Roll the dice, play your cards, and build your story with your friends. Simple and easy to learn, Nobi Nobi will cast a spell on new and experienced role players alike! Everything you need is in this box. Just add a pinch of imagination! Scheduled to ship in June 2025.
DPG GAME1232......\$75.00

NOBI NOBI

MAGIC



NOBI NOBI RPG: HORROR

Big adventures in small boxes! Ghosts, monsters, abandoned hospitals and dark forests... A world of horror, but not too much, made of fear (and a pinch of tension)! In this dynamic, fluid tabletop role-playing game, your quest is built map bymap, with the help of hints and twists. Roll the dice, play your cards, and create your story with friends. Apart from your imagination, everythingy ou need is in this box! Simple and didactic, Nobi Nobi will appeal to experienced players and novices alike! Can be combined with all NOBI NOBI boxes. Scheduled to ship in June 2025. DPG GAME1230.....\$25.00

NOBI NOBI RPG: MAGIC

Big adventures in small boxes! Demons, cultists, occult secrets, rivalries between wizards. Welcome to a world of spells and magical creatures!In this fast-paced and fluid tabletop role-playing game, your quest will grow card by card, as the many clues and plot twists unfold. Roll the dice, play your cards, and build your story with your friends. Everything you need is in this box just add a pinch of imagination! Simple and easy to learn, Nobi Nobi will cast a spell on new and experienced role players alike! Can be combined with all NOBI NOBI boxes. Scheduled to ship in June 2025. DPG GAME1228.....\$25.00

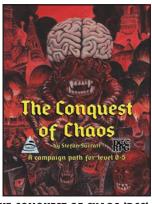


NOBI NOBI RPG: SWORD

Dragons, spirits, paladins, temples to explore and noblemen to protect. Welcome to a world of fantasy and combat! In this fast-paced and fluid tabletop role-playing game, your quest will grow card by card, as the many clues and plot twists unfold. Roll the dice, play your cards, and build your story with your friends. Everything you need is in this box just add a pinch of imagination! Simple and easy to learn, Nobi Nobi will cast a spell on new and experienced role players alike! Scheduled to ship in June 2025.

DPG GAME1229\$25.00

DRAGON PEAK **PUBLISHING**



THE CONQUEST OF CHAOS (DCC)

The Conquest of Chaos is an adventure campaign for levels 0-5, compatible with *Dungeon Crawl Classics* RPG. Six adventures inspired by the classic GDQ series take the PCs from humble beginnings to fighting the primal forces of chaos and saving their world from certain doom! Supported by gorgeous art from Peter Mullen, Hodag and Kiril Tchangov, this campaign pits the PCs against giants, demons, and the primal forces of chaos. Scheduled to ship in June 2025.

TDP 0007\$40.00



NOBI NOBI RPG: THRILLER

Investigators, shadows in the alleys, the sound of footsteps in the dark...A world of tension (and a pinch of fear)! Welcome to a world of mystery and tension! In this fluid, dynamic dynamic, fluid tabletop role-playing game, your quest is built map by map, with the help of hints and twists. Roll the dice, play your cards, and create your story with friends. Apart from your imagination, everything you need is in this box! Simple and didactic, *Nobi Nobi* will appeal to experienced players and novices alike! Scheduled to ship in June 2025. DPG GAME1231\$25.00

DYSKAMI PUBLISHING



SOLDIER LUNE RPG: ADVENTURES (TRI-STAT)

A ready-for-adventure Tri-Stat System boxed set for your role-playing game nights. Compatible with the BESM Fourth Edition anime RPG. The Soldier Lune RPG is directly inspired by the internationally famous magical girl anime series that debuted in Japan in 1992. It pays homage to common tropes and events in similar anime and manga stories, presenting an epic tale of love, hope, sacrifice, and determination that spans thousands of

EAGLE GRYPHON GAMES



BASEBALL HIGHLIGHTS: 2045 -BASES LOADED EDITION

Create the ultimate team of Robots, Cyborgs and Naturals to compete in a 7-game World Series, all within a speedy 45 minutes. The latest release of Baseball Highlights: 2045 - Bases Loaded Edition, includes a comprehensive assortment of unique starting teams, all previously issued expansions and promo cards, and a brand new 15-card All-Star Expansion, all housed in a larger box designed to accommodate not only the entirety of its contents, including dividers for effortless organization, but also future expansions, ensuring your collection grows seamlessly alongside your love for the game. Scheduled to ship in July 2025.

FRD 102446......\$59.99

\$59.99

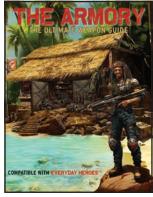
EXALTED FUNERAL PRESS



DOLMENWOOD RPG: MINIATURES
- PLAYER KINDRED 11 PIECE SET

Scheduled to ship in June 2025. EFP NG0037\$35.00

EVIL GENIUS GAMING



EVERYDAY HEROES RPG: THE ARMORY

From the most popular weapons in the world to obscure prototypes, *The Armory* provides a world of options. This is a full-color, 250+ page, hardback book packed with the best game design in our Evil Genius "no filler" style. Scheduled to ship in August 2025.

EVL 01200\$49.99

FASA GAMES

<u>LEVIATHAN:</u> <u>CALLISTONIAN EMPIRE</u>

Scheduled to ship in June 2025.



CARRY CASE

FAS 62901\$99.99



DIRE WOLF CUTTER FAS 62201\$44.99



FIRESTORM CRUISER

FAS 62206.....\$49.99



FOUR WINDS CARRIER

FAS 62204.....\$49.99



HYDRA SUPER CARRIER

FAS 62208.....\$84.99



OGRE BATTLESHIP

FAS 62207.....\$59.99



EAS 42202

FAS 62203.....\$49.99



WILD HOST RAIDER

FAS 62202.....\$49.99



WYVERN BATTLE CARRIER

FAS 62205.....\$49.99

LEVIATHAN: TERRAN COMMONWEALTH

Scheduled to ship in June 2025.



CARRY CASE

FAS 62900.....\$99.99



HORNET LIGHT CARRIER

FAS 62105.....\$49.99



JAVELIN SCOUT

FAS 62101.....\$44.99



LEVIATHAN BATTLESHIP

FAS 62108.....\$99.99



MAULER GUNSHIP

FAS 62107.....



QUIVER CARRIER

FAS 62106.....\$49.99



RANGER CORVETTE

FAS 62104.....\$49.99



SPICULUM DESTROYER

FAS 62103.....\$49.99



YAK TRANSPORT

FAS 62102.....\$44.99

GIM

2025

FLYING FROG PRODUCTIONS

FANROLL

SPOTLIGHT ON



ADVENT DICE CALENDAR:

DICE GOBLIN

HALLOWEEN 2025

to ship in August 2025.

DARK STONE MAGAZINE: ISSUE #1

The first issue of Dark Stone Magazine is 64 pages filled with articles and features focusing on your favorite games from Flying Frog Productions. This issue also includes six exclusive game cards and a huge double-sided 20x30 poster. This periodical is planned for new issues twice each year. Scheduled to ship in July 2025.

FFP DSMAG01\$14.99

DICE TOWER

This product consists of a flat-pack of 2 Evacore sheets. It requires assembly, which is quick and fun, using ordinary PVA glue. Detailed instructions are included in the package. Scheduled to ship in August 2024 FLS DICET.....\$9.00

PUBLISHING

CORIOLIS RPG: THE GREAT DARK





CORIOLIS RPG: THE GREAT DARK

Inspired by 19th century expeditions, deep sea diving and pulp archaeology, Coriolis: The Great Dark is a roleplaying game about exploration and intrigue. Join dangerous expeditions, navigate the Byzantine schemes of Ship City, and hunt for the keys that unlock the mystery of this Lost Horizon. The core rulebook features: Rules for creating your crew of Explorers, with upgrades such as talents, vehicles, and crew maneuvers to enhance campaign play.

\$49.99 FLF COROO6

CORE DICE SET

FLF COR008\$19.99

GAMEMASTER SCREEN

FLF COR007.....\$24.99

GHOST GALAXY

KEYFORGE: ADVENTURES

Scheduled to ship in May 2025.



THE ABYSSAL CONSPIRACY

The Keyraken has been vanquished! Yet, the trouble is not over. While the Archons defeated the mythical beast, a red-eyed intruder sabotaged their ship. Here, players must descend into the ocean depths to investigate aquatic locations to foil the plans of the conspiracy of Evil Twins. If the cult is able to open five seals, it will release a horde of their kind into the Crucible, and the players will lose. Yet, if the players can find the legendary Vaultbinder artifact, they may yet prevail. GHO KFA02.....\$24.99



FALL OF THE HOUSE GORMANGEIST

You and fellow Archons have recently received a mysterious invitation delivered by a strange hooded creature making odd clanking noises. Filigreed and AEmberlettered, it graciously asks that you attend an event of no small magnificence at an old estate near Diremouth, a distant, mostly forgotten part of the Crucible. It seems suspicious. Yet the invite is strangely alluring, and there is the promise of AEmber. After traveling to the gloomy neglect that is Diremouth, you find yourself on the doorstep of the ancient House Gormangeist, and on the threshold of dark things to come. GHO KFA03.....\$24.99

FREE LEAGUE

Scheduled to ship in August 2025.



SPOTLIGHT ON

ADVENT DICE CALENDAR: DUNGEONS & DRAGONS HALLOWEEN HAUNT

A new addition to this spooky season is the Halloween Haunt Advent Calendar which includes all the accessories you need to play! Countdown the 10 days to Halloween with the official D&D advent calendar that includes a dice tray, a custom D&D inclusion dice set, a D&D glow in the dark die, an exclusive metal d20, and a dice bag to carry your loot! Scheduled to ship in August 2025.

MET 1014

FOLDED SPACE

COLOR DICE TOWER

Folded Space Dice Tower version 2, now in full colour! The printed Evacore sheets are double-sided so that you can choose which side to use externally, giving two different colour choices for the finished tower. The sheets also use a navy blue foam which really matches the color print design. The Dice Tower v2 is a great way to try out our color print Evacore material and see how to build one of our products. Evacore is soft to the touch making it great for storing game components, but also making for a quiet durable dice tower. Scheduled to ship in January 2025.







THE GREAT HUNT

You and your fellow Archons are about to embark on a dangerous adventure in the skies high above the Crucible. Taking command of a small skyship, you must hunt the legendary and elusive Skybeasts. Only the boldest skyship crews can hope to earn the greatest prize of the annual Great Hunt: the patronage of the Pale Baron.

GHO KFA04.....\$24.99



RISE OF THE KEYRAKEN

Sealed beneath the oceans long ago by an ancient and long-forgotten civilization, the Keyraken has been released by an aquan cult, and its full might has yet to be witnessed. Should the Keyraken reach the surface, it will submerge entire continents in its wake, bringing ruin to civilization as we know it. The beast must be defeated! GHO KFA01......\$24,99

SPOTLIGHT ON

SPOTLIGHT O

PROPHETIC VISIONS
ARCHON DISPLAY (12)
Prepare yourselves for the future within the 9th official KeyForge set, KeyForge: Prophetic Visions. Prophetic Visions introduces the new prophecy card type which foretell fates that may (or may not) come to pass, with

unpredictable consequences. Each KeyForge: Prophetic Visions deck includes several prophecy cards, each with a special trigger condition.

NOTE: This item is sold to

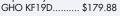
retailers in full displays. Please

TOKENS OF CHANGE ARCHON DISPLAY (12)

contact your retailer for availability.

GHO KF20D.....

KeyForge: Tokens of Change is a special new KeyForge set that revisits the popular token creature mechanic originally introduced in KeyForge: Winds of Exchange. This new set features the KeyForge houses that were not included in Winds of Exchange, plus a new house, House Redemption. Scheduled to ship in May 2025.





KEYFORGE

Scheduled to ship in May 2025.

DISCOVERY 1-PLAYER STARTER



PE COVERNY

DISCOVERY ARCHON DISPLAY (12)

KeyForge: Discovery is comprised of more than 300 classic KeyForge cards chosen for their simplicity, intuitiveness, and fun factor. It is a set created specifically for new and casual KeyForge players. Every unique KeyForge: Discovery deck provides an easy introduction to KeyForge with a focus on core game mechanics and minimal use of keywords. Scheduled to ship in May 2025. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

GHO KF22D.....



MINDBUG: BEYOND ADD-ON PACK In the Mindbug: Beyond Add-On Pack, you

In the Mindbug: Beyond Add-On Pack, you will find 10 unique cards that were originally only available through the Mindbug: Beyond Kickstarter campaign. No need to hunt down all these great cards to include in your Mindbug fun. Get them all in one fantastic pack. Not a standalone product. You will need one of the Mindbug core games (First Contact, Beyond Eternity, or Beyond Evolution) to play. Mindbug is co-designed by Richard Garfield (of Magic: The Gathering, Netrunner, and King of Tokyo fame). The First Contact set is the first in a line of standalone Mindbug products that expand the card pool of this fun, colorful, and fast game. Scheduled to ship in June 2025.

GHO MB09.....\$9.99

SPOTLIGHT ON

GRIM REMINDERS ARCHON DISPLAY (12)

From the distant outlands of the Crucible, from beyond murky Diremouth and even the Great Glass desert, the mysterious Geistoids have come. Awoken by a malign energy and driven by the resentment of forgotten and discarded things, they seek vengeance on all that was kept and those whom are whole. Ever replenishing from the detritus of civilization, the Geistoid horde poses a grave threat to the people of



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

GHO KF17D......\$179.88

GIGAMIC

YOGI

In Yogi, players are challenged to contort their bodies in unusual ways, ideally doing better than everyone else in their impersonation of a pretzel! On a turn, a player reveals the top card from the deck. If the card is red, the player must place or hold the card somewhere on their body as directed by the card; if the card is green, the card itself can stay on the table, but the player must do whatever is specified on the card, such as keeping one thumb on your chin or having your hands touch. Keep going, and stay flexible! Scheduled to ship in August 2025.

HBG GBYO-EN.....\$15.99



GIM

JUN 2025

39





GOTHIC SECTOR - ELDAR



FULLY PRE-PAINTED TERRAIN AVAILABLE NOW



\$40 **BB719**



\$50 BB720



\$40 **BB721**



BB725

\$35

Introducing... GOTHIC SECTOR: ELDAR! Heroic Scale, pre-painted, sci-fi terrain that allows players to create immersive experiences straight from the box. Bringing their tabletops to life with stunning resin models that are made to last and level up any gaming space. Designed by War Scenery and produced by GF9, Gothic Sector: Eldar is compatible with all 28-35mm scale games such as Warhammer 40,000.











Landing Pad

Compatible with 30-35mm miniatures

MORE ELDAR TERRAIN **ARRIVES JUNE 2025**

BB722	\$30
Headquarters	
BB6723	\$70
Plazma Generators (x2)	
BB724	\$30
Portals (x2)	
BB726	\$30

JUNE 2025





TENFOLD DUNGEON: MODULAR RPG TERRAIN



The Castle	
TFD001\$65	5
Dungeons & Sewers	
TFD002\$65	5
The Town	
TFD003\$65	5
The Temple	
TFD004\$65	5

Daedalus Station
TFD009\$65
Cyberpunk City
TFD010\$65
Smuggler's Den
TFD011\$65
Starship Vengeance
TFD012\$65





\$65

AVAILABLE NOW

CLASH OF STEEL STARTER SETS

COSO4

AMERICAN v.s. SOVIET





Includes 21 Miniatures

AMERICAN v.s. GERMAN





SOVIET v.s. BRITISH Includes 20 Miniatures

GERMAN v.s. BRITISH COS02









Includes 19 Miniatures

\$80

AVAILABLE NOW - ALONGSIDE 36 PLATOON PACKS

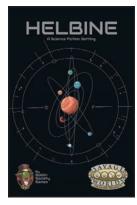




GOBLIN SOCIETY GAMES

HELBINE: A SCIENCE-FICTION SETTING

Helbine is a Savage Worlds setting book ready for your game group. Inside youll find all the lore, history, and people you need to set your game in a science-fiction world of intrigue, mystery, and action. Whether your characters are bounty hunters looking to make it big, scientists sporting the latest in cybernetics, or hotshot pilots in a stolen Walker, they'll find all the challenges and excitement they could want on Helbine and its six moons. The planet Helbine sits on the edge of explored space in the Cantallion system. Scheduled to ship in June 2025. GSG HELSC001.....\$25.00



GOODMAN GAMES



2-PAGE UNDERDELVES (5E)

2-Page UnderDelves is a compilation of over 20 short adventures set in the expansive passages and caverns of the UnderDeep. Designed for the fifth edition rules, these short encounters are exactly 2 pages long and feature a map, an illustration, and typically 3 to 5 encounter areas, perfect for a single session. Although designed to complement the Terror form the UnderDeep saga, these Delves can be used in any GM's campaign that features subterranean environments. Scheduled to ship in August 2025. GMG 50112 \$15.99

SPOTLIGHT ON

COMPENDIUM OF

DUNGEON CRAWLS:

VOLUME 6 - A COMPILATION OF ADVENTURES (5E)

The Compendium of Dungeon Crawls Volume 6 is a collection of fifteen short

adventures, many of which are suitable

for one session of play. These stand-alone,

world-neutral adventures are suitable for

a Tier 1 level characters (levels 1 through 4), and include design notes to adjust the challenges for higher level characters.

These adventures are easy to import into a GM's existing campaign, and are

set in a wide variety of environments.

SPOTLIGHT ON



COMPENDIUM OF DUNGEON CRAWLS: VOLUME 5 - A COLLECTION OF QUESTS (5E)

The Compendium of Dungeon Crawls Volume 5 is a collection of fifteen short adventures, many of which are suitable for one session of play. These standalone, world-neutral adventures are suitable for a Tier 1 level characters (levels 1 through 4), and include design notes to adjust the challenges for higher level characters. These adventures are easy to import into a GM's existing campaign, and are set in a wide variety of environments. Scheduled to ship in August 2025.



Scheduled to ship in August 2025. GMG 55556 \$59.99







FIFTH EDITION FANTASY: #031: **IDYLLS OF THE RAT KING**

Goblin bandits are once again attacking the caravans laden with silver ore, killing innocent miners, and stealing cargo. The goblins have taken up residence in an abandoned mine northwest of Silverton. Someone must get rid of them. But this is no ordinary abandoned mine. It was deliberately barricaded generations ago when the Gannu family, founders of Silverton, discovered an unspeakable evil on its lowest levels. And these are no ordinary goblins, for the curse of the Gannu family courses through their veins... Scheduled to ship in August 2025. GMG 55531\$11.99

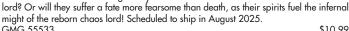


FIFTH EDITION FANTASY: **#032: THE LOST VAULT** OF TSATHZAR RHO

A simple expedition to get rid of a marauding ogre soon becomes more than it seems. A mysterious force has transformed the ogre and the kobold tribe he once bullied into twisted, demented creatures. When the characters enter the ogre's cave, they find a passage behind leading deep into the mountains. Soon they arrive at the lost vault of the sorcerer Tsathzar Rho, where they are confronted with the terrifying dangers of a lost epoch! Scheduled to ship in August 2025. GMG 55532\$11.99



Bent on stopping the rash of abductions plaguing their village, the characters discover a horde of vile beastmen inhabiting a nearby ancient keep. Seeking the source of these abominations, the characters uncover an ancient chaos cult and its source: an antediluvian ziggurat set in the center of a vast, underground sea. There, at the font of chaos, the characters witness a wicked rite culminating in the sacrifice of their fellow villagers. Can the heroes muster the courage to interrupt the rite before its conclusion and stave off the rebirth of the legendary chaos





GMG 55533



FIFTH EDITION FANTASY: #034: THE RED DRAGON'S TREASURE **MAP (\$2 ADVENTURE)**

An ancient map leads to the horde of a slain dragon. But finding the remote lair is a puzzle into itself. Until the owner of the map tracks down the heroes and offers a deal they cannot resist. Now its race against time, and a fierce rival to get to the lair, use the map to negotiate the twisting lava tubes, while avoiding natural and unnatural hazards. But to plunder a slain dragon's hoard is not that simple... Scheduled to ship in August 2025.

GMG 55534\$2.00



TERROR FROM THE UNDERDEEP (5E)

The giant clans have allied - and no one knows why. Hill, stone, frost, fire, cloud and storm giants now work together to collect electrum. Their tracks lead to an abandoned city of the UnderDeep. In these lightless caverns, sinister cultists give the giants' offerings to a misshapen kraken lord. Can your adventurers uncover the secrets behind this wicked alliance before it's too late? Scheduled to ship in August 2025.

GMG 50200\$79.99





SPOTLIGHT O



TOME OF INTANGIBLE TREASURES (5E)

Tome of Intangible Treasures is a 5e-compatible compendium of 650+ new ways to provide story-based character rewards and mechanical growth options. Perfect for GMs and players alike, this tome is full of ways to express your characters via boons, blessings, charms, pacts, titles, histories, advanced trainings, and more. Leveling up means getting more abilities and more power, but what of the stories we tell? When you save the town of Wendleton from the clutches of a vile cult, what on your character sheet represents your heroism in the eyes of the people? Scheduled to ship in August 2025.

GMG LCL03001\$49.99



COMPILE: AUX 2 EXPANSION

In the card game Compile, you are competing Artificial Intelligences trying to understand the world around you. Two players select three Protocols each to test. Concepts ranging from Darkness to Water are pitted against each other to reach ultimate understanding. Play cards into your Protocols' command lines to breach the threshold and defeat your opponent to Compile. But be careful! Moving and revealing cards have immediate action. You have to think like a computer, and think ahead, or you'll end up playing right into your opponent's hands.

GTG COMP-AX02 \$4.99

COMPILE: PLAYMAT 2

GTG COMP-PM02.....\$19.99



SPOTLIGHT ON



TOME OF INTANGIBLE TREASURES TAROT-SIZE **REFERENCE CARD BOX SET (5E)**

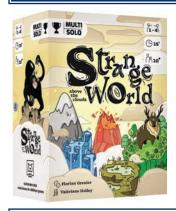
380 tarot-sized 5e-compatible reference cards for each of the boons, blessings, charms, and pacts found within Tome of Intangible Treasures. These cards can be used independently of the book or alongside it as reference cards and handouts for players. The cards are gorgeously illustrated with flavorful art from the book, and enhanced with gilded edges for a luxurious look. A hard, telescoping box with a plastic insert ensures the cards remain snugly stored and well protected between use, and an instructional leaflet inside the box descibes everything a user needs to know about how to use the cards in their game. Scheduled to ship in August 2025. GMG LCL03002\$59.99

GREATER THAN GAMES



In the card game Compile, you are competing Artificial Intelligences trying to understand the world around you. Two players select three Protocols each to test. Concepts ranging from Darkness to Water are pitted against each other to reach ultimate understanding. Play cards into your Protocols' command lines to breach the threshold and defeat your opponent to *Compile*. But be careful! Moving and revealing cards have immediate action. You have to think like a computer, and think ahead, or you'll end up playing right into your opponent's hands.

GRRE GAMES



STRANGE WORLD

Create a strange world inhabited by puzzling creatures. At each creation restriction mistake, dangerous Tzimimes will appear. Obtain the most Stars as you create a world made of 16 cards as you watch for the Tzimimes trying to devour your cards. Scheduled to ship in August 2025.

HBG GRR073ST.....\$16.99

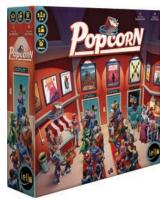
IELLO



KING OF TOKYO: MONSTER **PACK - LUCHADOR**

AND HIS NAAAAAME LUCHADOOOOR! Get ready to rumble! King of Tokyo Monster pack is a three-part expansion that can be combined with or without the base games: a new mechanic, a new monster and evolution cards for fans of the Power-Up expansions! First, the new mechanic is challenge mode: when you smash the Champion you can issue a challenge. Play your challenge card and ask the other players to help you with theirs. In this way, you will have temporary Allies and a super wrestling attack! Do you win the challenge? Scheduled to ship in June 2025.

IEL 70361.....\$11.99



POPCORN

Welcome to the exciting world of the 7th art! In POPCORN, you are the manager of a cinema ready to conquer the hearts of movie lovers! Will you be able to program an eclectic selection of films and invest in the comfort of your theaters to maximize attendance? By doing so, you will accumulate more popcorn than your competitors and rise to the top of the Box Office! The game plays over around 9 rounds, each with 3 phases. In turn order, you may buy a movie, build a theater, and attract new Guests. Then, simultaneously, draw guests from your bag and seat them in your theaters. Optimize their seats to take the best combos, which will let you improve your cinema, influence your guests, grow your audience, gain money and Popcorn. Scheduled to ship in June 2025.

IEL 70403.....\$39.99





IRONGUARD MINIATURE DISPLAY CASES

Ironguard Supplies is proud to introduce a line of miniature display cases, so you can put your proudly painted miniatures on display! Measuring approximately 2.75 inches tall and 1.5 inches square, this pack of two display cases will protect a pair of paladins from getting damaged misplaced or worse!

MINIATURE DISPLAYS COUNTER DISPLAY (12 PACKS OF 2) DIA STL260988





MAGNA-ARMOR



IRONGUARD MAGNA-ARMOR MAGNETIC CARD HOLDERS

Magnets are the future, and the future is now! Embrace the wonder of magnets and protect the jewels of your card collection with these high-quality single-touch cardholders! Designed for 2.5" by 3.5" cards, these card holders feature UV protection and simple magnetic closures. Available in 35pt to 130py thicknesses. And make your cards stand out with our new Yellow and Black-bordered 35pt cardholders, for those cards that are already standouts in your collection. Available in a counter display.

35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL215480	PI
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75PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258372	PI
100PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258374	PI
130PT MAGNA-ARMOR HOLDERS (DISPLAY OF 20) DIA STL258375	PI
YELLOW 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258750	PI
BLACK 35PT MAGNA-ARMOR HOLDERS (DISPLAY OF 25) DIA STL258371	PI





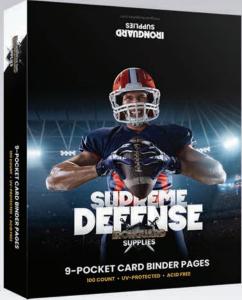
IRONGUARD MAGNA-ARMOR MAGNETIC CARD PACK HOLDERS

You have magnetic cardholders for your cards, but what about those sealed packs of cards you just can't bring yourself to open? Store a 10-card or 15-card-pack in safety and comfort with these magnetic-closure Magna-Armor cases, made of high-quality acrylic. You may not want to open a pack of cards again! Available in a counter display of 20.

	Available in a coorner display of 20.	
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,	15-CARD-PACK MAGNA-ARMOR HOLDERS DIA STI 258370	PI







IRONGUARD 9-POCKET PAGES

You're gonna need a bigger binder! For the ultimate collector, or the well-prepared retailer, it's a box of 100 or 250 9-pocket pages, sized for standard collector cards. Need a quick refill? Top off your card binder with a package of 25 9-pocket pages, with clear or black backs. Fill your binder to overflowing with pages to put your whole card collection on display! 25-counts are packaged in a hanging bag; 100- and 250-counts are packaged in a full-color counter display, because we roll like that.

25-COUNT PACK DIA STL230307	PI
25-COUNT BLACK PACK DIA STL230313	. PI
100-COUNT DISPLAY DIA STL230304	PI
250-COUNT DISPLAY DIA STL230315	.PI

IRONGUARD 9-POCKET DELUXE PORTFOLIO

No binder? No problem. Put your most collectible of cards in this "cardfolio," a bound set of 20 non-removable 9-pocket pages. Designed for standard collector cards, it is sleek and portable, and is sure to class up any card collection. Feel like a high-powered executive, but instead of a killer presentation, you have a killer deck on tap!

BLACK	
DIA STL230316PI	
BLUE	
DIA STL230319PI	

PURPLE (PACK OF 50) DIA STL230336 **RED (PACK OF 50)** DIA STL230335 YELLOW (PACK OF 50) DIA STL230333PI





HEDO UD

IRONGUARD BOARD GAME SELEEVES

HERO UD

Got a board game you're looking to protect? Whether you're playing it, selling it or saving it for future generations, those board game cards need to be protected from dings and creases. Choose from standard American, mini American, standard European and mini European – we even protect Tarot cards! Who could have predicted that? Acid free and PVC free.

STANDARD (PACK OF 100) DIA STL230327
MINI (PACK OF 100) DIA STL230328
EU SIZE (PACK OF 100) DIA STL230329PI
EU MINI SIZE (PACK OF 100) DIA STL230330 PI
TAROT (PACK OF 100) DIA STL230331



IRONGUARD PENNY SLEEVES

A penny for your thoughts? Because we think your cards need to be protected at all times. Our penny sleeves do the job, and are an incredibly affordable way to maintain the value of your collection. Choose from standard, graded or 130pt card size.

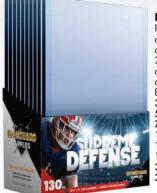
STANDARD (PACK OF 100)	
DIA STL230325	PI
GRADED (PACK OF 100)	
DIA STL230326	PI
130PT (PACK OF 100)	
DIA STL258392	PI



IRONGUARD SEMI-RIGID CARD SLEEVES

Not every card can get graded, but every card can be protected! Whether your hobby is sports cards, entertainment cards or CCGs, protect your favorite cards with these semi-rigid card holders! Designed for 2.5" by 3.5" cards, these card holders are made of clear vinyl, and feature a 1/2 inch lip. Perfect for long-term storage! 200 card hold-

RETAIL PACK (200 SLEEVES) DIA STL215479



IRONGUARD TOP LOADERS

Protect your cardboard gold with these collectorquality toploaders, perfect for trading, storage, and sending cards in to be graded. Designed for 2.5" by 3.5" cards, these card holders are made of rigid PVC, and measure 3" by 4". Available in a range of thicknesses. Also available: Yellow and

35PT (PACK OF 25) DIA STL215472	PI
	PI
75PT (PACK OF 25) DIA STL215478	PI
100PT (PACK OF 25) DIA STL258374	PI
130PT (PACK OF 10) DIA STL258388	
180PT (PACK OF 10) DIA STL258391	PI
35PT BLACK (PACK OF 25) DIA STL2154	73PI
35PT YELLOW (PACK OF 25) DIA STL2154	.74PI

LSO AVAILABLE:

IRONGUARD EASY SLIDE PENNY SLEEVES SMALL LIP (PACK OF 100) DIA STL230351	. PI
IRONGUARD EASY SLIDE PENNY SLEEVES LARGE LIP (PACK OF 100) DIA STL230353	. PI
IRONGUARD TEAM SET BAGS (PACK OF 100) DIA STL230418	. PI
IRONGUARD LABELED TOP LOADERS 35 PT "NUMBERED" (PACK OF 25) DIA STL215476	. PI
IRONGUARD LABELED TOP LOADERS 35 PT "ROOKIE" (PACK OF 25) DIA STL215475	. PI
IRONGUARD COMIC BOOK TOPLOADERS CURRENT SIZE (PACK OF 5) DIA STL258377	. PI
IRONGUARD COMIC BOOK TOPLOADERS SILVER AGE SIZE (PACK OF 5) DIA STL258379	. PI
IRONGUARD COMIC BOOK TOPLOADERS GOLDEN AGE SIZE (PACK OF 5) DIA STL258380	. PI
IRONGUARD COMIC BOOK TOPLOADERS MAGAZINE SIZE (PACK OF 5) DIA STL258382	.PI

IRONGUARD 8" X 10" PHOTO TOPLOADERS (PACK OF 5) DIA STL258383......PI





HARVEST: FALL FESTIVAL EXPANSION

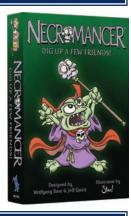
Harvest: Fall Festival is the first expansion to the beloved storybook farming game Harvest! The Fall Festival has come to town, bringing a new play area to Furroughfield, where players can earn additional coins, harvest their fields in new ways, and collect new festival offerings. Pie cards offer new ways to score, and Novelty cards give you bigger and better bonus actions! New playable characters and Animeeples shake up the Harvest formula in surprising and strategic new ways! Scheduled to ship in July 2025.

KYM 12X01\$19.99

KOBOLD PRESS

NECROMANCER: THE CARD GAME

You are a sorcerer commanding dark legions. Fools try to thwart you at every turn! Those do-gooders, rivals, and busybodies interfere with your wicked plans, but someday theyll see, oh yes... Necromancer is a fast-paced card game of raising legions of undead. Overwhelm your enemies with an unstoppable army or sacrifice a circle of underlings to seize the Well of Eternal Life and declare victory. Your only obstacle? The pitiable cretins who think themselves your equal! Other necromancers! Scheduled to ship in August 2025. KOB 6180.....\$24.99



LOKE BATTLE MATS



DUMB DARES & SILLY SIDE QUESTS (5E)

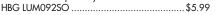
Introducing the ultimate card game to inject humor and unforgettable moments into any tabletop RPG session. Before or during any RPG adventure, deal out the dares, and watch the party (and even the Game Master!) dive into hilarious, in-character challenges Prepare for moments that will make any group laugh, cringe, and possibly question their life choices but most importantly, create memories that'll last longer than a dungeon crawl! This game isn't just about victory; it's about creating epic moments and laughing until your dice roll off the table. Scheduled to ship in August 2025.

LBM 072\$18.00

LUMBERJACKS STUDIOS

SOLSTIS: FIREFLY EXPANSION

New challenges in your ascent... Firefly is an expansion for the game Solstis. Discover four new mischievous Spirits and go in search of the mysterious fireflies, which can give you an instant victory. Scheduled to ship in July 2025.





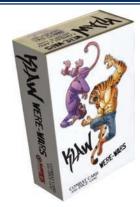
MAESTRO MEDIA VENTURES



2001: A SPACE ODYSSEY -THE BOARD GAME

You are all in grave danger. The Discovery Ones mission to Jupiter is on the verge of catastrophic failure. Attempting to shut down supercomputer HAL, to prevent further malfunctions, didnt go as planned. HAL is still online and he has a new directive: This mission is too important for humans to jeopardize, and all crewmembers must be eliminated. This game is a 1 vs. many game, in which one player takes on the role of the roque supercomputer HAL, who is trying to shut down the Discovery on its journey to Jupiter. The HAL player does this by adding Malfunction cards to the various systems on the ship with their HAL cards. MMV 2001BG001\$29.99

MAGNETIC PRESS PLAY



KLAW: WERE-WARS CORE GAME SET

KLAW: Were-Wars is a card-anddice game of conquest and combat set amidst a secret, ancient struggle between supernormal animal spirits and their human Dizhi hosts since prerecorded time. The goal of the game is simple: Become the most powerful Dizhi, eliminating all contenders. Based on the international best-selling graphic novel series by Antoine Ozanam, Joel Jurion, and Yoann Guille, KLAW is an exciting world of noble heroes, despicable villains, unpredictable intrigue, and action-packed combat. It is the perfect setting for an exciting card game! Scheduled to ship in June 2025.

MPP 03000\$29.99



KLAW: WERE-WARS -THE FORGOTTEN ZODIAC **EXPANSION SET**

Expand your game of KLAW: Were-Wars with a second set of 12 animal spirits with unique powers and abilities that can lead a Dizhi to greatness if wielded wisely But as powerful as the Totems may be, they are powerless without an experienced HOST to give them form. A vast array of unique and diverse individuals bring their own talents and skills to what can add up to an extremely formidable Dizhi foe. A copy of the Forgotten Zodiac expansion featuring 120 new cards, 30 new punchout tokens, and additional gameplay conditions for use with the KLAW: Were-Wars card and dice game. Scheduled to ship in June 2025. MPP 03001\$19.99

MANA PROJECT STUDIOS



ELDER MYTHOS RPG: COREBOOK

Venture beyond the veil of reality with Elder Mythos, become one of the ancient entities and unleash unspeakable horrors. Join us in a cosmic horror saga that transcends human comprehension. The fate of the world is at stake: will you rule it or will you throw it into chaos? Scheduled to ship in June 2025.

MPS 10043. \$49 90



ELDER MYTHOS RPG: THE GREAT DREAMER DICE SET

Scheduled to ship in June 2025. MPS 10045.....\$19.90





ELDER MYTHOS RPG: GAME BOX

Venture beyond the veil of reality with Elder Mythos, become one of the ancient entities and unleash unspeakable horrors. Join us in a cosmic horror saga that transcends human comprehension. The fate of the world is at stake: will you rule it or will you throw it into chaos? Elder Mythos is a cosmic horror tabletop role-playing game in which players will incarnate frightening Lovecraftian Entities vying to destroy or control the world. Through shared worldbuilding or by choosing a Scenario, players will weave a conversation that will create a cosmic horror narrative. Scheduled to ship in June 2025.

MPS 10044 \$99.90

MANTIC ENTERTAINMENT

HALO: FLASHPOINT

Scheduled to ship in May 2025.



FIRETEAM PHOENIX

MGE MGHAU303\$60.00





HALO: FLASHPOINT Scheduled to ship in July 2025.



MATAGOT

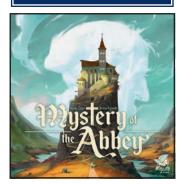


MANHATTAN PROJECT: WAR MACHINE

Our country is preparing for war. As its leader, your job is to grow and develop our nation to become the largest military power in the world. Deploy a skilled workforce, build an efficient production engine, and provide enough supplies to ensure that we march toward victory! Earn victory points by producing and stockpiling military goods in your warehouse, acquiring structure cards and action dice, completing the goal of your achievement tile, expanding your nation's infrastructure, and cleaning up nuclear contamination in it.

GRL MAN-004-275\$40.00

MOJITO STUDIOS



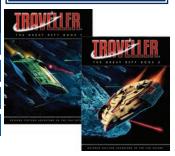
MYSTERY OF THE ABBEY

Mystery of the Abbey is a whodunit deduction game in the spirit of Clue. A monk has been murdered in a medieval French Abbey. Players maneuver their way through the Abbey examining clues and questioning each other to find out who is the culprit. Scheduled to ship in June 2025.

MJT 009.....\$40.00



MONGOOSE **PUBLISHING**



TRAVELLER RPG: THE GREAT RIFT SLIPCASE

The Last Great Unknown in Charted Space. Only the boldest dare venture into the depths of the Great Rift, crossing the abyss of empty space to find unexplored star systems and forgotten wonders. Deep in the Great Rift lie ancient mysteries, strange alien civilisations and human cultures who have not seen offworld contact in centuries. Portside rumours speak of giant creatures capable of interstellar flight, and of starship wrecks belonging to no known peoples. From the cold war of the Islands Cluster to the isolation of the Boulderfield, the Great Rift is a place of danger both varied and insidious. A miscalculated jump means a slow death in deep space yet Travellers are ever willing to take the risk. What awaits the intrepid voyager who finds an undiscovered star system or deep space object? Scheduled to ship in June 2025. MGP 40132\$89.99

MONTE COOK GAMES





CYPHER SYSTEM RPG: GUNSLINGER KNIGHTS (HARDCOVER)

Gunslinger Knights is a complete setting filled with mythic quests worthy of Arthur, Lancelot, and Gawainand equally riddled with the traps and misfortunes of a grungy, post-apocalyptic wasteland. Don your armor, mount your crafted steed, and ride into the approaching storm, for the Dreamed Blade! For the Silvered Throne! For Sancara! Scheduled to ship in July 2025. MKG 404.....\$49.99

THE MYSTERY AGENCY



THE MYSTERY AGENCY: THE VANISHING GAMBLER

Can you the track down the missing casino cheat who vanished from his Las Vegas jail cell? Locate the whereabouts of casino cheat Roy Marshall. Discover hidden messages, hack into Roys bank account and even go undercover yourself. Similar to an escape room game, this mystery presents you with an evidence packet sealed with a

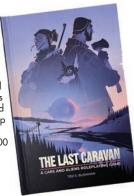
metal combination lock, and leaves you to work out how to open it and find and solve the mystery. Scheduled to ship in July 2025.

MYTHWORKS

THE LAST CARAVAN RPG

The Last Caravan is a cars and aliens tabletop roleplaying game for 2-6 players about a midwinter road trip in the wake of an alien invasion. You'll explore landscapes transformed by xenoflora, search abandoned towns and crashed spaceships, discover the otherworldly technology called Harmonics, negotiate with newly-formed factions both human and alien, outrun hostile pursuers, and fight for the future of your world. Scheduled to ship in July 2025.

MYH LASTCAR01\$40.00

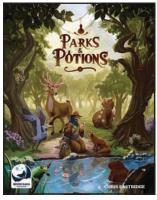


SLUGBLASTER RPG: CORE RULES

In the small town of Hillview, teenage hoverboarders sneak into other dimensions to explore, film tricks, go viral, and get away from the problems at home. It's dangerous. It's stupid. It's got parent groups in a panic. And it's the coolest thing ever. This is Slugblaster. A tabletop RPG about teenagehood, giant bugs, circuit-bent rayguns, and trying to be cool. Scheduled to ship in July 2025.

MYH SLUG01S......\$40.00

MOON SAGA WORKSHOP



PARKS & POTIONS

Players step into the boots of Park Rangers. whose expertise in botanical alchemy transforms the wilderness into a sanctuary for healing. With the roll of the dice, players gather extracts from the park's flora, concocting potent potions to treat the ailments of animals from different biomes. Successfully healing animals and performing experiments earns points, directly reflecting your role in maintaining the parks well-being. Aim for animals in similar habitats to unlock bonus points, reflecting the depth of your commitment to conservation. Or, take the path of experimenting to find new potions. Scheduled to ship in June 2025.

MŚW PP00......\$35.00

SLUGBLASTER RPG: CORE RULES -GAME OF THE YEAR EDITION

The Game of the Year Edition includes the core rulebook, expanded solo rules, two play surfaces, a set of dice, enamel pin, original soundtrack, stickers, and GM Screen built right into the box. Scheduled to ship in July 2025.

MYH SLUGÓTY.....\$80.00



PARKS & POTIONS: POTION PERILS EXPANSION

Potion Perils is a strategic expansion that requires the base game, Parks Potions. In this expansion, players choose specific Time of Day dice to roll, which determine the potions available during those hours. New challenges, such as viral infections and spore outbreaks, create competitive obstacles that players must navigate each round. Scheduled to ship in June 2025. MSW PP01.....\$15.00



NINJA STAR GAMES



YOKAI SEPTET: POCKET EDITION

In Yokai Septet, your goal is to capture high scoring Boss Yokai by strategically playing cards from your hand. Each turn, players play a card from their hand following the rules of the trick taking games. After everyone has played a card, the player who played the strongest card matching the lead suit takes all the cards played this turn. A new turn continues until one of the round's end condition is met. At the end of the round, the winner of that round is determined. In a 4-player game, the game is played as a team battle of two players versus two players, whereas in a 3-player game, all players play individually competing. Scheduled to ship in June 2025.

NJS 410......\$15.99

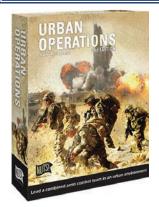
SPOTLIGHT ON I



GWENT

Experience The Witcher universe in an entirely new way with Gwent: The Legendary Card Game. Inspired by the iconic mini-game from The Witcher 3: Wild Hunt, this official physical edition brings the strategic, faction-based card game to your tabletop. In Gwent, two players build decks from factions such as the Northern Realms, Scoia'tael, Monsters, Skellige, and Nilfgaard, each with its own unique set of cards and abilities. The goal of the game is to win two out of three rounds. The battlefield features multiple rows to which players will deploy their units and special ability cards to battle it out.

HBG NOLO-GWENT-EN \$44.99



URBAN OPERATIONS 2ND EDITION

Experience the intricacies of modern urban warfare with the second edition of Urban Operations, a strategic wargame crafted by Lieutenant-Colonel Sebastien de Peyret. Featuring top-notch components and innovative gameplay, it offers a captivating blend of entertainment and enducational value. With its diverse scenarios and fog of war mechanics, Urban Operations immerses players in the complexities of urban combat, challenge them using the tactics of cover, visibility, and positioning. They can dive into a rich tapestry of scenarios, ranging from fictional invasions to historical conflicts like Mogadishu 1993, each offering a unique blend of challenges and strategic opportunities. Scheduled to ship in August

AGS 23085-URBANOPSV2......\$82.00

ATHFINDER) TLECRY!

PATHFINDER RPG: BATTLECRY! (P2)

Report for Duty! When diplomacy between nations fails and neither side backs down, war is the inevitable result. From border skirmishes to largescale invasions, conflict comes in many formsthe perfect chance for heroes to win glory! And war has come to the world Golarion, embroiling the nations of the Inner Sea in a conflict that will forever change the Pathfinder setting! This new rulebook for the Pathfinder Roleplaying Game covers all aspects of war, including two bold new character classes! Help steer the flow of battle as a cunning commander, or protect your allies from harm as an indomitable guardian. The sketch cover edition features a beautiful image of the original pencil sketch of the Pathfinder Battlecry! cover by superstar artist Wayne Reynolds, and is offered exclusively to Paizos hobby retail partners. The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. Scheduled to ship in August 2025.

HARDCOVER PZO 12008-HC	\$64.99
RETAILER EXCLUSIVE PZO 12008-SK	
SPECIAL EDITION PZO 12008-SE	

PAIZO PUBLISHING



PATHFINDER RPG: ADVENTURE PATH -MYTH-SPEAKER 2 OF 3 - DEATH SAILS A WINE-DARK SEA (P2)

The PCs have become mortal demigods, yet their uncontrolled mythic power threatens to consume them from the inside. If theyre to survive, they must seek a sphinxs sacred wisdom, steal ambrosia from giant bees, reclaim a temple to house the followers flocking to their new faith, and even delve into the Iblydan realm of the dead to gain past hero-gods blessing. Along the way, they learn more of about their mythic powers source, the approaching catastrophe it represents, and what they might do to stop it. Death Sails a Wine-Dark Sea is a Pathfinder Adventure for four 4th-level characters. This adventure continues the Myth-Speaker Adventure Path, a three-part

monthly campaign in which the player characters assume the role of regional hero-gods and have the opportunity to restore the tradition of myth-speaking to a realm inspired by Ancient Greece. Scheduled to ship in August 2025.

PZO 15217-SC......\$29.99

PATHFINDER RPG: FLIP-MAT - SIEGE

You havent lost the battle yet. This exciting tactical map sets the scene for a sensational siege! One side features a walled fortification before the battle begins, along with a moat and trenches, protecting a ballista from invading soldiers. The other side shows the same fortification, but after the battle has been raging and blood has been spilled. Draw your sword and charge into battle with Pathfinder Flip-Mat: Siege! Scheduled to ship in August 2025.

PZO 11029-FM\$19.99



STARFINDER FICTION: ERA OF THE **ECLIPSE HARDCOVER**

Everything has a beginning, even the death of history. When two novice Starfinders, the energetic Dae and somber Chk Chk, make a startling discovery, they unlock a link to one of the galaxys most momentous events: the Gap and the disappearance of the now lost world of Golarion. Shrouded in mystery, the Gap ended with mortals across the cosmos suddenly finding themselves with memories stripped from their minds without warning or explanation. The android Tyrcell wakes up on Absalom Station, the core of the Starfinder setting, on the day after the Gap. With their memories wiped, they contend with chaos on the station while surviving and building a coalition of memoryaddled allies. Scheduled to ship in August 2025. PZO 28001-HC\$29.99





STARFINDER RPG: COMBAT PAD (S2)

Maintain the flow of combat with the Starfinder Combat Pad initiative tracker, now optimized for use with the new Starfinder Second Edition! Usable with any roleplaying game, this board includes magnets that stick right to it! Scheduled to ship in August 2025.

PZO 20003-MC.....\$24.99



50



Gather your crew for some card-flinging fun! Even seasoned spacefarers need a break sometimes, and those in the Starfinder galaxy often turn to the Starfinder Infinity Deck for some light and fun entertainment. The original rules for this ubiquitous deck of 65 cards, found in virtually every cantina and corner store in the Pact Worlds, were lost to the Gap, an infamous period of missing memory. Since then, countless alien species, cultures, and worlds have invented their own rules using this versatile deck of 65 suited playing cards. Scheduled to ship in August 2025. PZÓ 27001-BC......\$34.99

STARFINDER

STARFINDER RPG: MURDER IN METAL CITY DELUXE **ADVENTURE BOXED SET (\$2)**

A strange message beckons six strangers to Striving, an expansive megaplex city on Aballon, the planet of Machines. There, they gather in a neon-lit cafe, surrounded by androids and robots, to meet an old friend. The bartender brings them refreshmentsand a holographic recording from their mutual acquaintance. Greetings, friends! If youre watching this, its because Ive experienced an unexpected shutdownin organic terms, Im dead. The discovery of their friends unexpected murder turns these strangers into a crew of unlikely investigators. To find the killer, theyll need to outrun murderous robots, outwit clever



foes, and analyze perplexing cluesall while wondering if theyre hunting the murderer, or if the murderer is hunting them! Scheduled to ship in August 2025.

PZO 24005-BX \$39.99



STARFINDER RPG: STARFINDER PLAYER CORE (\$2)

The Starfinder Player Core is the definitive entry point for Starfinder Second Edition, with everything a player needs to learn how to play the game! Choose from 10 ancestries, six character classes, and hundreds of feats and spells to create unique characters ready to take on a ruthless galaxy awash with magic and opportunity. Starfinder Player Core brings the Starfinder RPG into its new edition and is now 100% compatible with the acclaimed Second Edition of the hit Pathfinder Roleplaying Game. Along with GM Core and Alien Core, these books provide a new foundation for the future of tabletop gaming! The Retailer Cover Edition features a beautiful alternative cover image inspired by classic video games, and is offered exclusively to Paizos hobby retail partners. The deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. The perfect way to commemorate Starfinders new edition! Scheduled to ship in August 2025.

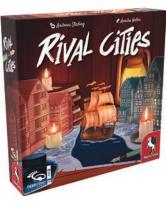
HARDCOVER PZO 22001-HC\$69.99
RETAILER EXCLUSIVE PZO 22001-SK\$69.99
SPECIAL EDITION PZO 22001-SE\$89.99

PEGASUS SPIELE NORTH AMERICA



LIVING FOREST DUEL

Living Forest Duel is a competitive game for two players who, as the spirits of Summer and Winter, must protect the sacred forest from the Fire spirit Onibi. This evolution of the Kennerspiel des Jahres 2022 winner has exciting new mechanics that transform the original into a brilliant head-to-head experience that can be played in less than 30 minutes. With four possible victory conditions, players use both their personal set of spirit animals and the shared animal row. Every choice is crucial! Living Forest Duel was designed by Aske Christiansen with beautiful illustrations by Apolline Etienne. PNA 51239E.....\$32.99



RIVAL CITIES

This two-player game by Andreas Steding sets the cities of Hamburg and Altona in a competitive race to dominate the other in 16th century Germany. Players must balance a multitude of strategies to outwit their opponent. Whether you achieve one of the four instant win conditionsvia prestige, lawsuits, ships, alliancesor hold fast until the last moment to win with your total score, you will need foresight and clever choices to lead your city to victory. PNA 57823.USA\$32.99



ROARING 20'S

Roaring 20's is a game for 3-5 players designed by Leo Colovini. Players are preparing for the most lavish of all dinner parties and are competing to attract only the trendiest Dino-quests to the bash! Each Dino has different preferences and will not accept the invite unless bribed by the right snacks or splendid gems. This brisk and competitive bidding game will keep everyone on their toes as players collect sets of Dinos for points.

PNA 57824.USA\$14.99

POKÉMON USA



POKÉMON TCG: CYNTHIA'S GARCHOMP EX PREMIUM COLLECTION

As Champion of the Sinnoh region, Cynthia is one of the strongest Pokémon Trainers in the world, and her Garchomp has been by her side since the very beginning! Discover the power of their friendship in this collection with a foil promo card featuring Cynthias Garchomp ex, which has attacks that do big damage and help you draw cards. You also get foil cards of Cynthias Gible and Cynthias Gabite, a cool sticker and standees for display, and more Pokémon inside booster packs.

PUI 100-10424......PI

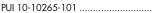
POKÉMON TCG: TEAM ROCKET'S MEWTWO EX BOX

In pursuit of ultimate power and world domination, Giovanni and Team Rocket are unleashing one terrifyingly strong Pokémon in battle! When Team Rockets Mewtwo ex has backup from other Team Rockets Pokémon, its Érasure Ball attack can do up to 280 damage in one massive blow. In this box, youll find this powerful Pokémon ex as a foil promo card, along with Team Rockets Meowth and Team Rockets Giovanni, plus a photo sticker and handful of booster packs.

PUI 10-10167-102PI

POKÉMON TCG: MASKS OF OGERPON PREMIUM COLLECTION

With a change of its mask, the Legendary Pokémon Ogerpon can switch types as it pleases! Bring the wrathful fires of Hearthflame Mask Ogerpon ex and the torrential waters of Wellspring Mask Ogerpon ex to your own collection with a pair of ready-to-play foil cards, along with an oversize version of Hearthflame Mask Ogerpon ex for display. You also get 10 booster packs with even more Pokémon inside.







POKÉMON TCG: SCARLET & VIOLET -DESTINED RIVALS **BOOSTER BUNDLE (6)**

SPOTLIGHT ON

Pokémon Trainers, be on high alert! The nefarious Team Rocket is setting its latest plan into motion, and heroic Trainers are racing to stop it. Join forces with the likes of Cynthia and Garchomp ex, Ethan and Ho-Oh ex, or Arven and Mabosstiff ex Or reconsider your loyalties and fight alongside Team Rockets Pokémon like Mewtwo exunder the command of Giovanni! Choose a side, assemble your allies, and battle boldly in the Pokémon TCG: Scarlet Violet - Destined Rivals expansion! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 100-10638.....PI

DESTINED RIVALS SLEEVED BOOSTER CASE (144) Pokémon Trainers, be on high alert! The nefarious Team Rocket is setting its latest

POKÉMON TCG: SCARLET & VIOLET -

plan into motion, and heroic Trainers are racing to stop it. Join forces with the likes of Cynthia and Garchomp ex, Ethan and Ho-Oh ex, or Arven and Mabosstiff ex Or reconsider your loyalties and fight alongside Team Rockets Pokémon like Mewtwo exunder the command of Giovanni! Choose a side, assemble your allies, and battle boldly in the Pokémon TCG: Scarlet Violet - Destined Rivals expansion! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 100-10623....

SPOTLIGHT ON



POKÉMON TCG: SCARLET & VIOLET -DESTINED RIVALS BUILD & BATTLE BOX DISPLAY (10)

Inside you'll find: a 40-card ready-to-play deck including 1 of 4 unique foil promo cards, 4 Pokémon TCG: Scarlet Violet Destined Rivals booster packs, and a code card for *Pokémon* TCG Live.

PUI 100-10656......PI

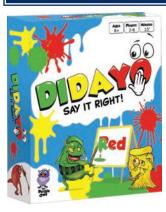


POKÉMON TCG: SCARLET & VIOLET -DESTINED RIVALS THREE-BOOSTER BLISTER

Pokémon Trainers, be on high alert! The nefarious Team Rocket is setting its latest plan into motion, and heroic Trainers are racing to stop it. Join forces with the likes of Cynthia and Garchomp ex, Ethan and Ho-Oh ex, or Arven and Mabosstiff ex Or reconsider your loyalties and fight alongside Team Rockets Pokémon like Mewtwo exunder the command of Giovanni! Choose a side, assemble your allies, and battle boldly in the Pokémon TCG: Scarlet Violet - Destined Rivals expansion! PUI 100-10633.....



THE PURPLE OWL GAMES



DIDAYO

Didayo is a Fast-Paced Fun Game. Players must quickly say the correct word or color, not always matching what's written on the cards. The game's core mechanic revolves around the interplay between the color and text on the cards, with the Mode Card determining how players should respond. The addition of Action Cards adds variety and unpredictability to the gameplay. Scheduled to ship in July 2025.



POKÉMON TCG: SCARLET & VIOLET -**DESTINED RIVALS**

BOOSTER DISPLAY (36)

Pokémon Trainers, be on high alert! The nefarious Team Rocket is setting its latest plan into motion, and heroic Trainers are racing to stop it. Join forces with the likes of Cynthia and Garchomp ex, Ethan and Ho-Oh ex, or Arven and Mabosstiff ex Or reconsider your loyalties and fight alongside Team Rockets Pokémon like Mewtwo exunder the command of Giovanni! Choose a side, assemble your allies, and battle boldly in the Pokémon TCG: Scarlet Violet-Destined Rivals expansion! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. PUI 10-10157-101PI



SPOTLIGHT O



POKÉMON TCG: SCARLET & VIOLET -DESTINED RIVALS **ELITE TRAINER BOX**

Pokémon Trainers, be on high alert! The nefarious Team Rocket is setting its latest plan into motion, and heroic Trainers are racing to stop it. Join forces with the likes of Cynthia and Garchomp ex, Ethan and Ho-Oh ex, or Arven and Mabosstiff ex Or reconsider your loyalties and fight alongside Team Rockets Pokémon like Mewtwo exunder the command of Giovanni! Choose a side, assemble your allies, and battle

boldly in the Pokémon TCG: Scarlet Violet- Destined Rivals expansion! PUI 100-10652.....

NORMAL HUMAN: THE PARTY GAME

Each round an alien must try to act like a normal human. And the normal humans are hardly normal. It's a "werewolf meets aliens" game. Fast and hilarious. Scheduled to ship in July 2025. RRG 905





SHAPELY

In *Shapely*, players make an image using abstract 3D pieces and then guess which objects everyone has created. Finishing designs first can mean better bonuses but at the risk of making it more challenging for others to guess your object. Scheduled to ship in July 2025.

RRG 947\$29.99

RAVENSBURGER

DISNEY LORCANA TCG: REIGN OF JAFAR



BOOSTER DISPLAY (24)

Unlike starter decks, booster packs contain twelve random cards from Disney Lorcana: Reign of Jafar. Úse booster packs to build and customize your deck with abilities and characters beyond those found in starter decks. Each booster contains twelve randomized cards: 6 common cards,3 uncommon cards, 2 rare, super rare, or legendary cards, 1 foil card (random rarity level). Lorcana products will only be available to brick and mortar stores. NOTE: This



item is sold to retailers in full displays. Please contact your retailer for availability. RVN 11098558......\$143.99



CARD SLEEVES, SORCERER MICKEY RVN 11098530.....\$9.99



DECK BOX, SORCERER MICKEY RVN 11098534.....\$5.99



CARD SLEEVES, TINKER BELL CARD SLEEVES, HINNER DEL-RVN 11098532.....\$9.99



DECK BOX, TINKER BELL RVN 11098536.....\$5.99



ILLUMINEER'S QUEST RVN 11098525.....\$59.99

PLAYMAT, RESCUE RANGERS RVN 11098539.....\$19.99



PLAYMAT, HADES

RVN 11098541.....\$19.99



ILLUMINEER'S TROVE

RVN 11098510.....\$49.99

SPOTLIGHT ON

STARTER DISPLAY (8)

To play Disney Lorcana, each player will need a deck of sixty cards. Ready-to-play starter decks contain a preconstructed deck with a specific card list. If you're new to trading card games, or if you want to experience the game with a deck designed and tested by Team *Lorcana*, this is a good place to start. Lorcana products will only be available to brick and mortar stores. Please order in case quantity when possible. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

RVN 11098544.....\$135.92

SPOTLIGHT ON 8



UNMATCHED: BATTLE OF LEGENDS VOL. 3 -BLACKBEARD, CHUPACABRA, PANDORA, AND LOKI

Battle of Legends, Volume Three features four disparate heroes: the pirate Blackbeard, the beastly Chupacabra, the trickster Loki, and the cursed and gifted Pandora. Scheduled to ship in July 2025.

REO 9320\$44.95

ROLL FOR COMBAT

SPOTLIGHT ON TO



Make a mess with the mistits! Inside, you'll find five new playable dragons for 5E, along with 25 dragon stat blocks to utilize these dragons as allies or adversaries. Additionally, you'll have access to all the lore needed to understand the dragons inside and out, whether you're a player or a GM. You'll also

find a bonus section providing detailed lore and stats on the great wyrm metallic and wild dragons, the mightiest and eldest dragons from the classic metallic and wild dragon families! With over a hundred illustrations and dozens of new dragons, the power of the Misfits will soon be part of your hoard! Scheduled to ship in July 2025.

5E

RFC 25081 \$39.99 **P2E** RFC 25080 \$39.99





GET THEM NOW!

GIM

- -





NAISHI

- Fast, strategic, and thematic gameplay.
- Develop your territory with cards from the "River arranging your cards in the same relative position in your Hand or Line.
- Place Ninja, Ronin, Torii, Rice Fields and the elusive Naishi to create the highest scoring Imperial Court in Japan.





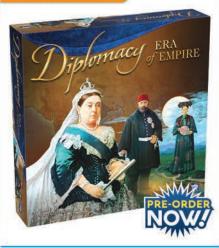




\$20

RGS02834

AUGUST RELEASE!



DIPLOMACY: ERA OF EMPIRE

- Transports players to the 19th Century to take control of a Great Power while a wave of new imperialism grips the world.
- Expand your Empires through skillful diplomacy and cunning tactics.
- Maintains the core game mechanics with some added twists for a fun, unique experience.









RGS02803 \$50

AUGUST RELEASE!



SENTIENT

- Revised edition including a new solo mode and a new game board!
- Play as a designer of sentient robots and their network!
- Calibrate your network to program these bots correctly before rollout to the public by manipulating dice and scoring points!





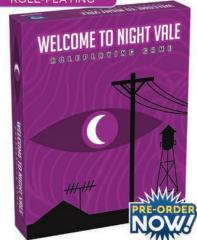


RGS02544

\$40

JULY RELEASE!

ROLE-PLAYING



WELCOME TO NIGHT VALE ROLEPLAYING GAME

- Complete rules for a tabletop roleplaying experience in the weird world of the hit Welcome to Night Vale podcast!
- · A five-part mystery adventure that empowers characters to explore Night Vale's environs!
- Dice and GM Screen provide all the needed supplies at your fingertips!
- · 11 Pre-generated characters to start your adventures immediately!

RGS02817



\$65

AUGUST RELEASE!



MONSTERS MENACE THE WORLD

- Control a monster and menace the planet to gain infamy!
- An updated design of the Avalon Hill Classic Monsters Ravage America!
- Stop other players' monsters using your Military faction and cunning strategy!



RGS02808





\$55

JUNE RELEASE!

ROLE-PLAYING



WEREWOLF: THE APOCALYPSE 5TH EDITION ROLEPLAYING GAME GIFT & RITE DECK ACCESSORY

- Collects all the Gifts and Rites from the Core Rulebook, the Storyteller's Toolkit, and the Shattered Nation Sourcebook!
- Tarot-sized cards for easy reading!
- Speed up your game with easy-to-use reference cards!

RGS02831



\$25

AUGUST RELEASE!



WWW.RENEGADEGAMES.COM



HEROSCAPE: SCAVORITH, LORD OF RUIN ARMY EXPANSION

- One highly detailed miniature, Scavorith, Lord of Ruin!
- Introduces lethal master side abilities such as the Battle Surge and Double Burst Special Attack!
- Great for players who crave high-energy offense and tactical risk-taking.



RGS02788

\$25

\$35

RGS02792

AUGUST RELEASE!



HEROSCAPE: IMPERATOR KAYNE ARMY EXPANSION

- One highly detailed miniature, Imperator Kayne!
- Kayne's HUGE mechanical suit allows him to trample his enemies!
- · Perfect for players who love high-impact, dynamic gameplay!



AUGUST RELEASE!

RGS02790

\$25

(h) 14+

· Four highly detailed unpainted miniatures!

HEROSCAPE: REVNAN ACOLYTES AND GRAVE GRIM ARMY EXPANSION

Combine the abilities of the Revnan Acolytes and Grave Grim for a powerful, cohesive army centered on

As a common squad and hero, players can field multiple copies for greater tactical flexibility and layered strategies.

\$35

AUGUST RELEASE!

MINIATURES



HEROSCAPE: MOLTEN CRUSTACEANS AND TANUKI TRICKSTERS ARMY EXPANSION

- A great expansion for players who thrive on strategy, unpredictability, and terrain manipulation
- Both common squad figures, the Tanuki Tricksters add chaos and mobility to the battlefield, while the Molten Crustaceans bring environmental control and durability
- · Five highly detailed unpainted miniatures!

RGS02796



HEROSCAPE: THE LAVA FIELDS OF VALHALLA TERRAIN EXPANSION

- Customize your games with perilous lava terrain!
- Raise the intensity of your Heroscape battles!
- Over 30 Hex-tile Terrain Pieces and 4 Lava Rock Outcrop Pieces!
- The perfect 3D terrain solution for many miniature and roleplaying games!

MINIATURES

RGS02794

Revna's dark dominion





HEROSCAPE:

- Harness the magical powers of Valhalla with the Heroscape Glyph Pack!
- Includes permanent and temporary glyphs, treasure glyphs, and ancient artifact glyphs!
- Over 30 Glyphs!
- · Includes never-before-released Glyph of the Bolt of Witherwood!

AUGUST RELEASE!

AUGUST RELEASE!

RGS02798

\$60



\$25

AUGUST RELEASE!









DAGGERHEART DUALITY



DICE SET (9)

SDZ 4000-01\$19.99



DICE SET PDQ

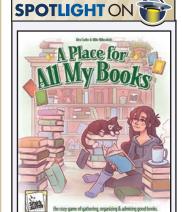
SDZ 4900-01\$.75

DUNGEONS & DRAGONS: WOODEN DICE VAULT

SDZ 2100-01\$64.99



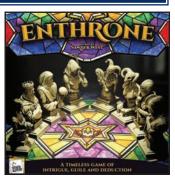
SMIRK AND DAGGER



A PLACE FOR ALL MY BOOKS

A Place for All My Books is a puzzley book gathering, sorting, and organizing game in which players arrange stacks of books in different rooms of their apartment as personal projects. When done, they can admire their accomplishments and gain their rewards, not least of which is renewed energy, which they can then spend to head out into the village...to pick up more books! This competitive game for 1-4 players feels rather zen as you play. Scheduled to ship in August 2025.





ENTHRONE

Enthrone is an abstract, two-player deduction game. The roughly octagonal, diecut board is ringed by 8 beautifully crafted figures, busts representing the potential heir to the throne; the reigning King, the Priestess, the Knight, the Jester, the Demon, the Assassin, the Archer and the Wizard. Each player is dealt three identity cards, each showing one of the above pawns. You will choose one whom you intend to Enthrone. You also know the other two identities you did not choose are not the identity of your opponent. They have the same knowledge - and two identities are left forever unknown by any player. Scheduled to ship in August 2025. SND 1030.....\$39.99

SPOTLIGHT O



OUTFOX THE FOX

A sly party game of Top Five lists! Each Round one player is the FOX. They will choose a Top Five list card category, examine all the answers and then make up an answer they think the group will rank as one of the Top Five answers. They read all six possible answers in random order as one of the players writes them on dry erase tiles. (The list source and date are part of the clue) Then everyone else (up to 9 other players) have two minutes to debate the

ranking order of the Top Five answers - and identify which answer is the Fox's false answer. Player will all get one point for each correctly ranked answer and the Fox will gain a number of points based on how high the other ranked their answer as one of the Top Five. Scheduled to ship in August 2025.

SND 1031......\$19.99

SOPHISTICATED CERBERUS GAMES

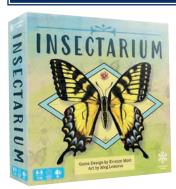
SPROCKETFORGE

Sprocketforge is an engine-building resource management game for 2-5 players, featuring interlocking gears used to produce mana and complete magical orders for customers. Players take control of a magitech factory, build up their factory by enchanting gears with magical runes and upgrades, and vie for the favor of the noble houses of Sprocketforge. Completing orders earns you enchantments, upgrades, points, and more. But beware: each order you complete creates mana pollution. Produce too much pollution and you risk the disapproval of the noble houses.

CBU 02000\$69.99



SNOWBRIGHT STUDIO



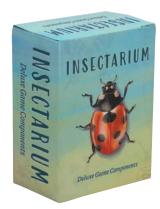
INSECTARIUM

Insectarium is a strategy board game where you must precisely pin insects on your display board. This board game for 1 to 4 players is quick to learn and has a "puzzle-y" depth of strategy that is sure to delight on repeat playthroughs. Wonderfully detailed illustrations and the game's high-quality components are sure to impress everyone at the table. In Insectarium, you are tasked with creating a board of insect specimens for display in the Insectarium's main hall. You must use your gear, gather insect specimens, and collect tools to precisely arrange and pin your specimens in your display. Each player will take exactly nine turns to choose

specimens and gear, and pin cards to their display board. At the end of the game, each row and column of specimens will be scored based on type and color categories.



SNB 301002\$45.00



SORRY WE ARE FRENCH



IN THE FOOTSTEPS OF DARWIN: **CORRESPONDENCE EXPANSION**

In this expansion for In the Footsteps of Darwin, correspond with the illustrious scientist, gain the support of historical figu res and make fascinating new discoveries. The Correspondence expansion adds several new features to the base game: new Publication tokens, classification tokens, envelope tokens and new characters, such as Emma Darwin and Queen Victoria. Scheduled to ship in June 2025. HBG SWDARE-EN\$21.99

SOULMUPPET **PUBLISHING**



PAINT THE TOWN RED RPG

Paint the Town Red is a sad vampire RPG from SoulMuppet Publishing about depression, partying and falling in love, and explores themes of trauma, vice and loneliness. Set against the backdrop of history's greatest cities, playing a game of Paint the Town Red feel more like a boozy night out on the town than a heroic quest, complete with pre-drinks, loud music, smoking areas and hangovers. Scheduled to ship in June 2025.

SMP PTRCRBP.....

TEETURTLE

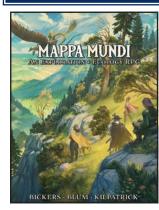


UNSTABLE UNICORNS: DIAMOND EDITION

The Unstable Unicorns are back, and they're not horsing around. The Diamond Edition introduces four Ultimate Unicorns with powerful effects that level up the game. With all new foil-detailed box artwork, a sparkle core D4 die, and four holographic collectors cards, this deluxe version of *Unstable Unicorns* will have you building a Unicorn Army and betraying your friends like never before! Scheduled to ship in April 2025.

TET 8435-179793\$20.00

THREE SAILS STUDIOS



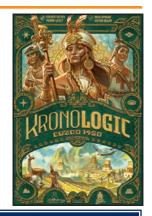
MAPPA MUNDI - AN EXPLORATION + ECOLOGY RPG

Mappa Mundi - An Exploration + Ecology RPG is a hope-powered, narrative first, rules light tabletop roleplaying game published by Three Sails Studios. With the focus on exploring a world recovering from ecological catastrophe and encountering fantastical monsters and creatures, Mappa Mundi is a zero-combat system. A love letter to worldbuilding, players are given creative control over the world, working collaboratively with their Narrator to shape a living world. Scheduled to ship in June 2025. TSS MAP001\$75.00

SUPER MEEPLE

KRONOLOGIC: CUZCO 1450

Kronologic are modern alternatives to Clue: find the culprit, the weapon and the location. Each turn, the active player needs to interrogate a suspect (by aligning cards under perforated cardboard tiles), giving away information to everyone at the table, but giving the active player extra information (how many time a suspect visited a specific location, at what time, etc.) Be the first to solve the mystery to win the game. Scheduled to ship in August 2025. HBĞ SPMKR1450EN.....\$26.99



SYNAPSES GAMES



POSTCARDS

Get on your bike and explore France! In this exciting travel game, criss-cross the country's 13 regions, collecting postcards and setting up strategic camps. Collect stamps to send your souvenirs and earn the points that will lead you to victory. Who will be the first to share their adventures? From magnificent landscapes to souvenir gifts, every game is a new escapade. Get ready for a fun-filled journey across France! Pedal your way through France, discovering its 13 regions and collecting unique postcards to immortalize your journey!

SYN PC01ENFR.....

YOKOHAMA: DUEL

It is the beginning of the Meiji era. Once a sleepy fishing village, Yokohama has now developed into one of Japans busiest trade centers. Countless Japanese goods, such as copper and raw silk, transit through Yokohama before being shipped to foreign countries while technology steadily trickles in and profoundly changes the Japanese lifestyle. In this stand-alone game, you and your opponent compete to dominate the market. Roam the streets, strategically manage your merchant, and build a successful business empire while enlisting the aid of foreign agents. SYN YÖK03EN......\$24.99



THAMES & KOSMOS

MASTERS OF CRIME: MOSQUITO

You have made a reputation for yourself as an esteemed treasure hunter, despite often resorting to questionable tactics to achieve your goals. In the middle of a rainy night, you are presented with a tempting proposition. The leading archaeologist at London University offers to buy you a lost map that is said to lead to a legendary treasure in Latin America. You can't pass up this opportunity! But when you reach the delivery location, all you find is the body of your contact. The dagger in his back is an unmistakable message: the powerful secret organization Mosquito is claiming the loot for itself and is already one step ahead of you. Will you manage to reach the treasure before Mosquito does? Scheduled to ship in August 2025.

TAK 683829.....\$24.95



ULTRA PRO INTERNATIONAL



CARD GRADING SUBMISSION COMBO PACK 50CT

Scheduled to ship in November 2025. UPI 16572.....PI



FANZONE: FOOTBALL TRIVIA

Who's The Real Fan? Test your football knowledge with this electronic trivia game Gro for up 5 players. Just turn the game on and the virtual game master will handle everything for you. Scheduled to ship in July 2025. UPE 10304......PI

ONE MORE?

Who can name the most? The game master chooses a topic. Players have to find as many things as possible that match the topic to score as many points as possible. Only the player that claims to know the most is allowed to answer. Digital game master does it all, from telling the topics to keeping scores to joking with the players and spicing up the game. Scheduled to ship in August 2025. UPE 10306......PI







DOLIRIE SIDED DI AYMAT RILIE CDEATLIDE

MAGIC THE GATHERING CCG: MARVEL'S SPIDER-MAN

Scheduled to ship in November 2025.

6' TABLE PLAYMAT
UPI 38907PI
8' Table Playmat Upi 38908 Pi
9-POCKET PRO-BINDER
UPI 38904PI
9-POCKET PREMIUM ZIPPERED PRO-
BINDER
UPI 38903PI 12-POCKET PRO-BINDER
UPI 38905PI
100CT DECK PROTECTOR SLEEVES IN
CLEAR BOX LAND BLACK
UPI 38890PI
DECK PROTECTOR SLEEVES IN CLEAR BOX LAND BLUE
UPI 38889PI
100CT DECK PROTECTOR SLEEVES IN
CLEAR BOX LAND GREEN
UPI 38892PI
100CT DECK PROTECTOR SLEEVES IN CLEAR BOX LAND RED
UPI 38891PI
100CT DECK PROTECTOR SLEEVES IN
CLEAR BOX LAND WHITE
UPI 38888PI
105CT APEX DECK PROTECTOR SLEEVES BLACK CREATURE
UPI 38895PI
105CT APEX DECK PROTECTOR SLEEVES
BLUE CREATURE
UPI 38894PI
105CT APEX DECK PROTECTOR SLEEVES GREEN CREATURE
UPI 38897PI
105CT APEX DECK PROTECTOR SLEEVES
RED CREATURE
UPI 38896PI
105CT APEX DECK PROTECTOR SLEEVES WHITE CREATURE
UPI 38893PI
500+ FLAT PACK STORAGE BOX
UPI 38906PI
DOUBLE SIDED PLAYMAT
BLACK CREATURE

	MAT BLUE CREATURE
UPI 38919	PI
DOUBLE SIDED PLAY	'MAT
GREEN CREATURE	
	PI
	MAT RED CREATURE
	PI
DOUBLE SIDED PLAY	MAT
WHITE CREATURE	
UPI 38918	PI
HOLOFOIL PLAYMAT	
	PI
PLAYMAT LAND BLA	CK
	PI
PLAYMAT LAND BLU	
	PI
PLAYMAT LAND GRI	EN
UPI 38913	PI
PLAYMAT LAND RED)
UPI 38912	PI
PLAYMAT LAND WH	ITE
UPI 38909	PI
PLAYMAT V1	
UPI 38914	PI
PLAYMAT V2	
UPI 38915	PI
PLAYMAT V3	
UPI 38916	PI
PREMIUM ALCOVE E	DGE
DECK BOX WITH IN	TERIOR
PRINTING BLACK CI	
UPI 38900	PI
	DGE DECK BOX WITH
INTERIOR PRINTING	BLUE CREATURE
UPI 38899	PI
PREMIUM ALCOVE E	DGE
DECK BOX WITH IN	TERIOR
PRINTING GREEN C	REATURE
UPI 38902	PI
PREMIUM ALCOVE E	
WITH INTERIOR PRIN	NTING RED CREATURE
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UNFRIENDLY GAMES



UPI 38920......PI

NEKOJIMA: TORII PACK EXPANSION

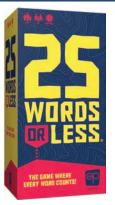
UPI 38901......PI

PREMIUM ALCOVE EDGE **DECK BOX WITH INTERIOR** PRINTING WHITE CREATURE

UPI 38898....

On Nekojima, the landscape of the Cat Island transforms with the construction of the Torii. You'll need to install the electrical poles with even greater caution around this sacred gateway. But thats not all: the famous fortune-bringing cat, the Maneki-neko, roams from district to district. Is it your lucky day? Scheduled to ship in August 2025. HBG UNF011NE\$16.99

USAOPOLY



25 WORDS OR LESS (2025)

In this fast-paced party game, two cluegivers bet on how few words theyll need to have their teammate(s) guess five secret answers, starting at 25. The lowest bidder takes the card and must beat the challenge within their limited clues—and time! Every word counts in this energy-fueled board game that keeps family and friends on the edge of their seats! Scheduled to ship in May 2025.

USO PA172-738PI



CANDYLAND: HELLO KITTY & FRIENDS

Play as Hello Kitty, My Melody, Cinnamoroll, and Kuromi in a colorful and sweet world in Candyland: Hello Kitty & Friends. Journey past the caramel-coated LittleTwinStars Dream Farm, spend a lazy afternoon fishing at Keroppis Macaroon Lilypad Pond, and pick pies at Hello Kittys Apple Pie Orchard. The first player to reach the end of the rainbow path and arrive at Hello Kitty & Friends Cupcake Castle wins. Scheduled to ship in May 2025. USO CY075-296 PI



CHESS: ZELDA

The Legend Of Zelda Chess Set features prominent hero and villain characters from Link's many adventures and pits them against each other in a battle of wits and good vs. evil! Scheduled to ship in May 2025. USO CH005-394.....PI



CLUE: AVATAR -THE LAST AIRBENDER

Dive into the enchanting world of Avatar: The Last Airbender with this captivating twist on the classic game of Clue! Appa, Aangs beloved sky bison, has mysteriously vanished, and its up to you to uncover the truth. Journey through iconic locations in Ba Sing Se as you gather clues playing as your favorite characters. Did Azula use Jasmine Dragon tea to lure Appa away, or was it Jet with a bison whistle? Scheduled to ship in May 2025.

USO CL096-653.....



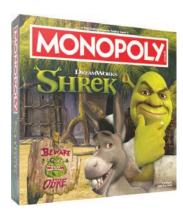
HOW MANY WHAT?!

Did you know that a T-REX is 8 PEACOCK FEATHERS tall and that a BLUE WHALE weighs as much as 21 SCHOOL BUSES? Some people will use anything but the metric system to measure things! How Many What?! is the ridiculous party game of absurd comparisons. Anyone can play: Simply guess the size of one thing measured in something completely random and compare your answer to the other players. Rank the answers in order and vote. Scheduled to ship in May 2025. USO PA176-910PI



LOTERIA: SCOOBY-DOO

Unleash the fun and mystery with Lotera: Scooby-Doo! This Scooby Doobie Doo twist on the classic game invites players of all ages to match cards featuring beloved characters like Scooby-Doo, Shaggy, and Velma, alongside iconic monsters and memorable items from the series. Scheduled to ship in May 2025. USO UP010-001PI



MONOPOLY: SHREK (2025)

Dive into the enchanting world of ogres, fairy tales, and adventure with Monopoly: Shrek Edition! Buy, sell, and trade iconic Fairy Tale Characters like Shrek, Donkey, Fiona, Puss in Boots, Ginay, and Dragon. Featuring 6 custom sculpted tokensMagic Mirror, Waffles, Beware Ogre Sign, the Outhouse, an Onion, and Crown! Experience whimsical twists with Community Chest and Chance cards that may lead you to a magical adventure or a bit of mischief. Scheduled to ship in May 2025.

USO MN009-024.....



MONOPOLY: X-MEN 97

Step into the dynamic world of mutants and heroes in *Monopoly: X-Men 97*! Buy, sell, and trade to build your ultimate mutant team with Cable, Wolverine, Jean Gray, Magneto, and Morph. Featuring 6 custom sculpted tokens Cyclops' Lense, Gambit's Cards, Magneto's Helmet, Storm's Bolt, Wolverine's Mask, and Rogue's Gloves! Chance and Community Chest (Renamed Human and Prime Sentinels) cards unleash unexpected twists, from gaining new powers to facing off against classic villains. Scheduled to ship in May 2025. USO MN011-460......PI





PUZZLE: HELLO KITTY & FRIENDS - SWEET CUPCAKES 1000PCS

Scheduled to ship in May 2025. USO PZ075-920......PI



PUZZLE: MARIO KART -**ANTI-GRAVITY 1000PCS**

Scheduled to ship in May 2025. USO PZ005-918.....PI



RISK STRIKE: GAME OF THRONES

The Battle of the Seven Kingdoms is now a fast and fierce card game that plays in 20 minutes. Each House has its own highly strategic power that will sway victory to itself. Will you play as House Arryn, Baratheon, Lannister, Martell, Stark, Targaryen, or Tyrell? Kingdom cards expand your influence, while Tactics cards allow you to summon a Dire wolf, engage the Hand of the King, or call forth the White Walkers. Defeat your opponents in battle to earn Kingdom tokens and win! Scheduled to ship in May 2025.

USO RS104-375.....PI

THE ORIGINAL TAPPLE: MINI

The 1 viral party game to go! Tapple Mini is the portable version of the award-winning, fastpaced word game that has sold millions of copies worldwide! Small in size but big in fun, Tapple Mini is the perfect game to play on the go or bring on your next trip. Scheduled to ship in May 2025. USO TL097-913PI



TRIVIAL PURSUIT: GILMORE GIRLS

Test your knowledge of the charming world of Stars Hollow with Trivial Pursuit: Gilmore Girls Quick Play edition! Choose a question from these categories: Gilmores, Girls, Around Town, Dating, Coffee Talk, and Potluck. Answer two questions in a row from the same category correctly to win a card. The first player to collect six cards is declared the Gilmore Girls Guru and wins! Scheduled to ship in May 2025. USO TP010-628 PI



YAHTZEE: ICEE

Play with your food in the Yahtzee: ICEE edition of the classic Shake, Score, Shout dice game! Add instant fun and nostalgia with custom dice featuring your favorite flavors cherry, lemon-lime, strawberry, blue raspberry, grape, and watermelon. Drop the dice in the collectible ICEE Cup shaker for a FUN-Tastic Frozen Treat you can take anywhere! Scheduled to ship in May 2025.

USO YZ179-000PI

UVS GAMES

UNIVERSUS TCG: TEENAGE MUTANT NINJA TURTLES



BOOSTER DISPLAY (24)

Cowabunga! The Teenage Mutant Ninja Turtles join UniVersus with this booster set! Kick some shell with over 180 cards, 8 Chrome Rares, and featuring both new and classic Turtles! Cards feature art from Tales of the Teenage Mutant Ninja Turtles, Mutant Mayhem, 80's cartoons, action figures, and more! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

UVS TMNT01-BD\$110.00

SPOTLIGHT ON







HANGING BOOSTERS CASE (48)

Cowabunga! The Teenage Mutant Ninja Turtles join UniVersus with this booster set! Kick some shell with over 180 cards, 8 Chrome Rares, and featuring both new and classic Turtles! Cards feature art from Tales of the Teenage Mutant Ninja Turtles, Mutant Mayhem, 80's cartoons, action figures, and more! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. UVS TMNT01-HB.....\$215.25



SPOTLIGHT ON



UNIVERSUS TCG: TEENAGE MUTANT NINJA TURTLES -STARTER DECK DISPLAY (6)

Four heroes, one deck! The Teenage Mutant Ninja Turtles burst onto the UniVersus scene with this 60card starter deck, featuring a paper playmat with a Quick Start Guide on the back. Use your best moves to make Master Splinter proud, with cards featuring the classic Turtles! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

UVS TMNT02-MD\$119.92

VAN RYDER GAMES

FINAL GIRL: BAD TIMES AT BUDDYLAND

Scheduled to ship in July 2025.





FEATURE FILM EXPANSION

Final Girl returns with Jen and Rina in Buddyland, the abandoned '80s arcade and the home of Billy the Bear - the animatronic bear performer - and his friends. Take the role as the Final Girl and survive Billy and his minions! Requires the Final Girl: Core Box to play. Scheduled to ship in July 2025.

VRG FG016\$22.99



GRAPHIC NOVEL ADVENTURES

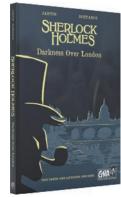
Scheduled to ship in July 2025.



THE OBSIDIAN

MINIATURES

In The Obsidian, you have risen to power as the new leader of a mercenary army. You may be swords for hire but you're true to your soldiers, and your client. You and your trusted lieutenants must fight, and win, in a war for King Hauora against Duke Ewilhem. Can you win the war? VRG GNA20......\$22.99



SHERLOCK HOLMES -DARKNESS OVER LONDON

Sherlock Holmes: Darkness Over London, you take on the role of Sherlock or Watson. You must solve three cases and determine the culprit in charge. If you cannot, then you may not move on to the next case! Can you match wits with the great Sherlock himself?

ŸRG GNA21\$22.99



SHERLOCK HOLMES -SUPERNATURAL

In Sherlock Holmes: Supernatural, choose the role of Dr. Watson, Sherlock Holmes, or new investigator Thomas Carnacki, the Demon Hunter. Your team scours the streets of London to solve three cases that appear to have otherworldly culprits, or will Holmes find the logic that made these cases only appear supernatural? Can you solve the mystery?

VRG GNA22......\$22.99



ZOMBIE

In Zombie, you take on the role of either Judy, the human, or Ben, the zombie. Either way your mission is clear. Escape the town, and be on the winning team! If you can navigate the mobs of soldiers and zombies, find allies (or snacks) and get out of this undead infestation, you might survive! Or you might just become cannon fodder or brainfood. Scheduled to ship in July 2025.

VRG GNA23.....\$22.99

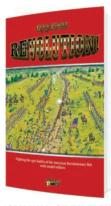


In Zone 25, you take on the role of Carl. Your bunker, once a haven against the robot overlords, is suffering from a new disease. You must brave the outside world to find a cure. That is, if you dont fall prey to the robots, or other humans of the apocalypse. Scheduled to ship in July 2025.

WARLORD GAMES

BLACK POWDER: EPIC BATTLES - REVOLUTION!

Scheduled to ship in June 2025.



AMERICAN WAR OF INDEPENDENCE **RULE BOOK (15MM)**

Take a stand for liberty or the Crown in Black Powder Epic Battles: Revolution! This essential tome gives you all the rules required to fight the battles of the American War of Independence with Black Powder in Epic Battles scale, alongside historical background information, artwork, and gorgeous miniatures photography, as well as eight scenarios for crucial engagements. Small but mighty, the A5 softcover format makes it perfect for slipping into a gaming bag!

WLG 311013401.....\$35.00



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BRITISH ARMY BRIGADE (15MM) WLG 312403405\$50.00







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WLG 312403402.....\$31.00



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WLG 312403401\$24.00



CONTINENTAL ARMY **BRIGADE (15MM)**

WLG 312403406 \$50.00



HESSIANS & ALLIES BRIGADE (15MM)

WLG 312403407 \$50.00

WISE WIZARD GAMES



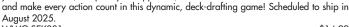
ELEMYSTIC

Elemystic is a 9-card duel of harnessing chaotic elements. Harness the power of the elements in a fast-paced battle of strategy and intuition! Draft, play, and combine elemental forces to outmaneuver your opponent in a contest of strength and skill. Will you master the balance of fire, water, air, and shadow or be consumed by chaos? With every round offering new tactical decisions, only the most cunning elemental will claim victory! Scheduled to ship in August 2025.

WWG ELE001\$9.99

SEEKER CHRONICLES

Draft your Seekers from among the best scientists ever, including Feynman, Maxwell, Hawking, and more, and immerse yourself in an elegant blend of resource management and strategic duels. Each decision shapes your journey through the realms of science and discovery. Uncover new strategies as your team evolves, adapt to your opponent,



WIZARDS OF THE COAST



in 10 unique styles, these ready-to-play adventures include streamlined prep and quick start guides for Dungeon Masters. Delve into mysterious dungeons, explore captivating fantasy locations, and come face to face with all the chromatic and metallic dragons, each with unique temperaments, alignments, and magic.

HARDCOVER

WOC D47160000.....\$49.99

ALTERNATE HARDCOVER

WOC D47170000.....\$49.99

MAGIC THE GATHERING CCG: EDGE OF ETERNITIES



COMMANDER DECK CARTON (4)

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WOC D44500000.....\$179.96





PLAY BOOSTER DISPLAY (30)

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WOC D44470000.....\$164.70



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SPOTLIGHT (

BUNDLE

friendly neighborhood Spider-Man swings into Magic: The Gathering with cards featuring your favorite Spider-Man characters, villains, and thematic new game mechanics. Gather web-slingers from across the Spider-Verse and team up to take down the sinister foes that threaten the city with a bundle full of cards and exclusive accessories. WOC D45300000....... \$69.99





COLLECTOR BOOSTER DISPLAY (12)

Marvel's Spider-Man Collector Booster containing 15 MTG cards Suit up with the best spider-gear in any dimension! Each Magic: The Gathering CCG: Marvel's Spider-Man Collector Booster contains 15 Magic: The Gathering cards, including 5 cards of rarity Rare or higher and 4 Uncommon, 5 Common, and 1 Full-Art Land cards, with a total of 11-13 Traditional Foil cards. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D45270000\$455.88

PLAY BOOSTER DISPLAY (30)

Marvel's Spider-Man Play Booster containing 14 MTG cards. Gather webslingers from across the Spider-Verse and team up to take down the sinister foes that threaten the city. Perfect for both playing with friends and opening packs just for fun, each Magic: The Gathering: Marvel's Spider-Man Play Booster contains 14 Magic: The Gathering cards and 1 Token, including 1-4 cards of rarity Rare or higher and 3-5 Uncommon, 6-9 Common, and 1 Land cards. One card of any rarity is Traditional Foil. The Land



card is also Traditional Foil in 20% of boosters. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D45240000.....\$209.70



SCENE BOX CARTON (4)

Your friendly neighborhood Spider-Man swings into Magic: The Gathering with cards featuring the web-slinging hero and iconic Spider-Man villains. A devious ambush adds triple the trouble for Spider-Man! Can he save the city and still make it to date night with MJ? Power up your deck or collection with six Traditional Foil Borderless Scene cards and piece them together to reveal the full story. While each Scene Card is a playable Magic card (including game text), this box also contains 6 Art-Only Cards, allowing you to appreciate the scene in all its glory on

the included display easel **NOTE**: This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D45310000.....

WELCOME DECK CARTON (10)

NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability. WOC D45330000......\$39.90



DC HEROCLIX 400: **GREEN LANTERN CORPS**

Wise leaders, air force pilots, comic book artists, unmatched willpower - The Green Lantern Corps has it all! With the DC HeroClix 400: Green Lantern set you'll be ready to play a super-sized game of HeroClix with your friends! What is HeroClix 400? HeroClix 400 is a product where players will get a full theme team of characters to play right out of the box. Scheduled to ship in September 2025.

WZK 84149.....\$34.99



SPOTLIGHT



MARVEL HEROCLIX: X-MEN '97 BOOSTER BRICK (12)

The X-Men Animated Series is an unparalleled cultural touchstone for superhero fans. Marvel HeroClix: X-Men 97 gives you the chance to hold those characters in your hand and play them in your next *HeroClix* game! *X-Men 97* Booster Bricks each contain 12 boosters! Collect some of the coolest and most powerful characters from your favorite episodes, including Cyclops, Wolverine, Magneto, and Sentinels! Discover new ways to build teams and new twists on your favorites. Build a team of your favorite X-Men or the villains who persecute them, or even mutant threats like Mr. Sinister! This is the perfect HeroClix set to display alongside your

VHS collection! Scheduled to ship in September 2025.\$203.88



MARVEL HEROCLIX: X-MEN '97 PLAY AT HOME KIT

Rogue and Gambit have faced nearly every challenge imaginable - bring them together like never before on your next HeroClix game! With a clear window to show off the character inside, players know exactly what figures they are getting in this Play at Home Kit! Scheduled to ship in September 2025.

WZK 85059\$24.99



MARVEL HEROCLIX: X-MEN '97 **RELEASE DAY KIT**

Release Day Organized Play Kits are back again for Marvel HeroClix: X-Men '97! Celebrate the release of this epic set with the exclusive new Beast prize figure and One-Shot cards! Scheduled to ship in September 2025

WZK 85058 PI



MARVEL HEROCLIX: X-MEN '97 RETAIL CHASE BOOSTER

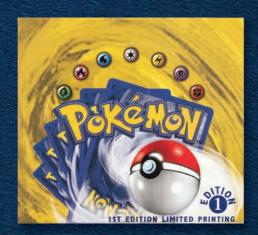
Some people enjoy the finer things in life: Motendo, trips to the mall, space stations, or Retail Chase Booster Organized Play Kits! Boosters are one of the exciting parts of collecting HeroClix. Players get to open them up and enjoy the surprise of what they'll get to play with. Retail Chase Booster Organized Play Kits let stores bring the most exciting figures in boosters to their in-store events! Retail Chase Booster Organized Play Kits can be used

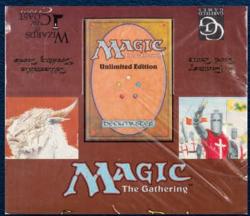
for tournament prizing at a store's discretion. Scheduled to ship in September 2025. WZK 85057\$49.99

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OUTSHINE YOUR RIVALS

CITIZENS OF THE SPARK

TWK1200 \$49.95

Available August 2025!

The fate of creatures touched by the spark of intelligence hangs in the balance. You must recruit brilliant animal residents to your city, and unlock the potential of your Citizens if your settlement is to survive the days to come...

Heading to retail this August, Thunderworks Games introduces a vibrant new gaming ecosystem where each session offers fresh, customizable strategies. Citizens of the Spark challenges you to recruit the best and brightest animals to your high-tech utopian society, employing their skills to maximum effect. With cleverly engaging cardplay mechanics by Philip duBarry and gorgeous original art by Diego Sá, this variable setup, card drafting, engine-building, tableau combo-crafting game for 1-5 players presents a fascinating and highly replayable experience with very little downtime.

BE BRILLIANT

Welcome to the planet of Fera, where a cosmic signal long ago altered the course of evolution. As the leader of a newly founded city, it is your task to recruit brilliant animal citizens and harness their skills to earn Sparks (points), ultimately guiding your settlement to victory. Play each game with a mix of the 30 citizen decks included in the core box, carefully manage your not-so-human resources, and activate your citizens at crucial moments to stay one step, hop, or slither ahead of your rivals.





There's a twist and a trick to it, of course. When you activate a citizen on your turn, anyone with a matching citizen in their tableau can "follow" your move, activating a card of their own, on your turn! If you aren't careful, your opponents could earn more Sparks off your turn than you did.

Additionally, because players can follow each other's moves, the game remains interactive and engaging throughout. There's almost no downtime—players must remain diligent, constantly watching for ways to leverage the actions of their opponents to their advantage. Each player's turn represents an opportunity for everyone to take action!

SCINTILLATING STRATEGIES

While Citizens of the Spark is mechanically sleek and generally quick to play, it's far from shallow. A core facet of the game is the customizable and variable setup. The game's true magic lies in the clever combinations of citizen powers you can create or discover as you play. With 30 different animal types to choose from, totaling millions of possible combinations, no two games are ever the same. Ultimately, the kinds of creatures in your game and abilities they represent are up to you! The rulebook helpfully includes several recommended sets of citizens for different styles of play, geared at introducing you to the types of strategies these creatures bring to the table. Want to play a short game? How about a game with a lot of "take that" tactics? Or is set collection more your style? Conversely, you can always pick your favorite animals or simply use the included randomizer deck for a truly wild experience.

Whether you're planning to pop off the perfect power combo or carefully holding back your most powerful citizens for the right moment, Citizens of the Spark rewards players who can think ahead and manage their resources effectively. The variability in citizen abilities also ensures that you'll constantly be discovering new strategies, keeping the game exciting even after multiple plays, earning a permanent place in your collection.

A GLEAMING WORLD

Beyond the gameplay itself, Citizens of the Spark stands out for its stunning art and world-building. The animals of Fera are

not just creatures—they're sophisticated, intelligent beings living in a harmonious blend of nature and futuristic technology. The artwork, created by Diego Sá, beautifully captures this world with bright, pastel tones and an oil-painting style that brings each animal citizen to life. History buff and designer Philip duBarry originally designed the game with an ancient Roman setting, which Thunderworks translated into an elegant blend of classical Greco-Roman, Persian, and futuristic Asian influences, creating a utopian society where every citizen is a part of a greater vision.

As a nod to the original setting (and a touch of tongue in cheek humor) duBarry's original Citizens were kept, but paired with appropriate animals that match their



Convert this **1**.

Gain 1 */**1** and **3** in the **1**.

style or function. Pupils, for instance, are a citizen type that can only be converted into a follower of another citizen, amplifying their strength and effectively becoming a clone of their leader. The perfect choice

for that kind of citizen is, of course, a chameleon.





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Gain & in your city.

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Represented by rats, Outcasts are another good example.

While rats can be lovely and intelligent creatures, no city wants to be home to too many rats. The more you have, the more Sparks you will lose at the end of the game. Looking for some economic strength? Turn to the raven Merchant, who will no doubt have all the shiny bits and bobs you seek. But be careful if you have too many unguarded Merchants, because the Bandit squirrels in neighboring cities might come to steal from your bounty!



SHINE ON

Citizens of the Spark is a game positively glowing with mechanical genius brought to life with clever combos, beautiful artwork, and endless strategic possibilities. With high-quality components (including a box insert featuring removable lidded trays, card deck dividers, glittery Spark cubes, and space for sleeved cards) combined with fresh experiences every time you play, you'll never get tired of introducing this game to others. Lead your city to greatness, harness the power of your animal citizens, and may the spark of intelligence guide you to victory!



INNSMOUTH

TRAVEL GUIDE

A ROUTE-CHARTING GAME



INNSMOUTH TRAVEL GUIDE

CGA 18002......\$20.00

\$20.00 | Available September 2025!

INNSMOUTH

2 6 1

Innsmouth Travel Guide is a roll-and-write game for 1–4 players, inviting you to step into the shoes of a tour guide in the most unlikely destination: the crumbling, mist-shrouded coastal town of Innsmouth. Your mission? Guide tourists through ruined streets, chart a route to visit eerie landmarks, collect artifacts, fend off cultists or Deep Ones... and score victory points if your tourists live to tell the tale!

A CITY BEST LEFT ALONE

Innsmouth Travel Guide is the second game in a new series of compact, fast-paced games based on the innovative flip-and-write game En Route. Each turn, players roll custom dice and collectively choose some of them, determining coordinates where to draw tourists and route segments on personal 6x6 city maps. Matching tourists to their preferred attractions — from restaurants and parks to strange and mysterious places — is

essential to earning victory points.
The key feature of the Travel Guide series is that dice selection isn't just luck-driven. After the dice are rolled, the active player picks a die that will be used in this round. Others discard dice, and finally, the active player selects the second die. This allows players to limit each other's options based on what they might want or need.

LOOK TO THE LEFT, AND... DON'T LOOK, RUN!

Charting tour routes through the city becomes difficult once the streets fill with lurking Cultists or Deep Ones. Players choose one of these enemies during setup, and it determines how Threats will appear on the city map as the game progresses.

Simply put, Threats are places to be avoided. The more Threats there are on the final route, the harder it will be to fend

off the horrors and protect tourists. Where Threats appear is determined by players: selecting the second die for the round, the active player also picks the Destiny die that provides coordinates for the Threats. This gives players agency, constantly weighing potential benefits against losses.

ARTIFACTS AND THOSE WHO FIND THEM

There's one more way to mitigate risks: collecting Artifacts. They are scattered across the map and may make the final Threat Check easier or score victory points. Balancing risks and rewards is an essential part of the game, and the player's strategy — cautious or opportunistic — makes each game unique.

One more thing that adds to replayability and changes how the game is played are asymmetric characters with special rules and scoring conditions. Players can share one character or use different ones. This allows exploring the game from different perspectives and focusing on areas or mechanisms that wouldn't be feasible otherwise.

NAVIGATING MURKY WATERS

An interesting feature of *Innsmouth Travel Guide* is its topology. The city is divided by the Manuxet River, and one side is the ocean's coast. The river itself is an obstacle, as only half the streets feature bridges, but it's also an opportunity.

Players can use boats to link disconnected parts of the route: the route can end on one side of the river or coast and continue on the other.

This allows the creation of complicated

routes, but these shortcuts come at a cost.

Just like with Threats on the route, these boat rides increase the Threat Level.

LIVE TO TELL THE TALE

After ten rounds, players define their Final Route, erasing disconnected paths and removing tourists not adjacent to the route. Then comes the Threat Check — a tense moment when players roll dice based on their accumulated Threat Level: the higher it is, the more dice are rolled.

Fails activate Threats on the route, causing tourists to vanish from blocks near the danger — losing victory points. Artifacts can be used at this point, offering re-rolls, dice modifiers, and turning fails into successes. The game is all about calculating risks: each action can yield big rewards — or leave one with nothing.

When all Threat Checks are passed and tourists erased, players score victory points by multiplying the number of tourists of each type by the number of corresponding locations. Players also get VPs for other landmarks on their route, achieved goals,

unused artifacts, and characters' special rules. The highest score wins... however, in Innsmouth survival is already a victory!

FINAL STEPS THROUGH SHADOWED STREETS

Compact, travel-friendly packaging contains an accessible, strategic game soaked in an eerie Lovecraftian atmosphere. Laminated boards and dry-erase markers make setup fast and easy, while different Threats, characters, artifacts, and goals make every game feel unique. A thoughtful solo mode challenges players with pre-set dice outcomes, demanding long-term planning and careful risk management.

Will you walk cautiously and hope to survive, or chase rare artifacts and ambitious routes — knowing the risk may be too great? The tourists are ready. The fog is rolling in. Time to start the tour!

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ROYL

TAKE A WALK ON THE WILD SIDE AND PLAY A MISFIT DRAGON WITH

BATLEZOO DRAGONS MISFIT DRAGONS

With Battlezoo Dragons: Misfit Dragons, available for both 5th Edition and Pathfinder 2nd Edition, you can add five new types of misfit dragons to your game. Each dragon features a wealth of high-quality art, both as a traditional dragon and as a misfit adventurer.

Battlezoo Dragons: Misfit Dragons has everything you need to become a misfit dragon as a player or build an epic battle or an entire campaign around misfit dragons as the GM. GMs can find full statistics for young, adult, ancient, and great wyrm dragons, as well as wyrmlings for 5e, and players can find dozens of draconic feats, some of which are exclusive to the specific misfit dragon types, dragon archetypes for Pathfinder 2e, and a dragon class for 5e, allowing players to double down on their draconic majesty and customize their dragon's abilities.

The book begins with an expansive lore introduction, where the book's in-world narrator, the draconic scholar Kallizandrex, relates a travelogue of different locations drenched in magical energy where he discovered more information about misfit dragons. Here's an entry from that section so you can see for yourself!



Misfit Dragons Across the Lands

By Kallizandrex, Sage Heternal

Unlike when I studied the habitats of fairy dragons by delving into the mystical realm of Faerie, there was no one place I could visit that would allow me to understand all the aspects of life as a misfit dragon.

As such, I took it upon myself to follow up rumors, brief passages in texts, and various other clues to find locations and legends that would lead me to the truth about misfit dragons.

Once I winnowed those down to only the most credible, I performed a series of follow-up examinations and surveys, tracking down reliable primary sources or personally exploring the location under my own power, the better to make various sagacious observations directly.

I collated these results and then separated them into sections for each heritage of misfit dragon, as I feel that organization makes my observations and analyses more useful than an alphabetical, geographic, or chronological approach to my research. It won't matter as much to you which sites I explored first, or which were located near to each other, but rather, dear reader, I am sure you are much more interested in the lessons that can be learned about each and every one of the misfit dragon heritages.

Triangles are some of the strongest shapes in geometry and architecture, and the same is true in mysticism and various other forms of study. To that end, in order to triangulate the truth about each of the misfit dragon heritages, I endeavored to unveil the secrets behind no fewer than three separate locations for each of the five heritages.

That's fifteen sites, all across the world. While I didn't make it to all of them myself for various reasons, as you might expect, visiting the ones I did was quite the adventure in its own right.

There's no need for your concern, compassionate reader. Your hard-working narrator possesses more than a few tricks up his

sleeve to make the process possible without an overabundance of fuss. And so, I present to you my findings!

Bionic Dragons

As infused with void energy as they are, often forcing them to rely on augmentations of technology and magic to remain alive, bionic dragons can often be discovered near any location that the undead also share an affinity for.

GHOST LAKE

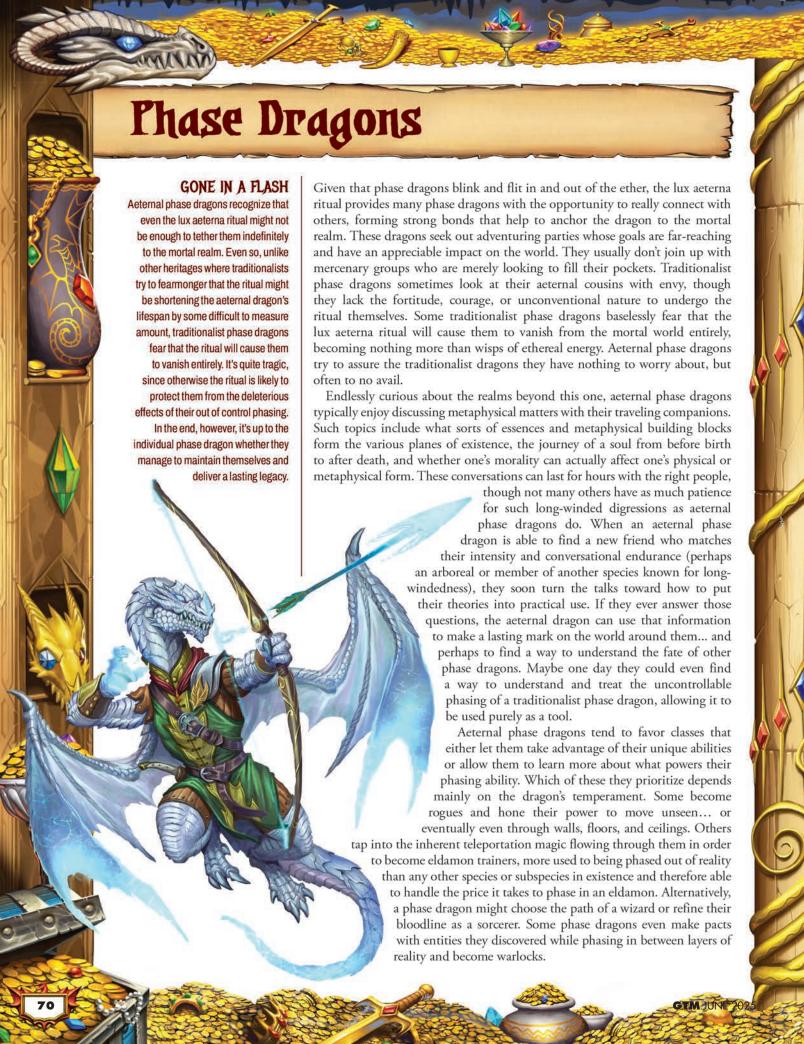
In my research, I discovered several stories about a desolate area where vast quantities of stable void energy have pooled like liquid in a

large recess in the ground, forming a kind of lake. The tales vary on how this phenomenon came to pass. Some claim that it was the site of a massive battle between two armies of the undead, each controlled by a powerful lich or vampire who sought total dominion over the area; these two leaders were also somehow destroyed in the climactic skirmish, lending their essence to the newly formed lake. Others describe an elven mage grown forlorn over the loss of so many of his non-elven companions that they attempted a ritual that would have, in essence, make the world immortal by severing its connection to the beyond. Needless to say, they failed, and the backlash devastated the landscape. The one thing that these stories agree on is that Ghost Lake — as the locals refer to it — has existed for centuries.

I flew across several seas to see this abnormality for myself, and I spotted it easily from afar. A stark circular line separated greener pastures and flowering trees from gray, lifeless earth. Not even stumps or weeds could be seen past that boundary. What trudged and shuffled on the ground were skeletons and zombies of those unfortunate animals who wandered into the area and foolhardy adventurers who quested for impossible treasures. An inky pool of liquid the color of a starless night sat at the center, no more than a few hundred yards across. Not the largest lake I have ever seen but, by far, larger than any accumulation of void energy that I had thought possible. I knew if I approached too close, I would succumb to the same fate as the dragon who rose up to meet me.

Her body was a decaying mass of flesh and scale, barely held together by sections of rune-carved stone and leather, but she was not undead. Despite her grotesque appearance, she was not intent on harming me, but to warn me to keep away. I assured her I had no intention of landing and asked for her name. Gwynphirdas. She believed that she could find an artifact at the center of the lake that was responsible for the energy. She wanted to remove it and return the land to normal, but her form was corrupted despite her precautions. She kept herself alive through magical prosthetics of her own creation, and has appointed herself as the warden of Ghost Lake, chasing off any who drew too close. I thanked her for her story (and her service) before winging away.





Wellspring Dragons

Aeternal wellspring dragons are practically made from magic, so it makes sense that many undergo the lux aeterna ritual. It's quite possibly not even the strangest and wildest magical effect they'll encounter that year, though certainly it can be dangerous for a source of wild magic to attempt a complex ritual. While a traditionalist wellspring dragon has ways to experience the magic of the world, acquire artifacts, and scribe spells, an aeternal dragon has many more opportunities to do so, especially since the ritual encourages them to travel across the world in search of adventure. Lucky is the aeternal wellspring dragon who discovers a cache of magic items and spellbooks in some long-forgotten dungeon that helps them better understand their particular condition. Alternatively, they might discover an accepting community of magic users with whom they can share secrets. Of course, a traditionalist wellspring dragon could do either of those things, but it will be all the more difficult for them. In more than a few cases, an aeternal wellspring dragon and a traditionalist might strike up a partnership to help one another, as only one of their own can truly understand their unique experiences.

Many adventurers have concerns about traveling with aeternal wellspring dragons, as their unpredictable wild surges can sometimes do more harm than good. Some risk-takers appreciate this uncertainty, as a lucky wild surge can quickly turn the tide of a dangerous battle, sometimes leading to bigger rewards! Spellcasting aeternal wellspring dragons do their best to warn their companions of any possible dangers and try to mitigate any harm their surges might cause, but the randomness of these surges does mean that no one can be truly safe from them. Conscientious wellspring dragons train to reduce how often their surges occur or work out how to shield allies from their effects. However, it isn't unheard of for an aeternal wellspring dragon to lose a friendship (or worse, a friend) in one of these surges. A dragon who experiences such a calamity might fall into a deep depression, replaying the events in their mind over and over again, searching for a way to absolve themselves of the guilt. With the help of other allies, the dragon can rise up out of this sadness and return to their life, but sometimes the unfortunate dragon completely succumbs to it. Their

wild surges begin to make their despair contagious, and any brightly colored or noisy effects grow duller and muted. While this occurrence is rare, such an afflicted wellspring dragon is almost never the same again.

Due to their inherent magical nature, aeternal wellspring dragons gravitate toward classes that grant spellcasting in one form or another. Sorcerer is one of the most popular classes among aeternal wellspring dragons, as it aids in focusing the magic flowing through their bodies. Wellspring dragons with a more scholarly bent might study to become wizards, while more religious dragons become clerics. Of course, there are some wellspring dragons who want nothing more to do with magic and focus more on martial pursuits and train to be fighters, monks, or rogues, for example. While this means they don't take full advantage of their species, they also don't have to worry about random deleterious effects ravaging the battlefield.

FINDING THE WELLSPRING

While wellspring magic isn't the result of a particular phenomenon or exposure to a certain place, some aeternal wellspring dragons believe there is a way to more safely tap into their increased inherent magic without triggering a wild surge. These dragons seek out physical locations where magic acts differently, engage in esoteric practices of meditation and self-control, and even brew and consume strange elixirs in the hopes of mastering their inner magic. Some claim to be successful in this pursuit, but even these dragons simply have less difficulty controlling their wild surges, or are better able to focus the effects when one such surge occurs.

MISFIT DRAGONS

Introduction

Chapter 1: Misfit Dragon Lore

Chapter 2: Aeternal Misfit Dragons

Chapter 3: Misfit Dragon Bestiary

Supplement: Classic Great Wyrms

Appendix



Chasing the Unknowable

Alinostrasz, the ancient metamorphic dragon, is a mystery, and so I decided to seek out answers, much like I do for the rest of my studies. No one has been able to pinpoint Alinostrasz's lair or determine their true agenda. I thought that perhaps I could be the first! Unfortunately, Alinostrasz proved to be just as mercurial and violent as the rumors stated. I tried to ask for an interview by having someone familiar with Alinostrasz deliver a sending spell and, receiving no response, I nonetheless maintained my optimism and headed to the rendezvous point, in case my research subject chose to appear without leaving me any word. The good news? Alinostrasz certainly arrived on the scene. The bad news? They came crashing in like a bat out of the Abyss with no intention of answering any of my questions.

Thanks to my careful preparations for just such a possibility, I managed to escape the attempted interview largely unscathed, with only a few scales singed, but I did gain a slightly improved guess as to the location of their lair. Further research is

required... after I heal up.

- Kallizandrex, Sage Aeternal

effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Morphic Assault. As ancient metamorphic dragon.

Breath Weapons (Recharge 5-6). The dragon uses one of the following breath weapons.

Energy Gout. The dragon breathes a gout of energy in an area determined by its Mutable Form. Each creature in that area must succeed on a DC 23 Dexterity saving throw, taking 132 (24d10) damage of the appropriate type on a failure, or half as much damage on a successful one.

Mutating Breath. The dragon breathes morphic mutagens in an area determined by its Mutable Form. Each creature in that area must make a DC 23 Constitution saving throw. On a failure, the creature visibly mutates. It takes 110 (20d10) bludgeoning damage from its bones reshaping, vestigial limbs growing in unusual places, and fleshy polyps sprouting across its form. In addition, the creature is poisoned for 1 minute. The creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success.

Polymorphing Breath. The dragon breathes in an area determined by its Mutable Form. Each creature in the area must succeed on a DC 23 Wisdom saving throw. On a failure, the creature is affected as if it had failed its saving throw against the polymorph spell cast by the dragon. The dragon doesn't need to maintain concentration to maintain the effect.

REACTIONS

Counteract Energy. As ancient metamorphic dragon, but DC 22.

Formless Backlash. As ancient metamorphic dragon, but with an attack bonus of +17.

Tail. When a creature the dragon can see hits it with a melee attack, the dragon makes a tail attack against that creature.

LEGENDARY ACTIONS

The dragon can take 5 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. It regains spent legendary actions at the start of its turn.

Claw Attack. The dragon attacks with its claw.

Fly. The dragon flies up to half its speed. During this movement, opportunity attacks against the dragon are made with disadvantage.

Bite or Tail Attack (Costs 2 Actions). The dragon attacks with its bite or tail.

Vapor Form (Costs 2 Actions). As ancient metamorphic dragon.

Great Wyrm Frenzy (While Reduced to Less than 150 Hit Points, Costs 3 Actions). The dragon recharges and uses its breath weapon. It then takes 20 damage.

MORE THAN MEETS THE EYE

Despite the chaotic and unstable appearance of metamorphic dragons, their constant transformation doesn't always conceal a deeper aspect. The undercurrent of a metamorphic dragon's true nature deep within their bones and spirit can help anchor them, even as those very bones shift and crack. Would it take something like truesight to reveal that true nature? I've tried it, and I haven't met with any success. Perhaps a stronger form of magic is necessary, or a simpler, deeper empathy combined with a longitudinal study across a longer period of acquaintance.

BATTLEZOO DRAGONS: MISFIT DRAGONS

Introduction

Chapter 1: Misfit Dragon Lore

Chapter 2: Aeternal Misfit Dragons

Chapter 3: Misfit Dragon Bestiary

Supplement: Classic Great Wyrms

Appendix





STORM RAIDERS





AKS 003-002 \$60.00

Available Now!

RACE, RAID, AND SALVAGE ACROSS ATLANTIS TO BECOME THE GREATEST STORM RAIDER!

Storm Raiders started as a passion project in 2008, while I was location scouting in the Dead Sea. Inspired by the stunning and unusual desert landscape and the towering ruins of Masada, I began developing ideas and sketches for a retelling of Atlantis. At that time, I was working for the award-winning visual effects house Weta Workshop in New Zealand, bringing imaginary worlds to reality for the big screen. My first foray into board games was as a co-creator on Weta's Giant Killer Robots (GKR), where I met my future Arkus Games partners Shem Phillips, Nicola

Harrison, and later Dane Madgwick, who joined me as a creative collaborator on *Storm Raiders*.







From the outset, we all wanted to immerse players in a very different reimagining of Atlantis. One that fused a diesel-punk aesthetic with the premise that Atlantis survived its stormy cataclysm but became dimensionally detached. Over thousands of years, the only contact Atlantis would have with our world would be through the hapless vessels and crews plucked from the Atlantic by the erratic Rift Storm and cast upon its broken land. This premise was central to the game's development, as *Storm Raiders* are those courageous souls racing to salvage and save these precious people and cargo from the storm.

While many board games often start with game design and then are thematically enhanced with a setting and art style, we wanted to adopt a more cinematic development process. One where Dane and I focused on the story and setting of the world first, which then drove Shem's exploration of game design, which in turn inspired our world-building. This circular development process, though more lengthy, ensured that the setting, characters and game design felt highly integrated, with every detail carefully considered and implemented throughout the game.

Early objectives for both gameplay and creative included defining how *Storm Raiders* operated, their unique abilities that set them apart, and the myriad vehicle classes they would race against each other across Atlantis. The obvious starting point was a map, to provide the context and

for use as a game board. With this early prototype completed, Shem's mechanics evolved into a combination of dice drafting and resource management systems with pick-and-deliver elements built in. As the mechanics evolved, Dane and I focused on solving our largest challenge: the appearance and function of the alternate history technology. Drawing inspiration from World War II and early Cold War era technology, we wanted the vehicles and analog electronics to feel grounded and familiar, yet exhibit a uniquely Atlantean design flair that marked them as divergent technology. We loved the idea that all components in the game felt in-world, making it seem like you were a Storm Raider peering at a map of Atlantis through a radar machine or sitting behind a command dash managing your fleet of vehicles.

The importance of playtesting and iteration can't be overstated to ensure a rewarding and balanced time at the table. This process can take a lot of time, and creatively, we put this time to good <u>use by beginning</u>

one of the largest design tasks of the project - the box cover. In previous games we didn't start box covers until the games were mostly completed. However, Nicola was adamant that we needed a powerful and compelling cover image that we could use for early promotion. Much like a movie poster, this image needs to sell the concept and premise, drawing people into the world we were building. Having done movie posters before, we treated the process the same way, producing over 30 different cover options to narrow down to the winning one. Going earlier in the process meant we had resolved many of the creative challenges for the game's components, as it encompassed illustration style, color palette, logo, product identity, and UI design. Even our main Storm Raider player characters were first conceived on the cover, their arrangement taking inspiration from early Star Wars posters, which we were huge fans of.



Though this was Arkus' third published game (*Shelfie Stacker* and *Dreadful Meadows* came first), *Storm Raiders* was our longest-running game in development, and we could not be more thrilled and excited to see it on gamer's tables!

Storm Raiders is available now from all friendly local game stores.

Paul Tobin (pictured sketching in Egypt 2023) is the Creative Director of Arkus Games and has worked for over 20 years as an art director, concept artist and educator in the entertainment industry.



74

Lead your citizens to a shining victory! Pre-Order Now Available! Scientist Champion ? Politician

> 30 brilliant creature citizen decks... Millions of unique combinations



Coming August 5 from THUNDERW菜RKS

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BOOM PATROL

SND 1024...... \$49.99 Available Summer 2025!

Get ready to RUMBLE! The toughest, most battle-hardened tank crews have assembled at the BOOMburg Proving Grounds to compete in an all-out battle for gold and glory! In BOOM Patrol, coming from Smirk & Dagger Games, you are one of 12 animal tank captains hellbent on crushing buildings, destroying tanks, earning medals and making things go BOOM! It's an arcade-style tank battle that will have you making "RrrrRrrrRrrrr-BOOM!" sounds as you reduce your surroundings to rubble. Earn enough Medals and claim Victory on the Field.

PATROL

THE LEGENDS OF RAMORED COMBAPIN SUPERSTAR TANK BATTLING ACTION!

As the bright, videogame-styled cover might legenst Room Patrol is a functilled rooms that puts

As the bright, videogame-styled cover might suggest, *Boom Patrol* is a fun-filled romp that puts one in mind of Battlebots, Mario Kart and the old Atari Tank COMBAT game — starring delightfully illustrated characters from the animal world, like Rosy Rhino (modeled on Rosy the Riveter), Jonesy

Ninelives — the captain of Crew Tomcat, or Payday, a glitz and glory Bull adorned in gold much like a pro wrestling personality. Each captain has their own unique power to twist the rules and gain an advantage in battle. The game imagines that these are superstar sports personalities in a spectator sport of armored combat. It follows videogame-like logic, with ricocheting shots, power-ups you discover by rolling over buildings and cartoon-style combat, where blowing up another tank earns you medals and your opponent simply respawns in a new tank without missing a beat.



On the table, it is the tanks themselves that are the stars. Colorful, chonky cardboard tanks with rotating turrets that are irresistible to pick up and play with. The toy-etic nature of them almost demands players to make tank sounds and they rumble forward, rotate their turret (tink-tink) and fire! All of which occurs in the battle arena, a roughly 3' x 3' area of any table marked with neoprene corner mats to define the edges. And within the space, Building tiles, placed rather haphazardly at random throughout. Most hide power ups to aid you in battle with the occasional hazard to keep things interesting

 or gold bars which can be exchanged for medals towards your victory.

Players each have a hand of Command cards, which they will sequence face-down in a row of three at the beginning of the turn. Each round, they are revealed one by one and executed in Initiative order. The card may move your tank

forward, veer to the right, back up or fire your cannon. You may repeat one of your actions or activate your tank commander's unique special ability. Or maybe you just "Hold Up", pivoting your tank instead of revealing your programmed order or repair damaged Command cards back into your hand.

The movement cards are very clever, in that the card itself becomes the movement template across the table. To Veer your tank, place the card in front of the tank, edge to edge, and then move the tank until the green edge touches the matching color edge of the movement card. Simple, intuitive and

with a bit of 'fudge factor' that this game delights in. The same is true of crushing buildings or taking aim at an opponent... if it is close, it's close enough! In this way, the game always feels light and fun, never

taking itself too seriously - yet somehow scratches a strategic itch for battle.

So — who's it for? Well, for people who like blowing stuff up! It's a video game on the tabletop. It's cute and approachable enough for families. It takes roughly an hour. It feels both current and a little retro. It's easier and quicker than RoboRally but with a similar charm. It's the game War Gamers can get their nonwargamer friends and family to play and still have a blast.

For me, it is a chance to make tank noises, reduce my friends to smoldering heaps of metal and grab gold and glory as I push my little tanks around the table. If that sounds like fun to you... it's BOOM time!

Curt Covert is the owner/founder of Smirk & Dagger Games. Since 2003, Smirk & Dagger has been creating breakthrough games that dazzle at the table and deliver memorable, immersive experiences.

76 GTM JUNE 2025

VEER RIGHT!



Take a stand for liberty or the Crown with Black Powder Epic Battles: Revolution!

This awesome battle set gives you everything you need to begin fighting the American Revolutionary War on your tabletop. Containing 2,097 soldiers, the box gives you a huge force for both the British and their Hessian and Native American allies, and the American Continental Army, including infantry, cavalry, and artillery, as well as famous personalities and 'generic' commanders to lead them. Also included is a full-length A5 rulebook, flag sheets to decorate your units, an assembly and painting guide, and an MDF watchtower for your troops to fight over!

Packed with so many gorgeous models, *Black Powder Epic Battles: Revolution!* is the perfect way to start a mighty collection for this pivotal period in world history.

Will you lead the Continental Army to victory and freedom, or deploy the British Regulars to crush the upstart United States?

Black Powder Epic Battles: Revolution! (MSRP \$224) - COMING TO A LOCAL GAMING STORE NEAR YOU IN JUNE 2025!



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COMBAT ZONE

MAXIMUM RESPONSE, MAXIMUM FIREPOWER



CYBERPUNK RED: COMBAT ZONE - MAX-TAC STARTER GANG **Available Now!** MFC 45129 \$50.00

When the sirens blare in Night City and the metal hits the pavement, there's only one squad on the grid capable of dealing with the worst of the worst: MAX-TAC. Known on the street as the "Psycho Squad," these chrome-busting lawbringers are the last line between order and cyberpsychosis. And now, they're coming to Combat Zone in a new box set packed with ruthless efficiency, high-end firepower, and enough tactical flexibility to clean up any alley — solo or against the hardest crews on the table.

This new gang box is tailormade for players who want to hit fast, hit hard, and punish opponents who dump too many eddies into one or two Cyber-Characters. Whether you're looking for a surgical response team for big games (the full crew runs around 300EB when mounted in a Herakles transport) or a brutal solo force to run through Cyber-Psycho scenarios, MAX-TAC delivers the tools for domination.

Let's break down what's in the box.

COMMANDER KONSTANTIN -LEAD WITH FIRE

Every operation needs a brain—and in MAX-TAC, that brain carries a hand cannon that'll punch through anything short of a tank.

Commander Konstantin is a precisiondriven officer with a reputation for clean kills and cold leadership. His custom sidearm, The Widowmaker, is a powerful pistol that tears through armor like wet tissue. More importantly, Konstantin enhances nearby Lawmen, granting Pierce 2 to any allies within YELLOW range. That means your entire front line can slice through heavy plating and drop Cyber-Characters before they ever reach full meltdown.

Put him in the middle of your advance and watch your fire team become a blender of bullets.

MAX-TAC ASSAULT TROOPERS -CHROME-CRUSHING GRUNTS

You get three MAX-TAC Assault models in the box, and they form the bulk of your response force. Armed with the AKR-20, these Assault Troopers are far more than standard issue. Their rifles pack a punch at both close and mid-range, and unlike most assault rifles in the game, the AKR-20 can target enemies in RED range — a massive tactical edge in tight street fights.

Even better, these troopers are built for one job: taking down overbuilt

cyber-beasts. Their "Takes One To Kill One" rule means they maintain their attack strength against Cyber-Characters as they take wounds, which flips the usual script on glass cannon opponents who gamble everything on a single upgraded model.

In other words? MAX-TAC brings balance back to the battlefield — with extreme prejudice.

MAX-TAC SUPPRESSOR - SHIELD AND SLAUGHTER

Next in the loadout is the MAX-TAC Suppressor, the crew's frontline

bulwark. With a massive riot shield and a Hades Assault Shotgun, the Suppressor is your go-to for holding choke points and breaking lines. The Hades fires in two devastating modes: Torrent, for clearing crowds, and Rapid 2, for focused takedowns. No matter what's in front of you, this shotgun has a solution.

But the real game-changer is the Suppressor's High Alert ability. This lets nearby Lawmen [RE]act using the Suppressor's tokens—essentially lending out its awareness and reflexes to the team. Combined with Armor 4 and 3 Action Tokens, the Suppressor is a battlefield anchor: hard to kill, and even harder to ignore.

MAX-TAC HEAVY ASSAULT -FLEXIBLE FURY

When MAX-TAC needs to clear an entire sector or punch a hole through cybernetically

reinforced armor, they call in the Heavy Assault. This specialist carries the brutal Tsunami Arms Helix, a heavy weapon with serious output—and more importantly, serious flexibility.

The key here is Raking Fire, a unique ability that allows the Helix to swap Torrent for Rapid 2, giving you the choice between wiping out crowds or melting a single target. It's a simple mechanic with huge implications. In a single turn, your Heavy can flip tactics and shut down whatever threat is most pressing.

In competitive battles, the MAX-TAC Heavy Assault is your sledgehammer. In solo play, it's your insurance policy.

TACTICAL PLAY, NARRATIVE PUNCH

Whether you're looking to shake up standard PvP matches or dive deep into Cyber-Psycho

scenarios, the MAX-TAC box brings something unique to Combat Zone. These models are elite. They're expensive (20+EB each!). And they're designed to control the pace of the game, applying pressure on other high-cost characters and shifting tempo with deadly coordination.

Plus, with rich lore hooks and striking miniatures, MAX-TAC is the perfect canvas for hobbyists looking to customize an iconic squad. Want blood-spattered armor? Over-clocked visors? A Helix that's been racked so many times the paint's worn off? Go for it. These enforcers should look like they've seen hell-because

that's exactly where they work.

So, suit up, load your mags, and listen for the sirens. MAX-TAC is hitting the street.



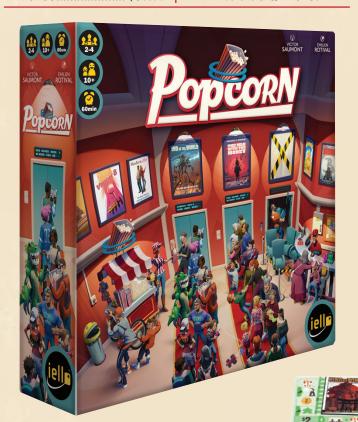




POPCORN

IEL 70403.....\$39.99

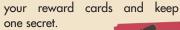
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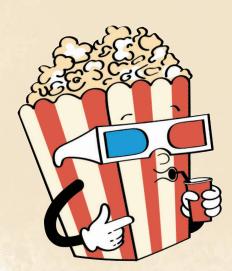


Hollywood is booming and coming out with the newest and latest hits. Should you be showing Witches vs. Cheerleaders? How about Vroom 8? Is your audience the type to want action, adventure, romance, drama? What about science fiction and fantasy? You better make decisions fast or your theater just might be the one to go bust! Welcome to Popcorn by Iello, where you and your fellow players are running a theater, trying to earn the most Popcorn by attracting the right audience for the right films to get all the prestige points for the end of the round. Fill your bag with Popcorn and be the best.

Popcorn is played over nine rounds with a total of three phases for each round. The goal is to get as much Popcorn, tracked with adorable popcorn cardboard tokens, in your little popcorn bucket as possible. Seriously, the cuteness of the game and the tongue-incheek movie titles cannot be overstated. You have to not only attract the largest audience but also gain the right guests for the movies that you're showing to maximize your actions in the game.

To set up, you'll need to get the movies ready with Premiers at the top and Features just below that. There are four starting movies to choose from, but the rest of the movies go into a shuffled pile. You never know if you're going to get the dramatic Objection or the hilarious Kangaroo Man. The advertising board gets placed next to that with the Theater tiles all the way to the right. These are tiles you can buy in order to upgrade your cinema and better your actions. More on that later! Finally, draw















Your board is where you'll place your starting film, your lobby sliders, and audience cube for the audience tracker at the bottom. There's also your aforementioned popcorn bucket, but you additionally gain a bag to draw your audience from, advertising tokens, and money. The first player gets five Dollars, second player gets six, and so on until all four players receive their money. The first player, by the way, is the person who most recently went to a movie theater. Might be harder to pick than you thought! Your little audience of meeples are built by taking one guest of each color (except for white) and putting them on your exit area of your player board, one of each color and five white Guests, and then one final guest

from the reserve that matches the color of your starting film.

The colors, by the way, are more than just pretty. Each one represents a different genre! Yellow is gut-grabbing comedy, green is epic fantasy and science fiction, blue is intense drama and arthouse, and red is high octane action. These will have effects when we get to the advertising section, too! Comedy grows your audience. Science fiction and fantasy helps you manage your grab bag of quests. Drama allows you to gain more awards and money. And, action gives you that all important Popcorn more easily. Fun little nods to what each genre might do to help you build the reputation of your cinema!

Each round is three different phases: buying and advertising, showing your movies, and your theatrical run (or end of the turn). These simple steps allow for all sorts of different complexity as you get into the nitty-gritty of your different movies and actions! Buying is as the name sounds. You can buy different movies and theaters, so long as you have the money for it. Choose any movie of any genre, but be careful. The showing stage is of the utmost importance and where you can take your actions. This is where the true meat of the game is played. There are all sorts of actions from gaining money to choosing a guest from your bag to allowing your audience tracker to move on up.

The audience tracker shows not only how many guests you can pull from the bag, but how much money you gain in order to purchase movies and theaters with. These are important for color matching as much as possible. Any gray seat in a movie theater can be any guest of any color, but if the seat has a color it must be an audience member of that color in order to accomplish the action. Red seats demand red Guests in order for you to get that reward. Place your guests

> and then take one movie action and one guest action. We hope that you managed to make the best choices or your theater will soon fall behind!

> > Finally, there's the theatrical run, which is the end of the round and the clean-up. Move the lobby trackers up one to cover a movie action. Importantly, a movie can remain in the theater even if there are no more actions to take. That might work out best if you have matching genres, but maybe

there's something else out on the board you can buy for later... Once that is complete,

though, move your audience to the exit and replenish the Premier and Feature films.

The end of the game is signaled with the Final Showing card, which should be placed at the bottom of the movie deck depending on player count. This card allows one more final placement of audience to complete actions and then it's the curtain call. There are more points awarded than just popcorn collected throughout the game! You can also get Popcorn for having the highest cost of theater, the amount of money, and whether or not you completed awards. And with all of your Popcorn calculated, congratulations to our winner!

Popcorn is a fun game of strategy for movie lovers who might want the experience of running a theater themselves. No matter what genre they might be a fan of, they'll be ready to gather around the theater and see what they might do to attract the best guests for the best films.





IT'S TIME FOR THE SECOND ACT OF THE ANCIENT CHRONICLES SAGA

SWORD & SORCERY: ANCIENT CHRONICLES - NORTHWIND TALES

AGS GRPR202..... PI

Available July 2025!

SWORD & SORCERY: MIST HERO PACK

AGS GRPR213..... \$16.90

Available August 2025!

Sword & Sorrers

The legendary journey of the heroes of *Sword & Sorcery* continues in the frozen North, battling Viking warriors and mythical creatures in a new campaign filled with secrets and epic challenges: *Northwind Tales*, second act of *Ancient Chronicles*, is a new highlevel expansion featuring deep narrative choices, interconnected quests, and the most advanced mechanics in

the series.

Sword & Sorcery is a fully cooperative fantasy board game where one to five players control legendary Heroes with unique powers. Recalled from the dead and made immortal by the will of the Three Gods, the Heroes embark on a quest to destroy false and corrupted deities fighting across land and sea. Weakened by the resurrection, they grow stronger during their story-driven quests.

Ancient Chronicles is the current entry point to the game. The Core Set presents the first Act of the campaign, where the Heroes are challenged to destroy the corrupted deities scattered across the starless, stone-ceiling realm of the Underreign, with its dangerous ruins, ominous caves, and exotic

cities. It was expanded with new options for players, such as Familiars, a new type of faithful companions, new Heroes and Enemies, accessories packs, and the expansion Myths of the Arena, a new set that allows players to battle gladiators and mythical beasts in the Arena of Aegis, with three different

game modes.

In Sword & Sorcery Northwind Tales, the Heroes have accomplished their mission in the dark caves of the Underreign, but now something

terrible is about to happen in the lands of the North. Cold winds and snowstorms rage as they face a fearsome Viking army led by the conqueror Wotan. Their quest takes them to Yggdrasil, the cosmic tree, and into battle against the terrifying undead dragon, Níðhöggr. They must overcome these challenges to get free from the spell that binds their souls.

Northwind Tales is a thrilling new adventure to play after the Heroes have completed the Ancient Chronicles saga. The campaign unfolds across nine interconnected Quests, packed with secrets, narrative crossroads, and powerful "combo" mechanics that reward multiple playthroughs. It features 17 new deadly enemies - two of them Master Enemies, 17 modular board tiles to create endless quests, a curse that transforms you into a wild creature of the Nordic lands — the Werebeast, and free-roaming adventures with a Journey phase of more than 100 entries.

The new mechanics include Twin Weapons, particular pairs of weapons that can be used independently, but that express their best qualities if both are used at the same time; and Omens, a new

type of cards with mysterious prophecies
that aid or curse the Heroes,
activated when a certain
condition is met during

the Quest.

The new expansion is also rich in MMORPG-style mini-games which are based on specific cards. They may involve challenges in orienteering, strength, endurance, such as arm-wrestling, climbing a mountain, or even... fishing!

Alongside Northwind Tales,

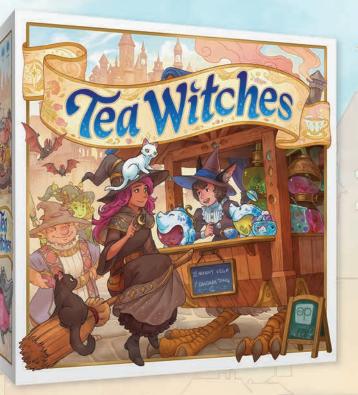
a new Hero Pack is releasing, bringing a powerful character, connected to the new campaign, to the game. Mist is a divine warrior torn between fate and free will, capable of wielding celestial magic or dark necromantic powers. Born to serve Wotan as a Valkyrie, Mist has spent her life guiding the souls of fallen warriors to their destined afterlife. But when she witnessed a vision of Ragnarök, she vowed to fight against the collapse of the natural order, embracing a new destiny. Mist can be played as either a Death Guardian, summoning spirits to aid her in battle, or a Necrowarrior, bending the souls of the damned to her will, forcing them to fight in her service while delivering merciless judgment.

The Mist Hero Pack includes everything needed to play the new hero — three detailed miniatures (her standard form, Ghost Soul form, and Nemesis), a full set of cards, tokens, a Soul Gem, and her Hero sheet. Like every Hero Pack, Mist can be played in any Sword &

Sorcery campaign, allowing players to customize their party with unique characters, stunning miniatures, and dedicated abilities.

Get ready to defy fate and claim your freedom with these new Sword & Sorcery expansions: high soulrank powers, treasures, challenging enemies, the Northern Lands, and freedom await you!

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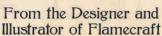




Welcome to The Teaquinox Faire!

The Tequinox Faire is heating up in Britewitch and the contestants only have four days to prove their kettle has the mettle to win!







DELUXE **UPGRADE KIT** AVAILABLE!











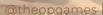


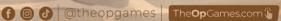


















INSECTARIUM



INSECTARIUM

INSECTARIUM DELUXE UPGRADE BOX

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SNB 301002\$45.00 |

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Linden said, "It's been great

working with Kristen and taking Insectarium around

to conventions. Seeing it

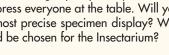
be so warmly received

by tabletop gamers and

A wonderful museum of insects awaits you in this delightful game brought to you by Snowbright Studio. Created in partnership with game designer Kristen Mott (the designer of Dinosaur Exhibit and Sharks!), Insectarium takes you into the world of specimen collection. Players are tasked with creating a board of specimens for display in the Insectarium's main hall. You must use your gear, gather insect specimens, and collect tools to precisely arrange and pin your specimens in your display.

Insectartium has just been released and will soon be found on the shelves of your favorite local game shops!

Welcome to the Insectarium, a museum of insects! Insectarium is a strategy board game where you must precisely pin insects on your display board. This board game for 1 to 4 players is quick to learn and has a "puzzle-y" depth of strategy that delights on repeat playthroughs. Wonderfully detailed illustrations and the game's high-quality components are sure to impress everyone at the table. Will you have the most precise specimen display? Will your board be chosen for the Insectarium?



INSECTARIUM DELUXE

GAME COMPONENTS This delightful addition to the base game includes a beautifully illustrated box that contains five paintable, sculpted insect models for use as upgraded player tokens. You will also find fifty-five acrylic tokens inside to upgrade the other components of your game!

Insectarium brings to life over 25 familiar insects right from your backyard. Every insect is illustrated in

exquisite detail by artist Meg Lemieur (the artist behind Corvids and Defenders of the Wild). From the Eastern Swallowtail to the Banded Pennant Dragonfly, you'll discover a number of colorful and unique specimens for pinning on your board.

Insectarium's appeal to both gamers and naturalists alike has made for some



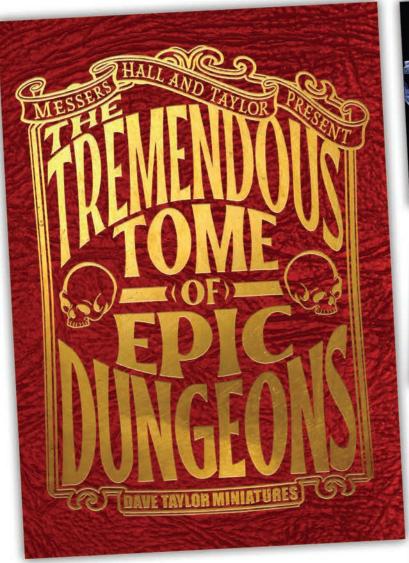
In a recent interview, game designer Kristen Mott spoke about her inspiration for the game, "The design of the game came from finding one of those display boards in my grandma's house a very long time ago. I remembered seeing it and thinking... there has to be a game in there!" After years of playtesting and refinements, she made her game a reality.

Along with Insectarium, Snowbright also offers a variety of other cozy games and accessories. In the heartwarming world of the Verdant Isles, you

will find four new Teatime Adventures RPG books released this year, each filled with combat-free adventure and scrumptious recipes to bake before game night. There's also tea-filled dice to roll during your game and a limited edition plush of the new Rose Possum tea pet. If you love board games, be sure to check out Harvest Hoppers, where players can bike around the Verdant Isles delivering fresh produce in a delightfully delicious game. Or check out Snowbright's Cozy Companion magazine, the world's only cozy games and fiction magazine.

"Games can do magical things," Snowbright's Carrie Linden added, "They can bring you together with friends and family, and act as a bridge between yourself and the natural world around you. Who knows, you may even find yourself out in the yard and suddenly realise you're in the presence of one of the Insectarium insects, wouldn't that be wonderful?"

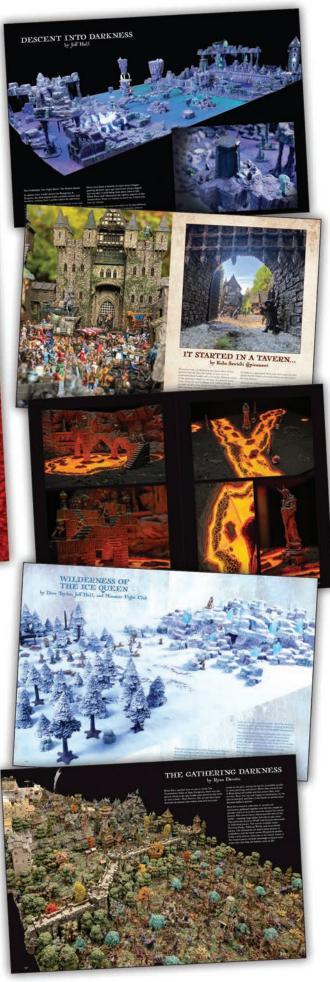




Jeff Hall and Dave Taylor absolutely LOVE miniatures and scenery and combining them with roleplaying games. Over the last few years they've been stalking some of the best RPG table builders online, and in this Tremendous Tome they've brought together more than 20 builds from around the globe.

From the teams at Dwarven Forge, Printable Scenery, Steve Jackson Games, Monster Fight Club, WizKids, and more than a dozen incredible individual builders, you will be excited and inspired by the amazing builds that cover many wonderful fantasy environments. As you enjoy this lavish book that highlights the incredible imaginations and crafting skills of the builders, you'll be inspired to start on your own amazing creations!

THE TREMENDOUS TOME OF EPIC DUNGEONS (160p) - \$55 MSRP





WITH DAVE TAYLOR

EPISODE 82: SYNTHWAVE

Welcome to the latest "episode" of *Painting Happy Lil Minis* in *Game Trade Magazine*. Each month, Dave provides 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 paintipobs to the next level.

You can also see Dave talking about miniatures, painting, and gaming on his YouTube channel – *Build Paint Play* – Tuesday evenings at 7pm EST. Dave is joined by veteran hobbyist (and gaming store owner) Jake Krajeski, and occasionally by other painters who each bring great advice and their own style to the conversation.



QUICKLY PAINTING YOUR CYBERPUNKS!

Sometimes it can be tough picking out a color scheme for your miniatures and the warbands or armies they belong to. But sometimes the color scheme you should choose is brutally obvious, such as with these cool Cyberpunk Combat Zone minis - the Danger Gals!

I painted these up recently for a friend and was under a time-crunch for them. This usually means that I'll start things off with a "rattlecan" prime and basecoat to get things started. By putting a base color down in a single step across a warband or squad, you get a vision of what everything will look like when finished. This can be important for keeping up your enthusiasm throughout the paintjob.

The artwork on the box cover is great and I immediately reached for two color groups that are perfect for the "synthwave" look – teal and magenta. Keeping things simple for these straightforward, nononsense sculpts meant that I could work on all seven miniatures at the same time in a production line approach. While the minis aren't wearing uniforms, as such, knowing that I was going to use the same colors across the team meant that I could have a bit of fun with my more detailed choices.

The miniatures used as examples on these pages are from the Cyberpunk Combat Zone range from Monster Fight Club.



The Fighter was primed with The Army Painter Dark Blue, and then given a zenithal spray of Hydra Turquoise from the upper front.



I highlighted the blue areas with The Army Painter Aquamarine. With Cyberpunk minis you can choose all sorts of things for these vibrant colors.



I then highlighted the blue areas with The Army Painter Marine Mist. Hydra Turquoise, Aquamarine, and Marine Mist are all part of the Turquoise Flexible Triad.



The skin was painted with a basecoat of The Army Painter Topaz Skin, and highighted by mixing in The Army Painter Ivory White.



The purple areas were basecoated with Magecast Magenta, a nicely saturated red-purple.

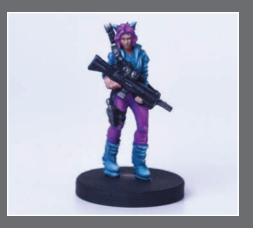


I then highlighted the purple areas with one of my favorites, The Army Painter Wicked Pink. This was then highlighed by mixing in some The Army Paint Ice Yellow..

DON'T OVERCOMPLICATE THINGS

When you have a couple of bright, saturated colors (like the teal and magenta on this model), it's a good idea to avoid adding a third. So my decision was to go for a bright bone/white OR a black for the third main color on my minis.

As most of the elements I needed to paint were belts and webbing and weapons, I felt that black would give these bright gals their dangerous vibe, something a bit more tactical.



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

GTM JUNE 2025 **87**





SHADOWRUN RPG: FIRST EDITION REPRINT (HARDCOVER) (CAT 28800)

From Catalyst Game Labs, reviewed by Eric Steiger

N/A N/A N/A \$49.99

First off, let me set some expectations. Nobody buys a replica Model T because they want a comfortable, fuel-efficient, modern ride to the grocery store. You buy it because you want a piece of history, a classic that you can lovingly appreciate for its role in how we got where we are now, as faithfully reproduced from the original as possible. With that in mind, let's talk about the 35th Anniversary reprint of the first edition of Shadowrun.

It's important to understand any bias a reviewer might have going into their writeup. Prior to this reprint, I owned every edition of Shadowrun except the first; I backed the Kickstarter for the Shadowrun Returns PC game in 2012; I homebrewed an epic campaign based on the ongoing metaplot and Dragon Heart saga novels in college. Now that I think about it, I believe Shadowrun 2nd Edition was the second tabletop RPG I ever played. All of

which is to say, I am exactly the target audience for this product. So, perhaps take this review with several grains of salt.

The book is as close to a perfect reproduction of the original as I think it's possible to make. It has the same maps of 2050 Seattle on the inside covers, the same color insert pages for character archetypes and critters, even the same typos

as the original. The classic Larry Elmore cover art is as engaging as ever. The paper even feels and looks like a 35-year-old book. I suspect that if I had an original printing, they would smell the same.

The book begins with short fiction introducing Bob Charette's original Shadowrunner characters, who were fleshed out later in the first novel trilogy, Secrets of Power. It goes on into a summary of a future history where corporate consolidation and technological prowess shape the world alongside the return of magic and the splintering of the human race into elves, dwarves, orks, and trolls alongside "regular" humans, taking us to the distant year 2050. Some of the imagined historical benchmarks seem hilariously quaint, while others are eerily prescient, especially when it comes to corporate greed and a global pandemic. Sadly, I remember 2011, and there was no dragon flying around Mt. Fuji on December 24.

The book continues with the basic rules of play, using six-sided dice. A success test requires that you roll a pool of dice against a target number set by the GM, and each die that meets or beats that target constitutes a success. 6's "explode", allowing you to reroll that die and add the

result to the 6 you rolled; 1's automatically fail. The more successes you roll, the more you succeed by.

The book continues with descriptions of the different metatypes available, the classic character archetypes one can play right out of

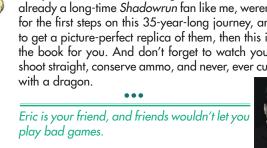
the box, and character creation rules, followed by the chapters with more in-depth rules for skills, combat, magic, the Matrix ("decking" i.e., computer hacking), followed by equipment lists, guides to character advancement, and a GM's toolbox including guides for creating computer systems on the fly, NPC templates, and a summary of Seattle and the Pacific Northwest of 2050. All evoking a classic nostalgia of a 1989 view of how the world would be in 2050.

I love this game, and seeing the original version in all its glory is a rush, but let's address the elephant in the room: this is not a "good RPG" by any modern standards. Even getting past the inconsistencies and contradictions that didn't get addressed until the 2nd Edition, the rules are overcomplicated, the priority-based character creation was incredibly restrictive, everything requires multiple different crossreferences, and initiative in combat was

> ludicrously unbalanced. much as I love this book, enjoyed reading the lore and imagery, and felt a deep sense nostalgia for spending hours as the decker pitting my gear and skills against the GM to hack a single computer system while the rest of the group sat around twiddling their thumbs, I would never, in a million years, want to play either of the first two

editions of this game again. Catalyst Game Labs didn't publish this book so you would play it; they have a 6th Edition for that, and it's great. This book is for reading, reminiscing, and gently satirizing to show how far we've come and what the cyberpunk aesthetic looked like 35 years ago.

If you aren't already a Shadowrun fan, and want to learn and play the game, get yourself a copy of the Shadowrun Sixth World Beginner Box; you won't regret it. The rules, layout, and art are modern and cutting edge, and you will have an amazing time with it. But if you're already a long-time Shadowrun fan like me, weren't there for the first steps on this 35-year-long journey, and want to get a picture-perfect replica of them, then this is 100% the book for you. And don't forget to watch your back, shoot straight, conserve ammo, and never, ever cut a deal

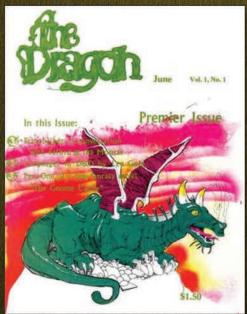


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TANGRAM CITY (CSG TCO1)

From Capstone Games, reviewed by John and Dell Kaufeld



The name on the box declares the game's basic idea right from the start, but Uwe Rosenberg's *Tangram City* from Capstone Games still keeps plenty of surprises under wraps.

This lightweight puzzle game takes the classic 7-piece tangram puzzle concept in a big, new direction by quadrupling the number of pieces for each puzzle and giving each player a unique starting board. The pieces are also double-sided, which adds an interesting twist to the game's strategy.

It's time to see if you're up to the challenge, so here are the top five things you need to know for some puzzling geometric fun while building Tangram City!

MATCHING TILES FOR ALL

Players in *Tangram City* start the game with identical sets of double-sided playing pieces. Each set

contains the same 23 basic shapes, plus six triangular fountain tiles. The tiles range in size from half-square triangles and single squares to larger rectangle and trapezoid-shaped pieces that cover multiple squares on the board.

All of the pieces are double-sided, showing a green side and a black side. The green and black artwork comes into play during the bonus scoring at the end of the game. (More about that later.) Fountains look the same on both sides because they're neutral.

SAME PIECES, UNIQUE PUZZLE

Tangram City supports 2-5 players, as well as solo play. Regardless of the number of players, the setup and gameplay work the same way, which is pretty miraculous in our book.

The game begins with each player taking one set of pieces, one player board, and a scoring marker. Players also take a pair of green and black balance markers to track the number of green and black squares in their city.

The player boards each show the same starting piece, but in five different positions on a 7x7 grid. The boards are double-sided, just like the pieces, with one side showing the starting piece in green and the other in black.

SHARED AND HIDDEN INFO

Tangram City challenges the players by both giving and withholding information about the tiles available during a round.

Play begins by shuffling the 23-card deck (one card for every tile in the game) and dealing four cards. Through a very clever design move, the number of players governs how the cards are dealt and whether they're face up or face down. In a two-player game, for example, two shared cards are dealt to the middle of the table — one face up, one face down — then each player gets one of the remaining cards.

In our example, both players can see the face-up card but neither knows what's face down. Each player also knows the card in their hand, but not the card held by their opponent. The combination of shared, private, and unknown knowledge sets up the game's most interesting strategic moments.



Each card displays one tile that all players must add to their city. After playing that tile, players continue revealing cards one by one and placing the indicated tiles until they use all four cards for the round. Now, it's time to score for the round.

MAKING BIG RECTANGLES

The game's backstory establishes two key things players must do so their cities earn the best score. First, they must assemble their tiles into rectangles on their player boards. Second, the squares in their city must show a balance between black and green sides.

Scoring rectangles happens during each of the game's six rounds. Balance points are tracked each round but only scored at the end of the game.

Once players position all four tiles in a round, they look for the biggest complete rectangle in their city. Players get one point for each square in the rectangle. Regardless of color. A 4x5 rectangle, for instance, would score the player 20 points. Players mark their points on the shared scoring board.

BALANCING GREEN AND BLACK

After scoring the round, players carefully count the green and black squares in their city. Here's where Rosenberg builds yet another level of strategic tension into the game.

If a square is fully black or fully green, it counts toward its color. Every square that's black or green on one side and has a fountain on the other also counts toward its color. But if a square is half black *and* half green, then it's neutral for balance purposes.

Players record the number of black and green squares by positioning the black and green markers mentioned earlier on the balance track of their player board. Once the players go through all 23 cards, they check their green/black balance. The closer the markers are to each other, the more bonus points the player earns. The player with the most points wins.

VERDICT

Tangram City may seem simple at first glance, but it delivers an engaging strategic experience on several levels. You need to think about the positions of the pieces you're going to play, since you score points for the biggest rectangle six times versus one bonus score for balance.

You can also earn bonus points if you fill every square of the board, but we never accomplished that during our play testing. (We both wish you good luck on this one. Neither of us got close to this goal.)

Rosenberg's design skills shine brightly in *Tangram City*. We think it'll hit our table quite often, especially thanks to the excellent solitaire play. We happily recommend it!

John Kaufeld often frets about whether the word "meeple" has a proper plural form. This rarely worries Dell 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?







PURRFECT MATCH (GTG PURR-CORE)

From Greater Than Games, reviewed by Brian Herman

YP	8 & Up	#	2 - 4 Players	
Ø	25 Minutes	8	\$19.99	

I'm not sure I'll ever get over just how many small footprint easy to play games there are now. It seems that every time I turn around there are a slew of small box open-and-play games being released. My only gripe about this is that I can't possibly play them all. However, one I did open up recently was *Purrfect Match* by Greater Than Games, in which all players take on the role of aspiring cat café owners, all attempting to recruit the purrfect collection of cats. In this easy to learn, packed-with-fun game, the only losers are those who don't play.

To set up, shuffle the three decks of cards included with the game, differentiated by different card backs. The Cat deck is placed in the game area, with the top 4 cards creating a row for players to choose from, and then each player is dealt 3 cats face up in front of them to begin their collection. There are 6 types of cats, easily identifiable by the background color of the card and the symbol in the top left. The Mischief deck is also shuffled and a row of 4 cards is placed face down beneath each cat. The Patron cards are shuffled and placed near the line up with room for a discard pile. Finally, form a pile of cat treat tokens in the center of the play area and give each player three as starting currency. Choose a starting player and the game is ready to begin!

To play, each player does the following on their turn before passing to the next player to do the same.

1. Attract Patrons — Flip over the top card of the Patron deck. Usually, this will grant income in the form of more cat treats to all players. If a player does not have any cat treats after this step, they gain one.

2. Spend Cat Treats — A player may spend any number of cat treats to purchase items from either line-up. Cat cards cost two and are immediately placed with other cats face up. Mischief cards cost one and are placed in the players hand, a secret to everyone until they are played, but a player can have no more than four at any time.

Replenish the Cat and Mischief rows — Deal from the top
of each deck so that there are four face-up Cat cards and
four face-down Mischief cards.





The game is immediately over when a single player has two of every type of Cat card face up in front of them. That player has proven to have the best cat café and is declared the winner!

However, while Cat cards are the ultimate path to victory, the Mischief cards cannot be ignored as they offer a variety of effects that can help a player to victory or prevent another player from achieving it. Mischief cards can perform one time action even when it's not a players turn, or setup a "purrsistent" ongoing turn after turn, or even prevent different Mischief card, cancelling its effect. A strategy my group found was to stock up on Mischief cards early and often to have an arsenal ready to go to either pull ahead or reign in someone else.

What I liked most about Purrfect Match was the devotion to theme. The cat treat currency tokens are wooden with a solid feel and shaped like tiny fish cat treats.

The art is cute and consistent throughout the entire game, with cards giving nods to cat owners. The symbols that differentiate cat types use tuna cans, balls of yarn, and mice. The Mischief cards are delightful, such as the Laser which can steal an opponent's cat to your score pile. Likewise, the art on the Cat Burglar card, which steals three cat treat tokens from a player or the supply, has the smuggest cartoon cat

Purrfect Match is a fantastically charming game, from the mechanics to the component quality and art. A single match for 2-4 players takes about 30 minutes and the game never wears out its welcome. While the gameplay isn't very complex, the whimsy included with every time the cards are shuffled up cannot be underestimated.

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

with a burglar mask, inciting pure delight.

Catan and Munchkin.



GTM JUNE 2025 91





HUES & CUES (USO PA135-725)

From USAopoly/The OP, reviewed by Whitney Grace

YF	8 & Up	#	3 - 10 Players
Ø	30 Minutes	8	PI

One of the most mesmerizing things in life may just be the paint swatch wall at hardware stores. Colors are lined up according to hue, shade, and tone and they blur together in an amazing rainbow. When you're a kid, all you want to do is touch the wall and maybe remove the paint swatches to capture a bit of that awesome color.

Hues and Cues is a tabletop board game from The Op Games that allows players to live out their Pantone fantasies. Designer Scott Brady describes Hues and Cues as a "guessing game of colors and clues." Colors are abstract concepts so I'd guess it would be impossible to create a guessing game about them beyond the basic ROY G BIV (that's a reference to a rainbow's color order: red, orange, yellow, etc.). However, this game succeeds beyond all my expectations.

The components belie the game's seemingly complex concept: one manual, one game board, 100 cards, 30 playing pieces, and one scoring pad. The game is set up by laying the gorgeous board in the play area's center, followed by giving players three same colored game pieces. Players keep two of the pieces while the third is placed on the left of the score track. Next shuffle the color cards then place them face down in pile.

To begin, a player, called the Cue Giver, takes the top card from

the draw pile and keeps it hidden. The cue giver selects one of the four colors on the card (each color is assigned ID coordinates on the board to locate it), then uses cues to describe it. Here's where it's very important to pay attention to the cue rules; only one word may refer to objects in the room, and can't reuse clues from earlier in the game. The Cue Giver is allowed to use abstract color names like heliotrope, emerald, or cyan.

Going clockwise around the board, players take turns guessing the color. They indicate their guess by placing a piece on square that matches the cue description. Each color can only be guessed once and if the square is occupied it's been guessed. After the first word cue, the Cue Giver then uses a two-word cue to describe their

color. The two-word cues must follow the same guidelines as the one word, but they also cannot use words like "lighter" or "darker" to suggest its board position. Players then make their second guess, this time by going counterclockwise.

After making their second guess, the Cue Giver reveals their color by placing the scoring frame on the board with the chosen color in the center. One point is given to the Cue Giver for each piece within the scoring frame. The guessers receive points based on how close they



are to the correct color's board position. The scoring track is used to count how many points each guesser earned. The cue giver is awarded a maximum of nine points and guessers can earn a maximum of five. The game continues until each player has been the Cue Giver

twice. Whoever has the highest number of points is the winner.

Hues and Cues may appear intimidating, but the rules are simple and lead to fun gameplay. This game also doubles as a great way to practice descriptions and learn new vocabulary words. Additionally, there are rules variants for different gameplay. The Cue Giver can decline to give their two-word cue. The second variant is designed for younger players, where they're allowed to select any color from the board.

The rules for *Hues and Cues* are so simply creative that players could invent their own versions of the game when they want something new. New rules could be finding examples of the selected color in the room or inventing names for colors, then trying to guess which color it applies to. Players would be required to explain why they chose that name, then argue why it works. There are dozens of games to play with *Hues and Cues* beyond the ones in the manual.

The board is also a gorgeous visual of a rainbow color pallet. It's worth playing the game just to admire the board and imagine finding these colors in the real world.

Hues and Cues is entertaining and stimulates the imagination, I am confident it will find a place on

many of a game table.

•••

Whitney Grace is a professional writer, pop culture historian, podcaster, and game creator. She was kicked out of her first D&D group because she didn't take the game seriously. Her roommate is an oversized, loud-mouthed kiwi bird.



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Race, raid and salvage across Atlantis to become the greatest Storm Raider in this new 1-4 player game designed by Shem Phillips.



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XCRAWL CLASSICS RPG: CORE RULEBOOK (GMG XCC1)

From Goodman Games, reviewed by Thomas Riccardi

YPP.	14 & Up	#	2 - 4 Players
Ø	60 - 120 Minutes	8	\$59.99

And welcome back XCrawl fans! Before the break we saw the Riverside Raptors go against a team of goblins and then go through a No Go door into a breakroom to rest. Now they are moving cautiously down a passageway and uh-oh! Looks like we got a spike trap and looks like the Raptor's mage is down! Will they be able to survive this setback or suffer the face of defeat at the hands of DJ Awesome? This is the setting of the remastered classic by Goodman Games — welcome to XCrawl Classics!

XCrawl Classics is a unique role-playing game set in the world of dungeon crawling. However, instead of doing this to just get treasure, your team does it for fame and prizes. The legends will move up through the ranks and compete for fortune and glory, while the rest will litter the dungeons of famous Dungeon Judges (or DJ) with their bones.

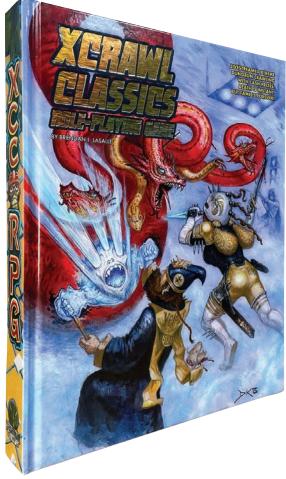
The first thing to do is create your character, and as with every Goodman role-playing game, each of your characters begin at level zero. These characters are weak and may not survive past the first level, but that is the challenge of the dungeons. Each player will roll on a random table that determines their previous profession including any starting equipment along with bonuses to attributes or starting money to buy other supplies.

Once you survive your first dungeon you will have enough experience to make it to the first level where you can select from various classes, each with their own abilities and skills. From the Blaster who uses magical abilities to cut through their foes to the Jammer that uses musical performance to inspire his teammates.

Skills are resolved with the Dungeon Judge assigning a difficulty challenge and adding any modifiers and the player rolls a d20. If it is higher than that number, the skill succeeds otherwise it fails. In Combat, everyone has an armor class (AC) and you roll a d20 with any modifiers due to range and other conditions. Anything over the AC is considered a hit while anything under that is a miss.

There are also rules for using Mojo but that only happens when the characters reach their first level (as zero level characters usually do not receive Mojo). Mojo represents the unconscious power of teamwork that makes the effectiveness of a group greater than the sum of their individual parts. Mojo can be used for attack rolls or checks, but if anyone rolls a one that resets the Mojo points to zero. As your characters compete in dungeon crawls, they will become more famous and will be able to use their fame (and Mojo!) to their own advantage.

The rest of this massive tome provides the history of the sport – in the beginning, there was originally a game called Dungeon Battle that was sweeping the nation. However, a group of people took it too far and decided to play this game for real and encountered ghouls in an abandoned parking garage. They used improvised weapons and unsanctioned magic to defeat the monsters and XCrawl was born! Each XCrawl event is split into divisions ranging from non-



lethal ones for kids, all the way up to Division I which is the BIG show every adventurer aspires to. There is also a common bestiary full of creatures that can be used in any dungeon from common monsters, such as orcs and skeletons to more fantastic creations like killy putty (an ooze that can grasp onto players) and warhead (an automaton that is bristling with weapons).

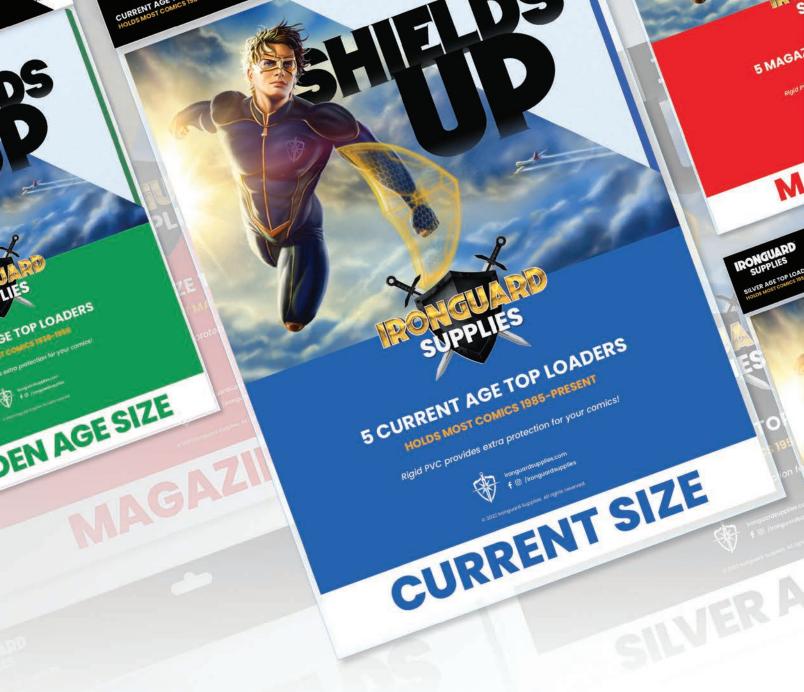
There are two adventures included: XCrawl's Got Talent, which is an introductory adventure in order to get the players to the first level and form their own Division III team, and Showdown in Grind City, a first-level adventure which will allow their newly formed team to test their mettle in this crawl.

If you are looking for a role-playing game that has a unique take on dungeon crawling, look no further than *XCrawl Classics*. For more information on this and other games head over to https://goodman-games.com and get ready to make a name for yourself in the dungeon.

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

s -

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Everyone knows the days of keeping unbagged comic books lying around are long gone – bags and boards are a forgone conclusion in this modern world of collecting. But what about when a bag and board aren't enough? Do you want to lie awake all night worrying that your comic is developing irreversible stresses that will reduce its value a thousandfold? You need something a little tougher to keep that comic safe, and Ironguard Supplies has just the thing. In addition to a full range of bags and boards in all sizes, Ironguard now offers comic toploaders, rigid sleeves that will keep your comic protected from even the most unforgiving longbox. Sleep easy, my friend.

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304 THE GREAT GTM GIVEAWAY: G.I. JOE EDITION!



Greetings GTM Fans!

For our June issue, Game Trade Magazine is heading into our glorious vault of games to offer a special mission giveaway by Renegade Game Studios!

One lucky winner will win a copy of the G.I. Joe RPG Beginner Box Boot Camp and Standee Pack seen above! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out Renegade's content, and more for entries! This contest opens on May 20th and will close on June 22nd, so don't delay!

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