

ISSUE NO.  
**305**  
JULY  
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# GTM

  
**25** YEARS

## GAME TRADE MAGAZINE



# HeroScape

## TERRAIN SYSTEM

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### IN THIS ISSUE:

- **UNMATCHED: BATTLE OF LEGENDS** FROM RESTORATION GAMES BRINGS INCREDIBLE ACTION TO THE TABLETOP!
- **STEVE JACKSON GAMES' MUNCHKIN BIG BOX** IS FILLED TO BURSTING WITH LOOT-GRABBING FUN!

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**'ONCE AGAIN, STEAMFORGED GAMES BREATHES NEW LIFE AND IMAGINATION INTO THESE IMPRESSIVE BOXES'**

– TYLER, TECH RAPTOR



### **Epic Encounters: Nest of the Dinosaur**

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- Monster stats
- Tips and tricks for building tension and excitement



# EVERY EPIC ENCOUNTER SET IS RELEASED AS A PAIR, TURNING EPIC ONSHOTS INTO AN UNFORGETTABLE MINI CAMPAIGN!

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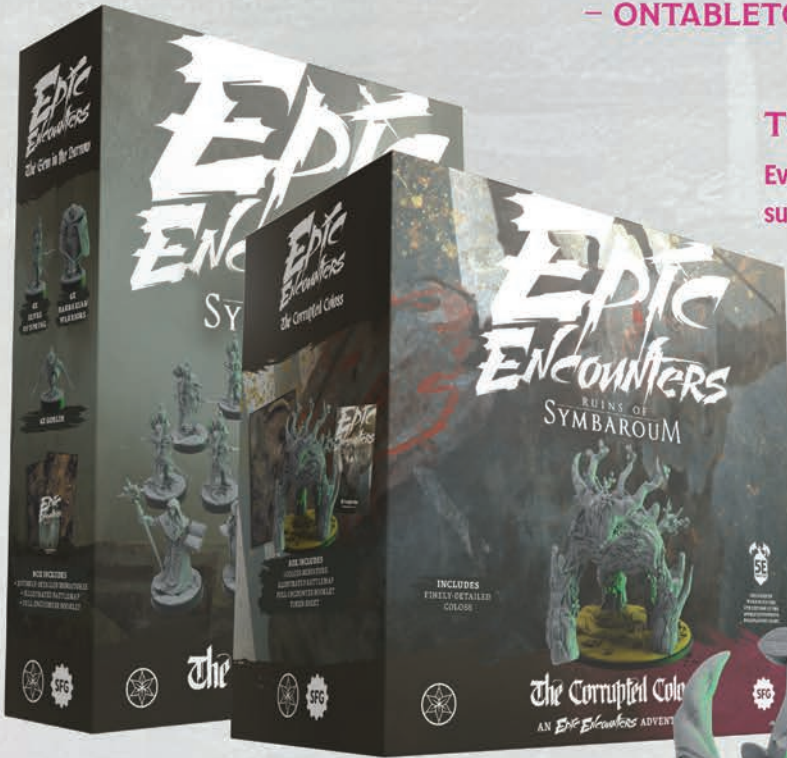
Summon a thrilling adventure into the darkest catacombs

**'FANTASTIC ENCOUNTER, A REALLY NICE MINI CAMPAIGN, AS ALL OF THE EPIC ENCOUNTERS ARE... THOSE MINIATURES ARE ABSOLUTELY STUNNING.'**

**– ONTABLETOP**

**THE FIERCEST MINIS IN THE REALM!**

Every box contains a brutal warband or huge boss 'mini', sure to get gasps as it hits your table.



## **Epic Encounters: Ruins of Symbaroum - The Corrupted Coloss**

For the first time, the Epic Encounters series ventures beyond the Titan mountains into the realm of Ambria, to bring you miniatures, maps, and encounters set in Free League's dark fantasy world of Symbaroum.

### **What's in the box?**

- 5e compatible
- One corrupted Coloss, ready to defeat or save
- 1 Double-sided illustrated battle map
- 1 Adventure book
- All the tokens you need to play



**COVER STORY**



**Level Up Your Tabletop with the Heroscape Terrain System!**

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by Sophia Gambill

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**Unmatched: Battle of Legends, Vol. 3: An Epic Game 23 Years in the Making**

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by Justin D. Jacobson

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by Michelle Richardson

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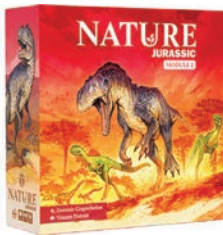


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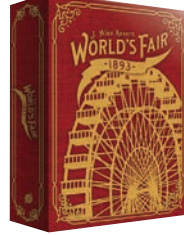
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# SEARCH THE SKIES ABOVE OR THE LANDS BELOW!



## The Search for Planet X

- Players take on the role of astronomers, participating in this real scientific investigation.
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- Created for 1-4 astronomers, ages 13+, to discover in 60-75 minutes.

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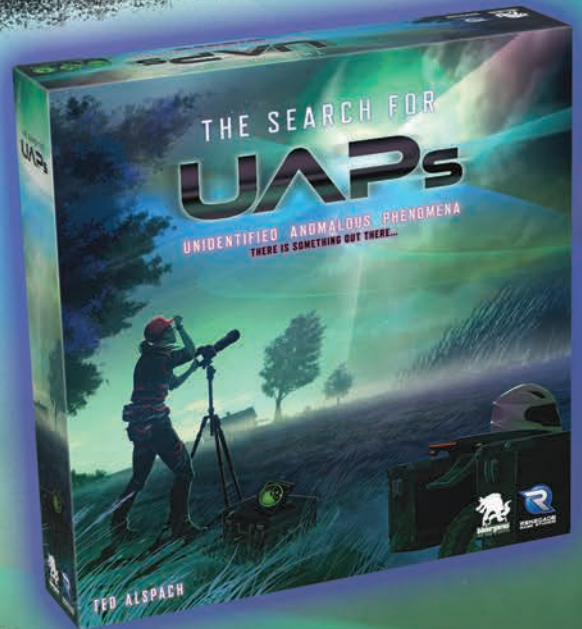
**Available Now!**

## The Search for UAPs

- Use logic and deduction to search for Unidentified Aerial Phenomena in Earth's Orbit.
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- For 1-5 researchers, ages 14+, to discover in 60-75 minutes.

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**Available Now!**



## The Search for Lost Species

- Locate the Lost Species and report correct sightings of other animals on its island habitat.
- Move about the island searching and using the free companion app for clues and information.
- Created for 1-4 naturalists, ages 13+, to discover in 60-75 minutes.

RGS02468 \$45

**Available Now!**



## Greetings Dear Readers!

Welcome to your July 2025 edition of *Game Trade Magazine*!

Summertime is here and that means hotter temps, long days, and — naturally — show season! And show season, of course, means new games and products. If this issue is any indication, there is a lot of awesome gaming ahead for us all, so we're going to jump right into the content.

Our cover story this month shines a spotlight on the amazing array of trappings and settings available for *Heroscape*. The *Terrain System* product line from Renegade Game Studios allows players to elevate their games (quite literally) to an entirely new level with a variety of environments. From snowy plains to jungles, desert sands to lava fields, setting up your next great battle will be a snap with these incredible terrain options.

Speaking of setting the right tone for a game, our very own Thomas Riccardi reviews the *Local Legends: Tavern Kit* from Steamforged Games' *Epic Encounters* line. In this issue, Tom discusses how GMs can use this awesome resource to not only enhance what has certainly become a mainstay environment in most role playing settings, but also how the *Tavern Kit* provides a variety of tools to ensure an unforgettable experience.

Now, if we're talking about setting the right tone, we would be remiss if we didn't discuss the importance of *artwork* in games. On that subject, we go behind the scenes with Ross Connell of NorthStar Game Studio to take a closer look at the upcoming *Nature* series from designer Dominic Crapuchettes.

And, of course, any discussion about artwork would certainly have to include the absolutely incredible impact *Dork Tower's* John Kovalic has had upon *Munchkin!* In the nearly 25 years of the game's history, John has illustrated over 8,000 individual cards, and his unmistakable style is synonymous with the stab-your-buddy, take-the-loot insane fun of *Munchkin*.

On the subject of *Munchkin*, Michelle Richardson from Steve Jackson Games gives us all the incredible details for the *Munchkin Big Box*, which kicks off the upcoming 25th anniversary of the game in 2026! Featured in *Big Box* is the original core set plus six (!) of the most popular expansions, for a total of 700 cards (with room for more!) and some more fantastic goodies. This is going to be a must-have for any *Munchkin* fan, new or old.

Speaking of games with an established history, we also take a closer look at the *Unmatched: Battle of Legends* series from Restoration Games. From its cinematic beginnings to legendary present-day offerings, Justin D. Jacobson details how this line has become so popular while built upon the deceptively simple, and incredibly entertaining, premise of battling "anyone, anywhere."

As we part this month, we're making preparations for what we're sure will be another thrilling Gen Con and we're excited to see all our fans at the show. We hope you stop by our booth (#110), grab a copy of the magazine, and say "Hi!" if you happen to be in Indy.

On that note, and building upon what I shared last month, if you're at Gen Con this year please remember that this has been a rather tough year for many within the tabletop industry. We've been besieged at times with some rather unique and unprecedented challenges, and a kind word or thought costs nothing. And remember to also be gentle with each other; there's plenty of uncertainty outside of the sphere of tabletop gaming to go around as well.

May your summer be filled with lots of brilliant gaming goodness with family and friends, and we hope to see you at Gen Con in just over a month.

Game on,  
-JG



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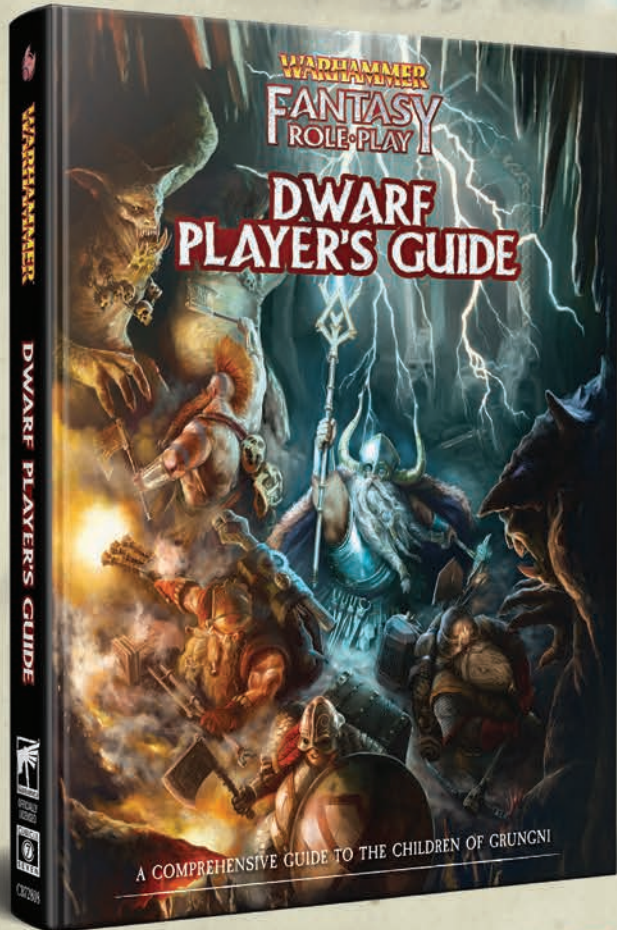


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# WARHAMMER FANTASY ROLE-PLAY™

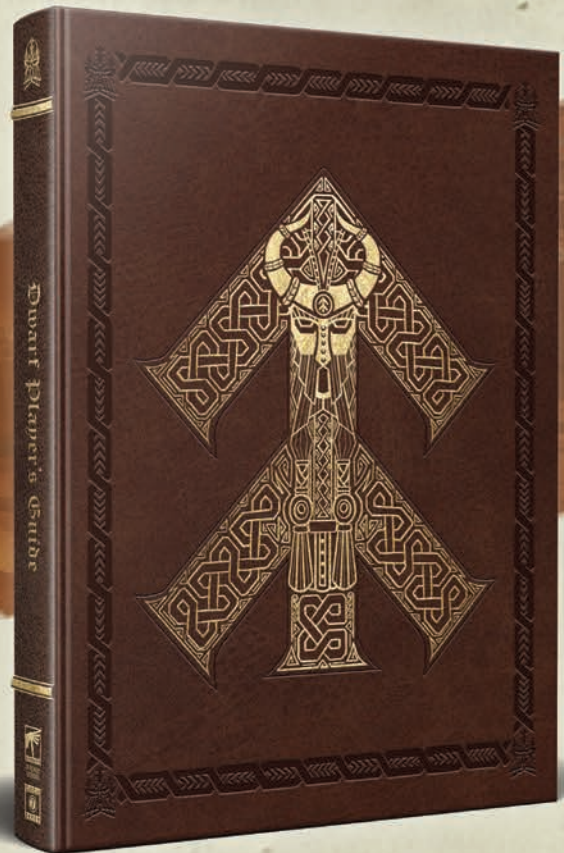


DEEP WITHIN THEIR MOUNTAIN HOLDS, THE DWARFS STAND DEFIANT - AS UNYIELDING AS THE COLD STONE BENEATH THEIR BOOTS.

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

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

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

**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 sneak-peek into the minds of your favorite creators and are filled with insights, funny anecdotes and all the challenges to be overcome in order to make your favorite games.



**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 fan-favorite game or an industry insider's tips and tricks, **GTM** Exclusives are a not-to-be-missed monthly resource!



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

**HOW DO I ORDER FROM GAME TRADE MAGAZINE?**

Did you see dice, miniatures, or games that capture your fancy that you'd like to purchase? Of course you did! But what do you do now? It's easy! Whether you dogear the applicable pages or you make a list - just tote along your copy of **GTM**, inform your FLGS (or FLCS), and they'll order it for you. It's really that simple!

**SPOTLIGHT ON**

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**MAGIC THE GATHERING**

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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 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!

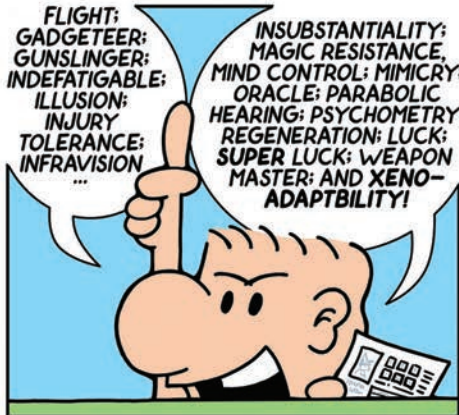
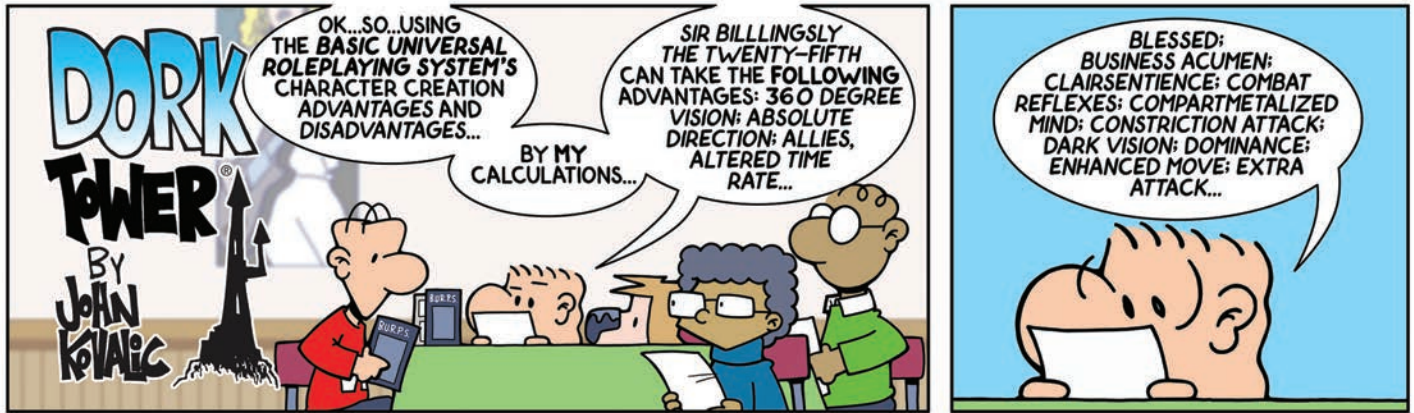
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## GOTHIC



# COMING SOON

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**TERRAIN SYSTEM**

Renegade Game Studios' HeroScape Terrain System line continues to expand! With five terrain expansions available and more on the way, HeroScape terrain is celebrated for its versatility, ease of setup, and ability to create dynamic environments. Let's dive into each terrain pack and learn about what they offer!



**HEROSCAPE: TERRAIN EXPANSION - THE GROVE AT LAUR'S EDGE**  
RGS 02695 ..... \$50.00 | Available Now!

*The Grove At Laur's Edge* expansion contains three Laur Jungle Trees and six Laur Underbrush pieces, perfect for recreating the lush, yet ominous Laur Jungle. Learn more about the Laur Jungle.

*Nestled at the edge of Valhalla's grand Laur Jungle, a grove of dense foliage stands, its greenery inviting yet foreboding. Though currently deserted, the impending call of battle will pierce even this tranquil haven. Whatever lurks behind the swaying branches will prove far less amicable than the trees themselves.*

These unique, striking hex tile terrain pieces kicked off Renegade's Terrain System product line in August 2024. The Laur Jungle Trees come in three different sizes, while the Underbrush enhances the battlefield's look and provides strategic advantages. Use the trees and underbrush to hide from enemies or block their line of sight.



**HEROSCAPE: LANDS OF VALHALLA TERRAIN EXPANSION**  
RGS 02700 ..... \$70.00 | Available Now!

These terrain pieces interact with certain characters' abilities, such as Halushia, Scion of the Wild. Explore the mysterious Laur Jungle with *The Grove at Laur's Edge*.

*The Lands of Valhalla* unlock a variety of new map-building possibilities. Read on to discover more.

*From daring cliffs to rolling planes, Valhalla's landscapes are as vibrant as they are deadly. Each new arrangement of the land brings its own boons and challenges to the brave souls who would dare to cross it.*

*Lands of Valhalla* includes 63 hex-tile terrain pieces, featuring rock, sand, and grass tiles in various sizes, including a new sand 24-hex tile. Expand your battlefields like never before with this essential terrain set!

Bring the waterways of Valhalla to life with the *Waters of Valhalla Terrain Expansion*, perfect for any map. Learn more below.

*Rivers and oceans, lakes and puddles. Water takes many shapes, and Valhalla's many environments are defined as much by their water as by any fixtures of land.*



**HEROSCAPE: WATERS OF VALHALLA TERRAIN EXPANSION**  
RGS 02721 ..... \$30.00 | Available Now!

This set includes over 40 hexes, including new 3-hex water tiles and the magical Wellspring Water tiles! These special tiles offer unique gameplay effects. At the beginning of a round, you may roll a 20-sided die for each Hero you control on a Wellspring Water tile. If the result is 12 or higher, that Hero may remove 1 Wound Marker from its Army Card. If the result is a 1 or 2, that Hero becomes confused by visions and suffers 2 wounds. Customize your maps with water-based challenges using the new *Waters of Valhalla* expansion!

Renegade kicked off 2025 by releasing two more terrain expansions. One of the two, *The Snow Fields of Valhalla*, lets you battle through icy terrain! Learn what this expansion has to offer.

*Winter's bitter chill lingers later into each passing year. Even lands as far south as the Forgotten Forest saw no melt in recent summers, and its evergreen boughs bend low with snow. Through it all, their passage slowed by deep snow and treacherous ice, the armies of Valhalla trudge on, undaunted, to war.*



This expansion includes over 120 hexes of deep snow and treacherous ice! The slippery ice tiles count as two spaces per hex, while snow tiles have special movement rules depending on scenario conditions. This set also includes two snow-covered evergreen trees to add strategic depth to your battlefield. Brave the frigid landscapes with *The Snow Fields of Valhalla*!



**HEROSCAPE: THE SNOW FIELDS OF VALHALLA  
TERRAIN EXPANSION**

**RGS 02759 ..... \$60.00 | Available Now!**

The second terrain expansion of 2025 is *The Swamps of Valhalla*. [Learn more below!](#)

Many see the receding mire of swamplands as a sign of victory, for it heralds the decline of the Marro scourge that once plagued the land. But to the Kyrie of the Moon Tribe, it is an ill portent. The shallow waters of these remaining swamps teem with life. If they are allowed to disappear, what, or who, will be next?

The Swamps of Valhalla offers over 120 hexes of swamp grass and swamp water tiles. Swamp water tiles behave differently from standard water. When a figure moves onto a swamp water space, it may continue moving if it has movement remaining. Also, figures falling onto a swamp water space may suffer wounds. Additionally, this set includes 2 swamp underbrush pieces, which shield units and offer defense against ranged attacks. Add challenging wetland environments to your games with *The Swamps of Valhalla*!



**HEROSCAPE: THE SWAMPS OF VALHALLA TERRAIN EXPANSION**

**RGS 02758 ..... \$60.00 | Available August 2025!**

The latest Terrain Expansion, *The Lava Fields of Valhalla*, is releasing in August 2025. Discover what this set brings to the table below.

*As though the devastation wrought by Valhalla's many combatants was insufficient, the very earth itself seems intent to join in the destruction. Where the many magics and machines of battle split the earth, viscous lava fields erupt and spew molten magma into deadly pools. Those who would dare cross these flaming wastelands must tread carefully, or lose more than just their feet...*



**HEROSCAPE: THE LAVA FIELDS OF VALHALLA  
TERRAIN EXPANSION**

**RGS 02792 ..... \$70.00 | Available August 2025!**

This terrain expansion contains over 120 hexes to transform your battlefield into a deadly volcanic wasteland. The lava fields provide new challenges to the master game. If a character ends their turn on a lava field tile, you roll for lava damage, and if you roll a skull, the figure on the tile takes a wound. The molten lava tiles are even more dangerous! If your character moves onto a molten lava space, you roll a 20-sided die to determine damage. If you roll a 20, your figure has miraculously survived, otherwise, they're destroyed and suffer a hot lava death! This set includes four new lava rock outcrops, which serve to block line of sight and hide behind, and new 24-hex lava tiles.

This new terrain set adds exciting new experiences to your *Heroscape* sessions. Pre-order now for an August 2025 release!

Though designed for *Heroscape*, these terrain pieces are also ideal for a variety of tabletop games. In a video with The Good Time Society, RPG celebrity Matthew Mercer said, "I still have the terrain pieces from my original game I use today for all my other tabletop games because it was one of the first games I played that had really good high-quality terrain pieces that are multi-use."

The *Heroscape Terrain System* line continues to expand, with more exciting terrain sets planned for the rest of 2025 and plans for 2026. Order your terrain sets today and elevate your experience!



*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.*



# DC FOREVER

BATTLE AS A CLASSIC DC COMICS HERO OR ROGUE!

## DC FOREVER

WZK 87558 ..... \$49.99 | Available Q2 2025!

Pick your team, strengthen your powers, choose your strategy, and let the battle begin! *DC Forever* is an action-packed, asymmetrical deck-building game created by acclaimed designer Damon Stone. Featuring immersive gameplay, players can step into the shoes of iconic Heroes or Rogues and clash at classic DC Comics locations!

### GAMEPLAY OVERVIEW

In *DC Forever*, the Hero player wins when they've captured all the villains or rescued 30 citizens. The Rogue player wins when they've accomplished their schemes, or KO all the heroes who would stand in their way. The game is played in rounds, which are composed of three stages in order:

1. The Plotting Stage, where the Rogue player is active.
2. The Planning Stage, where the Hero player is active.
3. The Confrontation Stage, where both players take turns activating characters as the Rogues and Heroes confront each other.



In addition to Heroes and Rogues, players can expect Hero-Affiliated cards, Hero Resource cards, Rogue-affiliated cards, and Unaligned Character cards to build out their decks. Location cards, based on iconic DC locations like the Gotham City Hall and The Daily Planet, make up the last important piece of gameplay as these are where Heroes and Rogues exert their influence.

With multiple pathways to victory, eighteen playable characters, and hundreds of cards to choose from, no two games play out the same way!

### "DREAMS SAVE US. DREAMS LIFT US UP AND TRANSFORM US."

*DC Forever* gives players nine Heroes to choose from, including beloved characters like Superman, Batman, and Wonder Woman, plus some deeper cuts for the DC Comics superfan, like Blue Beetle, Zatanna, and Cyborg.

Each Hero will have a different Health value (how much damage they can take before they're KO'd). Their Attack value is how hard they hit, and their Rescue value shows how quickly they can save people. Best of all, they feature special abilities, some which provide a continuous benefit, and other incredibly strong abilities that are activated by discarding certain cards and can only be activated once per round.

Each Hero offers a complexity level from Low to High, so players can scale their difficulty level as they gain experience with the game. During their first game, it's recommended that Hero players choose Batman and Superman as their starting characters.

### "ALL IT TAKES IS ONE BAD DAY..."

If players prefer living in the grey area, they can choose to battle it out as a Rogue! There are nine Rogues in *DC Forever*, including The Joker, Lex Luthor, Sinestro, and Cheetah. Just as the Heroes, these Character cards include Health and Attack values. Instead of a Rescue value, Rogues feature a Threaten value that shows how many people their schemes will place in danger.

As mentioned before, Scheme cards are a way for Rogues to fulfill their win condition where they complete their Master Plan by completing 5 schemes. The Rogue player will put them into play at a Location, then Threaten citizens at that location to move them onto the scheme. It's recommended that Rogue players choose The Joker and Cheetah as their starting characters for their first game.

### "THAT'S SO CUTE. YOU THINK YOU'RE SCARY."

In DC Comics, the line between Heroes and Rogues isn't always cut and dry. To reflect that, *DC Forever* includes Unaligned Characters that can be put into play.

Unaligned characters can claim citizen tokens just like Heroes and Rogues, and they use these to unlock certain game effects. Unaligned characters can throw a wrench into the best-laid plans and can even be persuaded to join the Rogues if they are weakened enough. They can be attacked by both Heroes and Rogues and are either captured by the Hero player or swayed to the Rogue player's side, depending on which player dealt the final blow.

### WHICH WILL YOU CHOOSE?

*DC Forever* is for two to four players aged 12 and up, plays in about 30 minutes, and is arriving at local game stores this Summer. Grab your copy, step into the shoes of a Hero or Rogue, and get ready to battle!



# KEYFORGE

# Prophetic Visions



**FULFILL THE PROPHECY  
EMBRACE YOUR FATE!**

**KeyForge: Prophetic Visions** is the newest set in the groundbreaking Unique Deck Game. This time, players will harness the power of **Prophecy cards**—a brand-new mechanic that lets them predict future outcomes and unleash powerful **Fate effects**... even during their opponent's turn! Get ready for bold plays, unexpected twists, and a whole new way to forge your path to victory.

**KeyForge** makes it easy for any player to join in and play. Only one deck per player is needed to rival even the greatest Archons. The game is easy to learn and offers rich strategies to explore and master. It offers collectibility without deck-building, making it appealing for trading card game and board game players alike!

AVAILABLE TO HOBBY RETAIL STORES IN SUMMER 2025  
LEARN MORE AT [KEYFORGING.COM](https://www.keyforging.com)

 GHOST  
GALAXY



# UNMATCHED: BATTLE OF LEGENDS

**Vol. 3: An Epic Game 23 Years in the Making**

**UNMATCHED: BATTLE OF LEGENDS VOL. 1 -  
KING ARTHUR, ALICE, MEDUSA, SINBAD**

REO 9300 ..... \$39.95 | Available Now!

**UNMATCHED: BATTLE OF LEGENDS VOL. 2 -  
ACHILLES, YENNENGA, SUN WUKONG, BLOODY MARY**

REO 9306 ..... \$39.99 | Available Now!

*Blackbeard draws his pistol and narrows his steely gaze at the Chupacabra, who hisses back with its gaping, fang-lined maw. Pandora taps her fingers mischievously on the ornate box, biding her time, and Loki just does that sly grin.*

**[RECORD SCRATCH]** *You're probably wondering how I got here – well, it's a pretty wild tale.*



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

REO 9320 ..... \$44.95 | Available Q2 2025!

### THE GAME IS AFOOT

To go back to the start, you have to set the wayback machine to 2002. Fans of *The Wire* learned that “Omar’s coming”, Avril Lavigne told us to “Let Go”, and a junior designer at Hasbro named Rob Daviau was excited to work on a new game based on the latest *Star Wars* flick. With veteran designer, Craig Van Ness, the plan was for a game that captured the exciting lightsaber duels from that storied franchise.

Early on, they wanted the game to let you play as all the different characters from that world, with each character having a different set of cards. But there were two big hurdles. First, they weren’t sure if the higher-ups at Lucas would let them make a game where, say, Anakin could fight Darth Vader. Second, they didn’t know if it would be too costly to give each character their own custom deck. Fortunately, both of those were surmountable, and they were able to realize their full vision.



*Star Wars: Epic Duels* proved popular, but the limited license meant that its time on the shelves was short-lived. Fans kept the game alive, creating their own decks and online implementations. But it would be 17 years until it officially got another turn.

### I'LL BE BACK

In 2016, I made Rob an offer he couldn't refuse, and we started Restoration Games on the premise of bringing back out-of-print games and updating them for the modern hobby gamer. One of the first things we did was put a form on our website, where folks could suggest games for us to restore. The "big three" were Heroquest, Dark Tower, and Fireball Island. (Hey, two out of three isn't bad!) Coming in right below that was a group of beloved games with dedicated followings that included *Thunder Road*, *Omega Virus*, and, of course, *Epic Duels*.

In 2018, we started work on a restoration of *Epic Duels* and what that might look like. We knew we couldn't get the *Star Wars* license. Heck, we'd never done any licensed game. So, we immediately turned our attention to public domain figures – heroes from literature and legend. We roughed out a roster of unlikely fighters. If we couldn't have a tightly themed box, we figured we'd lean into the chaos. Originally, we scoped out a set with 6 heroes: King Arthur, Achilles, Yennenga, Sun Wukong, Louhi, and [REDACTED].

**(FUN FACT: There are over 16,000 fan decks on the unmatched cards site, and the redacted fighter isn't one of them. No one has ever guessed which fighter that was since the game's release.)**

At Gen Con that year, we met with the game division over at Mondo and hatched a wild plan. We would co-publish the line, with Restoration releasing the public domain sets and Mondo releasing the licensed ones. We trimmed down and refined the roster, deciding that it would be nice to have a few more high-profile heroes in the initial offering: King Arthur, Medusa, Alice, and Sinbad. Having both teams working on the game let us get that initial release ready in time for the following year's show.

Released at Gen Con in 2019, *Battle of Legends, Vol 1* was an instant hit. Lines wrapped around our booth (and Mondo's) as folks clamored to pick it up along with Robin Hood vs. Bigfoot and the Bruce Lee solo pack. (If you haven't heard the news: Bruce is coming back later this year in a two-pack with Muhammad Ali.)

*Unmatched* rolled on, and the *Battle of Legends* format – four disparate heroes – continued on two years later with Vol. 2, featuring the return of Achilles, Sun Wukong, and Yennenga, along with Bloody Mary. It wasn't long before we got to work on Vol. 3.

### THE RETURN OF THE KING

The roster practically built itself. Back in 2020, we ran a deck design contest and received hundreds of great entries, so much so that we decided to award runner-up prizes in addition to the winners. When it came time to define the roster for Vol. 3, we pulled in three of those designs – Blackbeard, Chupacabra, and Loki – and added in Pandora to end up with another wild spread of figures.

By this time, the success of *Unmatched* was undeniable, but we were also hearing some rumbling: The numbering was becoming a problem. Gamers new to the line were reluctant to buy Vol. 2 if they couldn't get Vol. 1, thinking it was strictly a sequel. This was only going to get more pronounced as we continued the series, so we decided we'd make it a trilogy and make the third entry the last one.

Not to worry, *Unmatched* isn't going anywhere – we've got sets scoped out for the next few years. But Vol. 3 will see the end of the *Battle of Legends* boxes under that name. Ultimately, we think this is a great place for it to land. Our plan is to keep those three volumes in print indefinitely, even as we vault other, more recent sets. And, who knows, maybe we'll do a special box set or anniversary edition down the road.

Ultimately, what makes *Unmatched* so compelling is the fundamental promise at its core, first posed over 20 years ago: Anyone, anywhere. Nothing speaks to that idea more than the *Battle of Legends*.



Justin D. Jacobson co-founded Restoration Games in 2016 with Rob Daviau, following a 20-year career as an attorney. He lives in South Florida with his wife, two daughters, fancypants cat Laurel, and himbo mutt Duke.





# DICE WORDS

## DICE WORDS

TAK 699500..... \$19.95 | Available Q3 2025!

### INTERVIEW WITH DICE WORDS DESIGNER TIM PHILLIPS

The following is an excerpt from an interview between board game designer Tim Phillips and Kosmos Marketing Coordinator Court Sakmar. This interview took place in January 2025 in anticipation of Tim's new game *Dice Words*, published by Thames & Kosmos. In the following excerpt, Tim discusses what inspired *Dice Words* and the process behind getting the game published.

*Dice Words* is a competitive, fast-paced word game where players simultaneously roll their own set of 7 letter dice. Players then try to create the best word they can with up to two more rerolls. Players will get points from each letter die they use and multiply it by the number of the four target letters they have matched in their word. Players can also get bonus points for scoring a word of five letters or more.

*Dice Words* is the first game developed in the United States by Thames & Kosmos and is Tim Phillips' third published game.

#### How long have you been working on *Dice Words*?

I designed the initial prototype about 7 or 8 years ago; it took a little bit of time to get it right.

#### Where do you start your game design process?

As silly as it sounds, all three of the games I have had published so far, I dreamed. In the middle of the night, I will wake up and grab a sheet of paper, and I'll make some notes. The first game I designed, I made one revision to it after the initial concept. The second game was about the same, and *Dice Words*, mechanics-wise, we are still on version one. However, it probably took me 2 or 3 tries to arrange the letters on the target letter ice dice and get a good distribution, but other than that, we are on version 1.1

#### Tell me about your process in trying to get the size of the dice right.

Dice can come in all kinds of sizes. If your dice are too large, it is going to be hard to fit all of them in your hand; if your dice are too small, they can be an impediment to visually impaired individuals who have to try to read the letters quickly. I started out with regular-size 19mm dice and tried slightly smaller and larger ones. I was just going to my local Lowe's and buying wooden rods, then cutting them down and painting letters on them. About four years ago, I had a friend with a 3D printer, and he modeled and created the first set of plastic dice. The plastic dice were so much nicer, and we could tinker with the size until we got them exactly how we liked them.



#### What is your favorite part of the game design process?

Usually, building the first prototype—when you are scrounging around for game pieces and cannibalizing old games. Or when you first take it to a games store and see people sit down and play it and they are all laughing.

#### What do you do when you get stuck working on a game?

I go ahead and start working on another project and wait for a dream. Sometimes it might take a while. I also take my games to my family and have them play them and see what they do and don't like about it. You have to take feedback from the people who play the game, otherwise, it is like proofreading your own paper.

#### You have mentioned before that you like to make games that are good for families. Are there any other principles that you try to stick to as you design your games?

I have a couple of goals that I try to achieve in game design. First, you have to laugh and have fun. Games are about having fun, especially with your family. Second, I have a passion for games that are a good bridge between the mass market and hobby worlds. I want my games to be simple—not that complex games aren't a lot of fun, but the average person won't sit down and read a 100-page rule book, or even a 10-page rulebook. I want to make games whose rules could be printed on the inside of the box lid of the game.

#### Any advice you would like to share for people who want to design games?

Anyone can design a game. If you have an idea you dream up, try it! Your first prototype does not have to be perfect. If it's a card game, go buy a pack of index cards for a dollar and make your own cards with Sharpies. It's really not that hard, just be persistent! Try to come up with something that has never been done before or something that has been done before, but you're doing it a little bit differently.

...



# MALIFAUX

FOURTH EDITION



NEW THREATS • NEW TWISTS • NEW EDITION  
**COMING SOON**



**WYRD  
GAMES**

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# KEYFORGE Prophetic Visions

**BRINGS NEW STRATEGY  
- AND NEW REASONS TO JOIN THE GAME**

**KEYFORGE: PROPHETIC VISIONS ARCHON DISPLAY (12)**  
**GHO KF20D ..... \$179.88 | Available June 2025!**

*A unique deck. A few wild predictions.  
And a whole new way to play KeyForge.*

If you love the strategy and variety of board games but have always felt a bit overwhelmed by competitive card games, *KeyForge* might be the ideal bridge between those two worlds. It's fast-paced, full of clever combos, and most importantly, it skips the part that keeps many people away from trading card games entirely: deckbuilding.

In *KeyForge*, every deck comes procedurally generated and completely unique. You don't build a deck from a pile of cards. You open one, and it's ready to play, right out of the box. No boosters, no meta-chasing, and no agonizing over what to include or cut. Each deck is its own puzzle to solve and master, and that's what makes it fun.

## A NEW TWIST IN THE CRUCIBLE

*KeyForge's* newest expansion, *Prophetic Visions*, arrives this summer and brings with it a bold new mechanic that changes the flow of gameplay in a big way: Prophecies.

For the first time in the game's history, players now have the power to shape the game even during their opponent's turn. That's a huge shift for *KeyForge* veterans — and a very exciting one for new players looking for a more interactive experience.

Each *KeyForge: Prophetic Visions* deck includes two double-sided Prophecy cards, giving players four unique Prophecies to work with in any given game. These cards act like foreshadowed moments in a strategy game, setups you can lay out in advance while hoping they'll trigger at just the right time.



The way they work is at the start of a match, players set their Prophecies aside. As the game progresses, you can activate one by placing them into play with a facedown card beneath, with the max of two active prophecies at a time. These Prophecies describe specific events that might happen — an opponent forging a key, for example, or shuffling their discard pile. If the event you predicted comes to pass, the Prophecy "triggers" and the card beneath it is revealed, often unleashing a powerful Fate effect that can swing the game in your favor.

It's not just about your turn anymore, it's also about predicting and reacting to your opponent's moves. That added layer of tension creates a back-and-forth rhythm that feels a lot like bluffing in a board

game or laying a trap in a hidden movement title. It also allows you to be the card designer, creating your own cause and effects (or lack thereof) each time you put a Prophecy in play!

## WHY BOARD GAMERS SHOULD CARE

If you're someone who loves games about managing resources, planning ahead, and adapting to shifting strategies, *KeyForge* taps into that same brain space but in a more streamlined, head-to-head format.

The big difference? There's no setup fuss. You don't need to research a deck online or memorize complex synergies. Just crack open a deck and see what it can do. Each one is completely unique and self-contained; sometimes surprisingly cohesive, sometimes delightfully weird, and learning how to make the most of what you've got is part of the fun.

And with the new Prophecies mechanic, that depth just got deeper. Now, you're not only thinking about what your deck can do, you're thinking about when and how to spring a surprise twist on your opponent.

## A COMMUNITY WITHOUT A BARRIER

One of the best things about *KeyForge* is how accessible it is.

You don't need a collection to compete.

Every player enters the table with their own, completely unique deck, and because no two decks are alike, you'll never face the exact same matchup twice. It's the kind of environment that encourages experimentation and creativity, not just optimization.

That's why it's a great fit for board game groups. You can run a casual tournament where everyone opens a fresh deck and jumps in. Or swap decks between games for a whole new experience. It's quick to learn but tricky to master, like any great strategy game.

## A VISION FOR GAME NIGHT

*KeyForge: Prophetic Visions* keeps everything that makes the game great and adds a fresh layer of interactivity. Whether you're new to card games or looking for something different from the usual deckbuilding fare, this is the perfect time to jump in.

If you're already meeting up for weekly board game nights, consider bringing *KeyForge* into the mix. All you need is a deck... and maybe a little foresight.

*KeyForge: Prophetic Visions* arrives in hobby retail stores Summer 2025. Embrace your fate and experience a card game like no other.



*Jeremy Culver is the Marketing Coordinator for Ghost Galaxy. You'll always find Jeremy wrapped up in either games or sports, either way it's all about the fun to be had.*







# PORT ROYAL

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

## WHAT TO EXPECT IN YOUR PORT ROYAL GAME BOX.

BY ALEC AGUILA

One of Firelock game's latest projects is also one of their most unique ones to date. **PORT ROYAL** is a campaign based, tactical, small-scale warband-sized skirmish war-game that is easy and fast to learn and play. Loosely based on the historical events following the 1692 earthquake that devastated the island of Jamaica. While the game is in line with is accurate, historical accuracy, it also features many different variables to make everyone's play session their own unique journey.

Every **PORT ROYAL** game box comes with the instructions for every player to create their own individual campaign experience. In addition to that, it comes with every piece a player needs to make their own **PORT ROYAL** playing experience their own. This includes but is not limited to: A unique game mat included in the game box, exclusive punch board terrain to accompany

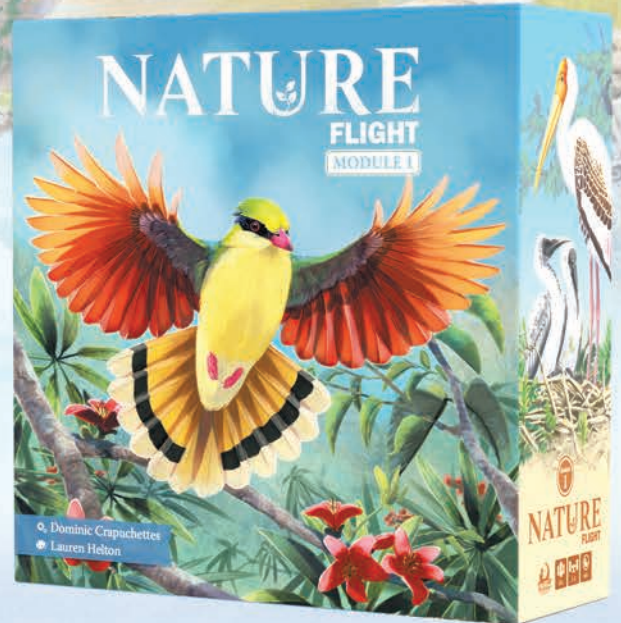
the game mat and all different kind of environmental scenarios, 12 plastic spruce models different from their **BLOOD & PLUNDER** incarnations, and other character and accessory models! The included items in the game box assure that every player's experience, whether they are a seasoned wargamer or just getting into the hobby.

The included items ensure that everyone that gets **PORT ROYAL** has everything they need to have a successful campaign. New players have everything they need right out of the box, while more experienced Firelock gamers have their **Blood & Plunder** miniatures from various different eras to draw from. Firelock has ensured their historical authenticity while making sure players new to the tabletop wargaming hobby will have a good starting point to launch from with **PORT ROYAL**!



COREBOX PR 0001 850005534686

# CREATING THE ART OF NATURE



## NATURE: FLIGHT MODULE EXPANSION

NSG 761..... \$19.99 | Available August 2025!

## NATURE

NSG 760..... \$34.99 | Available August 2025!

*Nature* is the latest board game by Dominic Crapuchettes, the designer of the award-winning titles *Evolution* and *Oceans*. Selling over 300,000 copies, this series has 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.

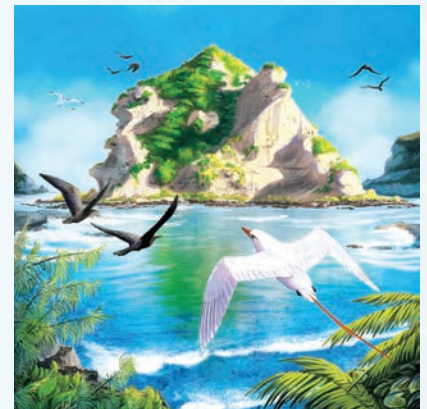
In *Nature*, species must adapt to a changing environment as they look for food and protect themselves from predators. *Nature* is a strategy board game featuring a rich theme. It takes players through millions of years of evolution, with game mechanics that are welcoming to newcomers and can be customized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

The core game of *Nature* is just the beginning. *Nature* is a modular game system that allows you to create and explore a unique ecosystem each time you play. There are endless possibilities, whether you love bluffing and surprises, feeling invincible, or games that create stories. With a core game perfect for new players, modules offer a more profound and more varied experience for experienced players to explore.

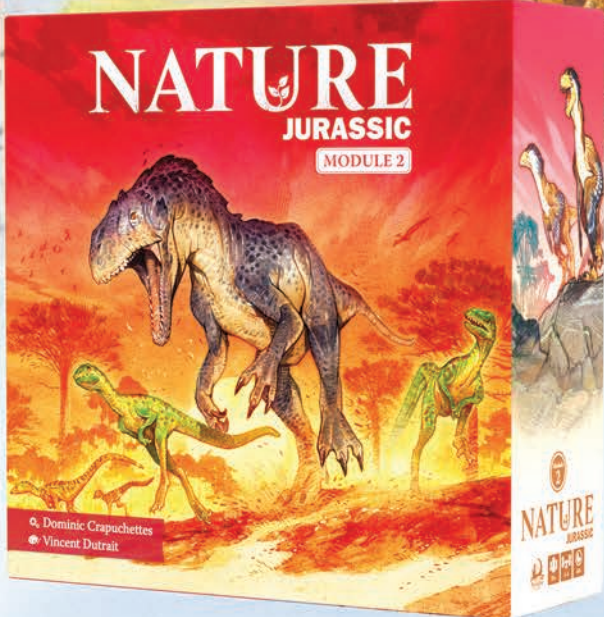
Creating mechanics that mimic real-world evolutionary systems is just one step in bringing the theme to life. *Nature* also captures the beauty of the natural world through gorgeous and realistic artwork. Working with artists who take this mission seriously was crucial for a series famed for its strong thematic links grounded in biological science.

In the *Nature: Flight* module, players find freedom by soaring to the skies, where safety and abundance await those gifted with wings. Lauren Helton, a biologist and scientific illustrator, brings this module to life by depicting birds in their natural habitat. Lauren states that “birds are probably the first thing” she ever drew, and capturing their forms and behavior has “inspired her ever since”.

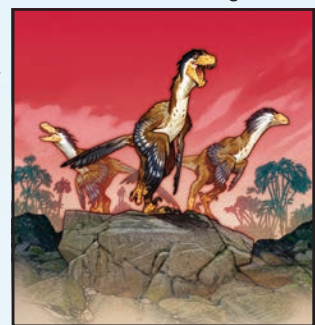
In *Nature: Flight*, all the birds depicted are from a region between Nepal and northern Vietnam. Lauren uses dynamic angles and postures to bring realism and movement to her illustrations. Whether it’s the Indochinese Green-Magpie spreading its wings in preparation for landing, or the Bar-headed Geese flying in a flock high above the Himalayan peaks, each card realistically captures the motion of these beautiful species.



In *Nature: Flight*, species can also migrate to a faraway place, and the island depicted is a real location - Bird Island, Saipan, in the Commonwealth of the Northern Mariana Islands. Not only is this a real place, but it’s a place Lauren has visited many times, working



Vincent takes a thorough and well-documented approach to his work, which is similar to docu-fiction. He researches and references his subjects, which, as he states, “can sometimes take longer than the illustration process itself.” A great example is the poisonous trait, depicted with a poisonous dart frog shown “still, alert, and with striking colors.”



For the species in *Nature: Jurassic*, Vincent captured what defines them best, highlighting their “essence, embedding it naturally in its environment.” This attention to detail

allows players to grasp the species’ scale and imagine how it interacts with the world around it, which brings the theme to life in a module where size is such an important factor.

Each *Nature* module features showstopping art that allows players to explore new ecosystems through existing species and new possibilities. Building on the game mechanics’ roots in real science, the well-researched, vivid, and accurate artwork elevates the gameplay to another level.

*Nature* is the perfect fit for families, casual gamers, and anyone fascinated by the natural world around us. Over the coming months, five game modules will be released, each offering a different kind of experience and providing new content for years to come. 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. Their games have sold over 4 million copies, including hits such as Wits & Wagers and Evolution. The author is Ross Connell, NorthStar’s Marketing Manager. Ross also runs a website, moregamesplease.com, where he interviews the creative minds behind board game art.*

**NATURE: JURASSIC MODULE EXPANSION**

**NSG 762..... \$24.99 | Available August 2025!**

on bird research with the Institute for Bird Populations. “Bird Island is a refuge where humans are forbidden,” says Lauren, allowing them to safely retreat to its rocky faces for a safe place to rest, build nests, and raise young.

*Nature: Flight* illustrator Lauren Helton is currently working in Yosemite National Park, training a crew to collect data on a 30+ year project monitoring long-term trends in birds of the region. Her lifelong passion for birds, attention to detail, and research truly make the art of this module something special.

In the *Nature: Jurassic* module, size is power, and colossal dinosaurs roam the land. When capturing these iconic creatures, the team had one artist in mind: Vincent Dutrait. Vincent has been a professional illustrator since the 1990s, and his work is recognized as timeless, foundational, and essential.



Vincent works in what’s considered a traditional way—using pencils, markers, paints, and brushes on paper. With subjects like the Jurassic and Amazon Rainforest, he aims to portray animals and plants in all their splendor, “like in National Geographic or Planet

Earth documentaries,” while striving to be as accurate and precise as possible.

# DIRT & DUST

## DIRT & DUST

ALBI 62458 ..... \$60.00 | Available September 2025!

Board games are all about abstraction - boiling complex ideas down to their essence. In a way, they also involve a bit of derivation, pulling from real-world themes to deliver a unique and immersive experience. The best games leave space for imagination, telling a story without being overbearing. That's something I've always appreciated and tried to capture.



When I started designing a racing game, I kept returning to one central challenge: How do I convey the intensity and emotion of motorsport on the tabletop? There are already some fantastic racing games out there, and many approach the theme in clever ways. But for me, they often missed something deeper, something more personal.

I realized that what I wanted wasn't just to simulate cars speeding across a track, but to explore the people inside those cars. Every time I moved a model forward, I found myself wondering: How does the driver feel in that moment? Are they nervous? Confident? Would they have taken that risk?

That question led me to give each driver their own identity. And so, in *Dirt & Dust*, characters like Ferenc Kovács, Aiko Yamamoto, Sofia Fernández, and Harry Jordan came to life. Each of them has a unique personality and a custom set of cards that reflects their racing style. Harry basks in the spotlight, while Sofia thrives on risky maneuvers. These differences add depth, not just to the characters, but to the gameplay itself.

From early on, I knew I wanted dice to play a role. They just fit the theme of fast decisions and risky outcomes. But randomness alone doesn't make a good game. So in *Dirt & Dust*, dice are rolled at the start of each turn, and players then decide how to use them. High values are good for

building momentum or setting up long-term strategies; low values allow for quick, precise actions. The dice bring tension and unpredictability, but players stay in control, just like real drivers who must adapt on the fly.

I initially imagined the game as a team experience: one player as the driver, one as the co-driver, mimicking real rally dynamics. One would roll and resolve dice, the other would manage the team's card options. But in practice, this turned out to be a bit unwieldy. Eventually, I switched to a deck-building system and I'm glad I did.

Deck-building turned out to be the perfect fit. The deck represents your racing team; not just the driver but also the engineers and mechanics working behind the scenes. As the game progresses, players can add new cards to their deck, shaping their future strategy. It's a satisfying balance between planning and improvisation. The deck helps you prepare your car and plan your approach to the course, while the dice capture the split-second decisions that define every race.

There's no static game board in *Dirt & Dust*. Instead, the race tracks are modular, allowing for easy customization and expansion. This system lets me recreate the real-world locations that inspired the game: from the twisty coastal cliffs of Big Sur, California, to the tight alleyways and roundabouts of Porto, Portugal.

Each of the five core tracks has its own unique atmosphere and challenges. And the modular design means more tracks can be added down the line offering new experiences without changing the core mechanics.

Another element I wanted to bring into the game was the ever-present danger of rally racing. That sense that at any moment, something could go wrong, such as an obstacle, a slip, or a mechanical failure.

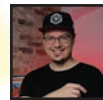
To represent that, I introduced hazard dice. Players choose how many to roll - more dice bring higher risks, but also the chance for greater rewards, like crowd

admiration or speed boosts. It's a push-your-luck system that mirrors the real tension of rally: the more you risk, the more exciting (and dangerous) it becomes.

I won't pretend *Dirt & Dust* is easy. Some players might not make it to the finish line on their first try, instead spinning out, crashing, or ending up in a ditch. But maybe that's part of the fun. Just like in real racing, it's not only about winning, it's about the thrill of the ride, the tension of the unknown, and the satisfaction of mastering the course, one corner at a time.



*Petr Čáslava is an award-winning game designer. He also organized the first official Star Wars fan gathering in the Czech Republic, co-founded the Czech Origami Society, and - according to him - is a kung fu master.*



## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

#### GAME TRADE MAGAZINE #307

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 307 ..... \$3.99

## 9TH LEVEL GAMES



#### REBEL SCUM RPG: 2ND EDITION

Do you remember when life was simple - and all the universe's problems could be solved by little plastic heroes... *Rebel Scum* is a cinematic roleplaying game that tries to tackle the problems of today, by pretending to punch Spacenazis right in the face. An explicitly anti-fascist space opera RPG - a war in the stars between the forces of good and evil, a political allegory about right now told in the style of classic action figures. Powered by polymorph, *Rebel Scum* is as fast and easy to play as picking up some dudes and smashing them together making pew-pew noises. Except now, you know what the fight is about. Scheduled to ship in June 2025.

9LG 1139..... \$19.99

## 25TH CENTURY GAMES



#### BOTSWANA

In *Botswana*, you are a photographer in Africa, trying to snap the most valuable wildlife pictures. But you aren't the only one taking photos, and you and your competitors will be adjusting the value of each specie's images with every shot. The rules are simple, but the choices you'll need to make are not! Scheduled to ship in September 2025.

25C 84000 ..... \$24.99



#### INTENT TO KILL

*Intent to Kill* is a thrilling detective noir game in which you will find yourself in the middle of a police investigation. You can take the role of a notorious serial killer, while the other shall become an experienced detective following the tracks of a criminal. Scheduled to ship in August 2025.

25C 82000 ..... \$39.99



#### KABUKI TRICKS

It's showtime in *Kabuki Tricks*, with players becoming producers of Kabuki performances in which the quality of showmanship depends on the number of tricks to be won. Scheduled to ship in July 2025.

25C 86000 ..... \$14.99



#### RA AND WRITE

*RA and Write* is a flip-and-write game built upon the foundation of the classic *RA* from acclaimed designer Reiner Knizia. It features the same art and thematic style as the 25th Century Games new edition of the board game. Scheduled to ship in July 2025.

25C 44000 ..... \$29.99



#### RA: TRADERS EXPANSION

An expansion to the classic auction game *RA*, *Traders* adds a new tile type to your experience. Leverage the Nile River to send vessels around the region to grow your Dynasty through trade and communication. Bring back precious treasures and rare goods to extend your reach and solidify your place among the Gods. Scheduled to ship in July 2025.

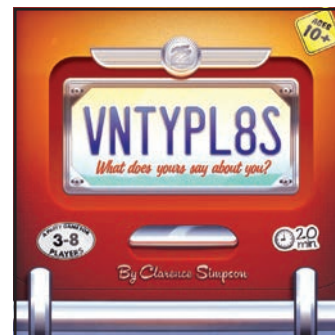
25C 83000 ..... \$24.99



#### RAZZIA!

*Razzia!* is a card game re-implementation of Knizia's earlier board game *Ra* with the only notable changes being the re-theme and lack of catastrophes. This time players are mafiosi bidding for the booty stolen the previous night. Cars, jewels, and even whole nightclubs are for sale! Scheduled to ship in July 2025.

25C 67000 ..... \$19.99



#### VNTYPL8S

*VNTYPL8S* is a party game in which you get to create your own vanity license plates. Each player receives an owner and requirement card, then uses those topics and characters to guide the creation of their plate. Players then reveal their vanity plates so that other players can try to guess which owner matches which plate. Those who are the first to guess correctly and the plate creator will both earn points. Scheduled to ship in August 2025.

25C 49000 ..... \$24.99

## ACHERON



#### BRANCOLONIA RPG: BOUNTY KINGDOM GAZETTEER

The *Bounty Kingdoms Gazetteer* is the first geographic sourcebook for *Brancalonia* the Spaghetti Fantasy setting for the world's greatest roleplaying game. Travel from tip to toe of the bel paese of Brancalonia, discovering locations that for centuries have enchanted and awed Knaves from across the Globe. Twenty-four wondrous locations in the Kingdom, each with bespoke maps, adventure hooks, notable characters, and a stir fry of assorted details. Two new classes, including new mechanics, that will make your Band even peerless: the Saucerer with their dastardly dishes, and the Yokel Agitator with their crowd of oafs. Two new reckless archetypes: the irresponsible necromancer Bingyonder, and the unpredictable Tarantulit

warrior. Scheduled to ship in July 2025.  
GEB R006 ..... \$39.00



**BRANCONIA RPG: FURIOUS LANDS AND OTHER DIRTY JOBS**

*Furious Lands and Other Dirty Jobs* is an anthology of campaigns and adventures for *Branconia* the Spaghetti Fantasy setting for the 5th edition of the world's greatest roleplaying game! This volume collects all the previously unpublished, special edition, and out of print modules for *Branconia*, officially released between 2022 and 2024. It also includes additional content unlocked during the third crowdfunding campaign for *Branconia*. Scheduled to ship in July 2025.

GEB R008 .....\$39.00



**BRANCONIA RPG: SPAGHETTI FANTASY BESTIARY**

*The Spaghetti Fantasy Bestiary* is the first Bestiary for *Branconia*, the Spaghetti Fantasy setting for the 5th edition of the world's greatest roleplaying game. If you have any saucery skills, you can even try cooking and eating them good luck with the side effects though. In this volume you'll find: Over one hundred monsters, new and full of wolfrage, divided into twenty-five entries describing monstrous ecosystems from the various regions of the Bounty Kingdom. Scheduled to ship in July 2025.

GEB R007 .....\$45.00

**B.A. GAMES**



**GOATS & GOBLINS**

A game of pushing your luck as your goats have run amuck and are now stuck in an unstable cave. You and your fellow goblins will need to go in and get them out but there appears to be some shiny, pretty treasures in there as well. Collect your goats and those mysterious treasures before there is a Cave-In and lose your stuff! Scheduled to ship in August 2025.

BAE S03001.....\$22.00

**BANDAI CO.**



**DIGIMON TCG: ADVANCED DECK AMETHYST MANDALA DISPLAY (8) (ST22)**

The Advanced Deck is back and features popular *Digimon*! All the cards of this pre-constructed deck have foiling and is bundled together with sleeves and bonus cards. The card lineup includes new cards for Renamon, Kyubimon, and Taomon as well as a Sakyamon ACE! A small number will be Lucky Decks in which 1 of the cards is switched for an alternate version of it with deluxe specifications. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

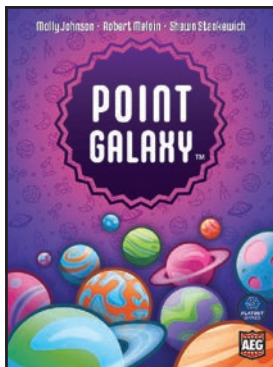
BAN 2822841.....PI

**DIGIMON TCG: OFFICIAL SLEEVES (2025) SET 2 DISPLAY (12)**

It is the first matte type sleeves from *Digimon Card Game*! All the 4 types of sleeves feature characters from the *Digimon Story* series. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 9054125.....PI

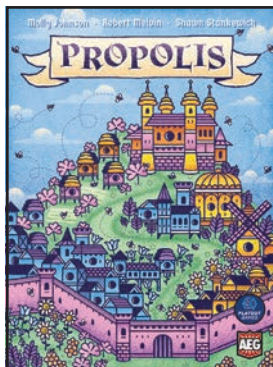
**ALDERAC ENTERTAINMENT GROUP**



**POINT GALAXY**

From the team that brought you the smash hit card games *Point Salad* and *Point City*, *Point Galaxy* is a fast and fun card-drafting sequence-building game for the whole family! There are over 140 unique planet cards, so you can create a completely different galaxy each and every time you play! *Point Galaxy* takes the same simple concept of drafting cards and building the best combinations, and adds new layers of sequence building, set collection, and racing towards objectives to the mix - making the game easy to learn, but challenging for everyone!

AEG 1091.....\$24.99



**PROPOLIS**

*Propolis* is a worker placement and engine building game from the team that brought you *Calico*, *Cascadia*, and *Point Salad*! Take on the role of competing medieval bee colonies and take turns deploying worker bees to collect pollen and propolis, fortifying your positions on the realms floral landscapes, and constructing your hive to appease your queen and be victorious! With a combination of unique double-sided cards and dynamic game setup, each new game of *Propolis* brings a new interactive puzzle to your table. It is easy to learn, but challenging for everyone!

AEG 1094.....\$24.99

**ARCHWOOD GAMES**



**PANTHEUM: DEMIGODS OF OLYMPIA**

*Pantheum* takes place just after the Greek gods have defeated the Titans, leaving the world in ruin. Zeus has tasked some of the gods (that's you) with reshaping the land by creating Forests, Mountains and Rivers according to your Divine Plan. But beware, your divine siblings have a different vision for how the world should be reformed. On your turn, you'll influence the world by adding and shifting elements that can transform into permanent landscapes. Scheduled to ship in September 2025.

ARW G001 .....\$60.00



**DRAGON BALL SUPER FUSION WORLD TCG: MANGA ACCESSORY SET 01 DISPLAY (4)**

A premium accessory bundle commemorating *Dragon Ball's* 40th anniversary, drenched in manga-style nostalgia. Long-size storage box with iconic manga art. Limited edition energy marker sleeves featuring exclusive illustrations that pair perfectly with the Manga Booster series. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2821807.....PI

**DRAGON BALL SUPER FUSION WORLD TCG: MANGA BOOSTER 02 DISPLAY (24) (SB-02)**

Celebrate the 40th anniversary of *Dragon Ball* with the most dazzling booster set to date, featuring exclusively manga-style artwork! All foil cards Every card in this set is Silver Foil or higher rarity. Exclusive content includes new Leader cards, stunning reprints with manga art, and several rare cards only available in this set! Perfect for collectors and competitive players a visual masterpiece combined with key gameplay updates. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2815863.....PI

**DRAGON BALL SUPER FUSION WORLD TCG: MANGA ACCESSORY SET 02 DISPLAY (4)**

A second design variation of the Anniversary Accessory Set featuring: a unique manga-style storage box, exclusive card sleeves, and energy marker. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2821808.....PI

# DRAGON BALL ISUPEER CARD GAME MASTERS

## DRAGON BALL SUPER MASTERS TCG: NEW SERIES - SET 02 BOOSTER DISPLAY (24) (B29)

Introducing Characters with New Leader Cards: The set features new Leader cards, including characters like Bulla from the GT anime and Lucifer from the movies, expanding gameplay strategies with new Leader colors. Concept and God Rare Cards: This set includes 5 Concept Rare cards themed around historic foes, allowing players to recreate iconic battles. Additionally, it offers two God Rare cards one with new text and another as a reprint of a popular Secret Rare card with a new illustration and golden finish. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2815869.....PI

## DRAGON BALL SUPER TCG: OFFICIAL CARD SLEEVES - MANGA COLLECTION DISPLAY (12)

Bring iconic *Dragon Ball* characters and symbols to your deck with the newest series of official card sleeves! 4 unique designs featuring fan-favorite duos and scenes from the manga: Son Goku Son Gohan, Son Goku Majin Buu, Bulma Son Goku, and Son Gohan. Durable, vibrant, and perfect for tournament use or collection display. Contents: 64 sleeves per pack. Configuration: 1 Display = 12 packs (3 of each design). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 9054111.....PI



## BEZIER GAMES



### HAUNTED MOUSE

*Haunted Mouse* is a ladder climbing/shedding game where mice not only shed their own fears (cards), but can use the fears of others! After all, why work hard shedding your own fears when your opponents can do it for you? The earlier you get rid of all your fears, the more cheese you get! Be the first mouse to complete their cheese wheel wins the game and never goes hungry again! Scheduled to ship in September 2025.

BEZ HAUM.....\$14.95

## SPOTLIGHT ON

# ONE PIECE CARD GAME

**ONE PIECE TCG: BOOSTER DISPLAY (24) (OP-14)**  
OP-14 is themed around the Seven Warlords of the Sea! Half of the EB-04 cards are included to be prepared for the worldwide simultaneous release. EB-04 cards release first for English version! Each DP includes 1 Box Topper (1 card per pack, 6 types in total). **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2821706.....PI

### ONE PIECE TCG: DOUBLE PACK SET DISPLAY (8) (DP-09)

As the next best set for value after Boosters, this product will appeal to general consumers and increase exposure to ONE PIECE Card Game in stores! The packaging doubles as a card case, making this product more economical, accessible, and collectible. Each set will include 2 randomly selected DON!! cards with exclusive designs, encouraging multiple purchases to collect them all! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2821723.....PI

## SPOTLIGHT ON

# UNION ARENA TRADING CARD GAME

**UNION ARENA TCG: DEMON SLAYER - KIMETSU NO YAIBA V2 BOOSTER DISPLAY (16) (UEX05BT)**  
*Demon Slayer: Kimetsu no Yaiba Vol.2 Enters the Fray in Union Arena!* Vol. 2 includes many new cards to power up existing decks, and blue cards make their debut perfect for building decks themed around swords. Having a serial number card that caused a buzz during vol.1 is being used for vol.2 as well! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2815777.....PI

### UNION ARENA TCG: GODDESS OF VICTORY - NIKKE BOOSTER DISPLAY (16) (UE14BT)

*Goddess Of Victory: NIKKE* is joining *Union Arena*! Iconic characters like Rapi, Modernia, Alice, Dorothy, and other powerful NIKKE warriors are part of this action-packed lineup. Includes never-before-seen illustrations of iconic NIKKE characters only available in *Union Arena*! As a coveted chase card, the SR??? will feature a printed signature from the Japanese voice actor of a NIKKE heroine. All the AP cards included in the set will be English version Exclusive (total of 7 cards)! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

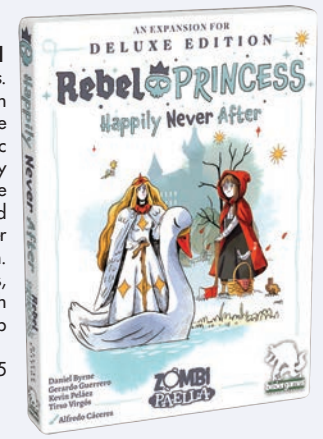
BAN 2815778.....PI

## SPOTLIGHT ON

### ZOMBIE PRINCESS: DELUXE EDITION

*Zombie Princess* is the sequel to *Rebel Princess*. Just as *Rebel Princess* was a thoughtful modern spin on the classic trick-taking card game Hearts, *Zombie Princess* is a spin on the classic trick-taking card game Spades. As legendary princesses in *Zombie Princess*, players compete individually or as teams! Each princess is armed with a unique player power, giving her or her teammate much needed flexibility or information. *Zombie Princess* takes place over four rounds, and each round has a special rule, making each game feel fresh and unique. Scheduled to ship in August 2025.

BEZ ZPDX.....\$29.95



## BOILING POINT GAMES



### WHAT'S ON THE MENU?

In this chef battle, your goal is simple. Build the best full course menu that you can within 15 quick and action-packed rounds. Collect Menu Cards to build your menu, or use Action Cards to either boost your menu or sabotage other competing chefs. With 120 unique and fun cards, you will never build the same menu twice! Scheduled to ship in August 2025.

BOP G01000.....\$44.99

## CAESAR INK



### DOOMSUNG RPG: COREBOOK

Welcome to Painyme, a nation of saints and sinners, of foul heresy and undying devotion. Within this tome, a grim world of medieval horror awaits. Players will find themselves navigating a land poised between two extremes: the Ecclesiarchy's justice and order on one side and the silken allure of heresy and power on the other. Within this book, you'll find everything you need to run your own Roleplay Macabre. Scheduled to ship in July 2025.

CIL DS001.....\$65.00

SPOTLIGHT ON



**SUNA VALO**  
In *Suna Valo*, you'll work to reclaim the land after the New Beginning and establish a thriving farm. This is more than just farming though; it's about rebuilding a world! Play cards in the appropriate columns of your farm to trigger powerful combos and maximize your harvest. Cultivate your land, shear sheep, and collect eggs, creating a productive engine that fuels your rise to prosperity! Embark on a voyage of discovery and find all sorts of things along the way, which can be used to build helpful new equipment. Scheduled to ship in August 2025.

CSG SV01 .....\$49.95

**PIRATES OF MARACAIBO: COMMANDERS EXPANSION**

After cruising the Caribbean in search of fame and treasure as a privateer in *Pirates of Maracaibo*, a new challenge awaits you with the Commanders expansion! With your expertise, you now represent a notorious commander, whose special abilities bring even more tactical finesse to the game. In addition, you can now equip your ship with cannons which allow you to gain access to the fortifications of certain islands - because there are riches to be found too! Scheduled to ship in July 2025.

CSG POM02 .....\$34.95

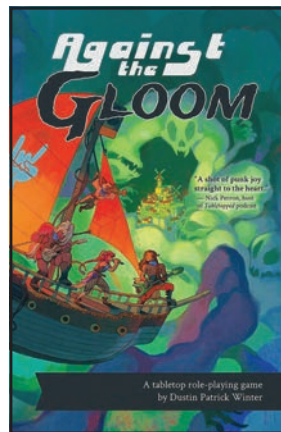


**VAST GRIMM RPG: JAWS OF MADNESS**

*Jaws of Madness* can be played as part 2 of the Gate of Infinite Stars adventure campaign for *Vast Grimm* or as a stand-alone one-shot. The Legion begins on Marauder's Cryosfear, upgrading their starship, quickly to find members of the deadly Cybersharks Space Raider Faction are following them. The Legion must fend off the cosmic pirates to save their cargo, and if they are lucky, the Legion just might score another piece to the elusive Gate of Infinite Stars. Scheduled to ship in July 2025.

BCC 06101 .....\$14.95

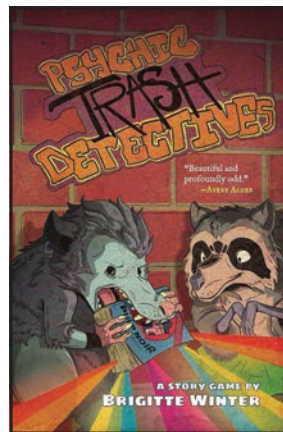
CRITICAL KIT



**AGAINST THE GLOOM RPG**

In *Against the Gloom*, players take on the roles of punk pirate troubadours sailing across a vast and dangerous void the Gloom aboard a ramshackle ship propelled by the power of song. Use your character's sonic powers to push back the Gloom as it seeks to obliterate any pockets of community that dare to resist it. Build your story one gig at a time. Scheduled to ship in July 2025.

CKC GATG .....\$24.00



**PSYCHIC TRASH DETECTIVES RPG**

*Psychic Trash Detectives* is a shared-GM game inspired by guidebook-style TTRPGs and a pulpy, punk ethos that demands a shift in how games and literature are defined. You do not need roleplaying experience to play; just open the book and start to read. Scheduled to ship in July 2025.

CKC GSTD .....\$24.00

CARDBOARD TIGER GAMES



**DASHING DOGS**

Best in Show *Dashing Dogs* is a fun, sustainable and inclusive family game built for 2-5 players. Players choose 3 dogs from the top 30 dog breeds and prepare them for the upcoming dog show by collecting 4 tokens for Discipline, training, grooming and a show entry. Once one of the players has successfully trained all 3 of their dogs, it's time for all completed dogs to enter the show and perform for the judges! In the show round of the game, players collect points cards and wild cards. Points cards will earn judges points for your dogs while Wild cards can award bonus points or cause mishaps for

you or your opponents! Collect the most points and win the blue ribbon! Scheduled to ship in August 2025.

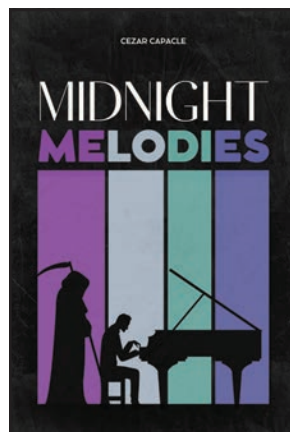
CBT G01000 .....\$47.99

CREATURE CURATION

**VAST GRIMM RPG: GRIMM SOLITUDE**

Use the exciting LAZER Solo Gameplay Loop to experience *Vast Grimm* like never before! This innovative mechanic developed by M. Allen Hall allows for solo play of any *Vast Grimm* adventure. Not only that, but it also includes a Grimm-soaked adventure to get players started. 28 page + cover softcover zine. Scheduled to ship in July 2025.

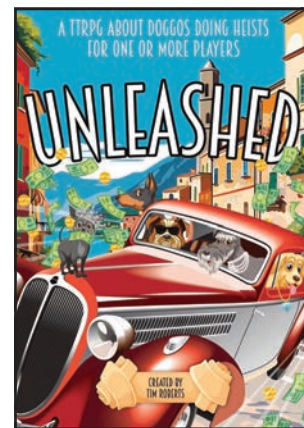
BCC 06100 .....\$14.95



**MIDNIGHT MELODIES RPG**

*Midnight Melodies* is a solo RPG in which you play as a jazz pianist who discovers they're immune to the touch of the Grim Reaper. Instead of claiming your life, the Reaper recruits you for the Department of Unauthorized Deaths. Scheduled to ship in July 2025.

CKC CMM .....\$20.00



**UNLEASHED RPG**

By day you are a pampered pooch, with rich and famous owners, but by night you are using your connections to pull off daring heists, robbing from those your owners rub shoulders with to feed the street dogs in each city you visit. Scheduled to ship in July 2025.

CKC NLE .....\$20.00

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**WRAITHOUND RPG**

*Wraithound* is a tabletop role-playing game designed for 1-3 players, where you embody a unique ghost hunter endowed with supernatural abilities as part of an ancient order. Scheduled to ship in July 2025.

CKC CWH..... \$24.00



**CROSSCUT GAMES**

**SUDDS & MALONE**

In the shadowy alleys of New York, the Sudds & Malone Detective Agency unravels a city-wide conspiracy, where every clue reveals deeper danger. Dive into a medium-light competitive Euro game where strategic card management, tactical dice drafting, and clever set collection drive the action. With hidden information adding layers of intrigue, every decision matters as you piece together clues and navigate the murky world of 1938 New York. Feel the suspense build as you uncover secrets and solve mysteries. Scheduled to ship in August 2025.

CCG 217 .....\$50.00



**CROWD GAMES**

**SPOTLIGHT ON**



**BARRAGE**

In the dystopic 1930s, the industrial revolution pushed the exploitation of fossil-based resources to the limit, and now the only thing powerful enough to quench the thirst for power of the massive machines and of the unstoppable engineering progress is the unlimited hydroelectric energy provided by the rivers. *Barrage* is a resource management strategic game in which players compete to build their majestic dams, raise them to increase their storing capacity, and deliver all the potential power through pressure tunnels connected to the energy turbines of their powerhouses. Scheduled to ship in August 2025.

CGA 19001 ..... \$90.00

**BARRAGE: EXECUTIVE OFFICER A + SET OF 8 PURPLE MACHINERIES EXPANSION PACK**

Expand your *Barrage* with these two Executive Officers, originally featured in the *Barrage* KS Exclusive pack. Scheduled to ship in August 2025.

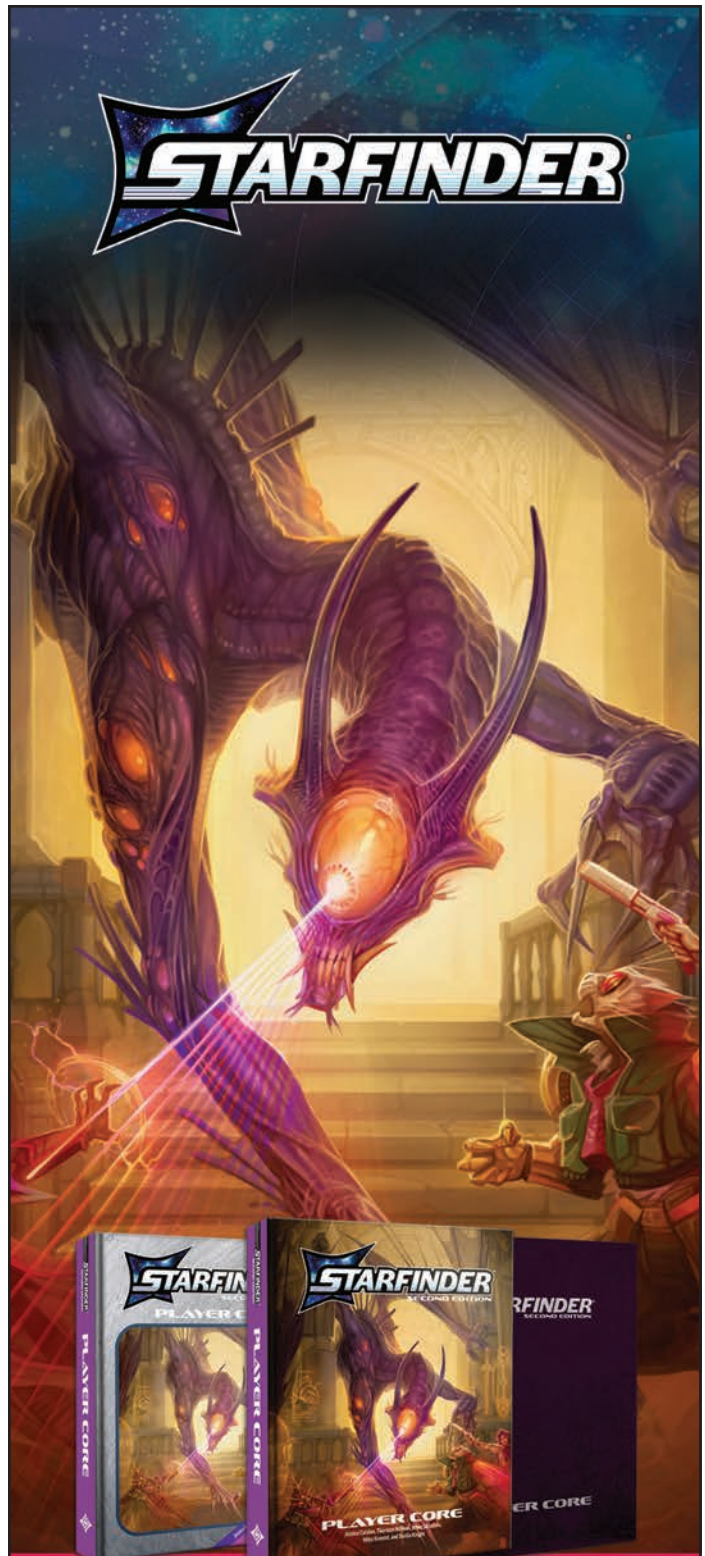
CGA 19008 .....\$10.00



**BARRAGE: 5TH PLAYER EXPANSION**

*Barrage* is now for 5 Players. This expansion includes 5 player rules, a 5 player map, 1 wheel for the fifth player, and more. Important note: in order to play with 5 players, you need of core game *Barrage* and of the orange player set and the fifth company board from *Barrage: The Leeghwater Project*. Scheduled to ship in August 2025.

CGA 19003 .....\$40.00



**STARFINDER PLAYER CORE**

Prepare to launch into a galaxy teeming with alien worlds, dangerous monsters, treacherous foes, and tantalizing loot! The wonders of space await you... are you ready?

Starfinder Player Core is the definitive entry point for Starfinder Second Edition!

PZ022001-HC,SK,SE  
MSRP \$69.99, 69.99, 89.99

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**BARRAGE: EXECUTIVE OFFICER B EXPANSION PACK**

2 new Executive Officers distributed exclusively to Kickstarter backers, as part of the 5th player Expansion campaign. Later available in pack E of the Dice Tower 2022 Kickstarter campaign. Scheduled to ship in August 2025.

CGA 19009 ..... \$10.00



**BARRAGE: EXECUTIVE OFFICER C EXPANSION PACK**

A new executive officer for Barrage, originally distributed at Modena Play 2021. Scheduled to ship in August 2025.

CGA 19010 ..... \$7.00



**BARRAGE: EXECUTIVE OFFICER D EXPANSION PACK**

A new executive officer for Barrage, originally distributed at Modena Play 2022. Scheduled to ship in August 2025.

CGA 19011 ..... \$7.00

**BARRAGE: EXECUTIVE OFFICER E EXPANSION PACK**

Angelo Alberti can be used only with The Geological Factor expansion, He can avoid the extra or replacement costs illustrated on the left part of the Geological tiles, at the cost of 1 Engineer. Scheduled to ship in August 2025.

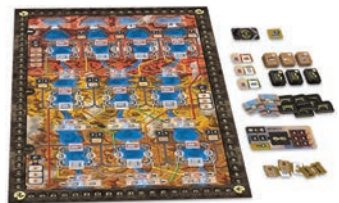
CGA 19012 ..... \$7.00



**BARRAGE: GEOLOGICAL FACTOR MINI-EXPANSION**

The Geological Factor is a mini-expansion for Barrage that introduces a new level of challenge and additional variety to the game. Scheduled to ship in August 2025.

CGA 19006 ..... \$12.00



**BARRAGE: THE COLORADO CONNECTION EXPANSION**

The Barrage: The Colorado Connection expansion includes a specific map set on the Colorado area providing a new mechanic: the Bridges. Scheduled to ship in August 2025.

CGA 19004 ..... \$20.00



**BARRAGE: THE NILE AFFAIR EXPANSION**

The Nile Affair is a new thematic map for 2-4 players with new mechanics (Irrigation). Scheduled to ship in August 2025.

CGA 19005 ..... \$20.00



**BARRAGE: WOODEN MACHINERIES PACK**

Scheduled to ship in August 2025.

CGA 19007 ..... \$10.00



**GOLDEN CUP**

The fever for the Fantasphere is now rampant. From all over the kingdom, creatures of all sorts have come with the dream of becoming a champion of this new sport. The capital is overrun with wannabe players, but as you well know, even the strongest players will not be able to win without a guide. That's why you're here, as part of a group of young coaches who will have to grab the best talent, manage finances, and build the best team.

Scheduled to ship in August 2025. CGA 20001 ..... \$45.00



**STELLA QUEST**

Stella Quest is a trick-taking game with a unique twist. If a player collects all six different emotions, they win the game. To win a human emotion, you must win the trick. By winning a trick, you win an emotion, but you also attract the Black Star's attention. If you win a trick while the Black Star is watching you, the Black Star will consume your light (life). All players start with five lights, and if a player loses all of their lights, they lose the game.

Scheduled to ship in August 2025. CGA 21001 ..... \$25.00

**CRYPTOZOIC ENTERTAINMENT**



**DC COMICS DBG: ARKHAM ASYLUM (STAND ALONE OR EXPANSION)**

This entry in the DC Deck-Building Game series unlocks the gate to Arkham Asylum and lets you take on the roles of its mad inmates like The Joker, Harley Quinn, The Riddler, and Two-Face. As you compete to take down Batman and his allies, you will take Hostages, earn victory point

tokens, and Bribe your way to the top of Gotham City's criminal underworld! Compatible with all Cerberus Heroes games. Scheduled to ship in August 2025.

CZE 81259 ..... \$54.99

**DC COMICS DBG: ARKHAM ASYLUM SHADOWS EXPANSION**

This expansion for DC Deck-Building Game: Arkham Asylum enhances the game by introducing dozens of new cards and letting you play as the Bat-Family or League of Assassins. This is not a standalone product. Requires any DC Deck-Building Game base game to play, but optimized for DC Deck-Building Game: Arkham Asylum. Scheduled to ship in August 2025.

CZE 81280 ..... \$24.99





**DC COMICS DBG: CRISIS EXPANSION PACK 5 - DARK NIGHTS DEATH METAL**

Players must work together to defeat *The Batman Who Laughs'* dark forces before they consume the multiverse. Characters in this expansion have powers they can use to support their teammates or beat the dangerous Crisis cards. Scheduled to ship in August 2025.  
CZE 81358..... \$34.99

**DC COMICS DBG: TEEN TITANS GO! (STAND ALONE OR EXPANSION)**

In *Teen Titans Go! Deck-Building Game*, players get to take on the roles of their favorite heroes from the *Teen Titans Go!* animated series on Cartoon Network. Robin, Beast Boy, Starfire, Cyborg, and Raven are trying to outdo each other in a friendly contest to defeat the most supervillains. Players' oversized hero cards offer them strategies they can follow, or they can choose their own path. When the dust settles and all six supervillains have been defeated, the player with the most victory points wins. Scheduled to ship in August 2025.  
CZE 81372..... \$34.99



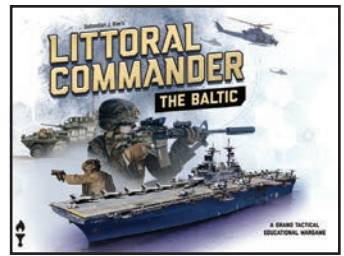
**DGT**



**DGT CHESS BOX**  
All you need to play chess. High quality chess accessible for everybody. Classic game in a modern design. Scheduled to ship in July 2025.  
DGT 26505..... \$29.95



**DGT CHESS BOX WITH CLOCK**  
All you need to play chess. High quality chess board, pieces and chess clock. Classic game in a modern design. Scheduled to ship in July 2025.  
DGT 26506..... \$49.95



**LITTORAL COMMANDER: BALTIC**  
Building on the core *Littoral Commander* game system, *Littoral Commander: The Baltic* features new units, such as the Amphibious Ready Group / Marine Expeditionary Unit (ARG MEU), the Multi-Domain Task Force (MDTF), and various types of Russian regiments. *Littoral Commander: The Baltic* features new mechanics for ground combat, new cards, and amphibious operations. One of the new core mechanics will require players to outfit their ships for a campaign — carefully managing resources and space, but the emphasis on managing all aspects of battle, especially logistics will remain. Scheduled to ship in August 2025.  
DTZ 2024..... \$80.00

**CULT OF THE LIZARD KING**



**THE ELECTRUM ARCHIVE RPG: ISSUE 01**  
The first issue of *The Electrum Archive*, a science-fantasy TTRPG series inspired by the worlds of *The Elder Scrolls III: Morrowind*, *Dark Sun*, and *Ultraviolet Grasslands*. *The Electrum Archive* uses simple rules inspired by other OSR games like *Cairn* and *Mausritter* and it is set on the world of Orn, a place long ago abandoned by an alien race now known as the Elders. The magical ink left behind in the shipwrecks of these ancient aliens is now used as currency and inhaled by warlocks as fuel for their spellcraft. Scheduled to ship in July 2025.  
CLK 001..... \$25.99



**THE ELECTRUM ARCHIVE RPG: ISSUE 02**  
This is the second issue of *The Electrum Archive*, a TTRPG series exploring the science-fantasy setting of Orn, a world where adventurers delve into ancient alien shipwrecks in search of a magical ink which is used as both currency and spellcasting fuel. Issue two focuses on Titan Port, a desert city teeming with scheming factions and opportunities for adventure. It is a perfect starting location for adventures in the surrounding Electrum Sea and beyond. Scheduled to ship in July 2025.  
CLK 002..... \$25.99

**DIETZ FOUNDATION GAMES**



**CHICAGO '68**  
*Chicago '68* is a board game for 1-4 players covering the Democratic National Convention of 1968, a pivotal moment for the United States' involvement in Vietnam and the evolution of party politics during the turbulent 1960s. Players take the sides of the protesters or the Establishment; in 3-4 player games, the two sides are divided into different factions. For solo play, rules are included. Scheduled to ship in August 2025.  
DTZ 1968..... \$86.00



**ORDER OF THE DAY: NORMANDY**  
*Order of the Day: Normandy* is two-player boardgame (with solo rules available) about the Normandy invasion of June, 1944, playable in 45-120 minutes that is not a complicated wargame. It is playable by anyone with an interest in history, roughly ages 12-and-up. Scheduled to ship in August 2025.  
DTZ 1944..... \$40.00

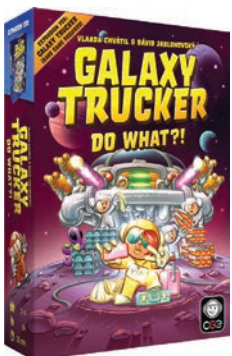


**LITTORAL COMMANDER: INDO-PACIFIC WOOD TOKENS UPGRADE EXPANSION**  
This provides wood pieces to replace the counters used in the *Littoral Commander: Indo-Pacific* boardgame. This is not an independent game. Base game *Littoral Commander: Indo-Pacific* (DTZ 2022) required. Scheduled to ship in August 2025.  
DTZ LCWOOD..... \$55.00



**MANEUVER WARFARE: THE CARD GAME**  
2-player card game about conflict and competition across all possible modern battlefields. *Maneuver Warfare* is designed to be played anywhere with quick setup and pickup times, fitting easily into a cargo pocket. Scheduled to ship in August 2025.  
DTZ 7566..... \$38.00

**CZECH GAMES EDITIONS**



**GALAXY TRUCKER: DO WHAT?!**  
*Galaxy Trucker: Do What?!* Is the second expansion for the relaunched *Galaxy Trucker* - a delightfully chaotic game for 2 to 4 players. This expansion features two big modules: Missions will challenge you to deliver various types of hazardous cargo (radioactive bananas, anyone?), deal with nasty Supercards, or give you another insane objective. Brand-new VIP Astronauts will toss cash at you for complying with their diva-like whims ("Is this cabin Feng Shui?"). And some of them have pretty cool, unique abilities! Don't appreciate the panic sweats when building your ship? Easily switch to Turn-Based Mode. Mix, match, and buckle up for even more unpredictable fun! Scheduled to ship in July 2025.  
CGE 00132..... \$29.99



## DVC GAMES



### THING THING

*Thing Thing* is a silly card game that we play a lot of at the office. We have cards upon cards of 'things' - places, people, objects, concepts - and we have find ways to relate them, usually with strange results. Playing two or more cards lets you get rid of them, but the category you used to relate them (leaders in their field, hard to get to, stuff I have touched recently, reasons the party didn't go well) may let other players discard cards as well, forcing you to draw new cards to compensate. Scheduled to ship in August 2025. MXB 0070 ..... \$25.00

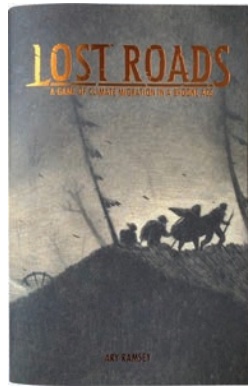
## EXALTED FUNERAL PRESS



### BUCKET BASH RPG: HALLOWEEN STORYGAME

Beware of those bothersome Teenagers and the scary MONSTERS!!! *Bucket Bash* is a monster-bashing, candy-snatching, trick-or-treat game for 36 players. Grab a bucket filled with candy, your favorite costume, and hit the streets in search of the perfect Spooky Night score! Uses Halloween candy as its randomizer! Scheduled to ship in August 2025.

EFP Z0020 ..... \$12.00



### LOST ROADS RPG: A GAME OF CLIMATE MIGRATION IN A BYGONE AGE

Humans, once rich with magic, technology, and resources, exploited nature to collapse. Barren and twisted landscapes are the norm, with pockets of civilization connected by defunct, reclaimed pathways. *Lost Roads* is a journey roleplaying game set in an alternate fantasy world. Players become Tarnished characters, traveling the Lost Roads to find a home. Scheduled to ship in August 2025. EFP Z0071 ..... \$20.00



### RICKETY STITCH AND THE GELATINOUS GOO: #1 - THE ROAD TO EPOLI

This is a graphic novel, not a roleplaying game. Meet Ricky Stitch... a walking, talking, singing skeleton bard. He's the one skeleton in the dungeon who seems to have retained his soul, and he has no idea why. His only clue to his former identity is a song he hears snippets of in his dreams, an epic bard's tale about the Road to Epoli and the land of Eem. His sidekick and sole friend is the gelatinous Goo, who Ricky alone can understand. Together they set out in search of Ricky's past, with abundant humor and danger galore. Scheduled to ship in August 2025. EFP 01074 ..... \$20.00

EFP 01074 ..... \$20.00

### RICKETY STITCH AND THE GELATINOUS GOO: #2 - THE MIDDLEROUTE RUN

This is a graphic novel, not a roleplaying game. Meet Ricky Stitch... a walking, talking, singing skeleton bard. He's the one skeleton in the dungeon who seems to have retained his soul, and he has no idea why. In this pulse-pounding second volume, Ricky runs afoul of reanimated beasts, giant spiders, and a caravan of rowdy raiders on his quest to uncover the secret of Epoli and learn his true origins. Scheduled to ship in August 2025. EFP 01075 ..... \$20.00

EFP 01075 ..... \$20.00



### RICKETY STITCH AND THE GELATINOUS GOO: #3 - THE BATTLE OF THE BARDS

This is a graphic novel, not a roleplaying game. Meet Ricky Stitch... a walking, talking, singing skeleton bard. He's the one skeleton in the dungeon who seems to have retained his soul, and he has no idea why. His only clue to his former identity is a song he hears snippets of in his dreams, an epic bard's tale about the Road to Epoli and the land of Eem. After narrowly escaping the treacherous road known as the Middle-Route Run, Ricky Stitch the skeleton bard and his trusty sidekick Goo, have finally reached the city of Harps Edge. And they're just in time for the Battle of the Bards, the most epic of epic music competitions in the land of Eem! Scheduled to ship in August 2025. EFP 01076 ..... \$20.00

EFP 01076 ..... \$20.00

### SLASHER RPG: HORROR STORYGAME

*Slasher* is a rules light storygame RPG inspired by classic films of the 80s, and includes tools to help your table tell their own horror story! One player takes on the role of Slasher, the other the innocent Teenagers. For 3-6 players, 1.52 hours of play. Scheduled to ship in August 2025.

EFP Z0018 ..... \$12.00



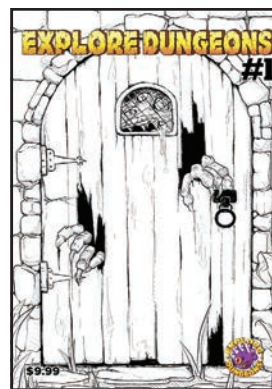
### RICKETY STITCH AND THE GELATINOUS GOO: THE EXALTED COLLECTION

This is a graphic novel, not a roleplaying game. Meet Ricky Stitch... a walking, talking, singing skeleton bard. He's the one skeleton in the dungeon who seems to have retained his soul, and he has no idea why. Ricky's only clue to his former identity is a song he hears snippets of in his dreams, an epic bard's tale about the Road to Epoli and The Land of Eem. Together with his best friend, a blob of jelly named Goo, the two misfits set out on a quest in search of Ricky's past, a perilous and hilarious journey that takes them across the fantastical The Land of Eem. Scheduled to ship in August 2025. EFP 01077 ..... \$60.00

EFP 01077 ..... \$60.00



## EXPLORE DUNGEONS



### EXPLORE DUNGEONS ZINE #1

*Explore Dungeons Zine 1* is a collection of system-neutral content for Fantasy RPG campaigns, including maps, tables and adventures. Contains tables for weird magic effects, uncommon familiars, things you find at the bottom of a well, demon summoning gone wrong. An article on consuming monster corpses, the Kobold Sewer Races toolkit, numerous maps, and two full adventures: Fritzi's Folly and The Lost Tomb. Scheduled to ship in July 2025. EXD 0001 ..... \$9.99

EXD 0001 ..... \$9.99



### EXPLORE DUNGEONS ZINE #2

*Explore Dungeons Zine 2* is a collection of system-neutral, horror themed content for Fantasy RPG campaigns, chock full of art, maps, tables, new monsters, and a planar adventure. Also includes a complete system for generating graveyards, the Bestiary of Esoteric Evils, Weird Magic Effects, and much more. Scheduled to ship in July 2025. EXD 0002 ..... \$10.00

EXD 0002 ..... \$10.00

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

GTM

JULY 2025

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**EXPLORE DUNGEONS ZINE #3**  
*Explore Dungeons Zine 3* is a collection of system-neutral content for Fantasy RPG campaigns, overflowing with art, maps, tables, new monsters, locations, and two adventures! New potions! Technological wonders! Baffledoppler Aqueduct adventure, The Cult of Carnifex location, and much more! Scheduled to ship in July 2025.  
 EXD 0003 ..... \$10.00

**FRAGGING UNICORNS GAMES**



**MISSPENT YOUTH RPG**  
*Misspent Youth* is a tabletop RPG about friendship, standing up to bullies, and changing the world. The game is for 4 to 6 people, one of whom plays The Authority, the force that's making the world a shitty place to live. The others all play Youthful Offenders (YOs), the only ones who can redeem the future from this pack of buttholes trying to frag it up. Ever wanted to play *The Hunger Games* (but focused on friends), *Clockwork Orange* (but with heroic droogies), *Hackers* (but less goofy), *Mad Max: Fury Road* (but, again, with teenagers), or *Avatar: The Last Airbender* (but sci-fi)? This is the game for you. It's fragging awesome. Scheduled to ship in July 2025.  
 FRG 03001 ..... \$30.00

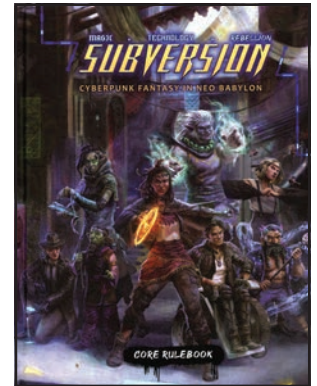
**FANROLL**

**SPOTLIGHT ON**



**DUNGEONS & DRAGONS: FROSTMAIDEN'S AURORA HOLIDAY ADVENT CALENDAR 2025**  
 FanRoll has partnered with D&D for this Holiday season! *Frostmaiden's Aurora Advent Calendar* includes all the accessories you need to play! Countdown the 12 days to Christmas with the official D&D advent dice calendar that includes a dice tray, a custom D&D inclusion dice set, a D&D mini set, an exclusive mega d20, a dice bag to carry your loot, and more! Scheduled to ship in September 2025.  
 MET 10980 ..... \$64.99

**SUBVERSION RPG: CORE RULEBOOK**  
 Embark on a journey into the heart of rebellion with *Subversion*, the cyberpunk/fantasy roleplaying game set in the sprawling metropolis of Neo Babylon. Play as characters whose ideals, flaws, community, and moral compasses guide the story. *Subversion* supports adrenaline-fueled clashes, intricate character progression, ethical dilemmas, clashes of ideology, and the gradual evolution of plotlines all fueling the fiery resistance against the powers that oppress. Use arcane arts, cybertechnology, communal evolution, combat skill, connections to ancient deities, and an extensive array of roles and expertise to overcome adversity. Scheduled to ship in July 2025.  
 FRG 02001 ..... \$65.00



**GOOD GAMES PUBLISHING**

**SPOTLIGHT ON**



**HOLIDAY DICE ADVENT CALENDAR 2025**  
 Our *FanRoll Advent calendar* has 25 days of dice madness and includes: 1 Exclusive elf-themed dice set, 2 full sets of Assorted Resin dice (d4, d6, d8, d10, d12, and d20), 1 Exclusive Mini Set, 1 Exclusive Metal 20-sided dice, a holiday-themed FanRoll dice bag to carry your loot! Scheduled to ship in September 2025.  
 MET 1005 ..... \$59.99



**12 RIVERS**  
 In *12 Rivers*, players lead one of four tribes and take turns sending warriors to climb the mountain. The warriors camp near the river to collect Nature's bounties and bring these resources to villagers in need. Warriors can collect more valuable bounties if they move toward the origin of the river, but more camp tools have to be paid as well. After five rounds, the bounties to the villagers will be scored for players based on the rarity. Scheduled to ship in August 2025.  
 GOP 026 ..... \$49.99



**THE DOOM OF SWELLSVILLE**  
 Klutzy cultists compete to corrupt the cozy town of Swellsville with chaos! Secretly choose your schemes then reveal them to determine player order as you all race across town to sow chaos! A delightful gateway+ area control game with asymmetric shenanigans, dice rolling and collection of ever longer DOOOOOM card sets to claim wild chaotic powers and victory points!" Scheduled to ship in October 2025.  
 GOP 025 ..... \$39.99

**FIRESIDE GAMES**

**HAM HELSING**

Based on the best-selling graphic novel about a reluctant monster-hunting pig, *Ham Helsing* is a co-operative adventure board game. Join Ham, Ronin, Malcom, and Lobos as they attempt to save the world! Using a deck-crafting system with transparent cards, you'll protect locations from endless swarms of minions while improving your skills. Can you power up fast enough to stop the villain from destroying Mud Canyon and save the day? Scheduled to ship in August 2025.  
 FSD 1023 ..... \$49.95



**WINDS OF NUMA SERA**  
 A Kingdom-Building Strategy Board Game for 2-4 players that shares the same world and characters as the acclaimed graphic novel from Dark Horse. Each player controls a different kingdom that comes with a trio of unique heroes to play as and customize. There are multiple ways to win the game, and whoever is first to any of them, wins. Scheduled to ship in September 2025.  
 GOP 029 ..... \$54.99

### MUNDUS IMPERIALIS HIGHWAYS, ROADS & CRATERS



Gothic Sector: Mundus Imperialis introduces even more damaged and destroyed variants - this time in the form of Highways, Roads & Craters. Compatible with all 6-10mm miniatures games.

AUGUST

BB689

\$40

### HEXTECH WINTER WOODS



HEXTECH Woods bring tabletops to life and now the Winter variant gives the opportunity to take games across all seasons.

\$40

HEXT34

AUGUST

## CLASH OF STEEL STARTER SETS

### AMERICAN v.s. SOVIET COS01



Includes 21 Miniatures

### AMERICAN v.s. GERMAN COS03



Includes 20 Miniatures

### GERMAN v.s. BRITISH COS02



Includes 17 Miniatures

### SOVIET v.s. BRITISH COS04



Includes 19 Miniatures

\$80

AVAILABLE NOW - ALONGSIDE 36 PLATOON PACKS



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## GOTHIC SECTOR - ELDAR

ELDAR

BB722 **\$30**

BB723 **\$70**

BB724 **\$30**

BB726 **\$30**

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.*



Compatible with 30-35mm miniatures

JULY 2025

BEST SELLER

## STAR TREK: AWAY MISSIONS

Lead your away team into the aftermath of the Battle of Wolf 359, where the Borg have crushed the only fleet standing between Earth and assimilation.

- Lead Riker's away team into the wreckage and defeat the Borg to save Earth
- Or join Locutus of Borg and the Borg Collective to assimilate your opposition.

1-1.5  
Hours

1-2  
Players

14+  
Age



**\$60**

STA001

AVAILABLE NOW

**GOODMAN GAMES**

**SPOTLIGHT ON**



**DUNGEON CRAWL CLASSICS RPG: CAVERNS OF THRACIA GM SCREEN**

A 3-panel fold-out cardboard screen featuring stunning full-color art on the outside and five dungeon maps detailing the Caverns of Thracia for the GM/Judge's ready reference on the interior. This screen can be used with both DCC RPG and 5E.

GMG 4732 ..... \$9.99

**GRAND GAMERS GUILD**



**SMORES GALORE**

In *S'mores Galore*, players compete to score the most points. You score points by making S'mores. To make S'mores, you'll first have to grab graham crackers, chocolate, and marshmallow cards from a grid on the table. You'll have to stack them in your line-up in the order you pick them up to create the perfect S'mores. Scheduled to ship in July 2025.

GGL WMA0101 ..... \$19.99

**HELTUNG STORYTELLING**



**PILLS FVLL OF GODS RPG: REHUMANIZED (CY\_BORG)**

A *CY\_BORG* compatible zine with new classes, new mechanics, solo rules, an adventure, and... gods! (56 pages) Scheduled to ship in July 2025.

HEL 2000 ..... \$20.00



**CORP BORG RPG (MÖRK BORG)**

A best-selling, rules-light, office-crawl OSR tabletop RPG. Inspired heavily by *MÖRK BORG* and hate towards capitalism and corporations, it serves as a dark parody of current times (104 pages). Nominated for 2024 The Indie Groundbreaker Awards Scheduled to ship in July 2025.

HEL 1000 ..... \$32.00



**HERETIC'S GUIDE TO DYING LANDS**

A *MÖRK BORG* compatible region generator, an essential GM tool that allows you to create short adventures and whole campaigns in minutes (44 pages). Scheduled to ship in July 2025.

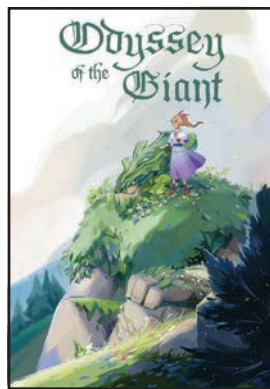
HEL 1002 ..... \$16.00



**KILL YOUR NECROMANCER RPG (MÖRK BORG)**

A *MÖRK BORG* compatible zine in which you play as 4 new undead classes, across 6 new adventures, filled with random tables and new enemies (32 pages). Scheduled to ship in July 2025.

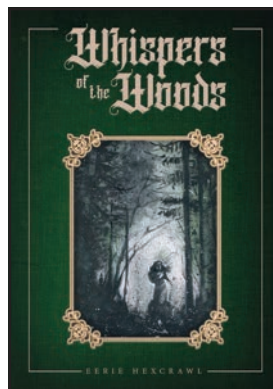
HEL 1001 ..... \$15.00



**ODYSSEY OF THE GIANT RPG**

*Odyssey of the Giant* is a solo tabletop RPG game in which you must escort a last giant across a realm shaken by a cataclysm that left nature and its inhabitants confused and vulnerable. Inspired by cozy fantasy and Studio Ghibli animations. Scheduled to ship in July 2025.

HEL 4000 ..... \$18.00



**WHISPERS OF THE WOODS RPG**

A minimalistic role-playing game in which players will fill the shoes of 18th-century villagers on a journey into mysterious, dark woods. Minimalistic and atmospheric, solo and GM-less friendly (84 pages). Scheduled to ship in July 2025.

HEL 3000 ..... \$30.00

**HOT BANANA GAMES**



**MOON BUNNY**

In *Moon Bunny*, you take on the role of a master bunny alchemist inspired by folklore. Your task is to guide your bunny assistants on a journey through the lunar landscape to gather rare Asian herbs. Each assistant has their own unique hopping movement pattern, and it is up to you to choose the right ones for the task at hand. Once you have collected the necessary ingredients, bring them back to your workshop and arrange them in a specific pattern to brew the ultimate elixir of life. Scheduled to ship in August 2025.

HBN 2101 ..... \$39.99

**INCREDIBLE DREAM**

**SPOTLIGHT ON**



**A GENTLE RAIN: THE BLOOM EDITION**

*A Gentle Rain* is the perfect addition to your table, offering a cozy and relaxing tile placement game that brings joy to solo or co-op players in just 15 minutes. Featuring sensory details like velvet-touch tiles, hand-drawn illustrations, and sculpted 3D flower tokens, this game provides a soothing, self-care experience reminiscent of popular tile-placement games but with a unique mental reset focus. *The Bloom Edition* features 28 vibrantly coloured premium tiles tucked away in an easy to display case.

IDS AYA30020101 ..... \$19.99

**INDIE BOARDS & CARDS**

**SPOTLIGHT ON**



**INVINCIBLE: THE CARD GAME**

*Invincible: The Card Game* puts you in the role of young superheroes as they struggle to become the new Guardians of the Globe. Working together as a team, each player gets to control an iconic character from the *Invincible* comic universe as you battle to protect Earth from escalating encounters with the series' many supervillains. Scheduled to ship in September 2025.

IBC INVAK1 ..... \$49.99

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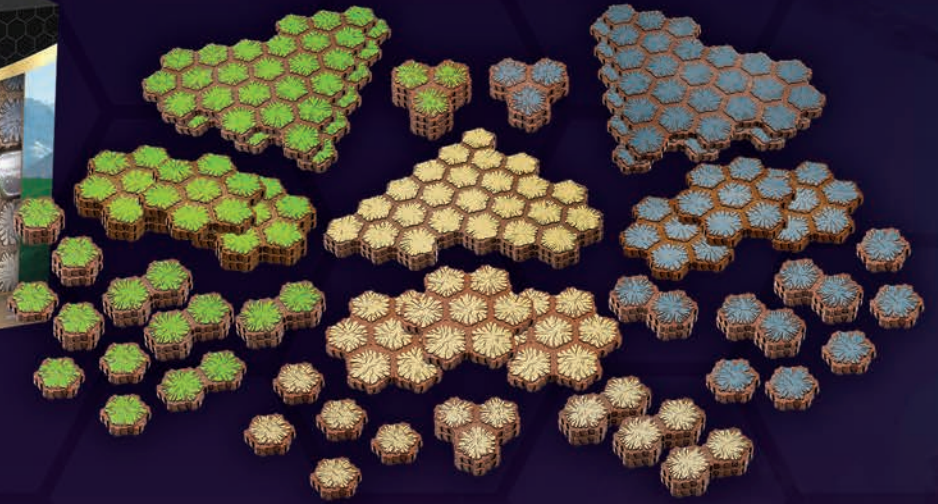
**BEST REAL ESTATE IN  
VALHALLA!**  
CALL RAE LIN TO MAKE VALHALLA  
**YOUR HOME!**  
CALL 555-UTGAR

HeroScape

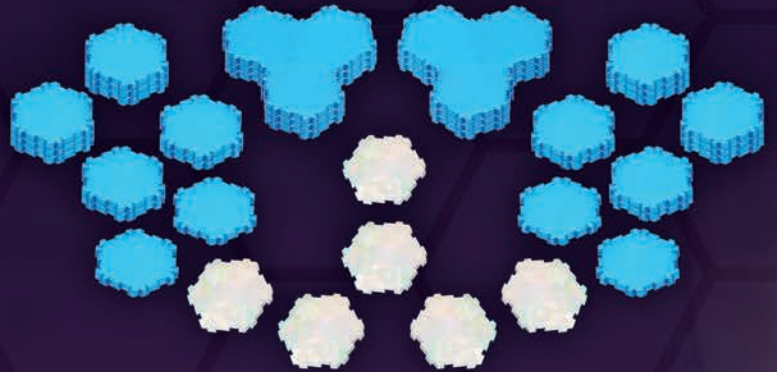
TERRAIN SYSTEM



**VALHALLA IS WAITING...**



Lands of Valhalla  
RGS02700



Waters of Valhalla  
RGS02721



The Grove at Laur's Edge  
RGS02792

# HeroScape

# BUILD BEYOND

# TERRAIN



FROM SPRAWLING LANDS AND MYSTERY  
TREACHEROUS SWAMPS, HOT LAVA, AND SNOW  
THE PERFECT 3D TERRAIN SOLUTION FOR

*Minatures are supplied unpainted and not shown at a*

# BOND LIMITS!

## TERRAIN SYSTEM

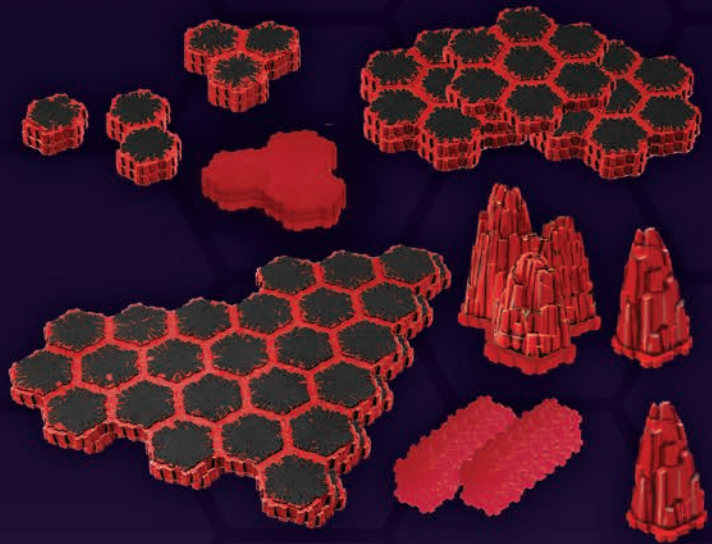


RENEGADE  
GAME STUDIOS

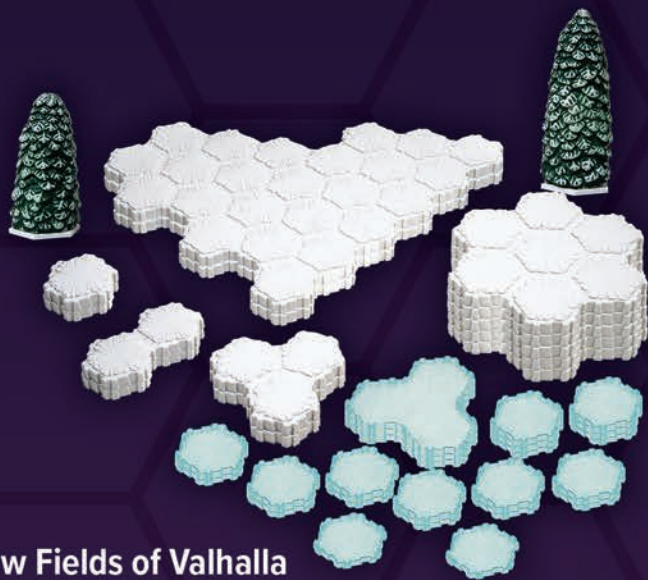


FROM LUSH JUNGLES TO RUSHING WATERS,  
TO OPEN FIELDS, THIS TERRAIN SYSTEM HAS IT ALL!  
PERFECT FOR MINIATURES AND ROLEPLAYING GAMES!

Actual size. All images are for illustrative purposes only.



**The Lava Fields of Valhalla**  
RGS02792 Available August 2025



**The Snow Fields of Valhalla**  
RGS02759



**The Swamps of Valhalla**  
RGS02758



**BUILD BEYOND LIMITS!**

# EXPLORE THE WHOLE HEROSCAPE LINE HERE!



heroScape

↳ TERRAIN SYSTEM



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RENEGADE  
GAME STUDIOS



# INVINCIBLE

## THE CARD GAME

### INVINCIBLE:

#### NEW RECRUITS EXPANSION

An expansion incorporating all the additional milestone content unlocked during the *Invincible: The Card Game* Kickstarter. Scheduled to ship in September 2025.

IBC INVNR1 .....\$19.99

### INVINCIBLE:

#### THE OLD GUARD EXPANSION

Features two new heroes 1- Cecil and the Immortal - and a new villain, Doc Seismic! Scheduled to ship in September 2025.

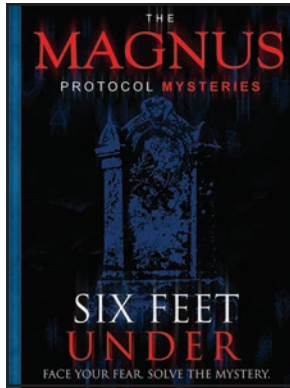
IBC INVOG1 .....\$19.99



### TALES OF THE VALIANT RPG: GAME MASTER'S GUIDE - POCKET EDITION HARDCOVER

The *Game Master's Guide* for *Tales of the Valiant*, includes everything the aspiring GM needs to level up their campaign and customize their own content for the *Tales of the Valiant* Roleplaying Game

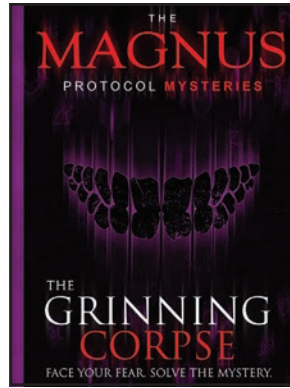
KOB 6135.....\$24.99



### MAGNUS PROTOCOL MYSTERIES: SIX FEET UNDER

In *The Magnus Protocol Mysteries: Six Feet Under*, a small-town therapist goes to the doctor for chest pain and discovers that her lungs are filled entirely with dirt. Scheduled to ship in September 2025.

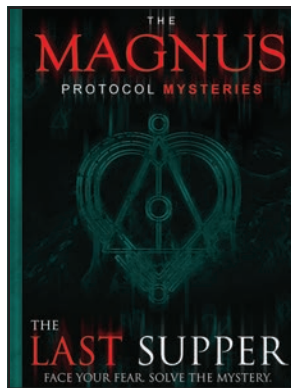
IBC MPMSF1.....\$24.99



### MAGNUS PROTOCOL MYSTERIES: THE GRINNING CORPSE

After a car accident, a man is hospitalized and in a coma but even through his vegetative state his face is locked in a rictus smile in *The Magnus Protocol Mysteries: The Grinning Corpse*. Scheduled to ship in September 2025.

IBC MPMGC1 .....\$24.99



### MAGNUS PROTOCOL MYSTERIES: THE LAST SUPPER

In *The Magnus Protocol Mysteries: The Last Supper*, a famous young chef who specializes in cooking organs is found dead in her apartment, with an organ missing from her own body. Scheduled to ship in September 2025.

IBC MPMLS1 .....\$24.99

## SPOTLIGHT ON



### TALES OF THE VALIANT RPG: LABYRINTH ADVENTURES HARDCOVER

*Labyrinth Adventures* is an adventure collection that can be played individually or as a campaign for *Tales of the Valiant*.

KOB 6111.....\$44.99

## SPOTLIGHT ON



### TALES OF THE VALIANT RPG: LABYRINTH WORLDBOOK

*Labyrinth Worldbook* is an expansive detailed campaign overlay for *Tales of the Valiant*. *Labyrinth Worldbook Limited Edition* is an expansive detailed campaign overlay for *Tales of the Valiant*. It connects limitless campaign settings in a single realm of high fantasy!

#### HARDCOVER

KOB 6098.....\$54.99

#### LIMITED EDITION HARDCOVER

KOB 6104.....\$79.99

## KOBOLD PRESS

### THE ART OF KOBOLD PRESS (HARDCOVER)

Presented for the first time in one beautiful volume, *The Art of Kobold Press* is an essential addition to the library of fantasy art lovers everywhere. Carefully curated by Kobold Press Art Director Marc Radle, this collection features the best art from the past, present future of Kobold Press, created by some of the most celebrated fantasy artists in the business, including Diane Franco, Brian Syme, William O'Brien, Aaron Miller, and more. Scheduled to ship in September 2025.

KOB 9979.....\$59.99



SPOTLIGHT ON



**YU-GI-OH! TCG:  
2025 MEGA-  
PACK BUNDLE  
DISPLAY (12)**

The 2025 Mega-Pack Bundle comes with: 3 Mega-Packs, each containing 1 Starlight Rare, 1 Prismatic Secret Rare, 3 Ultra Rares, and 8 Common cards per Mega-Pack. Grab the bundles if you're a Duelist who just wants to open a lot of Mega-Packs, skipping the metal tin and the Deck Dividers, and going straight for the packs! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.



KON 86880 .....\$251.88

SPOTLIGHT ON



**YU-GI-OH! TCG:  
JUSTICE HUNTERS  
BOOSTER DISPLAY (24)**

Justice Hunters brings you three brand-new themes ready to shake up the Yu-Gi-Oh! Trading Card Game, each focusing on a different type of Extra Deck monster! Dragontails combine Dragons and Spellcasters for a new Fusion-based Deck theme. Besides powerful new Fusion Monsters and Fusion Spells, Dragontail monsters have extra abilities to empower your Fusion Summons. Whenever you use a Dragontail monster as Fusion



Material, you get a free Dragontail Spell or Trap from your Deck. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86840 .....\$107.76

**YU-GI-OH! TCG: THE CHRONICLES:  
THE FALLEN & THE VIRTUOUS  
CARD SLEEVES PACK (50)**

Official Yu-Gi-Oh! Trading Card Game (TCG) The Chronicles: The Fallen The Virtuous Card Sleeves help Duelists keep their cards secure and protected during Duels. KONAMI animation has released the first of the Yu-Gi-Oh! Card Game The Chronicles Promotional Short Anime Series on the Yu-Gi-Oh! OCG channel, starting with Sky Striker Ace. **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

KON 86896 .....\$4.99

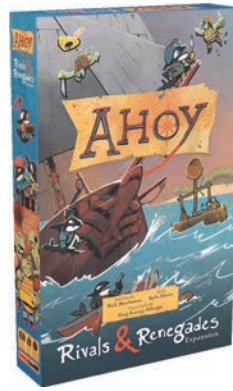
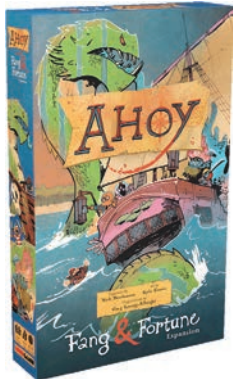


LEDER GAMES

**AHOY: FANG & FORTUNE EXPANSION**

Ahoy: Fang Fortune includes the fearsome Leviathan and the cunning Coral Cap Pirates. You can use the Leviathan and Coral Cap Pirates to replace one or both Smugglers from the core game. Play with any combo you want! This is an expansion. A copy of Ahoy, the board game, is required to play. Scheduled to ship in August 2025.

LED 05003 .....\$25.00



**AHOY: RIVALS &  
RENEGADES EXPANSION**

Ahoy: Rivals & Renegades includes the hulking Blackfish Brigade and the sprightly Shellfire Rebellion. It also introduces a rowdy Team mode! In team mode, you can play with the new factions along with the Bluefin Squadron and Mollusk Union from the core game. Sharks and orcas face off against mollusks and turtles! This is an expansion. A copy of Ahoy, the board game, is required to play. Scheduled to ship in August 2025.

LED 05002 .....\$25.00



**ROOT: HOMELAND  
HIRELING PACK**

Three new hirelings enter the fray: the River Roamers, Sunny Advocates, and the neutral Prosperous Farmers. Each comes with a double-sided tarot card and new meeples, adding even more variety to your games of Root. This is an expansion. A copy of Root, the board game, is required to play. Scheduled to ship in August 2026.

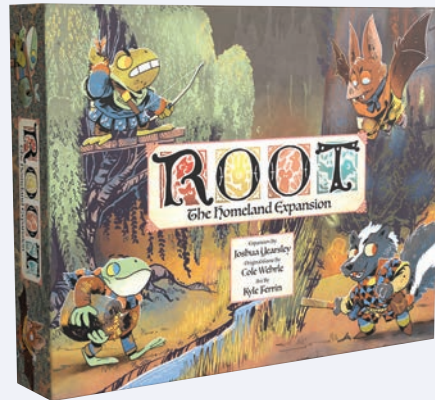
LED 01029 .....\$20.00

**ROOT: PLAYMAT - MARSH/GORGE**

Scheduled to ship in August 2026.

LED 01033 .....\$30.00

SPOTLIGHT ON



**ROOT: HOMELAND EXPANSION**

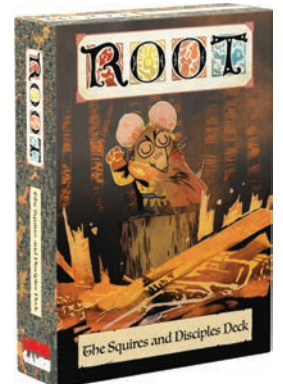
Rediscover the Woodland with three brand-new factions and two new maps for Root! Lilypad Diaspora: Scattered long ago and suppressed ever since, the Lilypad Diaspora now hopes to call the Woodland home. While they work to integrate peacefully, peace is rare in the midst of civil war. With weapons at the ready, a simple misunderstanding between the Diaspora and the Woodland can flare into vicious reprisals, hardening the Diaspora's militancy and spreading resentment against their cause. This is an expansion. A copy of Root, the board game, is required to play. Scheduled to ship in August 2026.

LED 01028 .....\$60.00

**ROOT: SQUIRES AND  
DISCIPLES DECK**

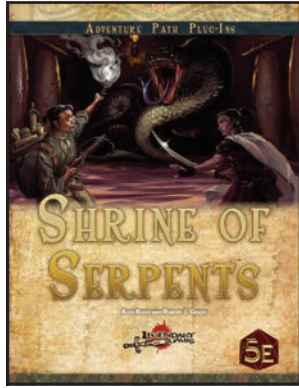
Try out new strategies with the Squires and Disciples deck! Just like the Exiles and Partisans deck, this deck can be swapped in to replace the deck from the base game. This deck includes cards inspired by the Marauder and Homeland factions and abilities that depend on hand composition, with a dash of goofs and shenanigans. Want to make your enemies battle each other or change how dominance works? You can! This is an expansion. A copy of Root, the board game, is required to play. Scheduled to ship in August 2026.

LED 01030 .....\$10.00



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**LEGENDARY GAMES**



**SHRINE OF SERPENTS RPG (5E)**  
 The Serpent's Servants Awaken! The sinister serpent cult of Apep the Devourer has returned! Once hunted to near-extinction to quell their insatiable hunger for living sacrifices to their scaled god, a new power has arisen claiming to be an avatar of the dreaming serpent and has redoubled their rapacious campaign of terror with an inhuman cunning and savagery. Content to lurk in the shadows no longer, the serpent cult must be stopped before it spreads once more across the Pharaoh Kingdom and the sands again are stained with blood and venom while their mysterious master laughs. Scheduled to ship in July 2025.  
 LGP 215MU045E.....\$10.99



**THE DRAGON'S HOARD #52 (5E)**  
 The Dragon's Hoard is a monthly anthology of magic items, spells, monsters, and more for your 5th Edition campaign! This month's features you'll find: The Treasure Trove, featuring magnificent magical items like the nettlewhip, flute of whispers, bloomblade, and staff of the seasons! Baskers Books, featuring new spells for every 5E spellcasting class like baleful blink, dispelling touch, poisonous snare, and electric vengeance! Pick up *The Dragon's Hoard* every month and get 24 pages of terrific treasures, terrifying foes, and more to Make Your Game Legendary! Scheduled to ship in July 2025.  
 LGP 631DH535E .....\$11.99

**ULTIMATE SHIPS RPG (PF2)**

Come Sail Away! *Ultimate Ships* is a comprehensive expansion to the *Pathfinder Second Edition* rules for sailing, building, and battling ships! *Ultimate Ships* provides extensive new rules for ship-to-ship combat, including special piloting actions and ways to handle every possible situation on the high seas, as well as simplified rules to make naval combat quicker and easier instead. You'll also find a full armory of ships to buy, as well as over 15 game-changing new modifications for customizing them! Scheduled to ship in July 2025.  
 LGP 359UL07PF2.....\$13.99



**LOKE BATTLE MATS**



**CALENDAR OF MANY ADVENTURES 2026**  
 Level up 2026 with the only Wall Calendar you can use as a Battle Map! Includes 12 5E Adventures (playable as a campaign or as individual one shot adventures). Extras include themed gift wrap and greeting cards! Scheduled to ship in September 2025.  
 LBM 073 .....\$17.00

**DUNGEON DESIGNERS DECK: DEAL YOUR OWN DUNGEON**

This 100-card deck is your gateway to dynamic dungeon adventures for 5E (easily converts to other systems). Simply select cards to populate dungeons with terrain features, each with its own unique random encounters. The cards can be laid onto any Battle Map to create an immersive encounter scene. Quick start pre-designed rooms and quests included. Scheduled to ship in August 2025.  
 LBM 065 .....\$25.00



**UNSTOPPABLE**  
 A ROGUELIKE MOMENTUM DECKBUILDER  
 SOLO OR TWO PLAYER GAME  
 AN ALL-NEW CARD CRAFTING GAME!  
 AVAILABLE NOW!  
 MSRP \$60 RGS02732  
 AGES 14+ 1-2 PLAYERS 30-90 MIN  
 A GAME BY JOHN D CLAIR  
 SOLO HERO SERIES  
 RENEGADE GAME STUDIOS © 2025 Renegade Game Studios



**GAMES**

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JUL 2025



## LYNX

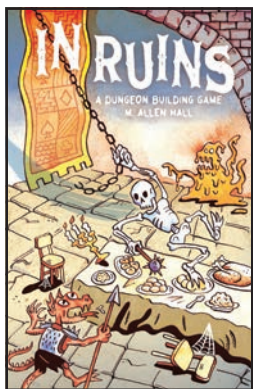


### MTG COMMANDERS CODEx

The *MTG Commander's Codex* is a book-shaped command zone designed to track every crucial game element, including life totals, commander casts, and commander damage - all in one sleek, immersive accessory. Featuring click-to-position number dials, a dedicated commander slot, and a hidden storage compartment for dice and up to 30 tokens, the Codex enhances organization while keeping gameplay smooth and uninterrupted. With its reversible design, compact footprint, and intricate detailing, the *Commander's Codex* is the perfect tool for casual and competitive Commander players alike. Have fun with a stylish, functional, and immersive way to track your matches! Scheduled to ship in August 2025.

BLUE LNX 13002 ..... \$33.95  
 GREEN LNX 13003 ..... \$33.95  
 RED LNX 13001 ..... \$33.95

## M. ALLEN HALL



### IN RUINS RPG: A DUNGEON BUILDING GAME

*In Ruins* is a GM-less dungeon-building game for 1-6 players. Part collaborative story game, part tactical network-building game, players tell the story of a castle as it is built, falls into ruins, and is taken over by rival factions. In the 2 hour game, players will create a dungeon, fully stocked with competing factions, hazards, monsters, and NPCs, that can then be explored with their fantasy TTRPG of choice. Full play-time of 1.5 - 2 hours can be divided up over multiple sessions. Scheduled to ship in July 2025.

MAH 024 ..... \$20.00

## MAGPIE GAMES



### RAPSCALLION RPG: DICE PACK

Scheduled to ship in September 2025.  
 MPG 501285 ..... \$24.99



### RAPSCALLION RPG: GM SCREEN & MAPS

Scheduled to ship in September 2025.  
 MPG 501292 ..... \$24.99



### RAPSCALLION RPG: DICE TRAY

Scheduled to ship in September 2025.  
 MPG 501315 ..... \$19.99



### RAPSCALLION RPG: PIRATE COIN

Scheduled to ship in September 2025.  
 MPG 501308 ..... \$4.99

## MANTIC ENTERTAINMENT

### KINGS OF WAR: CHAMPIONS

#### COMPANY BOXES

Scheduled to ship in July 2025.



**AROKAMORRA**  
 MGE MGKWH112 ..... \$55.00



**TARAN BLIGH**  
 MGE MGKWHF104 ..... \$55.00



**BLACKCLAW**  
 MGE MGKWG111 ..... \$55.00



**THE VOIDTALON**  
 MGE MGKWN5107 ..... \$55.00

## OFFERED AGAIN



### O/A HALO: FLASHPOINT - RISE OF THE BANISHED

The legend of Atriox has inspired entire legions of warriors to defy the Covenant and follow their own fates. This is the Rise of the Banished. This box provides all you need to take on your Spartan opponents with stunning new models, dice, gaming mat and rules for the Banished. Your games of *Halo: Flashpoint* will never be the same again.

MGE MGHAB106 ..... \$125.00

## MIND'S VISION

### INFAERNUM RPG: EXTREME ROLE-PLAYING GAME ('OLD SCHOOL' PLAIN TEXT SOFTCOVER)

*Infraernum* is a rules-lite RPG focused on apocalyptic themes. Everything starts with a major event: a prophecy that triggers the end of times. Over seven days (in the narrative), players must face all challenges and reach the promised land before the end of all things, facing the four horsemen and other tropes of the Book of Revelation. Or not. In this highly original game, you define your own vision of the Apocalypse. It can work with any campaign or setting for any system besides the standalone premise presented by the game. Scheduled to ship in July 2025.

MVB 0005 ..... \$14.99



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**MOCO GAMES**



**STARLEAP**  
*Starleap* is an intergalactic race between space-faring animals in a prestigious affair hosted by King Wa from planet Amphibia. Each player is in charge of a team of 3 frogs who are racing back home. The objective of the game is to have the most points. Points are gained by collecting bugs along the way and by finishing before the other players. Scheduled to ship in August 2025.

MCO SL01 .....\$45.00

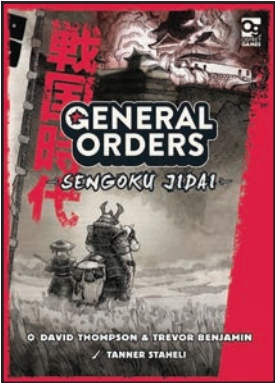
**MONGOOSE PUBLISHING**



**TRAVELLER RPG: THE BORDERLAND**  
 Lying between the Imperium and Aslan Hierate, the Borderland is a region of opportunity and danger. Pirates skulk among the outer planets whilst bands of ihatei try their luck against underdeveloped worlds. The worlds of the Borderland hold many mysteries. Survivor populations hide among the ruins of lost colonies, and rumours speak of hidden bases and lost treasures waiting to be found. Scheduled to ship in July 2025.

MGP 40133 .....\$49.99

**OSPREY GAMES**



**GENERAL ORDERS: SENGOKU JIDAI**  
*General Orders: Sengoku Jidai* pits two competing daimyo against one another in a fight for control over crucial battlefields in 16th-century Japan. Deploy your commanders to seize powerful advantages, secure valuable supply lines, and capture well-defended forts, all while protecting your vulnerable HQ. This standalone game introduces new strategic waterways, ships, and devastating siege weaponry across two battle maps. From award-winning design duo David Thompson and Trevor Benjamin, this compact two-player game combines the dynamism of a wargame with the cut-throat decision-making of worker-placement games. Scheduled to ship in September 2025.

OSP GAM067 .....\$45.00

**OINK GAMES**

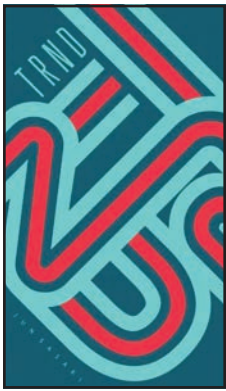


**DYING MESSAGE**  
 You've been murdered! Well, almost, you're not dead yet, so you want to communicate the identity of who the killer is, but you have a limited number of tools to make that happen: a small number of cards with obscure marks on them and...yourself. Yes, your dying body. Maybe you can arrange the cards in some manner to convey information. Maybe your still fingers can point to, or obscure, parts of the cards to increase the clarity of your dying thought. Scheduled to ship in August 2025.

ONK 094198 .....\$30.00

**TRND**  
 Card shedding and set collection game. Take a card and discard one or more identical card that match either the color or the type of the cards on the discard pile. Push your luck to see if you can get a higher score before the other players empty their hand and you are left with no points. Scheduled to ship in August 2025.

ONK 094204 .....\$23.00



**PAIZO PUBLISHING**



**PATHFINDER RPG: ADVENTURE PATH - MYTH-SPEAKER 3 OF 3 - TITANBANE (P2)**  
 Having realized their divine power, the PCs must confront the mythic threat awakening beneath Ibyldos itself. To do so, they must rescue a legendary blade capable of dealing the killing blow, seek allies within a city of monsters, and rile a mountain-sized beast to uncover one of the archipelagos greatest secrets and decide the islands future. *Titanbane* is a *Pathfinder Adventure* for four 7th-level characters. This adventure concludes 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 September 2025.

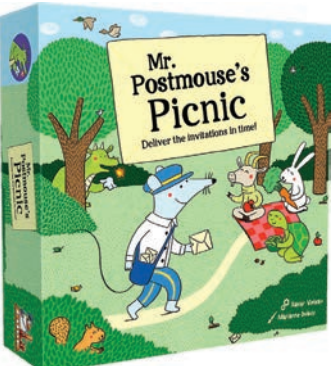
PZO 15218-SC .....\$29.99

**PATHFINDER RPG: FLIP-MAT - COMMAND CENTER**  
 As battles rage throughout the land, generals direct forces from well-defended command centers and this tactical map can set the scene! One side shows a stone keep on a mountain face with an assortment of defensive towers surrounding a simple courtyard, and the other depicts a command center in a large palace complex overlooking the sea. Order your armies or defend your battle plans with *Pathfinder Flip-Mat: Command Center!* *Pathfinder Flip-Mat: Command Center* measures 24 x 30 unfolded, and 8 x 10 folded. Scheduled to ship in September 2025.

PZO 11030-FM .....\$19.99



**OKA LUDA**



**MR. POSTMOUSE'S PICNIC**  
 Join the whimsical world of Marianne Dubuc in *Mr. Postmouse's Picnic*, a delightful cooperative game where players help Mr. Postmouse journey through the forest to invite friends to a picnic. On each turn, draw a tile from the box lid to build a path through the forest or move Mr. Postmouse along the way. Beware of rain—it might slow you down before night falls and the adventure ends. Scheduled to ship in September 2025.

HBG OKPP01EN .....\$24.99



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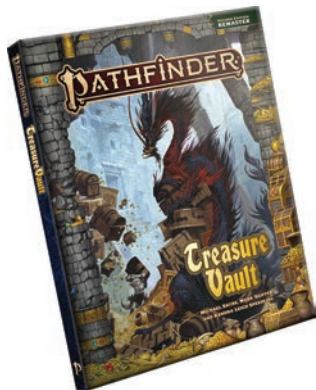


**PATHFINDER RPG: GAME NIGHT - DAWN OF THE FROGS DELUXE ADVENTURE BOXED SET (P2)**  
 Gather your friends for the perfect taste of the *Pathfinder RPG* with this deluxe boxed set adventure designed specifically for brand new players! The small village of Bog Bottom has a problem, locals have been going missing near an old, abandoned mill in the surrounding swamp known as Dunmire. But what awaits discovery in this ruin is far more sinister than a few wayward villagers. Bog Bottom is going to need a new band of heroes if it hopes to survive the upcoming Dawn of the Frogs! Scheduled to ship in September 2025.  
 PZO 14006-BX .....\$34.99

## SPOTLIGHT ON



**PATHFINDER RPG: NPC CORE BATTLE CARDS (P2)**  
 Faces friendly and fiendish! The soldiers, courtiers, criminals, and more from *Pathfinder NPC Core* make a grand entrance with *NPC Core Battle Cards*! This box of over 350 cards showcases non-player characters, with visuals perfect for fights and roleplaying scenes. Each card features a beautiful, full-color image of a character from *NPC Core* on one side, while the other side provides that creature's statistics for quick and easy reference. Show your players what characters they're facing while keeping the NPCs' abilities at the ready, and watch your games come alive! Scheduled to ship in September 2025.  
 PZO 10011-MC .....\$54.99



**PATHFINDER RPG: TREASURE VAULT (REMASTERED) (POCKET EDITION) (P2)**  
*Pathfinder Treasure Vault (Remastered)* reveals the glittering hoard of a terrifying dragon, as presented by the creature's plucky kobold assistant. This 224-page hardcover rulebook presents a catalog of gear from nearly every category of equipment and magic items available in the *Pathfinder RPG*, updated to work perfectly with the remastered *Pathfinder Second Edition* rules! Give your character the perfect tool for the job with signature weapons, customizable relics, and wondrous items to fit your every need while preparing for any eventuality with potions, elixirs, wands, and more! The pocket edition presents the same contents as the standard edition in a smaller sized softcover for a lower price and better portability. Scheduled to ship in September 2025.  
 PZO 12011-PE .....\$29.99

**STARFINDER RPG: FLIP-MAT - GARAGE WAREHOUSE**  
 When the adventurers need to explore a warehouse full of bodacious loot, infiltrate a corporate factory, or find a reinforced garage to park their favorite vehicles, slap this map on the table! One side features an industrial warehouse with fortified doors and storage spaces packed with equipment characters (and enemies!) can climb or duck behind for tactical cover. The other side shows a mechanical garage full of machinery and lofty catwalks perfect for snipers. Get into tactical position with *Starfinder Flip-Mat: Garage Warehouse!* Scheduled to ship in September 2025.  
 PZO 21007-FM .....\$19.99



## FEATURED ITEM



### STARFINDER RPG: GM CORE (S2)

Within these pages you'll find clear guidelines for creating new hazards and alien creatures, tools to design challenging, balanced encounters, and rules for rewarding characters for the dastardly challenges you array before them! *Starfinder GM Core* also contains rules for quick-to-run cinematic starship combat and dynamic hacking rules! *Starfinder GM Core* is the second core rulebook for the *Starfinder Second Edition RPG*! Along with the *Player Core* and *Alien Core*, these books provide a new foundation for the future of tabletop gaming! *Starfinder GM Core* includes: The rules needed to run a game of *Starfinder*, including guidelines for creating challenging encounters, determining success, and giving out rewards. Scheduled to ship in September 2025.

<b>HARDCOVER</b> PZO 22002-HC.....	\$69.99
<b>RETAILER EXCLUSIVE COVER</b> PZO 22002-SK.....	\$69.99
<b>SPECIAL EDITION</b> PZO 22002-SE.....	\$89.99



**STARFINDER RPG: GALAXY GUIDE (POCKET EDITION) (S2)**  
 The *Starfinder Galaxy Guide* is a primer designed for new and experienced players that explores popular types of science fantasy campaigns galactic exploration, horror, war-torn space opera, and more giving GMs and players tools for playing out those types of stories in their *Starfinder* game. The *Galaxy Guide* also introduces several powerful galactic factions as potential friends or foes, including AbadarCorps holy corporate empire, the infernal orders of the Hellknights, and the world-preserving Xenowardens. Scheduled to ship in September 2025.  
 PZO 22004-PE .....\$29.99

**STARFINDER RPG: PLAYER CHARACTER FOLIO (S2)**  
 Keep critical character details at your fingertips with the *Starfinder Player Character Folio*! This comprehensive character record resource provides room for everything you need to know about your *Starfinder Second Edition* characters' abilities and exploits. Scheduled to ship in September 2025.  
 PZO 20002-SC .....\$14.99



**PILLBOX GAMES**



**PERFECT STRANGER**

Easy. Versatile. Endlessly fun. Perfect Stranger will remind you of games you naturally play at social events (think Never Have I Ever, Two Truths & A Lie, or Would You Rather) — but elegantly presented in a game that's simple and customizable. Scheduled to ship in July 2025. PBG PSBG001 .....\$25.00



**PERFECT STRANGER: SPICY EDITION**

Better than any NSFW party game you've ever played. Easy. Versatile. Endlessly fun. Perfect Stranger will remind you of games you naturally play at social events (think Never Have I Ever, Two Truths & A Lie, or Would You Rather) — but elegantly presented in a game that's simple and customizable. Scheduled to ship in July 2025. PBG PSSE001 .....\$25.00

**PLAID HAT GAMES**



**ASHES: REBORN - RED RAINS - FLOOD OF MOONCOVE EXPANSION**

The Red Rains fell, swelling the waters of Moon Cove. But the taint of the crimson bay did not wash out to the ocean, but congealed there, and from its depths arose a laughing mockery of life. Choose from four returning Phoenixborn: Namine, Echo, Harold, and Fiona, each wielding a brand new signature card. Use the included new sympathy magic player deck to sail out and confront the evil lurking in the water! Scheduled to ship in July 2025. PHG 1230-5.....\$29.95



**COLOR CODED DICE SET**

Scheduled to ship in July 2025. PHG 3801 .....\$7.95

**PLAY TO Z**



**ANIMAL RESCUE TEAM**

Calling all animal rescuers! When disaster strikes, animals will need your help to escape floods, fires, and earthquakes. Do you have what it takes to succeed in *Animal Rescue Team*? Test your skills against the worst disasters that nature has to offer. Can you free a cat trapped in a collapsed building, rescue a goat from a rushing river, or save a pair of dogs caught behind a fire line? You'll work with a team of expert specialists to safely evacuate animals to shelters before time runs out. *Animal Rescue Team* is the first title in the Shut Up Sit Down Presents game line. Scheduled to ship in October 2025. PTZ 73410 .....\$45.00



**TALES OF THE ARABIAN NIGHTS**

The newest version of the *Tales of the Arabian Nights* celebrating its 40th anniversary. Enter the lands of the Arabian Nights alongside Sindbad, Scheherazade, Aladdin, and the other legendary heroes of the 1001 Tales. Travel the world encountering imprisoned princesses, powerful 'efreets, evil viziers, and such marvels and the enigmatic Magnetic Mountain, the terrifying Ape Island, and the lustrous Crystal Palace. Scheduled to ship in July 2025. PTZ 73408 .....\$75.00



**GAMES**

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**GET THEM NOW!**

## POKÉMON USA



### POKÉMON TCG: SCARLET & VIOLET - BLACK BOLT BINDER COLLECTION

How Many Pages Can You Fill? Just like a Pokedex, a binder makes it easy to keep track of your Pokémon collection! With this 9-pocket binder, you can show off many of your favorite Pokémon TCG cards. Get a head start filling it up with 5 booster packs from the special *Scarlet & Violet Black Bolt* expansion!  
 PUI 10-10039-120 ..... PI



### POKÉMON TCG: SCARLET & VIOLET - BLACK BOLT BOOSTER BUNDLE (6)

Explore a Region of Harmony Ideals! Reunite with the Pokémon of Unova and rise to the top as a Trainer in a land of unity and legends! Evolve first partner Snivy all the way to Serperior ex, and discover the inspiring power of ideals with the regions Legendary and Mythical Pokémon, including Zekrom ex and Meloetta ex. As you fill out your Pokedex, keep an eye out for special illustrations of each Pokémon and parallel cards with Poke Ball patterns in the *Pokémon TCG: Scarlet & Violet - Black Bolt* expansion! Expand your collection with this Booster Bundle containing six booster packs from *Pokémon TCG: Scarlet & Violet - Black Bolt*! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 PUI 10-10115-113 ..... PI



### POKÉMON TCG: SCARLET & VIOLET - WHITE FLARE BINDER COLLECTION

How Many Pages Can You Fill? Just like a Pokedex, a binder makes it easy to keep track of your Pokémon collection! With this 9-pocket binder, you can show off many of your favorite Pokémon TCG cards. Get a head start filling it up with 5 booster packs from the special *Scarlet & Violet - White Flare* expansion!  
 PUI 10-10039-119 ..... PI

## SPOTLIGHT ON



### POKÉMON TCG: SCARLET & VIOLET - WHITE FLARE BOOSTER BUNDLE (6)

Explore a Region of Harmony Truth! Reunite with the Pokémon of Unova and rise to the top as a Trainer in a land of unity and legends! Evolve first partners Tepig and Oshawott all the way to Emboar and Samurott, and discover the undeniable power of truth with the regions Legendary and Mythical Pokémon, including Reshiram ex and Keldeo ex. As you fill out your Pokedex, keep an eye out for special illustrations of each Pokémon and parallel cards with Poke Ball patterns in the *Pokémon TCG: Scarlet & Violet - White Flare* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 PUI 10-10035-115 ..... PI

## SPOTLIGHT ON



### POKÉMON TCG: SCARLET & VIOLET - BLACK BOLT ELITE TRAINER BOX

Explore a Region of Harmony Ideals! Reunite with the Pokémon of Unova and rise to the top as a Trainer in a land of unity and legends! Evolve first partner Snivy all the way to Serperior ex, and discover the inspiring power of ideals with the regions Legendary and Mythical Pokémon, including Zekrom ex and Meloetta ex. As you fill out your Pokedex, keep an eye out for special illustrations of each Pokémon and parallel cards with Poke Ball patterns in the *Pokémon TCG: Scarlet & Violet - Black Bolt* expansion!  
 PUI 10-10037-112 ..... PI

## SPOTLIGHT ON

### POKÉMON TCG: SCARLET & VIOLET - WHITE FLARE ELITE TRAINER BOX

Explore a Region of Harmony Truth! Reunite with the Pokémon of Unova and rise to the top as a Trainer in a land of unity and legends! Evolve first partners Tepig and Oshawott all the way to Emboar and Samurott, and discover the undeniable power of truth with the regions Legendary and Mythical Pokémon, including Reshiram ex and Keldeo ex. As you fill out your Pokedex, keep an eye out for special illustrations of each Pokémon and parallel cards with Poke Ball patterns in the *Pokémon TCG: Scarlet & Violet - White Flare* expansion!  
 PUI 10-10037-107 ..... PI

## SPOTLIGHT ON

### POKÉMON TCG: SCARLET & VIOLET - BLACK BOLT TECH STICKER COLLECTION DISPLAY (12)

Evolve Your Style with Reuniclus! Would you shake hands with the Multiplying Pokémon? Team up with Reuniclus as a foil promo card that can evolve your entire Bench at once, then decorate your computer, tablet, or phone with durable tech stickers featuring the full Evolution chain: Solosis, Duosion, and Reuniclus! Then, find more Pokémon first discovered in the Unova region when you open three booster packs from the special *Scarlet & Violet - Black Bolt* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 PUI 10-10128-108 ..... PI



## SPOTLIGHT ON

### POKÉMON TCG: SCARLET & VIOLET - WHITE FLARE TECH STICKER COLLECTION DISPLAY (12)

Sync Up Your Style with Gothitelle! Gothitelle can see the future in the starsperhaps it knows which path you'll take! Team up with the Astral Body Pokémon as a foil promo card, then decorate your computer, tablet, or phone with durable tech stickers featuring the full Evolution chain: Gothita, Gothorita, and Gothitelle! Then, find more Pokémon first discovered in the Unova region when you open three booster packs from the special *Scarlet & Violet - White Flare* expansion! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.  
 PUI 10-10116-108 ..... PI





# SPOTLIGHT ON



## POKÉMON TCG: UNOVA MINI TIN DISPLAY (8)

Pokémon Favorites in the Palm of Your Hand! In this Pokémon TCG: Unova Mini Tin, you'll find: 1 Pokémon TCG: Scarlet & Violet - Black Bolt booster pack, 1 Pokémon TCG: Scarlet & Violet - White Flare booster pack, 1 of 8 sticker cards showing the art from this Mini Tin, and a Pokémon art card showing the art from this Mini Tin - you can collect and combine all 8! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

PUI 10-10044-101 .....PI



## POKÉMON TCG: UNOVA POSTER COLLECTION

156 Pokémon, One Amazing Poster. With 156 different Pokémon to discover, Unova is a region of grand opportunity for Pokémon Trainers! Fill out your own regional Pokedex starting with first partners Snivy, Tepig, and Oshawott as foil promo cards, then find more Unova Pokémon inside booster packs from the special Scarlet & Violet - Black Bolt and Scarlet & Violet - White Flare expansions. You also get a double-sided poster celebrating both expansions.

PUI 10-10040-108 .....PI



## POKÉMON TCG: UNOVA VICTINI ILLUSTRATION COLLECTION

Borrow a Mythical Pokémon's Power! The Mythical Pokémon Victini is said to create infinite energy that it can share with its friends, and now you can team up with it in your own Pokémon TCG decks! In this collection, you get an illustration rare-style foil promo card and a premium parallel foil card featuring Victini, along with an oversize card for display. You'll find even more Pokémon from the Unova region inside the included booster packs from the special Scarlet & Violet - Black Bolt and Scarlet & Violet - White Flare expansions.

PUI 10-10029-102 .....PI

## Q-WORKSHOP



## ADVENT DICE CALENDAR #06

Scheduled to ship in October 2025.

QWS ADC106 .....PI

## ANNE STOKES DICE TRAYS

Scheduled to ship in September 2025.



### CHASE THE RAINBOW

QWS WADTAS01 .....\$55.00



### DRAGON DANCER

QWS WADTAS02 .....\$55.00

## GAME OF THRONES

Scheduled to ship in September 2025.



### BARATHEON

D6 DICE SET (10) QWS GOT-4B .....PI  
DICE SET (7) QWS GOT-4A .....PI



### STARK

D6 DICE SET (10) QWS GOT-1B .....PI  
DICE SET (7) QWS GOT-1A .....PI



### LANNISTER

D6 DICE SET (10) QWS GOT-2B .....PI  
DICE SET (7) QWS GOT-2A .....PI



### TARGARYEN

D6 DICE SET (10) QWS GOT-3B .....PI  
DICE SET (7) QWS GOT-3A .....PI



### NIGHTS WATCH

D6 DICE (10) QWS GOT-5B .....PI  
DICE SET (7) QWS GOT-5A .....PI

## RANDOM ALIEN GAMES

### FREE SPACER RPG: A SANDBOX STARSHIP TTRPG

Free Spacer is a contemporary science fiction tabletop roleplaying game. It leverages the newest space sciences, takes into account biotechnology, and brings the internet to the rim of the quadrant. As a Free Spacer, you're a crewmember on a small starship, an outsider, and a contractor. You'll explore new worlds, investigate dangers, negotiate contracts, operate your starship, and do science!

Scheduled to ship in July 2025.

RAQ 001 .....\$35.00



# STRATEGY



**NEW RELEASE!**  
**THE ANARCHY**

- Build your domain, defend your castle, and storm enemy strongholds!
  - Constant combos and chaining of actions create a fun and engaging experience!
  - Includes a 20-chapter Solo campaign that adds in even more unique cards and rules!
- RGS 02801. . . . . \$65

**AVAILABLE NOW!**

Ages 13+ 1-4 Players 60 Mins



**NEW RELEASE!**  
**SKARA BRAE**

- Develop a village in this resource management game with unique inventory balancing mechanics!
- Gather various Resources in order to feed, clothe, and shelter the growing number of Settlers.
- Asymmetric action tiles provide a broad range of variability between players.

RGS 02599 . . . . . \$60

**AVAILABLE NOW!**

Ages 13+ 1-4 Players 60 Mins



**NEW RELEASE!**  
**HADRIAN'S WALL & THE ANARCHY DRY ERASE BOARDS**

- Upgrade your games of *Hadrian's Wall* and *The Anarchy* with these dry-erase game boards!
- The set comes with four double-sided boards with *Hadrian's Wall* on one side and *The Anarchy* on the other.
- Provides two boards per player, supporting up to two players for either game.

RGS 02811. . . . . \$20

**AVAILABLE NOW!**

Ages 13+ 1-4 Players 60 Mins

# ROLE PLAYING

**PRE-ORDER NOW!**

**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!

RGS 02817. . . . . \$65

**AUGUST RELEASE!**

Ages 14+

**NEW RELEASE!**

**HUNTER: THE RECKONING APOSTATES SOURCEBOOK**

- Org details written for players along with Loreshoots in *Hunter: The Reckoning* for the first time!
- Storytelling advice for incorporating apostate characters into any Chronicle!
- Includes many player options with new Perks for your Edges and new Advantages and Flaws!

RGS 01161 . . . . . \$45

**AVAILABLE NOW!**

Ages 18+



**NEW RELEASE!**

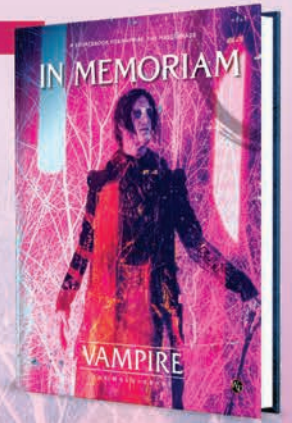
**VAMPIRE: THE MASQUERADE IN MEMORIAM SOURCEBOOK**

- Dive into and take part in Kindred history through flashback with expanded *Memoriam* rules!
- Craft Ancilla Characters with enriched rules designed for advanced play!
- New Lore, Resources & Plotlines surrounding 11 mortal eras and 8 pivotal Kindred events!

RGS 01170 . . . . . \$45

**AVAILABLE NOW!**

Ages 18+



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# MINIATURE



## PRE-ORDER NOW! 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!
- Perfect for players who crave high-energy offense and tactical risk-taking.

RGS 02788 ..... \$30

**AUGUST RELEASE!**

Ages 14+



## PRE-ORDER NOW! 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 Revna's dark dominion.
- As a common squad and hero, players can field multiple copies for greater tactical flexibility and layered strategies.
- Four highly detailed unpainted miniatures!

RGS 02794 ..... \$40

**AUGUST RELEASE!**

Ages 14+



## PRE-ORDER NOW! HEROSCAPE: EMPEROR KAYNE ARMY EXPANSION

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

RGS 02790 ..... \$30

**AUGUST RELEASE!**

Ages 14+



## PRE-ORDER NOW! HEROSCAPE: MOLTEN CRUSTACEANS AND TANUKI TRICKSTERS ARMY EXPANSION

- Perfect 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!

RGS 02796 ..... \$40

**AUGUST RELEASE!**

Ages 14+



## PRE-ORDER NOW! HEROSCAPE: THE LAVA FIELDS OF VALHALLA TERRAIN EXPANSION

- Customize your games with perilous lava terrain!
- Perfect for players who want to raise the intensity of their HeroScape battles!
- Over 30 Hex-tile Terrain Pieces and 4 Lava Rock Outcrop Pieces!

RGS 02792 ..... \$70

**AUGUST RELEASE!**

Ages 14+



## PRE-ORDER NOW! HEROSCAPE: GLYPH PACK

- 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!

RGS 02798 ..... \$30

**AUGUST RELEASE!**

Ages 14+





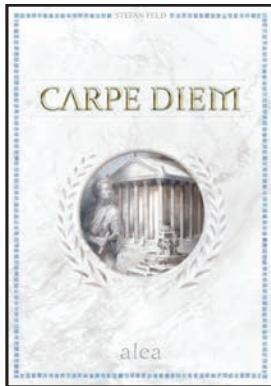
# RAVENSBURGER



### BRILLIANT

Grab the dazzling diamonds before someone else does! In *Brilliant*, you have to fill the fields on your sheet with numbers faster than everyone else. To do this, write one of two numbers rolled next to a number you've previously entered. The grid is divided into areas of different colors for which different rules apply for entering numbers. The faster you complete an area, the more points you earn. The player with the most points at the end of the game wins. Scheduled to ship in September 2025.

RVN 23491 ..... \$12.99



### CARPE DIEM 2

The players slip into the role of rich patricians in ancient Rome. Everyone is trying to build a lucrative city district to score as many prestige points as possible. The novel way to get to the individual buildings of a district combined with a large variety of score cards make for an unusual game with a large number of strategies. From the successful designer, Stefan Feld. Scheduled to ship in September 2025.

RVN 26926 ..... \$46.99



### COOKIE PARTY

*Cookie Party* is a bingo-style roll write filled with adorable cookies! Each player has a board and set of number tokens. Place your number tokens atop cookies around the board at the start of the game. The dice are rolled, and players simultaneously choose where to add lines around the cookie upon which they placed that number token. The number of lines you add also depends on the number rolled: less common = more lines. Everyone may move a token to another spot on their board. Then, it's time to roll again! Scheduled to ship in September 2025.

RVN 24583 ..... \$29.99



### THE DRUIDS OF EDORA

The *Druids of Edora* is a game of strategic dice placement and building menhirs and stelae with the help of healing herbs and mysterious stones. Scheduled to ship in September 2025.

RVN 24686 ..... \$59.99



### GLOOMIES

Meet the Gloomies: little creatures from outer space who like to adorn themselves with beautiful, galactic flowers. Your aim is to grow these radiant blossoms in the first half of the game, then harvest them in the second half. In the first half, you play cards to strategically place flowers on the board in rows, setting yourself up for good bonuses, then draw new cards. Once that's done, your discarded cards become your deck for the second half of the game. Scheduled to ship in September 2025.

RVN 24617 ..... \$39.99



### LABYRINTH: MINECRAFT

Scheduled to ship in September 2025.

RVN 24684 ..... \$29.99



### LABYRINTH: ONE PIECE

Scheduled to ship in September 2025.

RVN 22887 ..... \$29.99



### LABYRINTH: PAC-MAN

Scheduled to ship in September 2025.

RVN 63406500 ..... \$59.99



### MYCELIA: AFTER THE STORM EXPANSION

Scheduled to ship in September 2025.

RVN 24713 ..... \$19.99



### MINECRAFT: BUILDERS & BIOMES - JUNIOR

Build a farm together in *Minecraft: Builders & Biomes Junior* and give the animals a nice home. Use the pickaxe and shovel to skillfully collect blocks to build stables for the animals, while ensuring that no blocks fall into the lava. Monsters will try to get in your way, so finish building your farm before too many monsters reach you. Scheduled to ship in September 2025.

RVN 24615 ..... \$24.99



### LEVEL 8: STITCH

Scheduled to ship in September 2025.

RVN 24700 ..... \$9.99

## RED RAVEN GAMES



### ABOVE AND BELOW: HAUNTED (STAND ALONE SEQUEL)

You and your family have lived in the marshlands for generations. But your hometown is getting crowded and you've heard of a group of villages to the west, in a landscape of azure lakes, where the constantly flowing water has created a maze of watery caves, sinkholes, underground streams, and porous bedrock. There's opportunity to start a new life there, catching fish, living in a stilt house on the lake, and exploring the deep sinkholes for rare ingredients and rusty treasures. You've packed up your favorite fishing pole and strapped the baby to your back, ready for a fresh start. If only you'd known about the ghosts, you might have stayed where you were. Scheduled to ship in August 2025.

RVN 461242 ..... \$59.99

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GTM

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**RESTORATION GAMES**

**SPOTLIGHT ON**

**UNMATCHED ADVENTURES: TEENAGE MUTANT NINJA TURTLES**

*Unmatched Adventures: Teenage Mutant Ninja Turtles* is the second title in the co-operative *Unmatched Adventures* series. Play as Leonardo, Raphael, Donatello, and Michelangelo to take down Shredder or fight off Krang. They'll be joined by a host of TMNT characters. Scheduled to ship in August 2025.  
REO UMATMNT..... \$79.99



**SCORPION MASQUE**

**SPOTLIGHT ON**



**TAG TEAM**

A new 2-player fighting game has entered the arena! Inspired by classic arcade fighting games, *Tag Team* is an auto battler combined with a deckbuilding game. Make your team of 2 Fighters and build an unbeatable synergy by combining their 2 unique decks! Each character has their own techniques and special moves. You start off with a deck of only 2 cards, and the Fight unfolds automatically: flip your cards one at a time and apply their effects. At the end of each round, you get to turn up the heat on the opposing team: Program your deck by strategically adding new cards without reordering the ones already there. Scheduled to ship in September 2025.  
HBG SMTT01EN..... \$24.99

**SLIGHTLY RECKLESS GAMES**



**RONIN RPG: CHARACTER SHEETS**

A pad of 50 tear-off character sheets, designed for ease of use and quick reference during play. Featuring a thematic layout, these sheets provide space for all essential stats, techniques, and honour tracking. Scheduled to ship in July 2025.  
SRG 01002..... \$19.50



**RONIN RPG: LIMITED EDITION CORE RULEBOOK**

The complete *Ronin* rule-set in a hardcover edition, containing everything needed to experience the brutal combat, honour-bound choices, and mythic storytelling of Kage no Shima. Scheduled to ship in July 2025.  
SRG 01001..... \$58.50



**RONIN RPG: LADY OF THE SNOW**

In the unforgiving north, snow and hail decimate crops and cattle. As villagers dwindle, bandit clans thrive, looting vulnerable survivors. Legends link this desolation to a cataclysmic battle years ago, where a brutal blizzard claimed countless lives and left both factions crippled. Scheduled to ship in July 2025.  
SRG 01005..... \$13.00



**RONIN RPG: TALES OF THE MASTERLESS**

This supplement, *Tales of the Masterless*, it's about that struggle, that solitary fight. You're not tied to any one path here. Maybe you're a wandering ronin, a crafty shinobi, a streetwise bakuto, or something else entirely. Doesn't matter. You are alone on this road, with just your wits and your virtues. Scheduled to ship in July 2025.  
SRG 01004..... \$13.00

**RONIN RPG: CORE RULEBOOK**

The complete *Ronin* rule-set in a hardcover edition, containing everything needed to experience the brutal combat, honour-bound choices, and mythic storytelling of Kage no Shima. This book includes core mechanics, character creation, deadly classes, and immersive worldbuilding, bringing the Land of the Endless Night to life. Whether you walk the path of the warrior, the outcast, or the cursed, this is your guide to survival in a world where steel and fate are intertwined. Scheduled to ship in July 2025.  
SRG 01000..... \$45.50



**ROCK STONE & DICE GAMES**



**GEMS OF IRIDESCIA**

*Gems of Iridescia* is an easy to learn, fun to master worker placement board game where players will push their luck as they compete to mine gems, restore ancient relics and ascend to the throne of a rich gem-filled world. Secret objectives and a variety of ways to score create different paths to victory making every expedition a unique and fun experience. Explore Iridescia by flipping over land tiles, revealing the gems hidden beneath them and then roll dice to mine them. Each gem color is tied to a dice value that can be manipulated to help your cause. Your trove of Gems can be used to restore Iridescia's ancient relics. Scheduled to ship in September 2025.  
**IRIDESCENT EDITION (DELUXE)**  
RSD 02001..... \$89.00  
**STANDARD EDITION**  
RSD 01001..... \$59.00

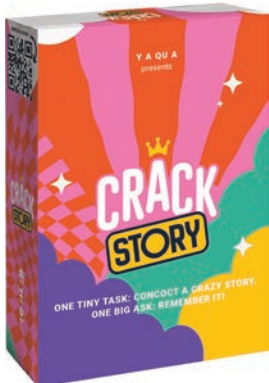
**ROWAN, ROOK & DECARD**



**DIE RPG: QUICKSTART**

Based on the comics by Kieron Gillen and Stephanie Hans, the *DIE RPG* sends a messy social group back into the fantasy world from their old RPG adventures, only this version of the game world has an agenda, and its mostly about making the players hurt. Friendships will be tested and old wounds reopened. Its basically goth Jumanji. Learn to play the *DIE RPG* in this small but powerful quickstart that includes a summary of the setting and rules, guidance for the GM and players, a full scenario designed to teach the whole group how to get the most out of *DIE*, and character sheets. Scheduled to ship in July 2025.  
RRD 030100..... \$20.00

**SAVANA**



**CRACK STORY**

A Violet Cow Was Dancing The Salsa On A Yacht. That's the kind of start you'll need to recite when it's your turn to play! *Crack Story* is a card game where everyone dreams up stories together limited solely by their imaginations. Absolutely anything goes, as long as you remember what's been said before. Scheduled to ship in September 2025.  
SVA 008..... \$20.00

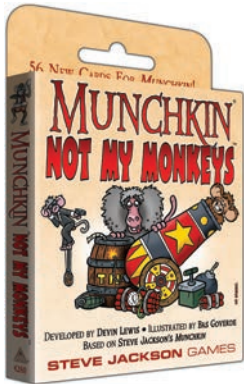
SPOTLIGHT ON



**MUNCHKIN: BIG BOX**

Munchkin Big Box contains the Munchkin base game, six expansions that were previously released on their own, and fifty new cards, more than 650 in all. Also included are a game board, a side board, standees, Kill-O-Meters, dice, other components required for play, and some stuff that's just for looks. Scheduled to ship in July 2025.

SJG 1568.....\$134.95



**MUNCHKIN: NOT MY MONKEYS EXPANSION**

Special delivery from Amazon Primate! But of course, you might not want it because the package might go Baboom! That would, of course, give you the best opportunity to fall to your knees and shout You Blew it Up! So put on your Monkey Suit and Go Bananas with the 56 all-new mischievous cards in Munchkin: Not My Monkeys. Scheduled to ship in August 2025.

SJG 4280.....\$13.95



**PURRFECT POTIONS**

In this quick game, you are attempting to brew more potions than any of your friends. You have the help of your charming cat companions, but they aren't exactly under your control - they follow the whims of the moon. With whimsical illustrations by Naomi Lord (and questionable yet intriguing potion ingredients), Purrfect Potions is a superb family game that you'll want to play again and again. Scheduled to ship in October 2025.

SJG 1586.....\$24.95

TRICK OR TREAT STUDIOS

**500PC PUZZLES**

Scheduled to ship in July 2025.



**THE LIVING DEAD GIRL (ROB ZOMBIE)**

TOT LDGP1 .....\$24.99



**LONDON AFTER MIDNIGHT**

TOT CLP01 .....\$24.99



**NOSFERATU**

TOT CPP01 .....\$24.99



**THE SHINING - TWINS**

TOT SHNP1 .....\$24.99



**PHANTOM OF THE OPERA**

TOT COP01 .....\$24.99



**TERRIFIER - ART THE CLOWN**

TOT ATP1 .....\$24.99



**ROB ZOMBIE**

TOT ROBP1 .....\$24.99



**WINCHESTER MYSTERY HOUSE**

TOT WMP01 .....\$24.99

ULTRA PRO INTERNATIONAL



**9-POCKET ZIPPERED PREMIUM PRO-BINDER**

Scheduled to ship in November 2025.

UPI 16537 ..... PI



**9-POCKET ZIPPERED TOPLOADER PREMIUM PRO-BINDER**

Scheduled to ship in November 2025.

UPI 16567 ..... PI



**9-POCKET ZIPPERED WINDOW PREMIUM PRO-BINDER**

Scheduled to ship in November 2025.

UPI 16536..... PI

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**GAMES**

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

**BOB ROSS:  
WINTER PARADISE**

Scheduled to ship in November 2025.



**9-POCKET ZIPPERED PRO-BINDER**  
UPI 16521..... PI



**105CT APEX DECK PROTECTOR SLEEVES**  
UPI 16522..... PI



**ALCOVE FLIP DECK BOX**  
UPI 16520..... PI



**BLACK STITCHED PLAYMAT**  
UPI 16523..... PI

**DOOM: FOR BETHESDA**

Scheduled to ship in August 2025.



**105CT APEX DECK PROTECTOR SLEEVES 1**  
UPI 16614..... PI



**105CT APEX DECK PROTECTOR SLEEVES 2**  
UPI 16615..... PI



**105CT APEX DECK PROTECTOR SLEEVES CACODEMON**  
UPI 16621..... PI



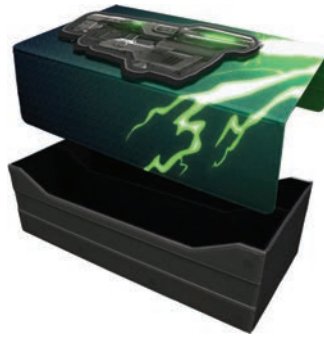
**ALCOVE EDGE 1**  
UPI 16612..... PI



**ALCOVE EDGE 2**  
UPI 16613..... PI



**CACODEMON**  
UPI 16622..... PI



**DROPSHIP BFG**  
UPI 16620..... PI



**EXTENDED PLAYMAT 1**  
UPI 16618..... PI



**EXTENDED PLAYMAT 2**  
UPI 16619..... PI



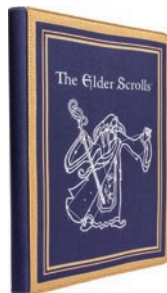
**PLAYMAT 1**  
UPI 16616..... PI



**PLAYMAT 2**  
UPI 16617..... PI

**THE ELDER SCROLLS:  
MAGES GUILD**

Scheduled to ship in August 2025.



**9-POCKET ZIPPERED PRO-BINDER**  
UPI 16653..... PI



**105CT APEX DECK PROTECTOR SLEEVES**  
UPI 16654..... PI



**ALCOVE EDGE DECK BOX**  
UPI 16652..... PI

**THE ELDER SCROLLS IV:  
OBLIVION REMASTERED**

Scheduled to ship in August 2025.



**105CT APEX DECK PROTECTOR SLEEVES**  
UPI 16648..... PI



**ALCOVE FLIP DECK BOX**  
UPI 16649..... PI



**BLACK-STITCHED PLAYMAT**  
UPI 16650..... PI



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**EXTENDED PLAYMAT**

UPI 16651..... PI

**LEGION SENTINEL:**  
**BINDER 4-POCKET**

Scheduled to ship in August 2025.



**RED**

UPI LE17643..... PI



**RED**

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**LEGION SENTINEL:**  
**BINDER 9-POCKET**

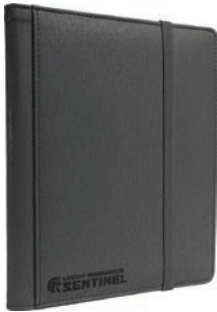
Scheduled to ship in August 2025.

**LEGION SENTINEL:**  
**BINDER 12-POCKET**

Scheduled to ship in August 2025.

**LEGION SENTINEL:**  
**DECK BOX 100**

Scheduled to ship in August 2025.



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UPI LE17644..... PI



**GREEN**

UPI LE17649..... PI



**GREEN**

UPI LE17654..... PI



**GREEN**

UPI LE10373..... PI



**GREY**

UPI LE17640..... PI



**GREY**

UPI LE17645..... PI



**GREY**

UPI LE17650..... PI



**GREY**

UPI LE10376..... PI



**RED**

UPI LE10374..... PI





**LEGION SENTINEL:  
DECK BOX 100+**

Scheduled to ship in August 2025.



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UPI LE10380..... PI



**GREEN**  
UPI LE10378..... PI



**GREY**  
UPI LE10381..... PI



**RED**  
UPI LE10379..... PI

**LEGION SENTINEL:  
DECK BOX 80**

Scheduled to ship in August 2025.



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**BLUE**  
UPI LE10385..... PI



**GREEN**  
UPI LE10383..... PI



**GREY**  
UPI LE10386..... PI



**RED**  
UPI LE10384..... PI

**LEGION SENTINEL:  
DROPSHIP**

Scheduled to ship in August 2025.



**BLACK**  
UPI LEDROPB..... PI



**BLUE**  
UPI LEDROPD..... PI



**GREEN**  
UPI LEDROPG..... PI



**GREY**  
UPI LEDROPY..... PI



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UPI LEDROPR..... PI

**LEGION SENTINEL: DUO**

Scheduled to ship in August 2025.



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UPI LESNDUOB..... PI



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UPI LESNDUOU..... PI



**GREEN**  
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**GREY**  
UPI LESNDUOY..... PI



**RED**  
UPI LESNDUOR..... PI

**MAGIC THE GATHERING  
CCG: COMMANDER SERIES**

- RELEASE 8 - FAN  
VOTE 3 - Q3 2025

**HOLOFOIL PLAYMAT**

Scheduled to ship in November 2025.



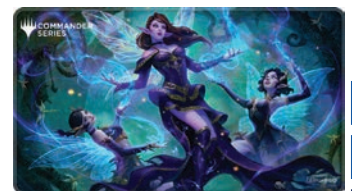
**RIN AND SERI**  
UPI 38929..... PI

**MAGIC THE GATHERING  
CCG: COMMANDER SERIES**

- RELEASE 8 - FAN  
VOTE 3 - Q3 2025

**STITCHED EDGE PLAYMAT**

Scheduled to ship in November 2025.



**ALELA**  
UPI 38923..... PI

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**ELENKA, THE DUSK ROSE**  
UPI 38925..... PI



**THE MINDSKINNER**  
UPI 38928..... PI



**SYR GWYN**  
UPI 38924..... PI



**TIVIT**  
UPI 38926..... PI



**YOSHIMARU**  
UPI 38927..... PI

**POKÉMON TCG:  
IONO AND BELLIBO**  
Scheduled to ship in August 2025.



**2" ALBUM**  
UPI 16634..... PI



**4-POCKET PORTFOLIO**  
UPI 16632..... PI



**9-POCKET PRO-BINDER**  
UPI 16630..... PI



**9-POCKET PORTFOLIO**  
UPI 16633..... PI



**65CT DECK PROTECTOR SLEEVES**  
UPI 16628..... PI



**FULL VIEW DECK BOX**  
UPI 16629..... PI



**PLAYMAT**  
UPI 16631..... PI



**PRO DUAL DECK BOX**  
UPI 16636..... PI

**POKÉMON TCG:  
NEON KANTO**  
Scheduled to ship in November 2025.



**105CT APEX DECK PROTECTOR SLEEVES: BLASTOISE**  
UPI 16657..... PI



**105CT APEX DECK PROTECTOR SLEEVES: CHARIZARD**  
UPI 16656..... PI



**105CT APEX DECK PROTECTOR SLEEVES: VENUSAUR**  
UPI 16655..... PI



**ALCOVE VAULT DECK BOX**  
UPI 16659..... PI

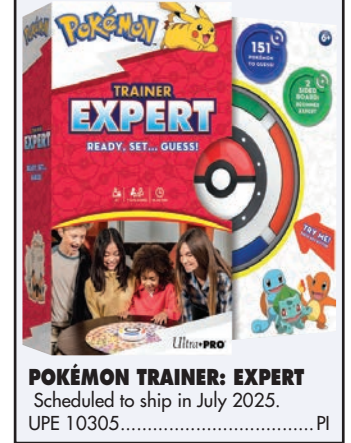


**FOIL PLAYMAT**  
UPI 16658..... PI



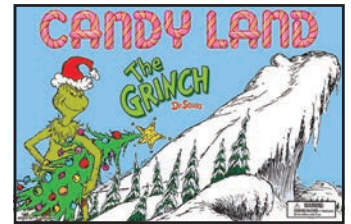
**ONE-TOUCH EDGE 3-CARD**  
UPI 16660..... PI

**SPOTLIGHT ON**



**POKÉMON TRAINER: EXPERT**  
Scheduled to ship in July 2025.  
UPE 10305..... PI

**USAOPOLY/THE OP**



**CANDYLAND: THE GRINCH**  
Welcome to Who-ville, where sweetness meets silliness in *Candy Land: Grinch!* Join your favorite Whos on a merry quest through the whimsical world of *Dr. Seuss's How the Grinch Stole Christmas*. Race to the top of Mt. Crumpit, spreading holiday cheer as you draw colorful cards that whisk you past iconic landmarks like Cindy-Lou Who's home and Max's Doghouse. Navigate the twinkly Who-ville Holiday Light Path and zoom down the Sledding Hill for a chance to skip ahead! Scheduled to ship in June 2025.  
USO CY154-779..... PI

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GTM

JUL 2025

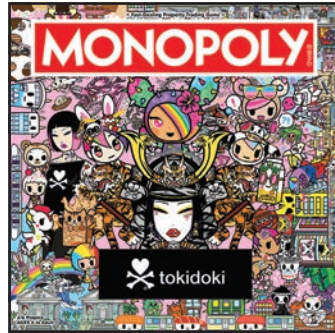
54



**MONOPOLY: SURFING EDITION**  
Ride the waves of fun and competition in *MONOPOLY: Surfing!* Buy, sell, and trade iconic surf spots like Cocoa Beach, Pipeline, and Superbank. Featuring 6 custom sculpted tokens a surfboard fin, board shorts, a dolphin, and more! Dive into Community Chest and Chance cards that bring unexpected challenges, like catching the perfect wave or facing a gnarly wipeout. Gather your friends, and may the best surfer claim victory! Scheduled to ship in June 2025.  
USO MN030-000.....PI

**MONOPOLY: TOKIDOKI**

Embark on an exciting adventure with *MONOPOLY: tokidoki*, where your favorite tokidoki characters take center stage! Travel around the board and collect iconic characters like Donutella, Moofia, and the Unicorn as you build your tokidoki empire. Featuring 6 custom sculpted tokens Sirena, Stellina, Mozzarella, Dounutella, Adios, and Cactus Dog! Blind Box and tokidoki cards bring surprise twists and delightful rewards. Collect your favorites, make your moves, and become the ultimate tokidoki mogul! This edition features original illustrations by tokidoki creator Simone Legno, who brings his signature aesthetic to every detail. Scheduled to ship in June 2025.  
USO MN178-000.....PI



**VAN RYDER GAMES**

**SPOTLIGHT ON**



**FINAL GIRL: SHRIEK SPECIAL FEATURE FILM EXPANSION**  
Mega BGCon is in town and all of the board game companies are present! But so is Mort, the Teenage Dirtbag, who is killing attendees! The Final Girl must get everyone out, but they don't want to leave when it's open, and the Final Girl doesn't even know who Mort is - they are all cosplaying other Final Girl Killers! Find out who Mort is and save the convention attendees! This Special Feature set includes a new killer, iconic location, two Final Girls, and Miniatures! Scheduled to ship in August 2025.  
VRG FGSF02 .....\$34.99

**WIZKIDS/NECA**



**DC HEROCLIX: APOKOLIPS PLANET PACK**  
This *Planet Pack* brings the incredible power of Apokolips to your next *HeroClix* game! This is the perfect addition to the New Gods already in your collection to help build an unstoppable force! This set contains (contents subject to change): One (1) Limited Edition Apokolips HeroClix Figure with Character Card, Three (3) Limited Edition Parademon HeroClix Figures with Character Cards, Six (6) Bystanders: Desaad, Doctor Bedlam, Glorious Godfrey, Kanto, Kalibak, Steppenwolf, Three (3) Tokens, 3 Boomtube, Two (2) Legacy Cards. Scheduled to ship in July 2025.  
WZK 84147 .....\$29.99

**WIZARDS OF THE COAST**

**SPOTLIGHT ON**



**DUNGEONS & DRAGONS RPG: FORGE OF THE ARTIFICER**  
Become a master of magical inventions with the revised Artificer class, redesigned for the new Core Rules. Choose from 4 revised Artificer subclasses and 1 new subclass: the Cartographer. Explore 5 revised species, 18 backgrounds, and 28 feats, including the redesigned Dragonmarks, which are no longer species-locked. *Eberron: Forge of the Artificer* includes new spells, bastions, and magic items. Use 3 different campaign models with guidance for building fantasy noir, political thriller, and pulp adventure campaigns in the world of Eberron. Create imaginative D&D encounters with over 20 new monsters, each inspired by a campaign model. Welcome to Eberron, where magic meets wondrous inventions. Play as the Artificer: the ultimate creative class. You're not just an inventor or spellcaster. You're an innovator, a bold-hearted visionary, with the potential to change the world. Creativity and ingenuity are your best weapons. Awaken your potential as master of the forge with this rules expansion for fifth edition *Dungeons & Dragons*.  
**HARDCOVER**  
WOC D51470000.....\$29.99  
**ALTERNATE HARDCOVER**  
WOC D54160000.....\$29.99

**SPOTLIGHT ON**



**DC HEROCLIX: STARTER SET 2026**  
Suit up and take the first step on your heroic adventure with the *DC HeroClix: Starter Set 2026!* There is no better place to start your *HeroClix* journey! This starter set features four detailed, ready-to-play, pre-painted figures of some of the most popular DC Characters: Batman, Supergirl, The Flash, and Green Lantern! Each character comes with two different levels of gameplay to guide players through their first few matches as their team becomes more powerful. Scheduled to ship in October 2025.  
WZK 84134.....\$39.99

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GAMES

JUL 2025

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# SPOTLIGHT ON

# PATHFINDER BATTLES DEEP CUTS UNPAINTED MINIATURES

Scheduled to ship in December 2025.



### MARVEL HEROCLIX: STRANGE TALES BOOSTER BRICK (12)

*Strange Tales* is among the most recognizable anthology comics by Marvel of all time. Most notably, it features the first appearance of Doctor Strange and some of the early adventures of Nick Fury! *Strange Tales Booster Bricks* each contain 12 boosters and they're packed to the brim with HeroClix magic! Collect Doctor Strange and some of his closest allies like Clea, Jericho Drumm, Hulk, Morbius, and more! Beware, because the forces of evil will be gaining magical momentum too, with villains like Mephisto, Baron Mordo, Dormammu, Bloodstorm, and Baron Von Strucker appearing as well! Scheduled to ship in November 2025.

WZK 85062 .....\$203.88



### AGHASH & VENEDAEMON (PACT DAEMON)

WZK 90835 .....\$5.99

### DERAKNI (LOCUST DEMON)

WZK 90846 .....\$8.99



### DIABOLIC DRAGON BOXED MINIATURE

Expand your *Pathfinder Battles* collection with the *Adult Diabolic Dragon*! These dragons are theorized to be extensions of the living plane of Hell itself - creatures made manifest to enforce its sinister will. Whether this is true or whether diabolical dragons are simply the fiendish reborn souls of mortal dragons; the fact remains that these dragons are tyrannical powerhouses capable of unleashing a hellfire breath on any who dare oppose them. This huge unpainted, pre-primed miniature comes on a 75mm clear base and is perfect for display or use at the table.

WZK 90847 .....\$49.99



### MARVEL HEROCLIX: STRANGE TALES ORRGO, THE UNCONQUERABLE

Your opponents will not be able to overcome the incredible hypnotic waves of Orrgo, the Unconquerable! A menace from another world, capable of single-handedly taking over the Earth, Orrgo is the perfect addition to your next *HeroClix* team! Scheduled to ship in November 2025.

WZK 85138 .....\$30.00

### MARVEL HEROCLIX: STRANGE TALES PLAY AT HOME KIT

Doctor Strange and Baron Mordo are masters of the mystic arts, as well as bitter enemies! Will they face off or stand together against a greater threat in 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 November 2025.

WZK 85066 .....\$24.99



### GARGOYLE & SHAE

WZK 90839 .....\$5.99

### HURLILU (BIRD-FIEND)

WZK 90845 .....\$8.99

# SPOTLIGHT ON

### MARVEL HEROCLIX: STRANGE TALES RETAIL CHASE BOOSTER

Some people enjoy the finer things in life: magic capes, Crimson Bands, trips to the Dark Dimension, or *Retail Chase Booster Organized Play Kits*! *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. Some suggestions are: Giving the entire booster to the event winner, unopened. Use other things as the prizing for other players. Scheduled to ship in November 2025.

WZK 85064 .....\$49.99



### GYLOU (HANDMAIDEN DEVIL) & FERRUGON (RUST DEVIL)

WZK 90837 .....\$5.99



### LIVING LANDSLIDE & LIVING WILDFIRE

WZK 90833 .....\$5.99

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2025

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**LIVING THUNDERCLAP & LIVING WHIRLWIND**  
WZK 90834 .....\$5.99



**SORDESDAEMON (POLLUTION DAEMON)**  
WZK 90844 .....\$8.99



**MELADAEMON (FAMINE DAEMON)**  
WZK 90843 .....\$8.99



**SUWARDEN**  
WZK 90841 .....\$8.99



**PROCYAL (RACCOON AGATHION) & ZOEM (RING ARCHON)**  
WZK 90838 .....\$5.99



**VLORIAK (DESPOILER DEMON) & DEMONOLOGIST**  
WZK 90836 .....\$5.99



**SARGLAGON (DROWNING DEVIL)**  
WZK 90842 .....\$8.99



**VORDINE (INFANTRY DEVIL) & PITBORN ROGUE**  
WZK 90840 .....\$5.99

**PATHFINDER BATTLES: DIABOLIC DRAGON BOXED MINIATURE**

Expand your *Pathfinder Battles* collection with the *Adult Diabolic Dragon*! These dragons are theorized to be extensions of the living plane of Hell itself - creatures made manifest to enforce its sinister will. Whether this is true or whether diabolical dragons are simply the fiendish reborn souls of mortal dragons; the fact remains that these dragons are tyrannical powerhouses capable of unleashing a hellfire breath on any who dare oppose them. This huge pre-painted miniature comes on a 75mm clear base and is perfect for display or use at the table. Scheduled to ship in December 2025.  
WZK 97577 .....\$59.99



**Collect All 47 Miniatures!**



**PATHFINDER BATTLES: PLANAR PERILS BOOSTER BRICK (10)**

Give your players hell as they traverse the planes with *Pathfinder Battles: Planar Perils*! Find elementals, celestials, fiends, and the cultists foolish enough to summon them in this set of randomly assorted miniatures. But it's not just low-level threats you'll encounter from the Great Beyond, no, for this set features our first ever minis of the biggest bads from Hell itself - Mephistopheles and Asmodeus! *Pathfinder Battles: Planar Perils* - 10 Ct. Booster Brick is loaded with devils, demons, and more; but be not afraid, for there are also a few holy archons that may prove to be allies against the evil forces that lurk within! Collect all 47 pre-painted miniatures in this set of randomly assorted TTRPG creatures! Scheduled to ship in December 2025.  
WZK 97575 .....\$199.90

**WYRD MINIATURES**



**MALIFAUX 4E: CORE RULEBOOK** WYR 24009 .....\$25.00  
**MALIFAUX 4E: FATE DECK** WYR 24020 .....\$14.00

**ZOMBIE GHOST GAMES**

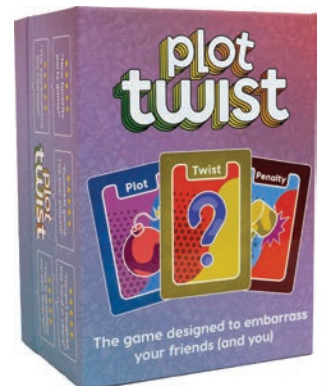


**COLOR ROYALE**

*Color Royale*, the fast-paced game that will break your brain! Be the first to grab the card(s) that correctly match the color the die landed on to score points. Be careful though! Grabbing the wrong card makes you lose all your points! Keep the fun going with other game modes! The instructions include a QR code and link to see many more ways to play and keep things interesting! Play the classic *Color Royale*, turn it up a notch with *Speed Royale*, strategize with *Color Matchmaker*, or really put your brain to the test with *Tongue Twister*! Stressed because you suck at the game? Or just stressed in general? The included 2" foam die doubles as a stress ball! Scheduled to ship in September 2025.  
ZGG 010400 .....\$19.99

**PLOT TWIST**

*Plot Twist* is the party game designed to embarrass your friends (and you). Players will combine Plots and Twists for over 1,000,000 hilariously embarrassing combinations. If players can't, or refuse to do their combinations, they get Penalties! Scheduled to ship in September 2025.  
ZGG 010200 .....\$24.99



# MUNCHKIN<sup>®</sup> BIG BOX

MORE MONSTERS, MORE MISCHIEF,  
AND MORE MAYHEM!

MUNCHKIN: BIG BOX

SIG 1568..... \$134.95

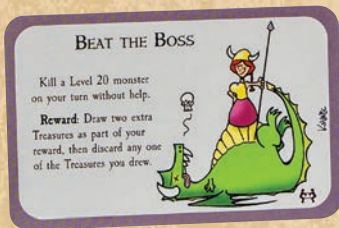
Available Now!

Ever since Steve Jackson Games' *Munchkin* was released in 2001, fans of the mega-hit, five-time Origins Award-winning card game have been kicking down Doors, slaying monsters, collecting Treasure, and backstabbing their buddies. They've become wizards, clerics, elves, and halflings. They've ventured to space, Wonderland, the Old West, and Oz. Now they're about to embark on a new adventure with the *BIGGEST* release to come to the classic series yet: *Munchkin Big Box*!

Over the past 24 years, big things have happened for this beloved dungeon adventure game. *Munchkin* has been translated into 15 languages, and gamers around the world have come to know and love the over-the-top puns that appear on every card. Steve Jackson Games has teamed up with Games Workshop, Paizo Inc., 9th Level Games, and other notable partners to bring well-known titles like *Warhammer*, *Pathfinder*, and

*Batman* to the tables of *Munchkin* fans, along with dozens of core sets in themes including zombies, pirates, steampunk, and the apocalypse itself. Most recently, *Munchkin Shadowrun* and *Munchkin Shadowrun: Hack the Future* were created in collaboration with Catalyst Game Labs, adding cyberpunk chaos and new mechanics to the scores of expansions that have broadened the game's universe.





*Munchkin Big Box* represents the kick-off to 2026's 25th anniversary celebration, and it's perhaps the most ambitious project of the line to date.

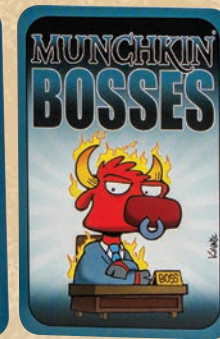
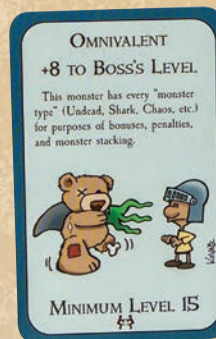
So what's in the very, very big box? Along with the core set that started it all, players will also find six of the most popular fantasy expansions: *Munchkin 2 – Unnatural Axe*, *Munchkin 3 – Clerical Errors*, *Munchkin 6 – Double Dungeons*, *Munchkin Bosses*, *Munchkin Side Quests*, and *Munchkin Side Quests 2*. Combined, these bring the total card count to over 700, and there's room to fit up to 1,300 more! (It's a big box.)

Getting started is simplified with a redesigned, consolidated rulebook and two gameboards to organize Door, Treasure, Dungeon, and Boss draw piles and discard stacks. The main board features new artwork and a level tracker to prevent opponents from sneaking up to Level 10 without being noticed. And comparing combat bonuses has never been easier when utilizing the two new oversized Kill-O-Meters — one for the monster and one for the defender.



For the first time in any *Munchkin* set, the 12-character standies have been upgraded to beautifully printed, two-sided wooden meeples. There are also six colorful dice — one for each competitor. Players can show off their creativity by making new monsters and Items using the 45 blank cards. Five bookmarks, including one in memory of *Munchkin* Czar Andrew Hackard, can not only be used during play for in-game bonuses and to augment the rules, but they can also mark a place in a book! And for fun to take away from the table, inside the *Munchkin Big Box* are stickers and an enamel Spyke pin. *Munchkin* wouldn't be the big deal it is today without its unique cartoon images. Throughout the years, John Kovalic, the game's original artist, has illustrated nearly 8,000 pieces of *Munchkin* art! His characters Spyke and Flower, the Plutonium Dragon, and the infamous Duck of Doom have become recognizable icons in the gaming community. For this set, he has drawn 50 all-new cards that can't be found anywhere else, and he's drawn new illustrations for cards initially designed

by other artists! Of recreating this art for *Munchkin Big Box*, he says, "The other artists who've contributed to *Munchkin* are an amazingly talented bunch (at times it's almost intimidating). Justice was my top priority when redrawing their original work. It was fascinating to study how other artists approached their *Munchkin* cards — there are some tremendous ideas in *Side Quests* and *Bosses* that I'd never have thought of! I tried to give them my own spin and not simply ape what the others had done in my style. Probably my favorite card of the entire set was *Catacombs*, which the amazing Katie Cook originally drew. I turned it inside out a little bit (the cat now has the keys to the dungeon!), and I created a *Pirates of the Caribbean* ride homage."



*Munchkin Big Box* is truly the ultimate collector's edition, but that doesn't mean it's only for die-hard fans. For anyone looking to join in on the satirical, dungeon-crawling fun for the first time, this set is the perfect way to grab everything needed to start building a collection. Those seeking a copy should act fast — this massive box will only be printed once, and copies will be extremely limited.

As *Munchkin* approaches its 25th anniversary, there's a great deal more hilarious, pun-filled, monster-fighting excitement on the horizon. Stay tuned — you won't believe what's coming next!



Even before joining the Steve Jackson Games team in 2023, *Munchkin* super-fan Michelle Richardson had been playing the game for nearly 20 years! It's always a must-play at her game nights, and she has amassed an enormous collection of both core sets and expansions.



# REVVING INTO COMBAT: NEW CYCLES HIT THE STREETS IN COMBAT ZONE



**CYBERPUNK RED: COMBAT ZONE -  
KUNDALINI SHIVA CYBERCYCLE**

MFC 45145.... \$50.00 | Available Now!

**CYBERPUNK RED: COMBAT ZONE -  
WARRIOR ROADBIKE**

MFC 45146.... \$65.00 | Available Now!

**CYBERPUNK RED: COMBAT ZONE -  
ZONDA CYBERCYCLE**

MFC 45143.... \$50.00 | Available Now!

The back alleys of the future are about to get a lot louder. *Combat Zone* is expanding its tactical skirmish arsenal with the long-awaited arrival of Vehicles. In the mix are a new line of high-speed, high-style motorcycles ready to rip across the battlefield. These aren't just a conveyance; they're game-changers. Each Cycle is a finely-tuned tool for gangers, designed to get your crew into the fight fast, hit hard, and keep moving. Let's take a closer look at what these new rides bring to the table — and why your gang's going to want one... or six.

Each Cycle comes with its rider models separate from the bikes, making them ideal for hobbyists. Want to paint your bikes and riders with different color schemes? You got it. The separate components give you complete control over the look and feel of your vehicles. Whether you're fielding chrome-plated Edgerunners or corpo-sponsored goons, your ride will look just right.

**HOW CYCLES MOVE DIFFERENTLY**

In *Combat Zone*, vehicles aren't just static scenery — they're dynamic, high-impact tools. Cars and trucks normally follow turning rules during Drive actions, requiring a bit of planning to navigate tight corridors. Cycles change that.

Thanks to their "bent limiter" movement, Cycles can curve and twist more naturally across the battlefield. They're faster, more responsive, and perfect for tight urban maps. This makes them especially deadly when transporting melee-focused characters. Want to get your chainsaw-wielding lunatic into combat faster than your opponent can blink? Put them on a bike.

Cycles, like other vehicles, use two cards — one for the vehicle's stats (Hull tokens, special rules, etc), and one showing who's seated on the vehicle and in which position. This makes it easy to track who's riding shotgun, who's armed and aiming, and who's just along for the ride.

**THREE BIKES. THREE PERSONALITIES.**

Let's take a spin through just part of the first wave of Cycles and highlight three designs, each with its own flavor and tactical potential.

**KUNDALINI SHIVA - THE CLASSIC GHOST**

Lean, fast, and dangerous, the *Kundalini Shiva* is a nod to vintage street bikes with a sleek profile that's as much fashion as function. But don't let its anime-cool curves fool you — this bike has a clever trick up its sleeve.

When the bike is undamaged, its profile causes attackers to target the vehicle instead of the rider. That means your operators stay in the fight longer, even if the bike takes a few hits. Great for fragile-but-deadly gunners or named characters you want to keep alive, the *Kundalini Shiva* turns your vehicle into a distraction on wheels. Style and survivability? Sign us up.

**M-INDUSTRIES WARRIOR ROADBIKE -  
THE MOBILE BUNKER**

If you're the kind of commander who likes to dish it out while taking a few hits, the *Warrior Roadbike* is your ride. This bruiser of a machine comes with a sidecar and pintle-mounted weapons, making it a



miniaturized assault platform. Even better: when this vehicle is damaged, its passengers get to [RE]act — meaning they can immediately return fire.

The synergy here is perfect for support gunners, shotgunners, or techies with gear to deploy. Get hit, hit back — it's as simple as that. With its reinforced design and offensive flexibility, the *Warrior Roadbike* turns any alleyway into a kill zone.

**ZONDA CYBERCYCLE - BUILT FOR SPEED**

If the *Warrior* is a mobile bunker, the *Zonda Cybercycle* is a bullet. This sleek, neon-lit machine is all about speed and maneuverability. Its unique Turbo engine allows it to swap out a GREEN move for two YELLOW moves, letting you cover more ground in a single Drive action. That's more positioning, more aggression, and more opportunities to flank or evade.

Need to grab an objective? Flee a bad engagement? Outpace your enemies entirely? The *Zonda* gives you the legs to do it, and then some. Best of all, it's an excellent platform for melee specialists. Get in, swing hard, and get out before they know what hit them.

**REV YOUR ENGINES**

With Cycles entering the *Combat Zone*, the game's tactical sandbox just got a whole lot deeper. Whether you're painting riders to match your gang's vibe or using high-speed flanking maneuvers to dominate the map, these bikes bring style, speed, and savage new options to every match.

No matter which Cycle you choose — the distraction-focused *Kundalini Shiva*, the reactive firepower of the *Warrior Roadbike*, or the lightning-fast *Zonda* — you'll find these machines open up whole new strategies.

So strap on your helmet and top off your CHOOH2, it's time to ride or die.

...



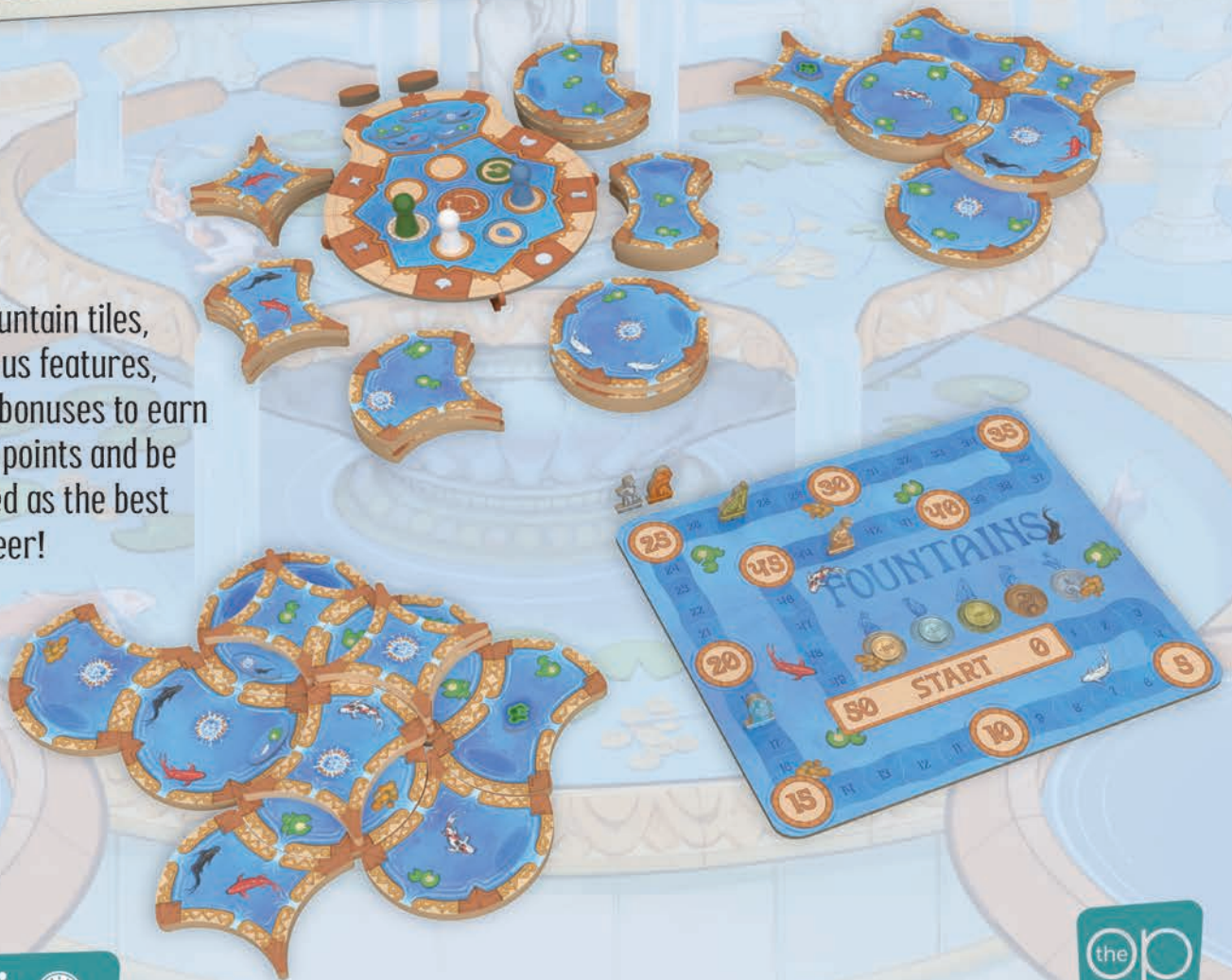


# FOUNTAINS

## WELCOME TO THE ELEGANT CITY OF FLORIMELLE!

Fountains is a light strategy competitive tile-laying game where players become master Fountaineers working to build a magnificent fountain in the city of Florimelle.

Select Fountain tiles, add various features, and gain bonuses to earn the most points and be celebrated as the best Fountaineer!



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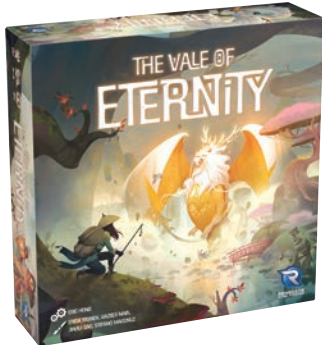
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Over the 10-plus years of making games people love, we have had the honor of receiving multiple Mensa Select awards for games we've published! American Mensa chooses five games each year that they believe are creative in concept, challenging, a good value for the price, easy to comprehend and play, and most importantly, lots of fun. Read on to learn more about a few of our games that have won this incredible award!

**THE VALE OF ETERNITY**

Tame and summon powerful monsters and mythical creatures in *The Vale of Eternity*! Throughout the game, players will hunt creatures from the vale, tame them by taking those cards into their hand, and summon creatures by paying their cost in magical stones. In this combo-licious card game, the creatures you summon serve to help you score points, gain special abilities, or generate you magic stones. Players work to build an engine with these cards to score the most points and tame the most outstanding creatures. The deck contains 70 unique creatures from myths all around the world, making for great replayability. Each game saddles players with new choices and options to build a game-winning strategy. Think you have what it takes to be the next great creature tamer? Give this highly acclaimed game a try!



**THE VALE OF ETERNITY**

RGS 02674 ..... \$35.00 | Available Now!

**EX LIBRIS**

In *Ex Libris*, players compete to become the town's new Grand Librarian. To outshine the competition, players need to send Assistants to acquire books for their bookshelves. Gather all the books you are able, but be mindful, the Mayor is sending a judge who is looking for books in alphabetical order, shelf stability, prominent works, and a good variety of literature. Impress the Mayor to secure the Grand Librarian position and win the game! The 2023 edition has updated components and a solo mode, all at a new low cost. This is a great option for any gamer, especially those



who love a good book!

**EX LIBRIS: 2ND EDITION**

RGS 00577 ..... \$45.00 | Available Now!

**GRAVWELL 2ND EDITION**

Think you can survive an encounter with a black hole? In *Gravwell 2nd Edition*, you must navigate your spaceship away from a black hole using only your tractor and repulsor beams. This easy to learn card drafting game challenges you and up to six players in a race to be the first one to exit a powerful gravity well by reaching a warp gate. A round consists of six turns, where players will choose a card from their hand to play,



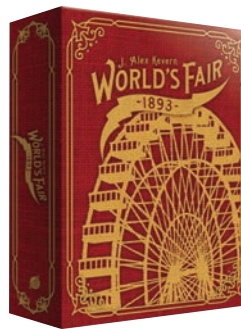
**GRAVWELL: 2ND EDITION**

RGS 02191 ..... \$45.00 | Available Now!

reveal them simultaneously, and resolve their movement. You must plan your movements wisely, as your ship will lock onto the nearest mass form, and depending on which beam you use, you can send yourself in the wrong direction! Other players can also affect your movement using their multi point tractor and repulsor beams. Use your ship's abilities to gain an advantage over your opponents or to get yourself out of a tricky spot. Get a copy of this epic space racing game and see if you can emerge victorious!

**WORLD'S FAIR 1893**

It's time to show off and exhibit your greatest works at the *1893 World's Fair*! The World's Fair showcased many great achievements in science, technology, culture, and entertainment. In this game of area control and set collection, players assume the role of an event organizer and score points by placing supporters and figures. Placing supporters in different areas of the board will get you new attractions and influential figures during the game, and score you points during scoring phases, which is signaled by the Ferris Wheel completing a full rotation. You score points if your supporters have the majority in their area. Main Exhibit cards and Midway Ticket cards represent the attractions at the fair and will help you earn points and progress the game. Influential Figure cards, such as Ida B. Wells, Irvine Garland Penn, and Susan B. Anthony, represent favors you ask the influential people to perform for you. Compete against other players to display the grandest exhibits at the fair!

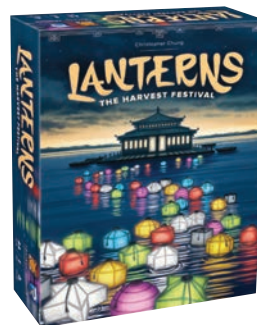


**WORLD'S FAIR 1893**

RGS 02199 ..... \$40.00 | Available Now!

**LANTERNS: THE HARVEST FESTIVAL**

It's time to celebrate! Prepare for the harvest festival and decorate the palace lake with floating lanterns. In this game set in Imperial China, players lay tiles with floating lanterns. Every tile placement gives lantern cards to you and your competitors. All players have the same goal, scoring points through building sets of lantern cards, so it is important to plan your turns wisely. The fun and easy-to-understand tile placement, set collection, and hand management mechanics in *Lanterns: The Harvest Festival* make this a great game to play with friends and family. Grab a copy of this bestseller for your next game night!



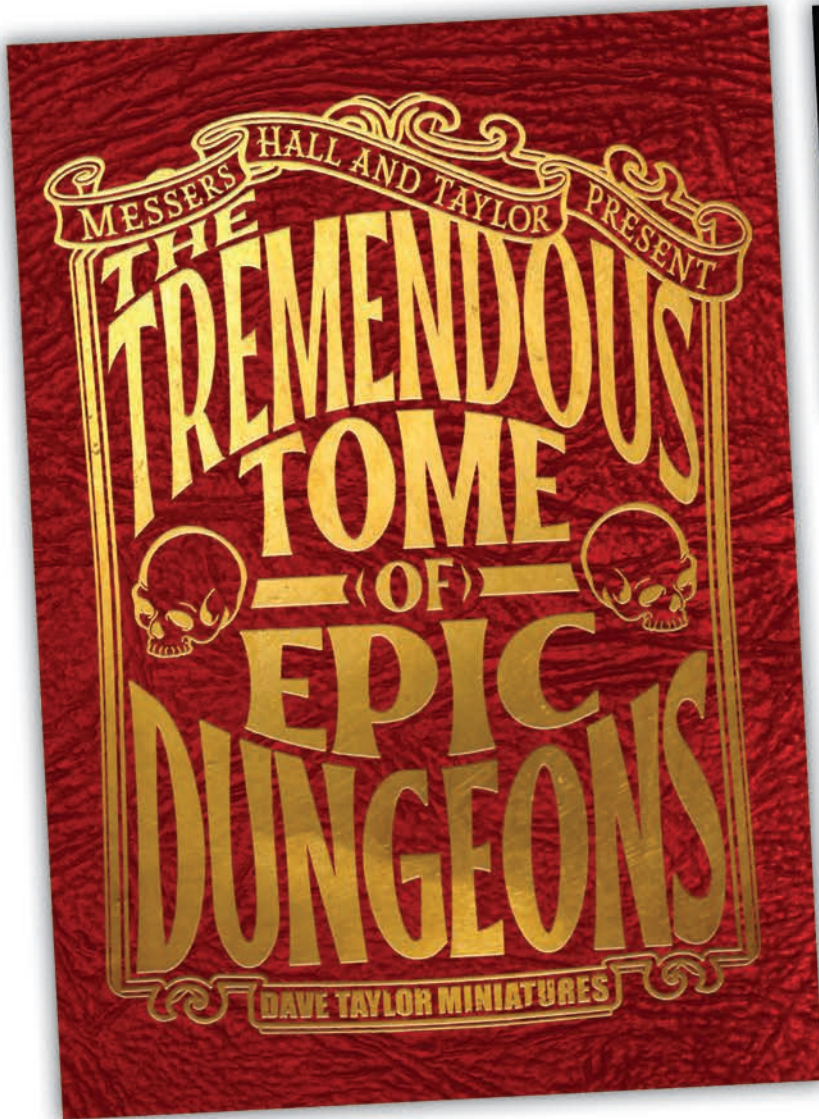
**LANTERNS: THE HARVEST FESTIVAL**

RGS 00502 ..... \$35.00 | Available Now!

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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.*





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**

# PAINTING HAPPY LIL MINIS



WITH DAVE TAYLOR

## EPISODE 83: WELL-WORN ROBES

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 paintjobs 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 Krajewski, and occasionally by other painters who each bring great advice and their own style to the conversation.



### PAINTING NOSTALGIA

Over the last eight years or so, Games Workshop has released quite a lot of products that are digging deep into rich veins of nostalgia for those gamers of a certain age (my age, if you really need to know). Games like *Warhammer: The Horus Heresy*, *Necromunda*, and *Blood Bowl* are right up there, along with products like *Codex: Imperial Agents* for *Warhammer 40,000* and the various supporting miniatures released through various *Kill Team* offerings.

With ideas drawn directly from the games and minis of the ‘80s, ‘90s, and early ‘00s, this wave of nostalgia has drawn a lot of folks back into the hobby, even if they never owned or played with the original models. The hype is real, primarily because Games Workshop’s sculptors are creating wonderful recreations of classic fan-favorites.

This episode’s example is the character Preacher Josef. Originally created in 54mm scale for the TTRPG-like game *Inquisitor* in 2001 (seen left), this model has been resurrected in the form of a drill abbot for the Sanctifiers for *Kill Team* in 2025. All of the hallmarks are there: his mutton-chops, skull-in-a-box, bionic arm, and power hammer are presented in a new and exciting way.

When you’re getting stuck into the nostalgic painting, you can style all the way back to those early days, or you can bring your decades of knowledge (and the advancements in miniatures painting) and bring the past into the present. I’ve chosen the latter today.

The miniatures used as examples on these pages are from Games Workshop’s *Warhammer 40,000/Kill Team* ranges.



The Drill Abbot was primed with The Army Painter Desert Yellow spray primer.



He was then hit with a burst of The Army Painter Matt White spray primer from the front left (although you could pick any direction for your model).



The robes were painted with a thinned wash of The Army Painter Warm Skin Shade, in a roughly 50:50 mix with water.



The robes were then highlighted with The Army Painter Brainmatter Beige.



For variety, the parchment at the front was painted with The Army Painter Ash Grey and highlighted by mixing in Brainmatter Beige.



The red detailing was painted with The Army Painter Blanched Berry, and highlighted by mixing in The Army Painter Fiery Vermillion.

## KEEP IT SIMPLE

There are a couple of ways to keep things looking cohesive across your models. For this completed mini, I used Brainmatter Beige as an additive to create the highlights for the robes, the skin, the parchment, the rope necklace, the pouches, and even his hair!

Combine this with a "less is more" approach – the pouches, belts, gloves, and boots are all black – and you get a very straightforward miniature where you can focus attention on things like the all-important face.



*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*



**VEGAS SHOWDOWN (RGS 02716)**

From Renegade Games Studios, reviewed by John and Dell Kaufeld

12 & Up	3 - 5 Players
75 Minutes	\$40.00

The glitz and glamour of the Las Vegas Strip is legendary. Each hotel casino offers a unique brand of magic based on their designers' choices around betting, entertainment, and food.

In *Vegas Showdown* from Renegade Games, you develop one of those famous hotel casinos according to your tastes. Will you focus on slot machines and lounges? Go deep into table games or install a futuristic sports book? Or do your tastes lean toward restaurants, buffets, and entertainment venues?

Get ready to bring your real estate vision to life as we look at the top five things you need to know to take home the win in *Vegas Showdown*.

**MEETING A CLASSIC**

The original edition of *Vegas Showdown* was named *Games Magazine's* "Game of the Year" and earned two other award nominations. Renegade's version builds on the classic game's foundation with updated art, a significantly improved player mat design, and clearer rulebook.

The game supports 3-5 players, although fans created several 2-player variants over the years. A quick online search will lead you to them if you find yourself one player short.



**STARTING THE GAME**

Each player begins with a hotel casino board, one color of playing pieces, and \$20 in chips. An oversized dealer button acts as the first player marker.

Arranging the stacks of room tiles takes a couple of minutes. Green-backed tiles are basic slots, lounges, and restaurants. These are available every round until they sell out. Red-backed tiles are premier versions that get randomly drawn to fill the auction spaces on the game board. For three players, use three auction spaces; four or five players use all four.

Sort the red premier tiles according to the tiny A or B in the lower right corner of the tile's back. A's go on the top of the stack; B's on the bottom so they're available later in the game.

**GETTING INTO THE TURNS**

Each turn begins with lowering the price of leftover tiles, earning income, and randomly adding new premier tiles to the auction spaces, if necessary.

You earn income equal to the lower number of either revenue or capacity. Every room you build can add space for more people (capacity), improve your income generation (revenue), or grant victory points. Some tiles, like the Space-Age Sports Book, do all three at once.

Event cards tell you which size tile to add to the auction. They also present a bonus or a complication that affects the current round.

Finally, players can choose between the three main actions for their turn: working the press for publicity, remodeling their hotel casino complex, or bidding on a tile. Publicity gives you one victory point. It also helps you save money to purchase fancy (and expensive) room tiles in the future.

Remodeling lets you take up to two tiles off your hotel casino board and place up to two tiles back onto your board. This makes space available for big tiles you purchase, like the glorious night club you bought for a song.

**BID WELL, MAKE MONEY**

Auctions are central to every round of play. Auction price tracks run next to each of the tile spaces on the game board. All tile spaces have one auction track except for slot machines, which have two.

The graphic design of the game board makes the auction mechanic easy to follow. To bid, you place your auction marker on top of the amount you want to bid for the room next to the track. The next player does the same thing, and so on.



“theme bonus” triangles in the corners and on the edges match with their mates.

At the end of the game, you also earn points for filling your casino and hotel with tiles, for filling your entire board. Being able to trace an unbroken path from your hotel entrance to your casino entrance earns you some more points. And, since it’s Vegas, money gives you victory points as well.

**VERDICT**

There’s a lot to love about this new version of *Vegas Showdown*. The fun and strategic challenge of the base game will appeal to players who love economic games. The upgraded artwork, better board design, and improved rules make it an easy purchase decision for current fans.

If someone outbids you by placing their marker on a higher number, you must move your marker elsewhere, although you can immediately outbid the other player. This process continues until everyone either has a successful bid or puts their marker on publicity or remodeling. Finally, the players finish their action, and the game moves ahead to the next round.

**ROLLING IN THE POINTS**

*Vegas Showdown* runs on victory points. You get some points during the game by building specific tiles. You can also earn points at game end by carefully playing some premier tiles so the



The current printing has a few rough edges worth mentioning. First, the two “Slot builders on strike” cards should call for small premium tiles, not medium ones. It’s easy to fix this on the cards with a black fine point pen.

The red “theme bonus” diamonds appear in two different sizes on the medium and large tiles. They’re big in the corner, but tiny along the side. Still, it’s easily fixed with a red marker.

Finally, to improve your game experience, we recommend using actual poker chips instead of the cardboard coins. The game just feels better that way. Recommended!



*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?*



**A GENTLE RAIN: BLOOM EDITION (IDS AYA30020101)**

From Incredible Dream, reviewed by Brian Herman

8 & Up	1+ Players
15 Minutes	\$19.99

At times, this world can be overwhelming; work, family, friends, obligations, and day-to-day challenges can compound and build up for even the most calm and levelheaded of us. While gaming in general as a hobby should offset this, sometimes games can make one feel more stressed, locked in moments of indecision. Fortunately, for the gamers that just need to relax, Incredible Dream Studios has a perfect offering: *A Gentle Rain* is designed from the ground up for an entertaining experience that can also help a gamer relax, freeing a mind to wander and unclench.

The instructions included provide many tips to set up the game, from wearing loose fitting comfortable clothing to putting on some soothing music in the background, as well as standing, stretching, and rolling your shoulders with deep breaths. Next, find a suitable play surface and separate the two components of the game within reach of one or more players. The blossom tokens are placed off to one side for easy retrieval, and the lake tiles on the other, leaving a blank space in the middle of the play area.

Lake tiles are square with half a printed flower in varying colors on each side. The corners are cut out in curves so that when they are arranged together orthogonally, there is a perfect circle created for one of the eight blossom tokens to fit into. To begin, one lake tile is turned face up from the pile and set into the center of the play area.

To play, each player in turn draws a lake tile and places it next to the growing arrangement, matching the color of an existing flower as tiles are placed. If a tile cannot be placed, it is discarded and another is drawn. When a square of complete lake tiles has been formed, one of the blossom tokens with a color matching one of the printed flowers can be placed in the circle.

Placing tiles is in and of itself a satisfying and relaxing exercise. Early on as the lake blooms, there are very few options for how one can possibly line up the tiles and match colors. As the mosaic grows larger, more and more options become available, and decisions must be made as to what is left open and what needs to be shored. This doesn't create stress, it simply becomes a fulfilling experience in matching patterns and colors. As each new tile is drawn, the experience becomes more and more complete.

As the eighth and final blossom token is placed in the arrangement, the game is finished. The score for the game is equal to the number of unplaced tiles + 8 (the number of blossom tokens played). However, if the lake tiles run out before all the blossom tokens are played, the score is simply the number of blossom tokens that are on the table.

The game components are high quality, as this review was done with the "Bloom Edition" of the game that features the best quality



materials. The lake tiles are solid cardboard and the art of frogs, lily pads, fish, and flowers are quaint and seem to blend easily to create an entire picture. Even the box is a work of art, cradling the pieces in well-formed trays with a plastic cover and sleeve encompassing all the components together.

No two games are alike, with each experience incredibly satisfying and pleasurable. Even when the lake tiles run out, you can imagine yourself standing at the lakeside and admiring the view of something, even if it is imperfect. When everything goes your way, the event feels pleasurable and worthwhile, as if the view you have created is somehow perfect and all is as it should be.

*A Gentle Rain* is simply relaxing, from the actual gameplay to the soothing manner of the included instruction manual. You can almost hear a soothing voice as you read the assurance that if not all the blossoms open, you can simply try again. The concept of *A Gentle Rain* is intriguing at least, and in practice it becomes a soothing exercise that can ease the most worried and stressful mind.



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





## PARTY PANDA PIRATES (DAO 45101)

From Draco Studios, reviewed by Whitney Grace

 10 & Up	 2 - 6 Players
 20 Minutes	 \$35.00

When I heard about the game *Party Panda Pirates*, I thought to myself: Are they pirates who happened to be pandas, or are they pandas who decided to become pirates? And why do they enjoy parties? It's a philosophical conundrum that's as thought-provoking as, "If a tree falls in a forest does it make noise?" You'll be pondering those thoughts and even more with this diverting game that includes twenty-four mini games in addition to the main one. Now that I think about it, that becomes an even bigger quandary: games within a game? Should we wander into metaphysics, or should I tell you about the game? Me thinks the gamer is more entertaining.

You, the player, assume the role of pirate panda and travel the high seas on a turtle ship in the Avian Archipelago searching for adventure and plunder... strike that... **parties**. As you sail, you'll encounter quests in the form of mini games (twenty-four to be exact) to earn treasure.

The games components include one treasure map board, one sand timer, one sea board, two turtle ships, one variant reference card, 56 coins, one captain marker, 48 map cards, 20 chest tokens, 24 party cards, one navigation log, six prediction tokens, 30 player dice, 12 panda pirate maples, and six captain cards/player aids. Trust me when I say the components in this game are colorful, quality, and awesome, and that's on top of the gripping and funny artwork!

The party begins by placing the sea board in the play area, followed by the turtle ship in the board's center. Next place the treasure map above the sea board; it'll form a panda pirate: panda head and pirate hat. Separately, shuffle the map cards and party cards into decks. Place the coins, chest tokens, sand timer, along with the two card decks near the board. Each player receives two panda maples, five dice, one prediction token in the same color, three party cards, and two coins. On the board, put chest tokens on the first and second spaces and a panda pirate maple on the fifth space. Gameplay goes clockwise as each player selects one party card from their hoard, then places it next to an island on the sea board. All the party cards are then returned to the box.



*Party Panda Pirates* has six rounds, each with four phases. During the first phase and their individual turn, each player sails the turtle ship to an island with a party card and then launches a panda pirate to an island. After players launches their panda pirate meeple, they each receive a coin but only if their meeple is touching the island's



center (a circle in the center). The first player selects a card from the island with the most party panda meeple.

In the second phase, each player predicts who will finish first or last in the party game, and prediction tokens are used to indicate their individual guesses. During the third phase, players party like it's 1999. No, no. They actually play one of 24 mini games outlined in the navigation log. When the game is finished, players use the position track to indicate their place. The players who predicted correctly each earns one coin.

The last phase is the treasure hunt: players earn bonuses from their place in the position track. They earn a coin and roll the die to move along the treasure map. Players resolve situations based on if the spaces have treasure chests or red or black arrows. The phase ends and the next round begins. After six rounds, whoever has the most coins wins.

This is a party game about party games with pirates who are pandas! It's fun and terrific, especially the Cake Headache, All Aboard, Hot Pandatoes, and Confetti Cannonballs! You'll love them and the other 20 mini games.

As I played *Party Panda Pirates* and pondered the meaning of their parties, I did wonder about my first impressions. I originally thought the game would be a silly, goofball RPG, instead it's a silly, goofball game about pirates who are pandas who love to party! No further existential or metaphysical musing are necessary. Detestable Games and Draco Studios never fail in delivering silliness, fun, and entertainment in all their games, and they certainly sailed over the edge with this one in the best way possible.

*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.*



**EPIC ENCOUNTERS: LOCAL LEGENDS - TAVERN KIT (SFL EE-LLO01)**

From Steamforged Games, reviewed by Thomas Riccardi

 14 & Up	 2+ Players
 120 - 360 Minutes	 \$39.99

and the interior but also any specialties, plot hooks, and some of the local legends that are associated with them. There are also a few notes for the GM which may provide some inspiration for adventures down the line.

When it comes to fantasy role playing games, most of the time, adventuring companions begin not knowing each other. Before embarking on quests to defeat an ancient evil or to rescue some kidnapped princess, the characters usually meet at a non-descript tavern. Generally, the setting is reduced to little more than a preamble in order to get the characters introduced to each other. However, there is lost potential in this location: imagine a tavern with a rich history, populated by NPC's that can provide adventure hooks and side quests. This is the inspiration behind this boxed set from Steamforged Games; welcome to the *Epic Encounters: Local Legends Tavern Kit*.

Inside this boxed set is everything that you will need to give your players a great start off to their campaign. To start each of the taverns comes complete with a map showing off the exterior and the interior of each location. Each map is beautifully illustrated and can be used either as visual aids or as battle mats to plan out encounters within the tavern. There are also various games that the players can take part in, with ten playmats for these games as well. There are three books that round out the set along with a deck of 60 cards.

The cards feature all of the NPC's with an illustration on the front and a bit of dialogue on the back. The cards also have more condensed rules for the tavern games that are in the book as well so you can refer to the card as a handy cheat instead of having to look that information up.



There are three books in this boxed set and the first of the three is the Tavern Book. This goes into great detail for each of the ten taverns included in this boxed set. From a typical sort of inn called the Nodding Dragon that is always found on the side of the road in every adventure, to the Silver Purse, which is not just a tavern but a casino as well. Each tavern not only has a description of the exterior

The games at each of the taverns are explained in detail in this section along with how to play, bet, and win. For example, for the Nodding Dragon there is a game called Push Your Luck which is akin to blackjack as you are trying to reach 21 without going over.

The second book is the Innounters Book and it provides the GM with all the tools they could need to set up an amazing tavern encounter - from the descriptions given in the tavern book to orchestrating a barroom brawl. The GM can also throw in some cinematic moments as well, such as swinging from the chandelier or starting a fire (!) in the tavern. There are even a few pre-generated characters that you can toss into the mix for further depth and excitement.

The last of the three books is an NPC book and this has all of the characters featured on the cards, organized by tavern. Each page provides the NPC's name, position, and stats on one page, as well as a few potential interactions. Some of these NPC's might want to join your group of adventurers, and yet others may want to fleece them for all the gold that they have on them. And, of course, there are more hooks that the GM might use to start further adventures.

With ten different taverns total each of them rich with history, color, and NPC's that will bring life to any campaign, the *Epic Encounters: Local Legends Tavern Kit* is a must for any GM who wants to have their players start off in a tavern. For more information on this and other great products visit <https://steamforged.com> and get ready to go on an adventure

...

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



# EXPLORE THE SIXTH WORLD



**SHADOWRUN:  
FIRST EDITION  
28800CAT**



**SHADOWRUN:  
BERLIN EDITION  
28000BCAT**





**Greetings GTM Fans!**

For our July issue, *Game Trade Magazine* is teaming up with Steve Jackson Games to bring you an incredible *Munchkin* giveaway over two decades in the making!

One lucky winner will receive a copy of the awesome *Munchkin Big Box*, courtesy of our friends at Steve Jackson Games! To enter this giveaway contest, simply go to the URL below: you can like us on social media, check out our vast archive of videos, and more for entries! This contest opens on June 23rd and will close on July 20th, so don't delay!

Already a fan of *Game Trade Magazine* on social media? We've got you covered! All previous entrants are already included in our latest contest (but feel free to check out our content again).

**ENTER TO WIN!!!**

[www.GTMGiveaway.com](http://www.GTMGiveaway.com)



STEVE JACKSON GAMES



**CONSIDER YOURSELF LEGALLY DISCLAIMED:**

No purchase necessary to enter. Contest is open to continental U.S. and adjacent Canada residents only. All local, state, and Federal taxes will be the sole responsibility of the prize winners. All prizes will be awarded. Prizes may be substituted. Prize winners will be drawn from all eligible entries. Odds of winning are based on total number of contest entries. *Game Trade Magazine* and Alliance Game Distributors are not responsible for late, lost or otherwise damaged entries. Entrants agree to allow their entries to be featured in *Game Trade Magazine* without additional compensation or permission, as well as name, photograph, and/or likeness for promotional purposes. This contest is void where prohibited, regulated, or restricted by law in a manner inconsistent with its purpose and rules. *Game Trade Magazine* and Alliance Game Distributors employees are ineligible to win. "Kill the Monsters. Steal the treasure. Stab your buddy".

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