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• GET READY TO PLAY AS CRUELLA DE VIL, MOTHER GOTHEL, AND PETE IN RAVENSBURGER’S LATEST VILLAINOUS EXPANDALONE, PERFECTLY WRETCHED!
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Hell High!!! Go, You Fighting Hell Hounds!!!

WELCOME TO HELL! HELL HIGH, that is! The most horrible, evil, blood-thirstiest high school in all of creation. That’s right, the Battle Wizards are going back to school, so sharpen your number 2 wands and get ready to channel the adolescent fury of groin-scorching puberty and COSMIC ELDritch RAGE into the wizard battle to end all wizard battles.

HUINX AT HELL HIGH gives you the chance experience all the “fun” of high school, climbing the social ladder from Loser to Loner to (even worse) NERD all the way up to Slutty Cheerleader, Jock, or maybe even *gasp* CLASS PRESIDENT. That’s right, you have to master the most treacherous terrain known to man: the slippery slopes of teenage Social Status!

MSRP $30
Release Date 2020

2-6 17+ 30-45 mins

For more information, visit www.cryptozoic.com

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Greetings Dear Readers!

It’s April so that means it’s time for pranks, rain showers, and — of course — your next issue of Game Trade Magazine! If last month’s GTM was an homage to the 80’s, then this issue is definitely a pop culture bonanza!

We begin with a closer look at Fantasy Flight Games’ latest expansion for the The Lord of the Rings: Journeys in Middle-earth line, Shadows Path! In this exciting addition, thirteen all-new scenarios are available to challenge your heroes as you travel from the mysterious forest of Mirkwood to the abandoned mines and kingdom of Moria!

The heroic action doesn’t stop there — WizKids offers a closer peek at the fabled Seven Soldiers of Victory featured in their upcoming DC HeroClix release based upon the fan-acclaimed animated series, Justice League Unlimited. In this article we get an insightful look at various characters as well as the all-new Team Up cards featured in the set.

Of course, if heroes aren’t your cup of tea, the team at Ravensburger has your back. Perfectly Wretched, the newest standalone in the Villainous line, provides three fantastic new villains for your devious delight: the fashion-mad Cruella De Vil, the overprotective Mother Gothel, and the archetypical villain, Pete! (Did you know that Pete is actually Disney’s oldest, recurring character? His first appearance predates Steamboat Willie by three years!)

The pop culture love doesn’t end there: Renegade Game Studios explores the world of scenario play with Power Rangers: Heroes of the Grid, and Cryptozoic invites us to the coolest battle of the bands this side of Beach City in Steven Universe: Beach-A-Palooza!

And if creating your own universe and stories is more to your interest, I encourage you to check out the latest GTM Giveaway in this issue — Green Ronin Publishing is offering an exciting selection of sourcebooks from their Modern AGE RPG system, so be sure to check that out!

There are no fools in this April issue, and definitely something for everyone. Enjoy!

Game on,
-JG
WATCH THE HIT TV SERIES NOW STREAMING!

LOCKE & KEY
SHADOW OF DOUBT

A GAME OF SOCIAL DEDUCTION
Based on IDW’s best-selling graphic novels created by Joe Hill and Gabe Rodriguez, as well as the hit Netflix series, Locke & Key: Shadow of Doubt invites 3-6 players to unlock the mysteries of Keyhouse. In Locke & Key: Shadow of Doubt, players will go on adventures, using the magical keys to unlock new locations and activate special abilities, all while trying to determine who among them may actually be a demon. Playing in 45 minutes and perfectly pairing the suspense of the comic series with hidden traitor gameplay, Locke & Key: Shadow of Doubt is an excellent light-weight game for fans of the comic, experienced gamers, and everyone who’s excited for the Netflix series.

Locke & Key Created by Joe Hill & Gabriel Rodriguez
Artwork by Gabriel Rodriguez
Colors by Jay Fotos
Game design by Neil Kimball

ON SALE JULY 2020
Locke & Key script © 2020 Joe Hill; art © 2020 Idea and Design Works, LLC. All Rights Reserved.
Every month the Game Trade Magazine (GTM) Bullpen works tirelessly to bring the latest in game industry products and news to these pages. Each GTM is packed with hundreds and hundreds of games and related tools and accessories, so we know how easy it is to miss that new expansion or game among all the other incredible products the industry has to offer! That’s why we’ve put together this friendly User’s Guide so you can navigate GTM and find the products you want like a pro!

WHAT IS GAME TRADE MAGAZINE ANYWAY?
The serious games magazine for serious gamers, Game Trade Magazine (GTM) is the most reliable, accessible monthly periodical for the latest, most comprehensive information of product in the world of games and hobby supplies.

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

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

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

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

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

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

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

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

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

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

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

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

EXCLUSIVES: While virtually ALL of the content you’ll find in GTM is exclusive to our pages, these articles are truly only found in Game Trade Magazine. Whether it be a heretofore unseen scenario for a fan-favorite game or an industry insider’s tips and tricks, GTM Exclusives are 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!

Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com

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

GAME TRADE MAGAZINE LEGEND

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

FEATURED ITEM: Featured 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: 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!

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

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Have a question or feedback for us? Contact us at Editor@GameTradeMagazine.com
"The Dwarves listened and shook their beards, for they knew that they must soon venture into that forest and that after the mountains it was the worst of the perils they had to pass before they came to the Dragon's stronghold."

—J.R.R. Tolkien, *The Hobbit*

In *The Lord of the Rings: Journeys in Middle-earth*, players became some of Middle-earth's greatest heroes, exploring the wilderness, delving into strange places, and battling the forces of the Dark Lord, Sauron. But now, a new menace stirs in Mirkwood. Rumors of gigantic spiders infesting the forest have drawn the heroes to visit the realm of the Woodland King. Who knows what they might find there, lurking around the next corner, shaded under thick, rustling boughs?

Shadowed Paths is the first large expansion for *The Lord of the Rings: Journeys in Middle-earth*, and it brings a Dragon's hoard of new content, almost doubling the number of tiles, heroes, and enemies from the Core Set. Five new heroes take center stage, including iconic favorites like Gandalf and Arwen. Alongside those heroes, players will find five new classes—Herbalist, Delver, Traveler, Smith, and Meddler—each offering heroes a new way to specialize and new skills to gain the edge in any fight.

Of course, those heroes need an adventure to embark upon. *Shadowed Paths* gives players everything they need to play the free *Shadowed Paths* campaign. This brand-new campaign stretches across thirteen scenarios, taking players into the darkest places of Middle-earth, from the tangled and haunted paths of Mirkwood to the deep and shadowy halls of abandoned Moria. Along the way, they'll face a wide assortment of dangerous and terrifying new enemies, from Pit Goblins, to noisome Giant Spiders, to a monstrous Balrog. No matter where a player's journeys lead, the dangers that they face are only becoming more prevalent.

**WIELDER OF THE SACRED FIRE**

Five new heroes join the game in the *Shadowed Paths* expansion, and perhaps none are more wise than the Grey Pilgrim, Gandalf. Gandalf's wisdom and spirit are undimmed despite his many years walking the earth, and his vast knowledge is well-expressed in his hero ability. By discarding a prepared skill with the fate symbol, he can gain inspiration and scout into his deck of skill cards, constantly changing his skills and finding the perfect tool to help the other players on their adventure.
Like every hero, players can use Gandalf in any role, but his suggested role has him beginning with the Meddler role, along with his trusty walking stick, sword, and cloak. The Nosy skill gives Gandalf greater insight into any hero’s skill deck, helping players to know in advance whether or not they’ll be able to pass a skill test. Alternatively, a player may use Gandalf’s Uncanny skill to remove weaknesses from his deck—ensuring that every skill test has the maximum possible impact.

SEEING CORRUPTION

Whether you choose the healing expertise of an Herbalist or use trinkets and items in new ways as a Smith, the quest remains clear: journey into the heart of Mirkwood and eliminate the evil that has taken root there. But more than one road can lead you to this goal. At the end of many Shadowed Paths adventures, the app will present players with a choice of which adventure to play next. Each fork in the road changes the course of their journey and, ultimately, the path the Fellowship takes is up to them—leaving plenty of room for players to replay Shadowed Paths again and again. These adventures will certainly bring players into contact with enemies of many different types, of course, and while these beasts are certain to take their toll, the true enemy may lie within. Despite beginning the campaign united in their efforts to rid Mirkwood of the rising menace that resides there, throughout the Shadowed Paths campaign, heroes can slowly give into the forces of greed, despair, and suspicion in the form of corruption.

Unlike damage or fear, corruption stays with the heroes throughout the entire campaign, and is tracked by the app. This corruption can weigh on a hero, triggering certain events during their adventures. What’s more, if a hero cannot pass a last stand test when they would gain their fourth corruption, they are defeated. Only time will tell if the players have what it takes to resist the corrupting influences they face long enough to complete their quest.

DOWN DARKER ROADS

Dark rumors have reached the ears of all heroes, leading into the danger of Mirkwood, Moria, and even fouler places. Players can start their new adventure with the Shadowed Paths expansion for The Lord of the Rings: Journeys in Middle-earth, now available for pre-order and planned for release in the second quarter of 2020.
Mysterious castaways have been shipwrecked on an island near Catan. Who are they, and where did they come from?

The Council of Catan is calling on the clans of Catan to send their seafarers to come to their rescue and learn more about the origins of these strangers. Can you answer the call and secure your place in the history books?

In *Catan – Legend of the Sea Robbers*, players make their mark on the history of Catan. At 60-90 minutes per game, this four-chapter scenario for *Catan – Seafarers* will allow your game group to experience an unfolding story arc over multiple game sessions.

A dubious newcomer, stranded sailors, a terrible attack by sea robbers, and a gallant charge to free Catanian hostages all rely on your clever strategy and wit!

**Adventure Awaits**

It’s been nearly 70 years since the original settlers arrived on the island of Catan. As years pass, each generation contributes to the rich history of this island and the population has grown and flourished, but in order to continue to prosper, new lands must be discovered.

As the leader of your clan, you have been tasked by the Council of Catan to strike out and explore the nearby regions for new resources and suitable locations to put down roots. You will still be responsible for managing your clan’s settlements and roads, but new goals and demands will also be placed upon you. Only the player who is able to balance these tasks will be recorded in the *Legend of the Sea Robbers*.

**Every Decision Counts**

While you work towards victory in each scenario, you must also heed the decrees of the Council of Catan. Each scenario will be altered based on how closely the players achieve the previous chapter’s special goals.

In addition to the campaign narrative, *Legend of the Sea Robbers* brings in a number of changes to the traditional gameplay of *Catan* and throughout each scenario, you’ll find more tools at your disposal.

**A Deeper Story With Approachable Gameplay**

*Legend of the Sea Robbers* offers an exciting new way to play *Catan* that’s still friendly for newer players; it’s a perfect option for game groups with varied levels of experience and skill.

- 60-90 Minutes
- 3-4 Players
- Ages 10+

CATAN & CATAN: SEAFARERS ARE REQUIRED TO PLAY
If you saw our article in GTM 240, you know that Justice League Unlimited is bringing brand-new Team Up Cards to HeroClix. In case you missed it, these cards are freebies that you’ll be able to swap out your regular HeroClix card at the beginning of the game for a super-charged one that gives big bonuses for playing thematic teams!

One of the things that we’ve found is exciting about the Team Up cards is that it gives players something different to collect. Justice League Unlimited Boosters are going to feel jam-packed with rare items! While not everyone is going to try and chase down every Team Up card, they might trade for their favorite character’s card (ours is Shining Knight), or the cards from their favorite episode (like Double Date), or maybe even just some of the more memorable moments (like Hawkgirl in Wake the Dead!)

We’re looking at a fun group within the Justice League today — the Seven Soldiers of Victory! They were featured in several classic comics as well as the beloved Patriot Act episode of Justice League Unlimited. Shining Knight’s Team Up card is the backbone of this team with his Episode Team Up ability. Essentially, with all Seven Soldiers of Victory on the map, you’ll be able to ensure your minimum attack roll is a 7 if it isn’t a critical miss. Even at their lower point values — all the Seven Soldiers are going to be able to get to at least a 17. They can get to 18 or 19 via Perplex from Stargirl and Crimson Avenger!
One of the neat things about these figures is their multiple starting lines. If you haven’t collected them all yet you could play Stargirl or S.T.R.I.P.E. for a higher amount of points. Depending on which Green Arrow you use, you’ll either have a 255-point or 265-point team, leaving enough room for one more character. One team we’ve been having fun with uses The Question. His ability to keep a d6 on his card will help you ensure a big roll if you ever need one, at almost no cost to your current attacks with Shining Knight.

Another option we enjoyed was using Hawkgirl as a bonus attacker! She’s got great mobility, solid damage, and reliable attack. She’s also another source for the Justice League Unlimited trait. With 7 characters on your team using this effect, most of the time you’ll be removing AT LEAST one action token from one of your Justice Leaguers!

We also mentioned Hawkgirl’s Wake the Dead card — it’s highly thematic and pairs with some awesome characters: Superman, Green Lantern, Doctor Fate, Amazo, and Vixen. Check it out below and see what fun teams you’re able to come up with on your own! We hope that these Team Up cards add something new and fun to collecting and playing HeroClix — check it out for yourself on a tabletop near you!
that it would be fun and challenging even with a very basic understanding.

“...I spent a long time working out a good core system for the game. It needed to be robust enough to allow for player expression but tight enough about 14+, which is the standard age category for most hobby games.”

years, the game should appeal to a broad demographic. We settled on by families. Plus, with the series having been continuously running for 25 years, the game should appeal to a broad demographic. We settled on by families. Plus, with the series having been continuously running for 25 years, the game should appeal to a broad demographic. We settled on by families. Plus, with the series having been continuously running for 25 years, the game should appeal to a broad demographic. We settled on by families. Plus, with the series having been continuously running for 25 years, the game should appeal to a broad demographic. We settled on by families. Plus, with the series having been continuously running for 25 years, the game should appeal to a broad demographic. We settled on by families. Plus, with the series having been continuously running for 25 years, the game should appeal to a broad demographic. We settled on by families. Plus, with the series having been continuously running for 25

As a Power Rangers fan, Jonathan was thrilled to design a game based on the show he loved in his youth and to this day. As he put it, “When Scott Gaeta [President & Publisher of Renegade Game Studios] approached me about the possibility of designing a game for the Power Rangers franchise I practically jumped out of my seat at the opportunity.”

Creating a game that pleases fans of the show while also delighting discerning gamers is quite a challenge — one that seems to grow giant-sized when faced with stories that span decades and across multiple media. Thankfully, the game’s designer Jonathan Ying, had experience designing licensed miniature board game titles like Star Wars: Imperial Assault and DOOM.

Similarly, the game’s age range was one the designer had to be thoughtful of — it’s not just about teenagers with attitude, after all. “Fans of the original Mighty Morphin series are pushing 30 now, and many of them have kids. We wanted to make a game that would be deep enough for the experienced gamer, but still approachable enough to be playable by families. Plus, with the series having been continuously running for 25 years, the game should appeal to a broad demographic. We settled on about 14+, which is the standard age category for most hobby games.”

Jonathan put a lot of thought into the fundamental design of the game. “I spent a long time working out a good core system for the game. It needed to be robust enough to allow for player expression but tight enough that it would be fun and challenging even with a very basic understanding of the mechanics. I needed something that could really express the Rangers varied abilities as well as the vast array of wacky monsters that they fought on a weekly basis.”

Between all the Rangers, villains and foot soldiers available in the base game and the expansions (including the Shattered Grid expansion, the Villain Pack #1, Zeo Ranger Pack, Legendary Ranger: Tommy Oliver Pack, and giant-sized villains Cyclopsis and Mega-Goldar) there are a lot of ways to mix-and-match play for a lot of replayability. Also driving immersive replayability are the free monthly scenarios that Jonathan crafts for the game. “Generally I want each scenario to have a unique flavor and to express a particular part of the game, whether that be a specific monster, theme, or mechanism. Many scenarios are story-based,” explained Jonathan. The scenario released in December included the Power Rangers canonical character Santa Claus. “Other scenarios are intended to open up the gameplay to weird interactions like how Morphin’ Mix-Up let the Rangers play using different combinations of decks and character abilities rather than the normal ones. Many of these aren’t robust enough to support full variants but they are a great way to mix-up the game and show off the flexibility of the system.”

The player community of the game have jumped onto scenarios! “The fans have been really excited to try out the scenarios and it’s been really fun seeing them discuss strategies and favorite combinations. I think that in board games when it can be months between content releases these scenarios provide a nice way to keep the game fresh.” The scenario is also played live on stream so players can see how the scenario plays and ask questions about it (which Jonathan eagerly answers). Organizing a monthly gaming session around these free monthly scenarios is a wonderful way to keep your Ranger team’s skills sharp! Grab your game, download the free scenarios on the Renegade Game Studios website (www.renegadegames.com/power-rangers-scenarios) and watch it played on Renegade’s Twitch (twitch.tv/PlayRenegade).

Jonathan Ying is a game designer living in sunny San Diego, California, and is the designer of Power Rangers: Heroes of the Grid. When he is not making games, Jonathan enjoys cooking and reading mystery novels.

Teri Litorco is a YouTuber, and the Author of The Civilized Guide to Tabletop Gaming, and as Renegade’s Marketing Manager, she spends a great deal of time painting miniatures and playing imaginary tabletop battles with her family.
The Amazons, a powerful tribe of warriors, have lived in peace for centuries on the tranquil island of Themyscira. That peace is shattered when their enemies invade. Now it's up to you to defend your home from Ares, The Cheetah, or Circe. In this cooperative game, you'll strategize together, face your foes on the battlefield, and rise to meet the challenge of the Amazons!
Anthropomorphic creatures have been part of our folklore as long as we’ve had civilization. Many of the Egyptian gods put a creature’s head on a human body. Greek myths had several such creatures, mostly monsters — Pan, satyrs, centaurs, the Minotaur. We still see examples today. Cerebus, Usagi Yojimbo, Family Guy, and Bojack Horseman are some recent popular comics and animated shows that feature anthropomorphic characters — to say nothing of wascally wabbits, ducks daffy and otherwise, and a certain bipedal mouse that our lawyers told us not to mention. (Whoops.)

When it came time for us to figure out our 2019 Munchkin schedule, we talked over quite a few ideas (including one that you’ll see in the pages of GTM in a couple of months). We kept coming back to the idea of a game with animal heroes like the ones I mentioned above. I wanted to call it Munchkin Animal Planet, but it turns out someone beat us to that name with a silly TV show or something. After several other ideas, some great and some not so much — I still think Munchkin Varmints would have worked — we settled on Munchkin Tails.

Choosing the artist was the next discussion. Luckily for us, Katie Cook was available. Her style is a perfect match for the cards in this set and we’re always glad when Katie can fit us into her schedule. I wrote quite a few cards in this game where I relied on the art to sell the joke... as I expected, Katie nailed it every time.

Writing this game was a lot of fun. Steve, Phil, and I agreed from the start that we wanted a fantasy-themed set that would work well on its own or mixed with the classic Munchkin game. I used original Munchkin classes (Bard, Thief, Warrior, Wizard) and wrote four new races (Dogs, Foxes, Mice, and Ponies – or, if you prefer, Dog People, Fox People, etc.) to go with them. Mixing the familiar with the new content has worked in other sets and it worked very well here.

Munchkin Tails has some design features that may not be apparent at first glance. There aren’t any Undead monsters, which is unusual for a Munchkin game. I was having trouble coming up with ideas that were cute and fun, not morbid and gross, and eventually I decided it was better to leave them out entirely — although a Roadkill monster lasted later in the first draft than I want to admit here. (That’s why this set has the Bard, not the Cleric; it’s no fun to play a class when one of your two abilities is useless!) I also didn’t put any Big items in the game, which chops out another section of rules... and makes the Thief someone you have to watch very carefully, because everything you have is vulnerable. (Munchkin pro tip: Always watch the Thief. That’s a freebie for you.)

Enough about the things I left out, though. It’s a lot more fun to talk about what is in the game. Munchkins can suffer Curses like Mange or the always-dreaded Cone of Shame. You can make the monster an Alpha... or it can be Neutered. Your hero fights monsters such as the Toddler (or her big brother, the Mean Kid), try to deactivate the annoying and scary Robot Vacuum, or take out your frustrations on the Lab Tech. And watch out for the Animal Control Enforcer!

On the treasure side, you can distract the monsters with the Laser Pointer, take a breather with the Paws Button, slink around in a Cat Burglar Costume, smack someone on the nose with a Rolled-Up Newspaper, and level up when you Learn a New Trick or put on a Dog and Pony Show.

Finally, I have to thank my playtesters. I took Munchkin Tails to some new places, and they couldn’t have been more gracious with their time and their comments. I owe special appreciation to the University of Texas at Tyler Rolling Patriots Guild, the TexasTableTop Community at UT-Austin, and (as always) the secret cabal of the Munchkin Brain Trust. All of them gave me useful feedback and made the set better. Thanks, pack!

Andrew Hackard is the Munchkin Line Editor at Steve Jackson Games, which sometimes resembles herding cats... a card he just realized he should have included in the game. Rassle-frassin’ varmints!
RACE TO
CONTROL
EVERY ANGLE!

Place your colored cubes to control every angle in this head-scratching strategy game! Ctrl takes minutes to learn but has enough depth to engage the whole family. Once you’ve taken Ctrl, you can’t stop coming back for more!
Blood & Plunder
28 mm Historical Miniatures Game
Set during The Golden Age of Piracy
www.firelockgames.com/bloodandplunder

Oak & Iron
Historical Naval Battles in the Age of Piracy
Expand Your Fleet
www.firelockgames.com/oakandiron
GERMAN CAMPAIGN IN EAST AFRICA

Unless you are a die-hard Great War buff (no proper historian calls it WWI), you probably do not know very much about the fighting in East Africa, however it is one of the most interesting stories of the war. Prior to the war the Kaiser wanted to expand the German Empire and much like the rest of Europe looked to grab land in Africa and colonized part of eastern part of the continent on the land that now contains the nations of Tanzania, Burundi and Rwanda. The German’s desired to use the region as a sideshow that would pull resources away from the main theater of war in Europe. The campaign is a tale of great and colorful leaders who played cat and mouse games that covered hundreds of miles.

THE SCHUTZTRUPPE IN THE GREAT WAR

From the outset of hostilities the Germans were cut off from home and surrounded yet managed to give the British forces headaches for four years. Lead by the brilliant leader Lieutenant Colonel Paul von Lettow-Vorbeck the German force was known as Schutztruppe and made up of European soldiers and native African forces also called Askari’s (Swahili for Soldier). These forces were also joined by the stranded sailors from the SMS Konigsberg who fought as ground troops during the campaign. The European soldiers were made up of men who were living in Africa at the start of the war and knew the land and how to fight on it. The native Askari troops fought alongside and mixed with these European’s and proved to be very tough fighters. In Blood and Valor the European Schutztruppe are some of the best soldiers in the game, who shoot better than most of the other units included in the game. Both the Schutztruppe and Askari units benefit from an excellent resolve rating, so not matter how thick the fighting is, these troops will stick around. Another great addition to this list is the inclusion of von Lettow-Vorbeck himself who is one of the most expensive leaders in the game but his inclusion is well worth it giving the troops near him the Advanced Set-up special rule.

MAKING A GERMAN EAST AFRICA LIST

A bonus of this force is that you can take either type or a mix of Schutztruppe (European Askari) for the mandatory units in your force. For a 200-point force I recommend two units of 10 European Schutztruppe with the light machine gun upgrade which will cost you 110 points in total. These units will give you 12 shots per turn which will leverage their great shooting stats. To back this up I would recommend one 12-man Askari unit which brings your total force up to 158 points. Since all of these units do well in assault I feel you can skip the Close Combat Team for this force. With only three units to maneuver you will need to either add more units or increase your firepower. I would take one heavy machine gun team at 20-points to give your force some cover fire as they move. With 22-points left now you have a tough choice to make; do you go for better commander or take another unit? While leaders are crucial in gameplay my opinion is to either go big or go home; since you can’t take von Lettow-Vorbeck you may as well take the Lieutenant commander for 0-points and grab a 5-man Naval Rifleman unit with the LMG upgrade which brings you up to 198 points and 43 models. This force gives you three really good units to advance on the enemy with a HMG and a small squad providing cover fire. Based on how this force did in playtesting it is a good fit for a seasoned aggressive player and a player who wants a fun and unique force to play with.
The Language of Strings was creative, energetic, funny, tightly competitive, and left you feeling good about the time you spent. We had that happy, buzzy feeling you get when everything's right. Sure, part of that was the company we were keeping, but it was mainly the easy, open electricity of the game. We knew immediately there was a place for this on shelves, on tables, in living rooms, in dorms. It's a hybrid of existing drawing games and charades but also like no other game. Current party games tap into a linguistic intellect, knowledge and flexibility with word meanings. This one calls on the genius of creative expression and is enjoyed the way karaoke is enjoyed. Whether the players can draw well or not is immaterial. What's wonderful about the game is the way a player thinks about representing and animating a word and how players guess at those shapes and movements.

We played it again at Gen Con with a professional from the toy industry and her family. Her reaction was as immediate at ours. She was excited about seeing it in toy and game stores and knew its potential for broad appeal.

Later that same night, we played it and 2 other prototypes with a trusted retailer, her manager, and her son. All 3 of the prototypes received the green light, but The Language of Strings was the clear leader. We began brainstorming names for the game and started smashing words together. We felt like the game would need a new, novel word that encapsulated the effort to come up with a word you might have trouble thinking of and the way you were trying to communicate that word. Katie Krause, of The Game Annex in Fort Wayne, Indiana, hit it: Stringamajig. Perfect.

We signed the game with Romain the next day.

The first step in development was to generate more words and cards. We were strict about having words that didn’t require a lot of detail and that were recognizable by their shape. Then, the more we played, the more we understood the hilarity in trying to get across the idea for a word that defied easy outlines, and we relaxed that requirement. We also saw the need for more challenge words. At one point, there were 5 types, which was too many to keep in mind for a fun party game. We tested and pared that down to 3, retaining Romain’s original 2 and adding words that have to be drawn with your eyes closed.

Getting the weight of the string was essential as well. It couldn’t be so light that it lost all memory of the bends and twists and flats the drawer imposed while shaping the full string. It couldn’t be so stiff that it held its posture when you picked it up or needed fluid movements.

After we had a solid set together and the beginnings of a cover, we showed it to retailers at the Alliance Open House (a distributor show for retailers) and received extremely positive responses. We played late into the night every night and woke up with our stomachs and cheeks hurting from the laughter.

Retailers went home with samples of the game and reported back all of the fun they were having with key customers. While they were stoking interest in the game, we hammered away on the right energy time waiting to happen, and we can’t wait for you to discover it the way we did.

Anne-Marie De Witt is co-owner of Fireside Games with her husband, Justin De Witt. In her role at Fireside, she sets the strategic course, oversees day-to-day operations, performs marketing functions, and assists in game design and development. Her game designs include Bears!, Munchkin Panic, and The Village Crone.
BEACH-A-PALOOZA
CARD BATTING GAME

JOIN THE BATTLE OF THE STEVENS!
At this year’s Beach-a-Palooza, Steven has a surefire way to win: Recruit more Stevens from the timeline and have them all front their own bands!
This is your chance to become a Steven and try to put together the best band and audience! But it’s not going to be easy: Party Crashers—Corrupted and Homeworld Gems—want to ruin your amazing performance. It’s Beach City’s event of the year and you’re on center stage. Play your cards right and your band might be the big winner!

KEY FEATURES
★ Based on Cartoon Network’s hit series Steven Universe
★ Easy-to-learn card drafting mechanic
★ Fun battle-of-the-bands theme
★ Form powerful Fusions by having the right Characters on Stage!

MSRP $30
Release Date: 2020

www.cRYPTOZOIC.com
Steven Universe is one of the nicest people you will ever meet. He just happens to have people trying to kill him regularly. It’s not really his fault though. It’s because he used to be his mom…. long story. Cartoon Network’s animated series Steven Universe is set in the small and quirky town of Beach City, where the Crystal Gems (a group of refugee Gems from another planet) live in an ancient beachside temple and protect humanity from monsters and threats from a place called “Homeworld.” These protectors were originally supposed to destroy the Earth but instead fell in love with the life and freedom there. The Crystal Gems are made up of Garnet, Amethyst, Pearl, and Steven — a young, half-human, half-Gem boy who inherited his gemstone from his mother, the Crystal Gems’ former leader Rose Quartz. Steven’s life is filled with amazing friends like his pink lion, Sadie and Lars, and his best friend Connie. And he’s lucky to have a supportive and loving father like Greg. Nobody can make friends like Steven, especially out of people who were once trying to kill him!

Now, let’s get this party rockin’!

In Steven Universe: Beach-a-Palooza Card Battling Game, players will get a chance to play and recruit all of their favorite Gems and Boardies from the show. No one enjoys entertaining people more than Steven Universe, and in this game he has once again summoned more Stevens from his former band “Steven and the Stevens.” But this time, they are going to do things right and each form their own band to compete to see who can lead the best. Of course, all the excitement of Beach-a-Palooza has also drawn the attention of the Party Crashers, unruly Gems who are here to spoil the fun. Some are Corrupted Gems who are more monsters than Gems. Some are from Homeworld and have come to try to finish the job of taking over the Earth. So, it is up to Steven, the Crystal Gems, and all of the people of Beach City to save not just the city, but possibly the world! The game will allow for up to six Stevens to play at a time. It plays over three rounds and includes characters and Gems from Steven Universe all the way up the “Diamond Days” arc.

Music is the backbone of the show Steven Universe and it is a big theme of this game as well. Each player assumes the role of a Steven (each with a unique specialty) and will recruit other Crystal Gems to their Stage in order to create their Band and attack the Party Crashers who are wreaking havoc on Beach-a-Palooza. Each Gem is represented by their own instrument and has a unique amount of attack that they can dish out when they are powered up.
Since there is nothing better for getting a band pumped up than having an amazing Audience, all of the characters from Beach City have turned out for this event! And they are going to be a HUGE help to you. Each Boardie will either give you additional Energy for your band through their cheering or they will let your Steven charge up his band members for an attack. Boardies also happen to be friends and families so are great for collecting! The more of each set you get, the more points you can earn at the end of the game.

Some monsters and Homeworld Gems can be tougher to take down than you think and that is when the big guns need to come in: Fusions! What’s better than two awesomely badass women? How about a giant badass woman! When two (or more) Gems fuse together, they create something new and even more powerful than before. Once a player has the right Gems (and the Energy needed), they can form an incredibly powerful Fusion on Stage, using that Fusion’s stronger attack abilities during that round to attack the Party Crashers who are trying so hard to ruin this party/world.

The three Acts of the game follow the story arcs of the show. As you play, additional Fusions are introduced, just as they are introduced in the show. Watch out for Stevonnie in Act 2 and Smoky Quartz in Act 3!

Have you got what it takes to be on center stage at Beach City’s event of the year? You can find out by playing Steven Universe: Beach-a-Palooza Card Battling Game when it arrives in stores soon!

Steven Universe: Beach-a-Palooza Card Battling Game designed by Erica Bouyaris & Andrew Wolf, published by Cryptozoic Entertainment. Both of the designers of this game are SUPER Steven Universe Fans. Erica’s favorite Steven Universe possession is her Steven Universe LP and Andrew’s is his handmade crochet lion. Erica has worked on games like Bosk, Kodama 3D, and Scott Pilgrim Miniatures the World, among many others. She is also co-host of the Meeple Syrup Show, a weekly live show about tabletop games from the design perspective. Andrew Wolf is a full-time game designer and developer at Prospero Hall and Games at FUNKO and has worked on many amazing titles such as Hogwarts Battle, Thanos Rising, and Munchkin Adventure Time. Andrew was even part of the team that designed Steven Universe Yahtzee and Monopoly!
Powerful mages of the Black Rose Order strive to become the new Supreme Grand Master of the Lodge and acquire the mighty power of the Black Rose Artifact and Forgotten Magic. Using their arcane powers, they duel in epic battles in the magical rooms of the Black Rose manor.

Black Rose Wars is a tactical fighting game designed by Marco Montanaro and developed by Ludus Magnus Studio, set in the alternative Italian Renaissance world of Nova Aetas. Players take the role of mages seeking to become the New Grand Master. The game starts with the Mages in their meditation rooms within the Black Rose Lodge. They must then use their powers to battle their way through the Lodge and appease the sentient Black Rose Artifact itself to gain mastery over it. They fight in a modular arena of hexagonal rooms, increasing their power by defeating the other mages, destroying the rooms of the lodge, making them unstable, or completing personal missions. At the end of the battle, the Mage that has accumulated the most power will be crowned by the Black Rose as a worthy successor and Grand Master of the Order of the Black Rose.

Players can choose among four mages to play: Tessa, the Faun from the Umbrian woods, who will manipulate the force of nature to overpower her rivals; Nero, a mage from Rome with noble origins, is ready to unleash his destructive magic on those who challenge him; Jaf’ar Ibn Al-Shatir, the wise astronomer from Arabia, who reads the future and the past to beat his opponents not in combat; and Rebecca, a mage from Salento, who use her skills to revive the dead and serve the cause of the lodge.

The Mages have a Grimoire of Spell Cards from six schools of magic — Destruction, Necromancy, Divination, Transmutation, Conspiracy, and Illusion, each of them with a different type of spells. They need to add spells to their collection to crush their opponents, developing a unique strategy to annihilate them, and increase their own power.

There are four types of Spells and each Spell has two possible effects. It’s up to the mages to choose one while preparing their turn. Combat spells are used to deal damage to other Mages and their Evocations (summoned creatures); Contingency spells, to summon Evocations, gain Power Points, move swiftly, and draw Quests; Protection spells, which, once cast, remain active and can be triggered to protect the Mage from effects; and Trap spells, which, once cast, remain active and are triggered when their specific conditions are met.

Players build their deck of powerful spells throughout game, creating different combinations to make each turn even more devastating. The Mages will find themselves in constant difficulty, needing to prepare their turn in advance, deciding which series of spells to cast during that turn, and in what order.

Each Mage has a matching miniature to indicate their position within the lodge, and a Mage Sheet with information like the maximum number of Spell Cards to hold in hand, the number of steps he can move, the amount of damage inflicted when the Mage performs a physical attack, Health Points, and places for the Mage’s cards and tokens.

In addition to the Spell cards, the game use Evocation cards, to represent creatures players can summon during the game, Event Cards, to represent the influence of the Black Rose on the fight between Mages, and Quest Cards, challenges the Mages need to overcome in order to prove that they are the worthy successors to the Grand Master.

The English edition of Black Rose Wars is published and distributed by Ares Games, and the core game, suited for two to four players, releases alongside four expansions. Black Rose Wars: Hidden Thorns introduces two new mages (Marco, specialized in the School of Illusion, and Geneve, who masters the spells of the School of Conspiracy), allowing up to six people to play, and Summoneings, a series of three all-miniature expansions, each featuring a different kind of summoned creatures — Undead, Constructs and Demons.

Get ready to enter the Black Rose Lodge, summon powerful creatures, and cast destructive spells, to end the battle with the most power and be crowned Supreme Magister of Black Rose Order!
Half-measures won't do. Neither will playing it safe. The Sixth World demands that you give everything you got—or it will take it. Grab your weapon—whether it be a gun, a blade, a cyberdeck, a drone, or the spellcasting power of your own hands—and prepare to do the dirty work no one else will do, since you have the skills no one else has. Shadowrun, Sixth World is the latest edition of one of the most popular, enduring role-playing games of all time. With faster gameplay and streamlined rules, this edition is designed to get you right into the cyberpunk-crossed-with-fantasy action, taking the risks you need to survive—and someday become a legend. 

**NOW AVAILABLE**

The Shadowrun, Sixth World GM Screen provides all the easy reference tools you expect in a GM screen, along with much more. Customizable art displays, pockets to show the exact data you want to see and also display NPC cards (letting the players see the art and gamemasters see the stats), and a Heat tracker to give real-time feedback on the pressure they're facing all help make the screen a unique tool. Don't just learn the game—use the screen to get into it!
It's one in the afternoon on a Tuesday, and you have one grey sock and a pillowcase to wash. You only have 100 yen, and you're in a mood — specifically — 'philosophical'. You've tried to express this to the other members in the laundromat, but you feel unheard, so you must now complain and a phrase bursts from your lips, "We should clean these windows".

This is the RPG world of Tokyo Coin Laundry, which was never supposed to exist. Let me explain.

Tokyo Coin Laundry is a framework game, meaning the game was designed as a set of components that are sent to many designers around the world in order for an array of game rules to emerge. In this case, a few of the designers included Naotaka Shimamoto (Tokyo Highway), Cole Wehrle (Root), and Tommy Maranges (Secret Hitler).

Interestingly, not all of the designers were able to design a game in time for release, and instead of many equal length mini games emerging, we ended up with 6 medium length games and 1 unexpected JRPG.

The concept of the components was at first a vision of a smallscale Japanese laundromat with real functioning washers, dryers, and fabric clothing. I wanted the components to be as modular as possible, by offering the ability for clothes to be hidden in the machines, and yen and magazines to be used as abstract tokens. The first prototypes covered around a hundred miniature fabric clothing items that I hand sewed myself, and over 40 different 3D printed washing machine iterations that tested a hinged door.

After a lot of iterations and consulting with Panda Manufacturing on how we could achieve this complex set of components, we ended on 6 machines with clear windows and functioning doors, a full set of handmade fabric clothes in grey and white, and many additional items fit for a laundromat. Most of the clothes had to be enlarged for ease of production, but in the end, everything was pulled off just under budget, so I sent out my hand made copies to the guest designers.

Since I am also a game designer, I always make at least one game in my framework titles after I design the components. This time I decided I wanted to make an RPG, but I didn't know how to get started… So, I went to Luke Crane (Mouseguard RPG, The Burning Wheel) and asked for advise on how to make this Japanese laundromat RPG. We started off with Skype calls once a week, which quickly escalated into an unplanned co-designed world encasing a magical detergent llama god, an old sailor, body pillow significant others, and many ordinary people doing their laundry.

The premise for the game Mr.Sudsy's Coin Laundromat is that you are a Japanese citizen with a background (job), a quirk/hobby, and you are in a certain mood. Over three days of doing your laundry (or at least attempting to), you will talk to other laundry goers and perhaps complain, give a praise, or fall into another short adventure.

One of our main challenges was bringing this down to a 45-minute RPG, as it involves creating a fully unique character for each player that evolves over three separate days. A great breakthrough was realizing how powerful the setting of a laundromat is as a ritualistic space. You can't escape it, and you can't help but engage in it because your first goal is simple: do your laundry. The extra layers of the game were easier to figure out after we focused the core system on doing your laundry rather than on character improvements or skill trees.

The real beauty that we found from this design experience was that every game is completely unique, and we had discovered a system together that encouraged creativity through play. If you can manage to make a real-life chore fun by adding flavors of excitement, events, and complaints, it is possible to give the players themselves extra confidence to build their own adventure within a limited context.

Tokyo Coin Laundry was an incredible challenge from both a manufacturing and design standpoint, as well as from a game design standpoint, but the end result is a fulfilling mashup of quality unique components and innovative game design and I couldn't be happier to have spent two years working on.

Jordan Draper is a modular designer with a focus on games, lifestyle, and architecture. After pursuing a career in music for 12 years, he studied various arts while living nomadically and now aims to question how our perspectives on the self and culture can change through immersive experiences.
**AGENTS OF MAYHEM: BOMBSHELLS EXPANSION**
The expansion adds 3 new characters to play as for the Mayhem player: Joule, aka Cosima Bellini, is the daughter of the fashion world titan Bellini family. Red Card, aka Ingo Rotkapp, made it his job to be the #1 Ultra-Fan for German soccer club FC Rüdesheim. Rama, aka Pranati Malhotra, is a distinguished immunologist that fought to contain a Dark Matter Plague that spread like wildfire across her country. Scheduled to ship in April 2020.

**AGENTS OF MAYHEM: HAMMERSMITH EXPANSION**
Let Hammersmith devise dastardly plots to destroy MAYHEM! Adds 1 Hammersmith Figure and his multi-layer Character Board, 2 Hell Turret Miniatures, 12 Gadget and Mayhem Cards, and 15 Upgrade Tiles. Hammersmith, A.K.A Magnus Torrison, is a remorseless weapons-maker in the service of Doctor Babylon and LEGION. An ambitious Lieutenant in the Ministry of Pride, Hammersmith has an insatiable hunger for power matched only by his arrogance. Scheduled to ship in April 2020.

**SANTA MONICA**
In Santa Monica, you are trying to create the most appealing neighborhood in Southern California. Will you choose to create a calm, quiet beach focusing on nature, a bustling beach full of tourists, or something in between to appeal to the locals? Each turn, you will draft a feature card from the display to build up either your beach or your street. These features work together to score your victory points. The player with the most points wins!

**SMARTPHONE INC.: UPDATE 1.1 EXPANSION**
Scheduled to ship in June 2020.

**ONE SMALL STEP**
One Small Step challenges players to lead the US and USSR Space Agencies in an engine-building, worker-placement ‘race to the moon’ Eurogame for two teams of 12 players each. Teammates coordinate their use of Engineer and Administrator workers to gather resources, draft cards, boost media coverage, recruit astronauts, expand spaceflight capability, and launch Missions into space. The first team to land a Crewed Mission on the Moon gains a bonus and ends the game. Team with the most Victory Points wins. Scheduled to ship in April 2020.

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**ART FROM PREVIOUS ISSUE**

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**GAME TRADE MAGAZINE #244**
GTM contains articles on gameplay, previews and reviews, game related fiction, and self contained games and game modules, along with solicitations information on upcoming game and hobby supply releases.

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

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**CAT LADY: BOX OF TREATS**
More Feline Friends! New challenges await you and your fellow cat lovers in Cat Lady: Box of Treats. You will need your base game to play but now you get to manage new items, boxes, and cat treats! Plus there’s even more cats to feed with the addition of new stray cats and gray cats! Box of Treats also expands the game to be played with up to 6 players, so now you’ll have to outmaneuver more players to be crowned as the best cat lady in town. Compete for goals, try new strategies, and, as always, keep your cats fed!

**SMARTPHONE INC.**
Smartphone Inc. is an economic simulation Eurogame for 1-5 players with a unique and elegant planning mechanic. It contains a high-quality, double-layer game board, improvements and goods tokens, patents, technologies, retailers, and user-friendly individual player components including pads, screens, and organizers, with more than 200 plastic markers. Furthermore, it includes the Steve A. I. mode, which can be played one-on-one or in a game with up to four players. Scheduled to ship in June 2020.

**ONE SMALL STEP**
One Small Step challenges players to lead the US and USSR Space Agencies in an engine-building, worker-placement ‘race to the moon’ Eurogame for two teams of 12 players each. Teammates coordinate their use of Engineer and Administrator workers to gather resources, draft cards, boost media coverage, recruit astronauts, expand spaceflight capability, and launch Missions into space. The first team to land a Crewed Mission on the Moon gains a bonus and ends the game. Team with the most Victory Points wins. Scheduled to ship in April 2020.

**SMARTPHONE INC.: UPDATE 1.1 EXPANSION**
Scheduled to ship in June 2020.
BLACK ROSE WARS - CORE GAME
Black Rose Wars is a competitive fantasy game of deck-building, strategy, and combat set in the hectic universe of Nova Aetas. Each player is a powerful mage of the Black Rose Order who aspires to become the new Supreme Magister, in order to acquire the mighty power of the Black Rose Artifact and the Forgotten Magic. Each mage has six schools of magic at their disposal, each one with its own strategy to annihilate their opponents and increase their power. Scheduled to ship in May 2020.
AGS BLRW001.............................$89.90

BLACK ROSE WARS: HIDDEN THORNS EXPANSION
With the Hidden Thorns expansion, you can expand the battles fought within the Black Rose Lodge. Expands the maximum number of players in Black Rose Wars to 6 players, considerably increasing the game possibilities. To accommodate the addition of two more players, two new colors, white and magenta, are introduced and are now available to the players. Scheduled to ship in May 2020.
AGS BLRW002.............................$34.90

BLACK ROSE WARS: SUMMONINGS: DEMONS - MINIATURES EXPANSION
Summonings is a series of three all-miniature expansions for Black Rose Wars, which introduces three kinds of summoning creatures: Constructs, Undead, and Demons. Summonings: Demons is one of these miniature expansions, featuring a set of summoned creatures which your mage can bring into play. Scheduled to ship in May 2020.
AGS BLRW003.............................$24.90

BLACK ROSE WARS: SUMMONINGS: UNDEAD - MINIATURES EXPANSION
Summonings is a series of three all-miniature expansions for Black Rose Wars, which introduces three kinds of summoning creatures: Constructs, Undead, and Demons. Summonings: Undead is one of these miniature expansions, featuring a set of summoned creatures which your mage can bring into play. Scheduled to ship in May 2020.
AGS BLRW003.............................$24.90

BLACK ROSE WARS: SUMMONINGS: CONSTRUCTS - MINIATURES EXPANSION
Summonings is a series of three all-miniature expansions for Black Rose Wars, which introduces three kinds of summoning creatures: Constructs, Undead, and Demons. Summonings: Constructs is one of these miniature expansions, featuring a set of summoned creatures which your mage can bring into play. Scheduled to ship in May 2020.
AGS BLRW004.............................$24.90

RUSH M.D.
Innovative, cooperative, real-time tabletop game suitable for both families and gamers. Gameplay includes worker placement, cooperative style with strategy elements and various dexterity mini-games. Very rich in components, includes real-life syringes and tweezers, outstanding 3D table presence. Scheduled to ship in May 2020.
LKY RTPA196..............................$59.99

ARKHAM NOIR: CASE #2 - CALLED FORTH BY THUNDER
Put yourself in the shoes of private investigator Howard P. Lovecraft and examine the events based on the stories: The Diary of Alonzo Typer (1938) and The Lurking Fear (1923). Scheduled to ship in May 2020.
ASM LDNV23..............................$19.99

BABYLONIA
In Babylonia, players try to make their clan prosper under the peace and imperial power of the Nebuchadnezzar II (605-562 B.C.) era. Scheduled to ship in May 2020.
ASM LDNV25..............................$49.99
TIME STORIES
REVOLUTION

TS10 | $24.99
TIME STORIES
EXPERIENCE

TS11 | $34.99
TIME STORIES
HADAL PROJECT

A NEW SERIES OF ADVENTURE BEGINS
**Colt Super Express (Stand Alone)**
Colt Super Express has the spirit of the original, award-winning Colt Express in the form of a fast-paced, survive to win format that players can take anywhere. Scheduled to ship in May 2020.

ASM COLT11 ........... $19.99

**The Magnificent**
Draft dice to build your circus camp, hire artists and stage grandiose performances in this beautifully illustrated strategy game. Scheduled to ship in May 2020.

ASM MAG01 ................................................................. $60.00

**Marvel: Crisis Protocol - Drax and Ronan the Accuser Character Pack**
Created by the Titan god Kronos to kill Thanos, Drax the Destroyer has spent most of his existence trying to do exactly that. As the Supreme Public Accuser of the Kree Empire, Ronan serves to deliver Kree judgment and justice across the galaxy. Scheduled to ship in May 2020.

ASM CP20EN .............. $39.95

**Marvel: Crisis Protocol - Hawkeye and Black Widow Character Pack**
With only a bow, a quiver of arrows, and enough self-confidence to rival anyone, Clint Barton has proven himself to truly be one of Earths Mightiest Heroes. Trusted by some and feared by most, Natasha Romanoff strives to make up for the bad she has done in the past by helping the world, even if that means getting her hands dirty in the process. Scheduled to ship in May 2020.

ASM CP24EN ............... $34.95

**Marvel: Crisis Protocol - Black Dwarf and Ebony Maw Character Pack**
A master manipulator, Ebony Maw uses his formidable powers to enforce his master Thanos rule across the galaxy. Brother to Corvus Glaive, Black Dwarf is a hulking slab of muscle and aggression who obliterates all who dare oppose his master Thanos. Scheduled to ship in May 2020.

ASM CP19EN .................. $49.95

**Monster Mansion**
The fair has arrived at the city and the house of horrors is undoubtedly the most awaited attraction for all the visitors. Scheduled to ship in May 2020.

ASM LDNV32 ............................................................. $29.99
PAPAGENO
In Papageno, players will collect bird cards, exchange bigger birds against smaller ones - or vice versa - and create pairs to find the perfect balance on their wire. Scheduled to ship in May 2020.
ASM HL8926............................................ $12.99

TATAMOKATSU
In Tatamokatsu, players will have to be fast, agile, and ready to do anything to win! Scheduled to ship in May 2020.
ASM HL8927............................................ $9.99

PROFESSOR EVIL AND THE ARCHITECTS OF MAGIC EXPANSION
In Professor Evil and the Architects of Magic, Professor Evil has developed a new artifact to keep stealing treasures from all around the world: a time portal device.
ASM EVIL02 ........................................... $20.00

TOKAIDO
This peaceful game, by the award-winning game designer Antoine Bauza, uses multiple mechanisms: set collection, point-to-point movement and variable player powers.
ASM TKD01 ................................................ $39.99

PROFESSOR EVIL AND THE CITADEL OF TIME - BASE GAME
Professor Evil and the Citadel of Time is a cooperative game in which the professor built a time machine to steal some of history’s most famous treasures and it’s your job to rescue them!
ASM EVIL01 ................................................ $40.00

TOKAIDO: COLLECTOR’S ACCESSORY PACK
The Tokaido Collectors Accessory Pack will upgrade the content of your box with 16 Traveler miniatures (Tokaido + Crossroads Travelers) and more. Scheduled to ship in May 2020.
ASM TKD04 .............. $40.00
TOKAIDO: CROSSROADS EXPANSION
Crossroads will open new doors and many new possibilities to make the journey even richer and more strategic.
ASM TKD02 ........................................... $24.99

TOKAIDO: MATSURI EXPANSION
The traditional Japanese festivities and sixteen new travelers are now part of the wonderful Tokaido journey. Scheduled to ship in May 2020.
ASM TKD03 ........................................... $24.99

YUKON AIRWAYS
In Yukon Airways, players are at the controls of their very own seaplane with the mission of transporting travelers to the different points of the Yukon. Scheduled to ship in May 2020.
ASM LDNV30 ........................................... $49.99

ZONA
Zona is survival of the fittest as 1-4 players race against time and each other to reach the sarcophagus of Chernobyis nuclear power plant.
ASM ZONA01 ........................................... $69.99

GREAT WAR AT SEA: BAY OF BENGAL (SECOND EDITION)
Bay of Bengal is an expansion book for the Great War at Sea series that examines naval conflict arising in and around the northeastern part of the Indian Ocean, as the British attempt to defend their trade routes and ports. Thirty scenarios examine situations ranging from the adventures of the famous German raider Emden to pre-dreadnought era battles against rival colonial powers, and on to possible later conflicts with the Japanese feared by some members of the British government. Scheduled to ship in June 2020.
APL 8805 ........................................... $24.99

SECOND WORLD WAR AT SEA: HORN OF AFRICA (PLAYBOOK EDITION)
Thousands of miles from the major theaters of World War II, small British and Italian squadrons struggled to control the entrance to the Red Sea. Cut off from their bases in Europe, the Italian Red Sea Flotilla did its best to close off this vital route leading from India and Australia to the Suez Canal. Scheduled to ship in June 2020.
APL 0712 ........................................................................... $44.99

CLACKS - A DISCWORLD BOARD GAME
A puzzle game for one to four players based on the Clacks messaging system featured in Sir Terry Pratchett’s Discworld Novels. Clacks can be played either as a competitive game, with each player out to prove that they are the fastest Clacks operator on the line, or as a co-operative game, when the players will team-up to beat the Ankh-Morpork Post Office in a race to send a message across the Discworld.
BSG 201501 ........................................... $39.95
DRAGON BALL SUPER BOOSTER 10 DISPLAY (24)
Scheduled to ship in June 2020. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2523811............................$95.76

DRAGON BALL SUPER STARTER 12 DISPLAY (6)
Scheduled to ship in June 2020. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2523815............................$59.94

DRAGON BALL SUPER PREMIUM PACK SET 1 (6)
Scheduled to ship in June 2020. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2523812............................$95.76

DRAGON BALL SUPER STARTER 13 DISPLAY (6)
Scheduled to ship in June 2020. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2523816............................$59.94

DRAGON BALL SUPER SPECIAL ANNIVERSARY BOX 2020 DISPLAY (4)
Each box contains a Special Anniversary Set, 2x Special Anniversary Packs, 4x Vault Power Up Packs, 1x set of sleeves and 1x Storage Box. Scheduled to ship in July 2020. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2533584............................$239.96

DRAGON BALL SUPER STARTER 14 DISPLAY (6)
Scheduled to ship in June 2020. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
BAN 2523817............................$59.94
LADY MECHANIKA VOL. 01
MYSTERY OF MECHANICAL CORPSE TPB

In a Victorian world filled with flying dirigibles, clockwork automatons, and elegantly fashionable attire, a young woman with mechanical limbs and no memory of how she got them searches desperately for the secrets to her past. The first volume collects Lady Mechanika #1-5 and also includes the prelude story, The Demon of Satan’s Alley, first published in Lady Mechanika #0. Scheduled to ship in June 2020.

DIA STK686930 .................................$19.99

CODA VOL. 01 TPB

In the aftermath of an apocalypse which wiped out nearly all magic from a once-wondrous fantasy world, a former bard named Hum (a man of few words, so nicknamed because his standard reply is “hm”) seeks a way to save the soul of his wife with nothing but a foul-tempered, mutant unicorn and his wits to protect him...but is unwillingly drawn into a brutal power struggle which will decide forever who rules the weird wasteland. Scheduled to ship in June 2020.

DIA STL100491 ..............................$9.99

BEZIER GAMES

CABO: DELUXE EDITION

Spy, swap, and peek to find CABO the Unicorn in this fun, addictive, and simple card game. The player with the lowest total wins! This Deluxe Edition features amazing artwork, two decks with unique cardbacks, a full color, oversized scorepad, and a high quality two-piece box. BEZ CABX .....................$19.95

FIREFLY VOL. 01

LEGACY EDITION TPB

From Joss Whedon (the visionary creator of Buffy the Vampire Slayer), buried histories and secret identities are revealed, along with all the heist-takin’, authority-dodgin’, death-defying ‘space-cowboyin’ you’ve been missing from your life, as this ragtag crew of mercenaries, outlaws, and fugitives travel the stars in search of their next adventure in these sequels to the hit Firefly television series and Serenity film. Scheduled to ship in June 2020.

DIA STL100495 .............................$9.99

BROTHERWISE GAMES

CALL TO ADVENTURE:
THE STORMLIGHT ARCHIVE

In a world torn by storms and war, only the Knights Radiant can face the wrath of Odium! This is the official board game of The Stormlight Archive, Brandon Sanderson's epic fantasy series it challenges you to build original characters in the world of Roshar. Call to Adventure: The Stormlight Archive can be played stand-alone or shuffled together with the Call to Adventure base game.

BGM 214 .....................................$39.95

CAPSTONE GAMES

SHADOWRUN RPG: FIRING SQUAD

Shadowrun players have always loved their gun books, and this book brings that to them with a twist for Shadowrun, Sixth World. The book presents dozens of new weapon options, along with new types of ammo and tactics to execute in combat, but it also looks at the price Shadowrunners must pay for the life they live, and how that affects characters in the shadows. This focus on character development, with game mechanics to aid this development, makes this book a new kind of Shadowrun combat book. Scheduled to ship in April 2020.

CAT 28002 ..................................$49.99

CHRONICLE BOOKS

SHAKESPEARE PLAYING CARDS

Play your favorite card games with Romeo and Juliet as King and Queen of Hearts, Lady Macbeth as Ace Villain, and let Adam Simpson’s artwork bring Shakespeare’s plays to life. It includes a booklet with text about each character and their place in literary history. Scheduled to ship in June 2020.

CHR 5936 .................................$14.99
Modern Art: The Card Game

Modern Art: The Card Game is a competitive game where 2-5 players take on the role of art collectors attempting to assemble the most highly prized art collection. Scheduled to ship in May 2020.

$19.99

Munchkin Dungeon

In Munchkin Dungeon, players take on the role of Munchkins adventuring through a dungeon. Scheduled to ship in May 2020.

$30.00

Munchkin Dungeon: Side Quest Expansion

The Side Quest expansion for Munchkin Dungeon gives players plenty more to search out. Scheduled to ship in May 2020.

$30.00

Project Elite

In Project: ELITE, players take on the role of heroes trying to save the Earth after the first wave of an alien invasion. Scheduled to ship in May 2020.

$99.99

Munchkin Dungeon: Cthulhu Expansion

The Cthulhu expansion for Munchkin Dungeon will cause everyone to go a little bit mad. Scheduled to ship in May 2020.

$30.00

A Song of Ice & Fire Tabletop Miniatures Game: Targaryen Heroes 1

While the great Houses of Westeros fight with one another over who will sit on the Iron Throne, a foreign faction steadily grows in power across the ocean. Scheduled to ship in May 2020.

$34.99
ARISTEIA!

**PRYSM CRIMSON ICE**
Scheduled to ship in April 2020.
CVB CBA845

**INFINITY**
Scheduled to ship in April 2020.

**CORVUS BELLi**

**BATTLE PACK OPERATION KALDSTROM**
CVB 280030-0820

**DIRE FOES MISSION PACK ALPHA - RETALIATION**
CVB 280031-0821

**CRYPTOZOIC ENTERTAINMENT**

**SPOTLIGHT ON**

**EPIC SPELL WARS OF THE BATTLE WIZARDS:**

**HJINX AT HELL HIGH**
WELCOME TO HELL! HELL HIGH, that is! The most horrible, evil, blood-thirstiest high school in all of creation. That's right, the Battle Wizards are going back to school, so sharpen your number 2 wands and get ready to channel the adolescent fury of groin-scouring puberty and COSMIC ELDRITCH RAGE into the wizard battle to end all wizard battles! Scheduled to ship in May 2020. CZE 28562

**$30.00**

**DARK HORSE COMICS**

**STRANGER THINGS VOL. 01**
OTHER SIDE TPB

When Will Byers finds himself in the Upside Down, an impossible dark parody of his own world, he’s understandably frightened. But that’s nothing compared with the fear that takes hold when he realizes what’s in that world with him! No one escapes a Demagorgon unscathed...
Based on Will’s unseen journey during season 1 of hit Netflix show Stranger Things. Scheduled to ship in June 2020. DIA STL12381

**SKU $17.99**

**UMBRELLA ACADEMY VOL. 01**
APOCALYPSE SUITE TPB

In an inexplicable worldwide event, forty-seven extraordinary children were spontaneously born by women who’d previously shown no signs of pregnancy. Millionaire inventor Reginald Hargreeves adopted seven of the children; when asked why, his only explanation was, “To save the world.” These seven children form The Umbrella Academy, a dysfunctional family of superheroes with bizarre powers. Scheduled to ship in June 2020. DIA ST43249

**SKU $17.99**

**DC COMICS**

**ALL STAR SUPERMAN TPB BLACK LABEL**
Witness the Man of Steel in exciting adventures featuring Lex Luthor, Jimmy Olsen, Lois Lane, Bizarro and more! Plus: Superman goes toe-to-toe with Bizarro, his oddball twin, and the new character Zbarro, also from the Bizarro planet. Scheduled to ship in June 2020. DIA ST1097667

**SKU $29.99**

**DARK KNIGHT RETURNS TPB NEW EDITION**
It’s the thirtieth anniversary of The Dark Knight Returns, and now DC Comics presents this classic title in a newly redesigned edition! Ten years after an aging Batman retired, Gotham City has sunk deeper into decadence and lawlessness. Now, when his city needs him most, the Dark Knight returns in a blaze of glory. Scheduled to ship in June 2020. DIA STK694324

**SKU $19.99**

**THE WITCHER**

**OMNIBUS TPB**

Featuring story art by Joe Querio, Piotr Kowalski, and Max Bertolini, with a bonus sketchbook section and additional art by Dave Johnson (100 Bullets), Dan Panosian (Slot), Stan Sakai (Usagi Yojimbo), Duncan Fegredo (MPH), Simon Bisley (Labo), and a cover by Mike Mignola (Hellboy). Collects issues #1-#5 of the Witcher comic series House of Glass, Fox Children, Curse of Crown, and the Killing Monsters one-shot and features annotations from the creators of the comics, as well as a sketchbook section. Scheduled to ship in June 2020. DIA STL137676

**SKU $24.99**

**BATMAN THE KILLING JOKE HC NEW EDITION**
The groundbreaking Batman tale is back in a new deluxe edition. Looking to prove that any man can be pushed past his breaking point to madness, The Joker attempts to drive Commissioner Gordon insane. Refusing to give up, Gordon struggles to maintain his sanity with the help of Batman in a desperate effort to best the madman. Collects Batman: The Killing Joke #1 and stories from Batman Black And White #4 and Countdown #31, plus dozens of covers, pinups and sketches. Scheduled to ship in June 2020. DIA STL128022

**SKU $17.99**
HARLEY QUINN VOL. 01
HOT IN THE CITY TPB
The sensational series that gave Harley Quinn her own New 52 spotlight is collected from the star-studded #0 issue to issue #8! Don’t miss Harley’s big move to Coney Island as she becomes a roller derby queen - all while she carries on in her criminal career! Scheduled to ship in June 2020.
DIA STK664787..........................$16.99

PATHFINDER GOBLINS TPB
Pathfinder is the #1 bestselling roleplaying game, and this wild romp of goblin stories comes complete with over 20 pages of official gaming supplements, plus a never-before-seen story! Scheduled to ship in June 2020.
DIA STL104254 .........................$19.99

CORRUPT BARGAIN: THE 1824 PRESIDENTIAL ELECTION
The sensational series that gave Harley Quinn her own New 52 spotlight is collected from the star-studded #0 issue to issue #8! Don’t miss Harley’s big move to Coney Island as she becomes a roller derby queen - all while she carries on in her criminal career! Scheduled to ship in June 2020.
DCC 1908 ..................................$69.00

LUCKY FORWARD: THE LORRAINE CAMPAIGN (BOXED GAME)
Scheduled to ship in June 2020.
DCC 1034 .................................$200.00

BOYS OMNIBUS VOL. 01 TPB (MR)
This is going to hurt! In a world where costumed heroes soar through the sky and masked vigilantes prowl the night, someone’s got to make sure the “supes” don’t get out of line. The Boys: A CIA-backed team of very dangerous people, each one dedicated to the struggle against the most dangerous force on Earth - superpower! Scheduled to ship in June 2020.
DIA STL101864 ............................$29.99

STRATEGY AND TACTICS #325:
ITALIAN-OTTOMAN WAR 1911-1912
Italian-Ottoman War 1911-1912 is a two-player wargame using a variation on the system used in Windhoek (S&T #313) simulating the Italian invasion of the territories that became Libya in 1911 and the subsequent campaign that ended in the following year. The campaign saw the Italians seize the coastal towns, but the Ottomans, supported by local Arab and Bedouin tribes, fell back into the interior. Scheduled to ship in September 2020.
DCG ST-325 ...............................$39.99

FATE CORE RPG: FATE SPACE TOOLKIT HARDCOVER
Fate Space Toolkit is a system-rich resource full of mechanics and ideas to help create space-faring games in Fate Core.
EHP 0053 .................................$20.00

ARXHAM HORROR LCG:
THE BLOB THAT ATE EVERYTHING SCENARIO PACK
This standalone adventure, which first premiered at Gen Con 2019, takes players back into the world of H.P. Lovecraft’s Cthulhu Mythos where just beyond the edge of Blackwater, something unnatural has gone out of control. Scheduled to ship in May 2020.
FFG AHC45 ...............................$19.95

KEYFORGE: PLAYMATS
These 24” x 12” playmats are perfect for any Archon, and no matter which House you prefer to play, there’s a playmat that will fit your personality and your playstyle perfectly. Scheduled to ship in May 2020.
AWAY TEAM
FFG KFS30 .................................$18.99
DEUSILUS
FFG KFS28 .................................$18.99
LIEUTENANT GORVENAL
FFG KFS27 .................................$18.99
NIFLE KONG
FFG KFS31 .................................$18.99
RAD PENNY
FFG KFS29 .................................$18.99
SINDER
FFG KFS25 .................................$18.99
ULTRA-GRAVITRON
FFG KFS26 .................................$18.99

If you are interested in what you see on these pages, ask your local retailer to reserve it for you!
**KEYFORGE: MASS MUTATION DECK DISPLAY (12)**

Fantasy Flight Games is proud to announce Mass Mutation, the fourth set of Archon Decks for KeyForge! Dark æmber spills out across the Crucible, and it’s about to be the game’s biggest shake-up yet. Scheduled to ship in May 2020. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

FFG KF09-D ........................................ $119.40

**KEYFORGE: MASS MUTATION DELUXE DECK**

The Mass Mutation Deluxe Deck contains one deck and tokens for one player. Scheduled to ship in May 2020.

FFG KF10 ........................................... $14.95

**KEYFORGE: MASS MUTATION TWO-PLAYER STARTER SET**

The Mass Mutation Two-Player Starter Set contains two decks, paper playmats, and tokens for you and your opponent. Scheduled to ship in May 2020.

FFG KF11 ........................................... $24.95

**LEGEND OF THE FIVE RINGS LCG: IN PURSUIT OF TRUTH DYNASTY PACK**

As part of the Dominion cycle for Legend of the Five Rings: The Card Game, In Pursuit of Truth adds unique new mechanics to challenge players understanding of the game - especially with your provinces. Scheduled to ship in May 2020.

FFG L5C31 ........................................ $14.95

**THE LORD OF THE RINGS LCG: ESCAPE FROM KHAZAD-DUM CUSTOM SCENARIO KIT**

These ancient halls are the domain of Dwarves and can hold great riches for those who know where to look. Scheduled to ship in May 2020.

FFG UMEC85 ............................ $79.95
When renowned surgeon Doctor Stephen Strange sought to fix his broken hands through magical means, he found a new calling in life. Utilizing mystic forces beyond our mortal understanding, Doctor Strange now protects our dimension as the Sorcerer Supreme!

In the Doctor Strange Hero Pack for Marvel Champions: The Card Game, Doctor Strange calls upon forces beyond our understanding, represented within the game by a unique Invocation deck. As the defender of our dimension, the Doctor Strange Hero Pack offers a fully pre-built deck using the Protection aspect to ensure your team of heroes can defend against any attack, from this mortal realm or beyond!
THE LORD OF THE RINGS LCG: THE MINES OF MORIA CUSTOM SCENARIO KIT
Middle-earth is a vast land full of mystery, but equally vast and perhaps even more mysterious than its quiet fields and lush forests are the great caverns and tunnels that lie below its surface. Scheduled to ship in May 2020.
FFG UMEC84 .................................. P1

MARVEL CHAMPIONS LCG: DOCTOR STRANGE GAME MAT
This 24 x 12 slip-resistant game mat gives you plenty of space for your heroes deck, identity card, upgrades, supports, and more while showing off beautiful art! Scheduled to ship in May 2020.
FFG MS14EN ......................................................... P1

MARVEL CHAMPIONS LCG: DOCTOR STRANGE HERO PACK
With the Doctor Strange Hero Pack for Marvel Champions: The Card Game, Doctor Strange calls upon forces beyond our understanding, represented within the game by a unique Invocation deck. Scheduled to ship in May 2020.
FFG MC08EN ...................................................... $14.95

WARHAMMER UNDERWORLDS
The next installment of the hugely successful Warhammer Underworlds game system, an action-packed combat game for two players. Tightens up the rules to make it the best competitive game possible and includes two new push-fit plastic warbands: Kurnoth Aelves and Beasts of Chaos. Supports previously released Warhammer Underworlds products.
GAW 110-02 .............................................. $70.00

CHAMPIONS OF HARA: CHAOS ON HARA EXPANSION
The Chaos on Hara Expansion expands the game to six players. Go deeper into the world of Hara with four new playable characters, new Monsters and Event cards for each World, and face off against four vicious new Corrupted foes. This expansion contains sixteen Scenarios for you to fight your way through, featuring four solo Scenarios and four ultra-hard ‘Challenges From the Void.’ Will you fight for your new home, or tear down the walls to escape? Scheduled to ship in June 2020.
GNE HAO2 ................................................. $39.95

NIMONA GN
Nimona is an impulsive young shapeshifter with a knack for villainy. Lord Ballister Blackheart is a villain with a vendetta. As sidekick and supervillain, Nimona and Lord Blackheart are about to wreak some serious havoc. Their mission: prove to the kingdom that Sir Ambrosius Goldenloin and his buddies at the Institution of Law Enforcement and Heroics aren’t the heroes everyone thinks they are. Scheduled to ship in June 2020.
DIA STL032515 .............................................. $14.99

CHAMPIONS OF DREADFANE
GAW 110-73 ...................................................... $55.00

O/A HROTHGORN’S MANTRAPPERS
GAW 110-82 ...................................................... $30.00

GAMES WORKSHOP
OFFERED AGAIN

O/A THE WURMSPAT
GAW 110-81 ...................................................... $30.00

GREENBRIER GAMES

MARIUS HARA

HARPER COLLINS PUBLISHERS

MAY 2020
**Hard City**

Hard City is a one vs All tactical adventure miniature game in a classic 1980’s movie setting. One player takes the role of the evil mastermind Doctor Zero, while all the other players become brave Officers of the Hard City Police Department. In order to get out of this clash, players will have to work together to rescue as many citizens as possible, aiming to upset Doctor Zeros wicked plans. They will be using the unique abilities of their characters to counter the bloodthirsty mutants attacks. Scheduled to ship in May 2020.

AGS HEXY101 ........................................ $74.90

** Slyville**

Slyville is a game of bluffing and deceit for 3-5 players, in which your resource management matters just as much as your poker face, and your ability to figure out the opponents strategies. Try to predict which Goods your adversaries might need, and do your best to upset their plans... but above all, secure the most valuable Deals for yourself! Scheduled to ship in May 2020.

AGS HEXY102 ........................................ $34.90

**Locke & Key Vol. 01 Welcome to Lovecraft TPB**

The Eisner-nominated Locke & Key tells of Keyhouse, an unlikely New England mansion, with fantastic doors that transform all who dare to walk through them, and home to a hate-filled and relentless creature that will not rest until it forces open the most terrible door of them all! Scheduled to ship in June 2020.

DIA STK382099 ........................................ $19.99

**My Little Pony Vol. 01 Friendship is Magic TPB**

Welcome to Ponyville, home of Twilight Sparkle, Rainbow Dash, Rarity, Fluttershy, Pinkie Pie, Applejack, and all your other favorite Ponies! Something’s not right in the town though, as some of the inhabitants are acting very, very strange! It’s up to the Mane Six to find the source of the weirdness before it’s too late! Scheduled to ship in June 2020.

DIA STK523977 ........................................ $17.99

**Dungeons & Dragons Days of Endless Adventure TPB**

A new generation of heroes, led by a revived Minsc and Boo, rises to protect Baldur’s Gate, but they’ll soon find themselves fighting evil forces throughout the Realms and beyond. Whether they’re stopping a plot by the Cult of the Dragon to destroy the city; escaping from the endless night of Ravenloft in the Demiplane of Dread; or facing down frost-giant raiding parties in the frigid Spine of the World, the action never stops! GO FOR THE EYES, BOO! Scheduled to ship in June 2020.

DIA ST129293 ........................................ $29.99

**Dungeons & Dragons Evil at Baldur’s Gate TPB**

Under the leadership of the benevolent Samuraj Jack, society has prospered—everything is in line with his philosophies, his storied stoicism, and of course his hair. This is all news to Jack who doesn’t much care for this impostor using his name. But which one is the real Samuraj Jack? Then, as Jack travels through lonely mountain roads, he’s warned to turn back lest he disturb a haunted village. Of course, Jack’s never one to shy from danger, and he continues forward. But maybe some things are better left undisturbed... Scheduled to ship in June 2020.

DIA ST129930 ........................................ $15.99

**Teenage Mutant Ninja Turtles Vol. 01 Change is Constant TPB**

The very core of the Turtles family is at stake as the new origin of TMNT is revealed! It’s a different world for the Turtles... The group is broken as Raphael wanders the streets of NYC in search of food and shelter. His brothers and Master Splinter are on the search, but so far all they can find is trouble—in the form of mutant alley cat Old Hob and his gang of criminals! Scheduled to ship in June 2020.

DIA ST114434 ........................................ $17.99
SONIC THE HEDGEHOG: CRASH COURSE

Speeding through the classic Green Hill Zone, players in Sonic the Hedgehog: Crash Course race to be the first player to collect 5 of the 7 Chaos Emeralds!

- Race forward and leave your opponents in the dust
- Collect items then heal damage
- Win if you’re the fastest to earn the most Chaos Emeralds!
- Includes 4 pre-painted plastic miniatures

IDW 01484...........................................................$29.99
DESIGNER: SEAN MCDONALD

SONIC THE HEDGEHOG DICE RUSH

Speed is Sonic’s game, and in Sonic The Hedgehog Dice Rush, you and up to 3 of your friends are in a real-time race to build the best Sonic the Hedgehog level.

- A “gotta go fast,” real-time, dice rolling game
- Match dice to collect cards and build the ultimate Sonic level
- 2 decks of cards that feature Classic Sonic level pixel art.

IDW 01470...........................................................$19.99
DESIGNER: JONATHAN YING

LOCKE & KEY: SHADOW OF DOUBT

Based on IDW’s best-selling graphic novels created by Joe Hill and Gabe Rodriguez, as well as the hit Netflix series, Locke & Key: Shadow of Doubt invites 3-6 players to unlock the mysteries of Keyhouse. In Locke & Key: Shadow of Doubt, players will go on adventures using the magical keys to unlock new locations and activate special abilities, all while trying to determine who among them may actually be a demon.

- A lightweight hidden traitor game, exciting for casual and experienced gamers alike
- Easy to learn and quick to play, a great filler for game night or in-between binging episodes
- Filled with stunning art by Gabe Rodriguez, from the best-selling comic

IDW 01957...........................................................$19.99
DESIGNER: NEIL KUHBALL
ARTIST: GABRIEL RODRIGUEZ

AVAILABLE NOW!

AVAILABLE NOW!

AVAILABLE JULY!
SEIKATSU

Seikatsu is a competitive tile-laying game where players are vying to create the most breathtaking garden view from the perspective of their pagoda. Featuring a one-of-a-kind dual aspect tile design, players must weigh the benefits of scoring flocks of birds now, or the benefits of planting sets of flowers to be scored later. In a battle of serenity, tensions will be high as the best tile placement may also aid your neighbor.

- Game design from Isaac Shalev and Matt Loomis
- Dual-scoring tiles require you to change strategies mid-game as the board is filled
- A mind-bending game of perspective that will have players entering a meditative state

IDW 01267 ............................................. $29.99
DESIGNER: ISAAC SHALEV & MATT LOOMIS
ARTIST: PETER WOCHEN & LUCAS KHERKHERA
COVER: PETER WOCHEN & SOON YI WAIKEN

AVAILABLE NOW!

NARUTO SHIPPUDEN: VILLAGE DEFENDERS

Naruto Shippuden: Village Defenders is a fast-paced cooperative card game where players assume the role of TEAM 7’s heroes as they fight back an invading force of enemies that fans of Naruto Shippuden will be quick to recognize.

- A cooperative card game based on the legendary anime series, defend Leaf Village from destruction.
- Play as your favorite Naruto Shippuden characters and face off against the series’ classic villains.
- Work together with your friends to build combos, focus your chakra, and unleash massive attacks.

IDW 01673 ............................................. $19.99
DESIGNER: TEAM LINNFANGER

AVAILABLE NOW!

GHOSTBUSTERS: BLACKOUT

Suffering from a city-wide blackout and an onslaught of ghosts, it’s up to the Ghostbusters to quell the chaos and bust those ghosts! Fully cooperative, players allocate dice to bust ghosts, buy upgrades, and move around the city in a game that will have players wishing for just one more die!

- The Ghostbusters are out to bust familiar faces and foes after a city-wide blackout allows all the ghosts in their containment unit to escape!
- A terrifyingly tough threat management game, players travel all over New York City to bust baddies and keep the mass hysteria to a minimum.

IDW 01678 ............................................. $39.99
DESIGNER: JON COOD
ARTIST & COVER: DOM SCHENNING

AVAILABLE NOW!
GAMES

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

BIRTHRIGHT VOL. 01 HOMECOMING TPB
For the Rhodes family, losing their son was the most devastating thing that could have occurred... but it couldn’t prepare them for what happened when he returned. Skybound’s newest hit turns fantasy into reality in this all-new series from the creator of Naiilbiter and Ghosted. Collects Birthright #1-6. Scheduled to ship in June 2020.
DIA ST091715 ...........................................$14.99

PAPER GIRLS VOL. 01 TPB
In the early hours after Halloween of 1988, four 12-year-old newspaper delivery girls uncover the most important story of all time. Suburban drama and otherworldly mysteries collide in this smash-hit series about nostalgia, first jobs, and the last days of childhood. Scheduled to ship in June 2020.
DIA STK698148 ..............................................$9.99

DIE TRADE VOL. 01 FANTASY HEARTBREAKER PAPERBACK
DIE is a pitch-black fantasy where a group of forty-something adults have to deal with the returning, unearthly horror they only just survived as teenage role-players. Rainbow Gillean’s in a rush, he describes it as “Goth Jumanji”, but that’s only the tip of the iceberg. Scheduled to ship in June 2020.
DIA ST100439 ...............................................$9.99

WALKING DEAD VOL. 01 DAYS GONE BYE TPB
An epidemic of apocalyptic proportions has swept the globe, causing the dead to rise and feed on the living. In a matter of months society has crumbled: There is no government, no grocery stores, no mail delivery, no cable TV. In a world ruled by the dead, we are forced to finally begin living. Rick Grimes is not prepared for this. A couple months ago he was a small town cop who had never fired a shot and only ever saw one dead body. Separated from his family he must now sort through the death and confusion to try and find his wife and son. Scheduled to ship in June 2020.
DIA STK527634 .............................................$14.99

MONSTRESS VOL. 01 TPB
Set in an alternate matriarchal 1900’s Asia, in a richly imagined world of art deco-inflected steampunk, Monstress tells the story of a teenage girl who is struggling to survive the trauma of war, and who shares a mysterious psychic link with a monster of tremendous power, a connection that will transform them both. Scheduled to ship in June 2020.
DIA STL005736 ..............................................$9.99

CROSSED WORDS TPB
This is Crossed Words, the brain-bending party game of crazy categories and wackier words! At the start of the game, the board is populated with three column categories and three row categories. This forms a 3 x 3 grid. Players will try to come up with answers that fit both of the categories that form one of the nine intersections on the board. Players have nine discs to write answers on. Players fill out answers as quickly as they can and place those discs facedown on the board. Players score points for each intersection where they have placed an answer no one else placed. Scheduled to ship in April 2020.
IBC CRW01 ...................................................$24.99

IMAGE COMICS

SPOTLIGHT ON

INDIE BOARDS & CARD

MONSTRESS

ROBIN HOOD

ANIMAL
MAKE IT HAPPEN

It's New York City Fashion Week, and your design team is ready to show the most fabulous collection ever seen on the runway. Work together with your team to collect materials and fabric, and you'll be the first to join other players' hands, follow them all over, complete their collection. Once you complete your collection, once you create a garment, place your fabric cards on your models and see your fashion creations come to life! Scheduled to ship in June 2020.

IBC MIH01 ........................................ $19.99

THE COLDEST NIGHT

The Coldest Night is a cooperative strategy card game where players feed fuel into a fire to keep it lit. Each card brings a certain amount of heat to the fire, and also requires the fire to be above a certain heat to burn it. With the fire constantly dying out, players must work together against the encroaching cold to sequence their cards so everything in the deck can be burned. Scheduled to ship in April 2020.

IBC CLD01 ........................................ $19.99

JELLYBEAN GAMES

MEOW!

You've finally made it to the initiation ceremony! Now all you need to do is complete the secret ritual without breaking any of the rules. Deduce the rule cards in other players' hands, follow them all over, and you'll be the first to join the Cult of Cat! How hard can it be? Scheduled to ship in May 2020.

JBG 5561001 ........................................ $19.95

JORDAN DRAPER GAMES

JAPANESE DESIGNERS

CACTUS

Cactus (based on the game Tribe, designed by Naotaka Shimamoto and published by itien), is a dexterity friction balance game that has players competing for flowers in the desert by stacking strange colored shapes onto cactus! Cactus shares around half of the overlapping pieces with tribe, with the major changes being a re-theme to the desert (my home territory)! The piece sizes have been reduced by around 50%, there's a new color scheme, and a lot of fun new shapes! The rules included are also slightly simpler than the original, and both versions can be played.

JBD 672975101701 ................................ $19.99

JBD 672975101725 ................................ $20.00

MATERIAL SERIES

METAL

Play everyone's favorite classic lawn games such as Croquet, Bocce, and Kubb on your tablet! METAL includes six miniaturized backyard games, showcasing a sleek aluminum two-piece box and solid metal pieces. Use the included tiny golden mallet as an ice breaker at any event, or leave it out on your coffee table as a one of a kind showpiece!

JBD 711436002482 ................................ $35.00

TOKYO SERIES

COIN LAUNDRY

A game showcasing the wonderful experiences that can only come from doing ones laundry at a coin laundromat. Tokyo Coin Laundry offers everything from role playing, to team games, to dexterity! Just like Tokyo (Jidohanbaiki), Tokyo Coin Laundry features many game rules from talented guest designers across the globe, all utilizing the same shared components. Get ready to enter Mr.Sudy's Coin Laundry, where you may even encounter the legendary Detergent-Sama, fall in love, or lose a sock.

JBD 602573723234 ................................ $40.00

CURRENCY TORRAKU

Currency Torraku is a set of miniature metal pieces that can both be used as a currency in any Tokyo Series game, or as a standalone title! Increments of coins and notes are replaced by different sized objects found in Japanese culture. A small truck is used for the ¥1000, a coin laundry washing machine for the ¥5000 and a rice cooker for the ¥100. Place a washer in a truck bed and magically you have ¥5000!

JBD 672975101774 ................................ $25.00

GAME SHOW

Inspired by the extraordinarily entertaining and popular Japanese reality television genre, Tokyo Game Show gives players the opportunity to put on a colorful stage and appear in their very own game show. One player takes on the role of the host, who chooses 5 games to play from a multitude of 63 options in 11 categories. Contestants will have their skills of dexterity, knowledge, wit, rhyming, animal impersonation, and even ability-to-carry-disks-with-pinky-fingers put to the test!

JBD 602573723241 ................................ $40.00

JIDOHANBAIKI

Jidohanbaiki (vending machine in Japanese) is a framework game providing various components from which many games have been created. Complete with 3D miniature drinks, crates, and a vending machine tower to drop the drinks into, the game was made in celebration of Japanese vending machine culture. Just as in life, drinks may become stuck and even knocked out again later! The components were shared with talented designers from around the world who each put their own creative spin on them, contributing to a collection of 18 light to mid weight games.

JBD 602573650578 ................................ $40.00

CURRENCY SAKANA

The first metal currency released for the Tokyo Series, Currency Sakana can act as a beautiful currency replacement set for any game, or as its own stand-alone title! Two games currently exist using only this metal currency set, an economics game and a betting and stacking dexterity game. More games will be added online as they are designed.

JBD 602573723012 ................................ $25.00

PRIZE

Praise (based on the game Homera designed by Peke), is a game about discerning whose compliments are genuine, and whose are fake. In Japanese culture, many people praise others as a cultural norm, but your true friends have to be discovered by their honest praise! To mix up the game even more, emotion cards have been added which must be used to flavour the delivery of a complement in game. Can you determine who is giving you a surface level compliment and who is not? Find out in Praise!

JBD 672975101725 ................................ $20.00
JUTAKU
In Tokyo jutaku you will take on the role of a famous Japanese architect with the goal of building small homes on a strange or limited size property. In this real time dexterity game, players will stack geometric pieces according to certain building requirements such as the number of floors, and number of pieces allowed. You can only build with one piece at a time, with no subsequent higher floor overhanging a lower one. The harder your conceptual building the more you will earn if you can complete it first!
JDG 602573650554 ........................................ $40.00

METRO
Based on the private lines that have formed the Tokyo Metro system, this unique economic simulator brings a lot to the table in a small box. Featuring a fabric map of the actual Tokyo Metro system, Tokyo Metro will challenge economists and gamers alike! Inspiration for the game came from a love of games that offer company holdings, and a drive to expand the genre by adding a unique worker placement system that forces a choice between moving on a physical map and investments.
JDG 602573650585 ........................................ $50.00

TSUKIJI MARKET
Tsukiji Market takes a bottom-up approach to player driven economics, using tonal wooden fish tokens and dockable resin boats to engulf it’s players as Japanese fishermen responding to vast supply and demand, perceptive value, and engine building at different fish markets, then using the licenses obtained there to fish and sell their catch to other players at a price they choose.
JDG 602573723227 ........................................ $50.00

WASHI GAME - CATS
The first in a line of games played using Japanese Washi Tape, Cats is a modular experience adaptable for 2-6 players where you will play a cat in search of a fish in the city of Tokyo! Using only a writing instrument for each player, the map is created and players then take turns strategically placing fish and their cat(s). Tokyo Washi Game Cats is the first game in the world made only from a roll of tape! In partnership with mt masking tape, CATS is manufactured to the highest quality in Japan.
JDG 602573723203 ........................................ $10.00

WASHI GAME - COPS
Take on the role of a Japanese police officer as you find evidence and solve crimes! You can eat ramen to boost your energy and execute special moves. When you find a criminal, you get to draw their face for the public record! This game takes place on a roll of Washi tape, and is thus endlessly modular and scales up to any player count. In partnership with the world famous brand mt masking tape, Cops is manufactured with the highest quality in Japan.
JDG 672975101770 ........................................ $10.00

KONAMI DIGITAL ENTERTAINMENT

YU-GI-OH! TCG

SPOTLIGHT ON
DINOSMASHER’S FURY STRUCTURE DECK (UNLIMITED) DISPLAY (8)
The Dinosmashers Fury Structure Deck provides the ultimate prehistoric Dueling experience! Scheduled to ship in May 2020. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 84946 ........................................ $79.92

ETERNITY CODE BOOSTER DISPLAY (24)
This May, humanity must outwit the ultimate Dueling A.I. and survive the arrival of the supreme Link-6 @Ignister monster in Eternity Code! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 84881 ........................................ $79.92

MECHANIZED MADNESS STRUCTURE DECK DISPLAY (8)
All hands, man the battle stations! The colossal Machina army is back with vengeance in Structure Deck: Mechanized Madness! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 84774 ........................................ $79.92

SPOTLIGHT ON
SPEED DUEL - MATCH OF THE MILLENNIUM AND TWISTED NIGHTMARES STARTER DECK DISPLAY (8)
Yu-Gi-Oh! TCG Speed Duel Starter Decks: Match of the Millennium & Twisted Nightmares each contain 2 fully customizable Decks, 4 brand new Skill Cards, and 2 Ultra Rare variant cards. Choose your side and relive two of the darkest Duels from the original series! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.
KON 84774 ........................................ $79.92

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**BATTLE MATS**

**ADD-ON SCENERY FOR RPG BATTLE MAPS - DUNGEON DEORATIONS**

Add-On Scenery for RPG Maps is a pack of 100+ reusable static clings for use on any laminated map or surface. These reusable Dungeon Features allow you to instantly add doors, stairs, furniture, traps and treasure to any map!

<table>
<thead>
<tr>
<th>Item Code</th>
<th>Description</th>
<th>Price</th>
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<tbody>
<tr>
<td>LBM 011</td>
<td>Little Book of Battle Mats - Grass/Flagstone</td>
<td>$12.99</td>
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**BATTLE MAT BOARD - GRASS/FLAGSTONE**

Attention Adventurers! The new must have for drawing Tabletop Roleplay battle maps! This folding battle map is the robust replacement for standard roll out PVC and paper maps which is robust, easily storabe and transportable and white board marker safe! Grab your pens and roll initiative as this board will allow you to quickly draw a map for any encounter, then pop it back in your bag or on your shelf! Featuring reusable designs for any inside or outside encounter you will never struggle with creased or stained maps again. Scheduled to ship in April 2020.

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<th>Item Code</th>
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<tr>
<td>LBM 015</td>
<td>Big Book of Battle Mats</td>
<td>$22.99</td>
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**THE DUNGEON - BOOKS OF BATTLE MATS**

Attention Adventurers! Grab your dice and get ready to roll initiative as the game is afoot! The Dungeon Books of Battle Mats offer two adaptive books of RPG battle maps which line up to create one endlessly evolving dungeon. Standard entry/exitpoints and a 360° spine allow you to create anything up to a 24"x24" play area from a set of books that fits on your bookshelf and in your bag!

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<th>Item Code</th>
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<tr>
<td>LBM 009</td>
<td>Giant Book of Battle Mats - Modern Tabletop RPGs</td>
<td>$44.99</td>
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**BIG BOOK OF BATTLE MATS**

Attention Adventurers! Grab your dice and get ready to roll initiative as the game is afoot! The Big Book of Battle Mats is the ideal set of battle mats to keep you party rolling through any and every encounter. Through dungeons, across plains, through forests, ruins, down sewers and even into throne rooms, your quest for danger, excitement and treasure starts here!

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<tr>
<td>LBM 001</td>
<td>Big Book of Battle Mats</td>
<td>$26.99</td>
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**BIG BOOK OF CYBERPUNK BATTLE MATS**

Scheduled to ship in April 2020.

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<tr>
<td>LBM 012</td>
<td>Big Book of Cyberpunk Battle Mats</td>
<td>$26.99</td>
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**BIG BOOK OF SCIFI BATTLE MATS**

Attention Adventurers! Get ready to roll initiative as the game is afoot! The Big Book of Sci-Fi Battle Mats is the ideal set of sci-fi battle maps to keep you party rolling through any and every encounter. Through asteroid fields, space stations, dying ships, desert worlds and desolate moons, your quest for danger, excitement and loot starts here!

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<tr>
<td>LBM 013</td>
<td>Big Book of Sci-Fi Battle Mats</td>
<td>$26.99</td>
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**GIANT BOOK OF BATTLE MATS**

Attention Adventurers! Grab your dice and get ready to roll initiative as the game is afoot! The Giant Book of Battle Mats is the ideal set of battle mats to keep you party rolling through any and every encounter. Through dungeons, across plains, through forests, ruins, down sewers and even into throne rooms, your quest for danger, excitement and treasure starts here!

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<th>Item Code</th>
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<tr>
<td>LBM 002</td>
<td>Giant Book of Battle Mats for Modern Tabletop RPGs</td>
<td>$42.99</td>
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**GIANT BOOK OF SCIFI BATTLE MATS**

Attention Adventurers! Grab your blaster and get ready to roll initiative as the game is afoot! The Giant Book of Sci-Fi Battle Mats is the ideal set of sci-fi battle maps to keep you party rolling through any and every encounter. Through asteroid fields, space stations, dying ships, desert worlds and desolate moons, your quest for danger, excitement and loot starts here!

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<td>LBM 006</td>
<td>Giant Book of Sci-Fi Battle Mats</td>
<td>$42.99</td>
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**LITTLE BOOK OF BATTLE MATS - DUNGEON EDITION**

Attention Adventurers! Get ready to roll initiative as the game is afoot! The Little Book of Battle Mats - Dungeon Edition is afoot and it just went modular! The Dungeon that fits in your pocket! RPG in style with these 6"x6" maps as you creep down Dungeon corridors and explore suspicious rooms and cells which can suddenly appear! Link your encounter areas and bridge terrain gaps with this invaluable little book of maps!

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<tr>
<td>LBM 010</td>
<td>Little Book of Battle Mats - Dungeon Edition</td>
<td>$12.99</td>
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**THE DUNGEON - PATCHWORK: AMERICANA EDITION**

In the game, each player works to create a beautiful, Americana-inspired patchwork quilt out of the available patches by placing them on their 9x9 game board, looking to avoid leaving any empty spaces. Scheduled to ship in May 2020.

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<tr>
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<tr>
<td>LKG LK0123</td>
<td>Patchwork Americana Edition</td>
<td>$19.99</td>
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**LOOKOUT GAMES**

**GIANT BOOK OF CYBERPUNK BATTLE MATS**

Scheduled to ship in April 2020.

<table>
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<tbody>
<tr>
<td>LBM 013</td>
<td>Giant Book of Cyberpunk Battle Mats</td>
<td>$42.99</td>
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</tbody>
</table>
KINGS OF WAR
Scheduled to ship in June 2020.

OGRE CROCODOGS (3)
MGE MGKWH201 ..................$12.99

OGRE SIEGE BREAKERS REGIMENT
MGE MGKWH302 ..................$29.99

OGRE WARRIORS REGIMENT 2020
MGE MGKWH301 ..................$29.99

KINGS OF WAR: VANGUARD
Scheduled to ship in June 2020.

ALL OUT WAR TABLETOP OMNIBUS
The Omnibus Book is a handy one-stop shop for all the published rules for the smash hit, The Walking Dead: All Out Miniatures games. The rules are updated with all the latest changes & FAQs. The book includes a host of new exciting content and scenarios for new ways of playing, All Out War, and for Call to Arms. Will you survive? Scheduled to ship in June 2020.
MGE MGWDO29 ..................$39.99

ALL OUT WAR THE WHISPERERS BOOSTER (3)
MGE MGWD153 ..................$19.99

THE WHISPERERS FACTION SET (6)
MGE MGWD154 ..................$39.99

MARVEL COMICS

CONAN THE BARBARIAN VOL. 01 LIFE AND DEATH OF CONAN TPB
Conan’s travels have brought him to the far reaches of the unknown, from his birthplace in Cimmeria to the kingdom of Aquilonia and all in between. But as his fighting prowess lets him carve his way through life, so too does it attract the forces of death! And few are more deadly than the Crimson Witch. Scheduled to ship in June 2020.
DIA STL120105 ..................$19.99

SPIDER-MAN LIFE STORY TPB
In 1962’s Amazing Fantasy #15, 15-year-old Peter Parker was bitten by a radioactive spider and became the Amazing Spider-Man! Fifty-seven years have passed in the real world since that event - so what would have happened if the same amount of time passed for Peter? To celebrate Marvel’s 80th anniversary, Chip Zdarsky and Spider-Man legend Mark Bagley unite to spin a unique Spider-tale - telling an entire history of Spider-Man from beginning to end, set against the key events of the decades through which he lived. Scheduled to ship in June 2020.
DIA STL130525 ..................$24.99
STAR WARS DARTH VADER
VOL. 01 VADER TPB
As Vader pursues a very personal vengeance against the Rebels and investigates the Emperor’s secret machinations, he clashes with weapons scavenger Aphra and deadly Battle Droids, and returns to Geonosis to build an army. But some very powerful people don’t want him to learn the truths he seeks! Scheduled to ship in June 2020.
DIA STK683006.................... $19.99

STAR WARS VOL. 01
SKYWALKER STRIKES TPB
Join Luke, Princess Leia, Han Solo, Chewbacca, C-3PO, R2-D2 and the rest of the Rebel Alliance as they fight for freedom against Darth Vader and his evil master, the Emperor! But when a Rebel assault goes wrong, Han and Leia must think fast to make their escape - while Luke comes face-to-face with Darth Vader! Scheduled to ship in June 2020.
DIA STK677493.................... $19.99

MERCURY GAMES

CLINIC: DELUXE EDITION
Mercury Games is proud to announce the reprinting of Alban Viards Clinic in a new Deluxe Edition! Inspired by the classic P.C. game: Theme Hospital, Clinic made a huge splash in 2014 when released in a handmade format at the Spiel. Now, for the first time ever, Clinic returns in a deluxe edition that’s bigger and better than ever! Clinic: Deluxe Edition features all new artwork by famed graphic designer, Ian O’Toole and updated rules. Running your own hospital has never been so much fun!
MCY 1901 ..............................$80.00

CLINIC: THE EXTENSION
Scheduled to ship in March 2020.
MCY 1902 ............................ $50.00

MONDO GAMES

1000 PIECE PUZZLES
Scheduled to ship in May 2020.
DIE HARD
MNG PZXFOXDH001 ...................$20.00

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**Spotlight On:**

- **Dungeons & Dragons**
  - MNG PZWCDD001 ........... $20.00

- **Iron Giant**
  - MNG 6780 .................. $20.00

- **Jurassic Park**
  - MNG PZNJPK001 ........... $20.00

- **Home Alone**
  - MNG PZFOXHA001 ........ $20.00

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**Games**

- **Vincent Guide to Love Magic & RPG Book 01 GN**
  - It's been some time since Vincent has had a good day. Sitting on the bus, he still doesn't know that his life is about to change. Forever. At that moment, outside the bus, Lady lets a little smile escape when recalling an anecdote about tomatoes. Vincent sees the smile and his world turns upside down. Scheduled to ship in June 2020.
  - DIA STL087923 .................. $9.99

- **Oceans**
  - Enter a vast, underwater cosmos: a mysterious interconnected world of sharp teeth, glowing eyes, and black ink. Oceans is a 2-6 player strategy game where players compete to create a vibrant web of marine life through millions of years of evolution. With over 100 unique illustrations and more content than we’ve ever put into a game before, Oceans is our most ambitious project to date. This release includes the main game, 5-6 player expansion and the 8 foiled Deep Traits promos.
  - NSG 531 ........................ $49.99

- **Invisible Sun RPG: The Threshold**
  - Visia at the height of power and understanding eventually seek the Labyrinth. To enter the Labyrinth is to leave the Actuality forever. Perhaps to die, or worse. Or perhaps to transcend; to find oneself upon new shores. Entering the Labyrinth requires the highest mastery of magical power, knowledge, and skill. Few visiae can truly aspire to it, and even fewer succeed. Is it a maze? A test? A crucible? A step into a greater existence? The only way to find out is to cross the threshold. ... Scheduled to ship in May 2020.
  - MKG 225 ....................... $45.00

- **G.I. Joe Cobra Wants You!**
  - MNG PZHBCJ001 ............. $20.00

- **Gremlins**
  - MNG PZWBRG001 .......... $20.00

- **Monter Coop Games**

- **Fafnir**
  - This is a game about some brothers that inherit a chicken named ‘Fafnir’ and are competing to see who can get the gems that Fafnir is laying. Fafnir is a high tempo, smooth moving game, but also requires some intense tactical thinking in each round. This is a game that players will want to keep playing again and again! This is the perfect board game for customers that love games with deep tactics and strategy. Scheduled to ship in April 2020.
  - ONK FFNR ........................ $20.00

- **Vincent**
  - Scheduled to ship in 2020.

- **Oink Games**

- **Aquicorn Cove HC**
  - When Lana and her father return to their seaside hometown to help clear the debris of a big storm, Lana remembers how much she’s missed the ocean and the strong, reassuring presence of her aunt. As Lana explores the familiar beach, she discovers something incredible: a colony of Aquicorns, small magical seahorse-like creatures that live in the coral reef. Lana rescues an injured Aquicorn and cares for it with the help of her aunt, who may know more about these strange creatures than she’s willing to admit. Scheduled to ship in June 2020.
  - DIA STI085143 .................. $12.99

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**North Star Games**

- **Oceans**
  - Enter a vast, underwater cosmos: a mysterious interconnected world of sharp teeth, glowing eyes, and black ink. Oceans is a 2-6 player strategy game where players compete to create a vibrant web of marine life through millions of years of evolution. With over 100 unique illustrations and more content than we’ve ever put into a game before, Oceans is our most ambitious project to date. This release includes the main game, 5-6 player expansion and the 8 foiled Deep Traits promos.
  - NSG 531 ........................ $49.99

**Monter Cook Games**

- **Fafnir**
  - This is a game about some brothers that inherit a chicken named ‘Fafnir’ and are competing to see who can get the gems that Fafnir is laying. Fafnir is a high tempo, smooth moving game, but also requires some intense tactical thinking in each round. This is a game that players will want to keep playing again and again! This is the perfect board game for customers that love games with deep tactics and strategy. Scheduled to ship in April 2020.
  - ONK FFNR ........................ $20.00

**Oni Press**

- **Aquicorn Cove HC**
  - When Lana and her father return to their seaside hometown to help clear the debris of a big storm, Lana remembers how much she’s missed the ocean and the strong, reassuring presence of her aunt. As Lana explores the familiar beach, she discovers something incredible: a colony of Aquicorns, small magical seahorse-like creatures that live in the coral reef. Lana rescues an injured Aquicorn and cares for it with the help of her aunt, who may know more about these strange creatures than she’s willing to admit. Scheduled to ship in June 2020.
  - DIA STI085143 .................. $12.99
LONG CON VOL. 01 TPB
The world is over, but the con has just begun. Five years ago, a cataclysmic event obliterated everything within a fifty mile radius of the Los Spinoza Convention Center-right in the middle of Long Con, the world’s biggest (and longest) pop culture convention. Underdog reporter Victor Lai barely escaped with his life, but his nerdy friend Dez Delaney-publicist for an indie darling comics publisher-wasn’t so lucky. Scheduled to ship in June 2020.
DIA STL094511 .......................... $19.99

SCOTT PILGRIM VOL. 01 COLOR COLLECTION TPB
Laugh as slacker Scott Pilgrim tries and sometimes fails to get his life together and win the heart of the literal girl of his dreams, Ramona Flowers! Cry when things look bleak for our heroes! Make a confused face at the countless Canadian references! Scheduled to ship in June 2020.
DIA STL104584 .......................... $29.99

SPACE BATTLE LUNCHTIME VOL. 01 LIGHTS CAMERA SNACK TPB
Earth baker Peony gets the deal of a lifetime when she agrees to be a contestant on the Universe’s hottest reality TV show, Space Battle Lunchtime! But that was before she knew that it shoots on location... on a spaceship... and her alien competitors don’t play nice! Does Peony really have what it takes to be the best cook in the Galaxy? Tune in and find out! Scheduled to ship in June 2020.
DIA STL012844 .......................... $12.99

TEA DRAGON SOCIETY HC
From the award-winning author of Princess Ever After comes The Tea Dragon Society, a charming all-ages book that follows the story of Greta, a blacksmith apprentice, and the people she meets as she becomes entwined in the enchanting world of tea dragons. After discovering a lost tea dragon in the marketplace, Greta learns about the dying art form of tea dragon care-taking from the kind tea shop owners, Hesekiel and Erik. Scheduled to ship in June 2020.
DIA STL048589 .......................... $17.99

GAMMA WOLVES
In the blasted, radiation-scorched, wastelands of the Earths surface, towering mecha do battle, defending the interests of one of the few remaining arcology governments, providing security for wilderness outposts, or seeking out loot and supplies as a mercenary company. With detailed rules for designing and customizing your mecha, from size and propulsion type to payload and pilot skills, and a campaign system that allows pilots to gain experience and skills as they patrol the shattered Earth, Gamma Wolves is a fast-playing game of post-apocalyptic mecha warfare. Scheduled to ship in May 2020.
OSP GWM009999 ......... $30.00

LETTERPRESS
An award-winning card game that’s a quick-playing card game of words for 1-6 players, where the savviest wordsmith takes the day. Designed by Robin David, the game sees players attempt to beat their opponents by creating the highest scoring words over a series of rounds, building up to a thrilling finale where the winner takes all!
OSP GWL0033 ........................ $21.00

RAGNAROK: THE ABYS
Ginnungagap, the Gapping Abyss, was once what separated the realms of Ice and Fire, keeping them in balance and sparing the other realms from their ravages. With the Nine Realms shattered, however, Ginnungagap has been left unguarded and unspeakable horrors now await those who wish to cross it. Ragnarok: The Abyss includes new scenarios for Ragnarok as well as new monsters to vanquish in glorious battle. Scheduled to ship in April 2020.
OSP G5R09000 .................... $30.00

A BILLION SUNS:
INTERSTELLAR FLEET BATTLES
A Billion Suns is a wargame of interstellar combat that puts you in command of fleets of powerful starships, from squadrons of agile, but fragile, fighters, to hulking and powerful capital ships. Choose your vessels from pre-existing classes then customize them to create your own sub-classes, each with their own strengths, weaknesses, and armament, from accurate torpedoes to devastating macro-cannon. Scheduled to ship in May 2020.
OSP 836569 .......................... $20.00

FROSTGRAVE: SECOND EDITION
This new edition of the multi-award-winning fantasy skirmish wargame offers improved rules based on years of player feedback, a revised spell list, new soldier types, and a host of brand-new scenarios. Be warned—it is a deadly place, filled with rival wizards, wandering monsters, animated constructs, and demonic entities. Do you dare enter the Frozen City one more time? Scheduled to ship in June 2020.
OSP 34683 .......................... $35.00

A BILLION SUNS:
THE MEGABLOCK
Ragnarok: The Abyss is packed with new scenarios and a world of endless possibilities for the heroes to explore! Scheduled to ship in June 2020.
OSP 34683 ......................... $35.00
PATHFINDER RPG: ADVENTURE PATH - EXTINCTION CURSE PART 6 - THE APOCALYPSE PROPHET (P2)
This adventure concludes the Extinction Curse Adventure Path, a six-part, monthly campaign in which the heroes lead a traveling circus as they unravel a plot to eradicate all life from the islands of the Inner Seas. Scheduled to ship in June 2020. PZO 90156 $24.99

PATHFINDER RPG: FLIP-MAT CLASSICS - CATHEDRAL
This gorgeous double-sided battle-map features the same temple on each side, one dedicated to good and the other to evil! Scheduled to ship in June 2020. PZO 31030 $14.99

PATHFINDER RPG: FLIP-TILES - SPACE STATION STARTER SET
This boxed collection of 42 durable, double-sided full-color 6 x 6-inch map tiles provides tons of options for space station encounters, from corridor blaster battles to medical bay drama to chaos in the crew quarters! Scheduled to ship in June 2020. PZO 7501 $34.99

STAND OFF: THE CRADLE - CONSPIRACY 5
In this sequel to Full of Secrets, players will once again lead their sides through a varied series of missions. Use your cards to strengthen your forces, deploy vehicles to advance rapidly across the battlefield, and seize the initiative as you determine the outcome of the Inner Sea War. Scheduled to ship in June 2020. PZO 837318 $40.00

UNDAUNTED: NORTH AFRICA
The Undaunted series continues with this two-player deck-building game of tactical combat, pitting the raiders of Britain’s Long Range Desert Group against Italian forces in the North African Theater of World War II. In this sequel to Undaunted: North Africa, players will once again lead their sides through a varied series of missions. Use your cards to strengthen your forces, deploy vehicles to advance rapidly across the battlefield, and seize the initiative as you determine the outcome of the North African Theater. Scheduled to ship in June 2020. OSP 837318 $40.00

OSTMARK: BATTLES OF THE LOST AGE
Ostmark is a mass-battle fantasy wargame that puts you in command of the fantasy army you’ve always wanted, whether a company of stalwart dwarves or a mixed force with proud elves, noble men and wild goblins standing shoulder-to-shoulder in the battle-line. Fight through an integrated campaign system and develop your realm from battle to battle, adding new territories, recruiting new troop types and growing to eclipse your rivals or lose what you fought so hard to gain and fall as so many would-be emperors before you. Scheduled to ship in April 2020. OSP OAK001 $35.00

WILDLANDS: JUDGE DREDD - HELTER SKELTER - THE DARK JUDGES
A new faction for Judge Dredd: Helter Skelter bringing the Dark Judges to Mega-City One, along with an encounter mode that adds solo play to the game. The barrier between worlds has shattered. Now, the Dark Judges have returned to exact judgment on Mega-City One. The city is guilty. The crime is life. The sentence is death. The Dark Judges can play as a team in any game of Helter Skelter, or one player can face off against them in a solo game. Scheduled to ship in May 2020. OSP $41.56 $35.00

JUDGE DREDD: A new faction for
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The crime is life. The sentence is
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face off against them in a solo

Pokémon TCG: Collector Chest
A sturdy metal case contains more than a dozen Pokémon goodies, including many not found anywhere else! PUI 80705 $22.99

Pokémon TCG: Galar Pals Mini Tin
Pokémon favorites in the palm of your hand! In this Mini Tin, you’ll find 2x Pokémon TCG booster packs, 1x metallic Pokémon coin, and a Pokémon art card showing the art from this Mini Tin! PUI 80707 $19.99

Pokémon TCG: Snorlax/Morpeko Pin Collection
Sleepy? Hungry? These Pokémon can relate! Between Snorlax, who often becomes a roadblock when it naps in an inconvenient spot, and Morpeko, who reveals its dark side when it gets too hungry, these two pin collections show off some very relatable Pokémon! Each one comes with a foil promo card and a collector’s pin featuring the star Pokémon. PUI 80787 $19.99

Near Space Pawn Collection
The characters and starships of Near Space and the Veskarian come alive on your tabletop with this collection of creature and starship pawns for use with the Starfinder Roleplaying Game or any tabletop science fantasy RPG! Scheduled to ship in June 2020. PZO 7417 $19.99

This adventure concludes the Extinction Curse Adventure Path, a six-part, monthly campaign in which the heroes lead a traveling circus as they unravel a plot to eradicate all life from the islands of the Inner Seas. Scheduled to ship in June 2020. PZO 90156 $24.99

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POKÉMON TCG: TAG TEAM POWERS COLLECTION
Feeling strong? Then you’re ready for the Pokémon TCG: Tag Team Powers Collection, a huge lineup of Tag Team Pokémon, Pokémon-GX, and much more. This collection delivers two Tag Team Pokémon-GX as etched cards with special artwork, an awesome oversize version of one of these cards, and five additional Pokémon promos to get you fully ready for battle. Feel that power when you add all these Pokémon to your Pokémon TCG collection today!

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FABRIC PLAYMAT (NEOPRENE)
Pip 51903 ........................................... $39.99

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Scheduled to ship in May 2020.

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Pip 51096 ........................................... $16.99

CITY ASSETS 3
(RESIN AND WHITE METAL)
Pip 51097 ........................................... $16.99

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Prove that you are worthy to become the next Zorro by proving your heroism and proficiency in battle as you defeat the scoundrels and villains that are persecuting your fellow citizens in this King of Tokyo/Yahtzee style dice roller. Will YOU be the next Zorro? Scheduled to ship in June 2020.

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POWER RANGERS: HEROES OF THE GRID ALLIES PACK (RGS02078)

- Enhance your game with five legendary heroes from across time and space
- This expansion includes Ninjor, Phantom Ranger, Shadow Ranger, Magna Defender, and Zeo Gold Ranger!
- All 5 miniatures are large scale and highly detailed!

MSRP: $40  Ages: 14+  2-5 Players  45-60 Min
June Release!

THE SEARCH FOR PLANET X (RGS02079)

- Players take on the role of astronomers, participating in this real scientific investigation.
- Use the free companion app to survey for objects and take other actions.
- Use the app results and the logic rules to find objects, publish theories, and deduce where Planet X must be!

MSRP: $40  Ages: 13+  1-4 Players  60-75 Min
June Release!

WARP’S EDGE (RGS02072)

- Includes 5 new playable Rangers: Tommy, Adam, Rocky, Tanya, and Kat
- Each Ranger comes with their unique deck and zord!
- The Zeo team was voted as the fan favorite team!

MSRP: $35  Ages: 10+  1 Player  30-45 Min
June Release!

SUCCULENT (RGS02062)

- Plant a stunning succulent greenhouse to complete projects
- Compete against other horticulturists and their ambitious plans
- Optimize every turn to become your community’s premier succulent gardener!

MSRP: $45  Ages: 10+  2-4 Players  45-60 Min
May Release!

www.renegadegames.com
FOX IN THE FOREST DUET (RGS02048)
- Win as a team by collecting gems you find along your path
- Play cards carefully to move and avoid getting lost in the forest
- Use special abilities of the characters to help your teammate

MSRP: $15  Ages: 10+  2 Players  30 Min
Available Now!

FUSE (RGS00504)
- Roll the dice!
- Distribute the dice to defuse the bombs!
- Save the ship before the timer runs out!

MSRP: $30  Ages: 13+  1-5 Players  10 Min
Available Now!

WARDLINGS CAMPAIGN GUIDE (RGS01150)
- Protect the realm as a young adventure in a new enchanted world!
- Based on the unique and detailed Wardlings miniatures line.
- 5th Edition Compatible campaign setting with new characters, core class options, and more.

MSRP: $40  Designer: Elisa Teague  Cover Artist: Jacqui Davis
May Release!

ICARUS (RGS02035)
- A GM-less collaborative storytelling game about how great civilizations fall
- Worldbuilding in a box. An excellent pairing with other tabletop role playing games.
- Stack your failures with this beautiful set of custom dice.
- Once the dice tower falls, so does your civilization!

MSRP: $35  Ages: 8+  2-5 Players  90 Min
Available Now!

www.renegadegames.com
DEEP VENTS
Combine tiles with special powers to create a unique ecosystem, with hundreds of possible combinations. Attack your opponents, defend your system, or build an unstoppable growth machine! Includes 15 custom resin shell tokens and over 100 translucent, plastic orchid cubes! Build a thriving ecosystem and compete to survive in the deep ocean! Scheduled to ship in May 2020. RVM 026 ........................................ $34.99

UNMATCHED: COBBLE AND FOG
The hit tactical skirmish game, Unmatched, expands with this standalone Victorian Gothic set. Pit Jekyll and Hyde against Dracula or see if Sherlock Holmes can track the elusive Invisible Man. Or try any of these four new heroes against any other Unmatched character. Set your battle in either of the two new thematic settings: the streets of Soho or in Baskerville Manor. Unmatched: Cobble & Fog is fully compatible with every other Unmatched title and features the atmospheric art of Andrew Thompson. Scheduled to ship in June 2020. RED 9304 ........................................ $39.95

OUR CARTOON PRESIDENT
Nothing simulates the chaos of the current administration like a combination of rotten vegetables and confetti being dropped on a high-speed fan, but this game is the next best thing! Based on Stephen Colbert’s animated show Our Cartoon President. Provides much needed laugh-out-loud outlet in regards to American Politics! Blank Character cards allow you to keep up with political events! RDS 1030........................................ $19.99

FEW AND CURSED
The Few and Cursed is a deckbuilding adventure game that takes place in a post-apocalyptic earth where most of the water on the planet has been gone for seventy years. Without water, civilization just halted any progress and stayed pretty much the same... with the exception of the monsters, magic and curses that showed up. Scheduled to ship in June 2020. RMA 030 ................................................ $75.00

DEADLY DOODLES: DEADLY DOODLES 2 EXPANSION
Following closely behind the hit Deadly Doodles, this all-new expansion, Deadly Doodles 2, includes new dungeons to delve, traps to avoid, and treasures to collect. With a new custom d6, players will open magic doors and collect cursed treasure that could be worth a fortune or something much, much worse! For 1 to 4 doodlers. Not a stand-alone game. A copy of Deadly Doodles is required to play. Scheduled to ship in June 2020. SJG 1199 ........................................ $24.95

MUNCHKIN: MUNCHKIN TAILS
Munchkin has gone to the dogs... plus foxes, mice, and ponies! Anthropomorphic animals have always been popular, from the animal-headed gods of Egypt to Mickey Mouse and Bugs Bunny today. Now, Munchkin fans can add to the legend with Munchkin Tails, a new set designed by Andrew Hackard and illustrated by Katie Cook. It has four familiar animal-headed gods of Egypt to Mickey Mouse and Bugs Bunny today. Now, Munchkin fans can add to the legend with Munchkin Tails, a new set designed by Andrew Hackard and illustrated by Katie Cook. It has four familiar anthropomorphic animals to interact with to create a highly replayable game. Scheduled to ship in May 2020. SJG 1491 ........................................ $24.95

THE ADVENTURE ZONE VOL. 01
Once upon a time (a couple of years ago) there were these brothers who had a bunch of really successful podcasts, and they decided to do a new podcast with their dad, where they all played D&D together as a family, and lo, this new podcast was called The Adventure Zone, and very quickly it got downloaded over 10 million times, and wow did it totally eat the brains of all who listened, because it was just. That. Rad. Scheduled to ship in June 2020. DIA STL084788 ........................................ $19.99
THE PURSUIT OF HAPPINESS: EXPERIENCES EXPANSION
In The Pursuit of Happiness: Experiences expansion you visit popular destinations and events around the world. And now you can dream of the things you want to do in the future - the new Dream boards allow you to store cards of any type and fulfill them later in the game. You also get to have kids. Kids joy to your life but also require big sacrifices! Finally, this expansion introduces Service cards for use in the Item-Activities deck. Scheduled to ship in April 2020.
SHG 8049 $34.95

EXIT: THE STORMY FLIGHT
You are crew members on a passenger plane bound for Barbados. The weather service already announced that things might get a little rough, but now you find yourselves in the kind of electrical storm that can easily throw even an experienced crew into a state of panic. The clouds are almost black, flashes of lightning rip through the dark sky, and rain pounds the engines. Suddenly, an alarm light comes on and another and you have a queasy feeling that the rest of the flight might become the greatest adventure that you have ever experienced. Can you solve the riddles, repair the airplane, and land safely? Difficulty: 2 of 5 Scheduled to ship in April 2020.
TAK 692874 $14.95

AIR DECK
Air Deck is the ultimate playing cards for travelers. These professional grade cards handle very well, takes up little space and fits easily into your pocket. Air Deck is incredibly resistant to abuse and is 100% waterproof. Scheduled to ship in May 2020.
AQUA MANDALA
TPT 1010 $8.95
CLASSIC BLUE
TPT 1015 $8.95
CLASSIC RED
TPT 1009 $8.95
ELECTRIC
TPT 1013 $8.95
GEOMETRIC
TPT 1012 $8.95
NIGHT SKY
TPT 1011 $8.95
RETRO
TPT 1014 $8.95

TIPTOP THINGS
rippRush is a flip and write game. You draw a card with a number and a color on it. You then write the number in the column of the same color on your sheet. If you draw a number that you cannot place, each other player can try to place their number on your sheet. When you complete a row, you get to place a bonus number. At the end you score points for each color equal to the longest length of filled in boxes. Scheduled to ship in April 2020.
SHG 6032 $19.99

ALDR is a strategic card game set in the popular Element universe.
Tactically place drafted cards to build four Elemental Patterns before your opponents can. Place your Sages and move ALDR to obstruct the options of other players, gaining the advantage in this unique card game of area control fans old and new to Element will enjoy!

Although a standalone game, ALDR can also be used as an expansion to the award winning game Element!

RatherDashingGames.com
Available NOW! 2-4 players 30-45 min 12+ $29.99

IF YOU ARE INTERESTED IN WHAT YOU SEE ON THESE PAGES, ASK YOUR LOCAL RETAILER TO RESERVE IT FOR YOU!
**MARVEL CHESS**
There’s no game like Chess to represent a strategic battle between two sides. Its Shield vs. Hydra in this epic duel. Proudly standing as full color, hand painted Chess pieces are fan favorite characters from the Marvel Comics universe such as Captain America, Thor, Ultron, Hela and Black Widow. A double-sided, custom game board allow players to battle in distinct locations. Scheduled to ship in June 2020.

USO CH011000

**National Parks Get Wild**
National Parks Get Wild is a fun, fast-paced game in which each player must try to collect all of the correct animals into their park while sending non-native animals to other locations. Players simultaneously roll three dice and rapidly move the animals according to the direction, quantity, and animal indicated on the dice. Scheduled to ship in June 2020.

USO PA025000

**SpongeBob Trivial Pursuit**
Are you ready, kids? Squeeze out every bit of knowledge in the first ever trivia game about Nickelodeon’s quirky and porous character! Trivial Pursuit: SpongeBob Squarepants contains 600 questions related to memorable moments from the cartoon series and will have you repeating “I’m ready!” between categories such as Songs, Characters, Locations, and more. Scheduled to ship in June 2020.

USO TP096712
STALINGRAD CAMPAIGN BOOK
WLG TBC1 ........................................ PI

STALINGRAD INDUSTRIAL SET
WLG TT-STALIN02 ................................. PI

STALINGRAD PAVLOVS HOUSE
WLG TT-STALIN04 .................................. PI

STALINGRAD RED STAR RAILWAY
WLG TT-STALIN03 .................................. PI

STALINGRAD RUINS
WLG TT-STALIN06 .................................. PI

STALINGRAD TANK FACTORY
WLG TT-STALIN01 .................................. PI

STALINGRAD THEATRE
WLG TT-STALIN05 .................................. PI

ZIS 30 SPG
WLG TBC4 ........................................ PI

CRUEL SEAS

AB-TEI GUNBOAT
WLG 783012001 .................................. PI

SPQR

MERcenaries - Thracian Warriors
WLG 152219009 .................................. PI

VICTORY AT SEA

BATTLE FOR THE PACIFIC
STARTER SET
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BISMARCK
WLG TBC7 ........................................ PI

HMS WARSpite
WLG TBC9 ........................................ PI

IMPERIAL JAPANESE NAVY FLEET
WLG 742411002 .................................. PI

KRIEGSMARINE FLEET
WLG 742411001 .................................. PI

ROYAL NAVY FLEET
WLG 742412001 .................................. PI

US NAVY FLEET
WLG 742412002 .................................. PI

USS IDAHO
WLG TBC6 ........................................ PI

YAMATO
WLG TBC8 ........................................ PI

WARLORDS OF EREHWON

OGRE BUTCHER
WLG TT-WOE-TROLL2 ................................ PI

OGRE FIREBREATHER
WLG TT-WOE-TROLL3 ................................ PI

OGRE HUNTRESS
WLG TT-WOE-TROLL1 ................................ PI

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Collect all 44 figures from City of Lost Omens, the newest set of Pathfinder Battles miniatures including classic monsters and heroes from new concept art for the Pathfinder RPG! Scheduled to ship in June 2020. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

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PATHFINDER BATTLES: CITY OF LOST OMENS PREMIUM FIGURE

ADULT RED & BLACK DRAGONS

This fantastic City of Lost Omens Case Incentive contains two beautiful display pieces that stand several inches tall and dwarf the other miniatures in the Pathfinder Battles: City of Lost Omens set. These premium figures are incredible for players who need huge adversaries in their adventures! Contains 1x Adult Red Dragon and 1x Adult Black Dragon. Scheduled to ship in June 2020.

WZK 97502 ................................ $59.99

PATHFINDER BATTLES: THIEVES GUILD PREMIUM SET

Includes everything you need to bring the home of Pathfinder’s shadiest Guild to life! With trapdoor, training dummies, tools, and loot stashes, the Pathfinder Battles: Thieves Guild Premium Set is one of the best ways to add to your Pathfinder play experience, or to just enhance a scene for your players. With over 15 pieces to decorate the Guild, customizing it for the perfect guild setting couldn’t be easier. Scheduled to ship in June 2020.

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SEEDERS FROM SEREIS: EXODUS
The hit sci-fi game now in English for the first time! An unknown force threatens Earth. You must design an ark to escape to the stars! Draft cards to lay the foundation for your ark. Negotiate to gain the best locations, items, and personnel. Take advantage of complex interactions. Create the colony ship that will be humanity's last hope! Scheduled to ship in May 2020.
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YEN PRESS

DELICIOUS IN DUNGEON
VOL. 01 GN
When young adventurer Laios and his company are attacked and soundly thrashed by a dragon deep in a dungeon, the party loses all its money and provisions. They're eager to get right back to it, but there's just one problem: if they set out with no food or coin to speak of, they're sure to eat it on the way! But Laios comes up with a brilliant idea: “Let’s eat the monsters!” Slimes, basilisks, mimics, and even dragons... none are safe from the appetites of these dungeon-crawling gourmands!
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THE DEMON FINN BALOR WZK 73922....$7.99
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SEEDERS FROM SEREIS: EXODUS
The hit sci-fi game now in English for the first time! An unknown force threatens Earth. You must design an ark to escape to the stars! Draft cards to lay the foundation for your ark. Negotiate to gain the best locations, items, and personnel. Take advantage of complex interactions. Create the colony ship that will be humanity's last hope! Scheduled to ship in May 2020.
WZK 87504..............................................$74.99

YEN PRESS

PANDEMIC: HOT ZONE - NORTH AMERICA (STAND ALONE)
In Pandemic: Hot Zone - North America, players work together against the game to discover cures for three deadly diseases that threaten the continent. Scheduled to ship in May 2020.
ZMG ZM7141...........................................$19.99
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SPONSORED BY
Sledge and Coydog, orkish boyfriend and even girlfriend, walked hand-in-hand through the upscale mall. Their shadowrunner-couture outfits — all leather, denim, and barely-hidden armor — and Sledge’s mean-mug face kept anyone from slinging any overt metaracism their way.

The pair had tailed their targets in peace. They were headhunting, snagging a researcher to take from one megacorp to another.

With every step, Sledge’s mind worked. Street samurai were a special breed. Everywhere his cyberoptics scanned today, he saw weakness, slowness, and softness. Not one citizen had been carrying firepower, only three lame corp-kid “rebels” had even had knives on them, and every uniformed guard carried just a mid-caliber automatic.

Every person Sledge saw, he played out a fight, a chess match, in his head. He felt pretty sure he could kill every motherfragger in this mall if he had to.

Except maybe them; their extraction target’s security detail. Saeder-Krupp, a global titan led by global dragon, did not half-hoop it when it came to security.

Sledge had reconnoitered, though, and prepared to chess-match against each of the five. He knew how they’d all move. The biggest man had cyberspur ports but a slight limp. The woman moved with the herky-jerky that came with a recent speed upgrade. Their elven man had a few fine, distinctive facial scars; common signs of fingertip razors. Another man looked faintly out of place in the team, a half-step off-piste from the rest of the squad. New transfer? Mage? Both?

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Finally, their sellout ork moved with a fluidity that worried Sledge. All day, he hadn’t made out any chrome at all on the last two, nor spotted any tell-tale surgical scars.

The group and their researcher stepped into an elevator, all brushed steel and glass. Sledge and Coydog stopped holding hands to double-time it and stay on-target, then the team comms and Coydog stopped holding hands to double-time it and stay on-target, then the team comms and Coydog stopped holding hands to double-time it and stay on-target, then the team comms rippled with the go-order.

Breath.

The elevator doors opened. Everyone’s eyes met. Coydog smiled and waved. Sledge triggered his reflexes.

Geek the mage first, that’s the queen. Sledge’s palmed Streetline Special led the way, and a shot to the forehead — a gel round from his lucky all-polymer holodot — dropped the Maybe Mage security man like he’d been poleaxed.

Next, take out one of the knights. Sledge drove the little handgun into Twitchy the Too-Quick’s belly before she could trigger her speed, pinning her against the wall as he emptied the magazine till she fell, writhing.

His initial stance blocked the others so Coydog could get the target out of the elevator and start hustling the “king” to safety, but then the melee began in earnest. He had to keep his cyberarms close to protect his most fragile, least augmented body part — his head. He ate a few fists, blocked a blade, then launched a low roundhouse kick that wrecked the bad knee of Cyberspur Guy — the other knight — followed by a brutal twelve-to-six elbow, cyberarm-lethal, that brained him.

Sledge swung on the other ork, but the bodyguard slipped it, sidestepped, and closed on him in a tangle of arms, a too-tight, too-clean, too-sudden embrace.

Drek. Grappling wasn’t Sledge’s forte, but he knew good Jiu-Jitsu when he saw it.

Too-Quick tried to get to his feet, so Sledge kicked off her to keep her down and throw himself against the wall, smashing the grapper on his back and spiderwebbing the security glass. The enemy rook, Scarface The Elf, slashed in a flurry, despite Sledge’s roaring push-kick to buy space. A red death of a dozen cuts was promised in the elf’s nimble fingertips as he swiped again and again. Sledge dropped his choke defense to return the favor with a proper cyberspur, and thirty centimeters of mono-edged murder swiped forth from his cyberarm. The elf fell, holding in his guts.

Their bishop, the grapper — had to be an adept, he was too strong to be unaugmented, too smooth to be chipped, too calm to be mundane — almost locked Sledge in a near-naked choke, and the only thing that saved the samurai was pure orkishness. The adept had the big arms and meaty hands common to homo sapien robustus, and Sledge had the distinctive jawline and powerfully muscled neck, plus his armor-plated shoulders to help out his just-enough training; the bodyguard couldn’t get a proper blood-choke going, so Sledge had the chance to gasp and fight back.

He rammed them back against the cracked glass again, trying to dislodge his assailant. No luck. The adept had him in check and kept fighting for position. Eventually he’d twist Sledge to pieces, checkmate, unless the samurai did something truly unexpected.

Sledge grabbed the bodyguard’s choking arm with both of his cyberhands, then sent them a lock lock lock mental command. He hurled himself with both legs, and body-slammed both of them through the weakened glass and out the side of the elevator. It was only a two-story fall, right?

Flipping the game board.

Russell Zimmerman is a chromed-up word-merc who quickdraws keyboards for whoever’s paying. When he’s not slinging fiction around as an RPG freelancer, he’s gaming on podcasts and Twitch-streams, doing work with his own tiny company Wordsmith Games, or whipping up a story for his Patreon backers!
TIME STORIES REVOLUTION

TS10 | $24.99 | Experience
TS11 | $34.99 | The Hadal Project

The future is rarely set in stone. Actions you take can change the course history and set you on a completely different path. Something as insignificant as missing a bus, or turning right instead of left can reverberate in your life in a way that's impossible to measure. With the creation of the TIME Agency, the past was no longer set in stone either. New technology allowed specially trained agents to return to previous time periods and inhabit the bodies of receptacles; people who lived in that time period. Their mission has always been to maintain and restore the timeline and avoid any cataclysmic problems within the continuum. For a time, that mission was successful, but all that has changed.

During the white cycle of the TIME Agency, agents were sent back to an asylum in France in the 1920s, they had to save a young child in a small American town in the 1990s, and even ventured to the North Pole in their efforts to keep the world safe. However, all that came to an end when they were attacked. The space station where they based their missions from completely disappeared into a temporal vortex. It just ceased to exist. Everything was lost. Well, almost everything.

TIME Stories Revolution is the new series of adventures existing in the same timeline. Space Cowboys had a deliberate goal with Revolution, to make it easier to introduce to new players and to eliminate the need for a base game. While the white cycle required players to own the base game and rewarded you for playing the scenarios in order, the adventures in the Revolution cycle are all standalone and can be experienced in any order.
The very first scenario is *The Hadal Project*. You take on the role of some of the few remaining agents of TIME. Together, you have regrouped on a hidden island using 22nd century technology coupled with a strange new resource known as Azrak. This substance is injected directly before a mission and can serve to strengthen the link between you and the receptacle you inhabit. The setting and your techniques may have changed, but the mission remains the same.

In *The Hadal Project*, you must travel to the year 2099 where a seemingly unstoppable virus is sweeping across the world. It seems no one is immune to the disease and the only hope lies far below the surface of the sea. The brilliant Dr. Magnus and his team have taken refuge in an underwater lab where they’re on the brink of finding a cure. However, their research has stalled and according to the quantum analysis, he very well might fail. It’s up to you to make sure that doesn’t happen. No pressure, or anything.

If you’re familiar with *TIME Stories*, you’ll recognize its storytelling and gameplay through the panoramic displays of the various locations that you visit.

During the Time Captain phase, you choose where you want to go and display the location. Cards are laid out depicting a room or landscape that you’re visiting. Each card is labeled A, B, C, and so on, with the A card always containing a description of what everyone sees as they enter the new location. Gone are the board and the player tokens. You can just take the card you want to look at and read the back for more information. This takes place during the Discovery phase. You examine the card you want to visit and then through ‘telepathy’ you can recount what you saw or what occurred to the other agents. Some cards may allow you to perform actions. This can include initiating a test, exploring further, or standing by to support your fellow agents.

Tests generally challenge the skills of the receptacle that you’re in, such as your technology knowledge, your dexterity, or your strength. You can boost your stats in a category by spending Azrak, or a different agent can support you if they are standing nearby with no story card in front of them. You then reveal a Destiny card which has a modifier that will determine your final skill level and whether or not you’re successful. If you meet or exceed its level, you take the indicated item or reward.

In working with *TIME Stories* designer Manuel Rozoy and *The Hadal Project* designers Melissa and Kevin Delp, Space Cowboys wanted to make a game that anyone could play. They wanted to continue to create *TIME Stories* scenarios, but remove the barrier to entry. By removing the base game, streamlining the rules, and rebooting the storyline, the Revolution cycle is a great entry point for anyone looking to experience the game without making a huge commitment.

Speaking of experience, launching at the same time as *The Hadal Project* is *TIME Stories Revolution Experience*. This works as a companion to the Revolution cycle, filling the gaps in the story between the white cycle and adding a level of continuity to your adventures. If you play with *Experience*, you choose one of four agents to represent you. You will be that same character every time you play. At the end of each mission that you complete, you perform a Mission Return which is broken into four phases.

During Recruitment, cards you gained on the mission with the XP logo (usually new recruits) can be added to the Agency List increasing proficiency in a skill. During the Threat phase, you must draw Threat cards based on the current threat level. These threats must be resolved before moving on the next phase, sometimes resulting in lingering weaknesses. During the Personal Management phase, you spend Azrak on acquiring new skills and ridding yourself of any weaknesses you might have gained. Finally, during the Chronology you scan the QR code on the card of the mission you just completed and simply follow the instructions. This gives you more information on the over-arching story of the Revolution cycle.

Manuel Rozoy and Space Cowboys changed the gaming landscape with the revolutionary *TIME Stories*. With the Revolution cycle, they continue that innovative storyline in an all new and accessible way. If you’re looking for a way to save the universe with a few close friends, *The Hadal Project* and *TIME Stories Experience* will be arriving in your FLGS soon!

By Sean Jacquemain
The Locke & Key series, created by Joe Hill and Gabriel Rodriguez, is one of IDW’s most popular and critically acclaimed book franchises. With a Netflix adaptation set to premiere in early 2020, IDW Games renewed its efforts to bring the right Locke & Key game to the tabletop. They envisioned a game that was easy to produce, simple enough for new fans and new gamers, but also complex enough for veterans of the comics and tabletop games. When IDW approached me about designing such a game, I knew it would be a challenge, but one I was excited to tackle!

While I had heard Locke & Key was phenomenal, I had never gotten around to reading them. I figured if I had a good game idea after reading, I’d work on it; if not, then I’d have read a comic series I’ve been meaning to for a while. Win-win! I binged all the comics in two days and loved them. About halfway through, I had an inkling the theme could shine as a social deduction game. I kept some notes as I read, mostly moments I wanted to make sure the game called back to. With all that in mind, I finished the comics and roughed out a first draft of the game. I’m still a little surprised, but that initial version of the game is remarkably similar to the final product!

A brief overview of how the game plays: players begin the game randomly assigned a Secret ID that tells them which team they are on, Human or Demon, and how their team wins. Each turn, one player is designated the Leader, who selects a location for the turn and chooses other players to join them. The other players chosen (not the Leader) add a single card from their hand to a pile, then add the top card of the deck. The Leader looks at these cards and chooses one to “unlock” the location. Each location has two abilities on it: one tied to a specific key by name, one tied to a card suit. If the Leader chooses a key that matches either of those effects, the Leader resolves that effect; otherwise, all players on the Adventure lose a health. It’s a game all about who you can trust.

I’ve had other designs that have changed a dozen times before I figured out the core systems, and then still had huge revisions after that. It was refreshing to work on a design that was all about streamlining and highlighting the core of what already worked! I want to walk through a few of these iterations that took the game from a fine initial design to something I feel is pretty special.

Early versions had much more of the big, flashy abilities on the key cards themselves. While this allowed the keys to feel unique, it also meant there were clunky action windows and a lot of reading in secret. This should be a quick and very social game! I simplified the
key cards to have just one ability each and put the reading-intensive effects on the locations, making it easy for players to re-read and double check their options.

I really enjoyed tweaking and improving the big, flashy effects of getting an exact match of key and location. I found inspiration as often as possible in the events of the comic. One of my greatest joys is seeing a player flip over a new location, read and understand the ability, and gasp in surprise and excitement at the possibility of getting to do that fun thing!

For a while the two victory locations, the Wellhouse and Black Door, appeared on separate location cards. It led to some very imbalanced situations where one team would discover their location very early while the other just never found their spot. Eventually I combined them onto one location, so when you flipped that card everyone was on the edge of their seat.

Just having the victory locations on the same card didn’t end up being enough, though. With it hidden like all the rest, players sometimes took forever to find it or would stumble into it on the first or second turn. Even worse, sometimes you would stumble into it AND the top card of the deck (secretly added to your pool of choices) would happen to be one of the matching keys, leading to a quick and unsatisfying ending.

I decided to make the victory location “locked” and obvious from the beginning of the game. The game can still end quickly, plans can still be ruined by the top of the deck, but players now have a choice to risk ending the game rather than the game ambushing them.

One of the last additions to the game was the Courage Track. In earlier versions of the game, players often didn’t care who they brought on adventures. It just wasn’t an interesting decision. I thought it might be interesting to penalize the Humans for not trusting people and leaving them out. I like that this feels thematic and encourages more players interacting with the turn. However, I didn’t want the Leader to automatically bring every player on every adventure. To combat that issue, I changed some keys to have “FORCED” abilities that require the Leader to pick that key, even if it’s not what they want. Now if players bring everyone on the adventure to avoid losing Courage they run the risk of the opposing team throwing in a “FORCED” key and sabotaging the turn.

My hope for the game is that I’ve captured some of the emotions of reading the Locke & Key comics: the sense of building dread and distrust, the acceleration towards redemption or doom, and the thrill of secrets finally revealed!

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Neil Kimball is a game designer and developer. This is his first published game and it has been an immense pleasure working with IDW Games. Neil hopes you enjoyed this glimpse into his journey with the game design. Look for IDW Games’ Locke & Key: Shadow of Doubt to release in Q3 of 2020.

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Stamp collecting: The most dangerous game. These unassuming hobbyists are polite on the surface, but truly cunning strategists underneath. Featuring colorful animal art and simple symbology, Stampede plays quickly and elegantly as players plan strategic moves to complete their stamp collections before their opponents.

**AN ELEGANT COLLECTION**
Each of the 9 different animal stamp cards gives you a different action when played. These actions allow you to swap cards between your collection and your hand, search for the best trades at the exchange, and swap stamps with your opponents at just the right moment to complete your collection. Your goal is to collect 5 of the same animal stamp or one of each in order to stamp out the competition.

Stampede features straightforward, simple mechanics — each turn, after playing a card and fully resolving its action, you always end with exactly 3 cards in your hand, and one more card in your collection. The swap actions are each represented with clear, intuitive icons, so picking it up will be a breeze, and you can make sure you’re resolving the moves correctly, even when the stamps are flying. With its simplicity, Stampede is easy to toss in a bag and bring along on a journey, or introduce to new friends and family for simple yet strategic play.

Game designer Jeroen Geenen spent years refining the symbology used in Stampede to ensure clarity across players of many languages, abilities, and experiences. The complexity builds through the game, so it’s easy to pick up during your first turns and strategize your way to victory as your collection grows, and you find your opportunity to pounce.

But don’t think that Stampede is a pushover — there’s rich complexity hidden beneath the brightly-colored surface. You’ll have to think a few moves ahead to plan your swaps without giving away your plan, and always keep an eye on your opponents to make sure they don’t complete their stamp collection first.

**STAMP OUT THE COMPETITION**
One key to success in this stamp or be stamped world is to keep an eye on your opponents’ card backs. Unlike other card games, where every card back matches, in Stampede, you get valuable information about which cards your opponents might have, and what might be on the top of the deck. Each card back displays two different animals — one of which matches card front. You can use this information to prepare for your opponent’s next moves, to figure out who might have the card you need, or to figure out who might be a turn away from winning. By narrowing down the possibilities of what might be in your opponent’s hands, Stampede adds entirely new avenues of strategy and planning.

A 2-player game is a tense head-to-head experience: when your card allows you to swap with an opponent, you only have one choice. You’ll have to carefully time your swaps against what your opponent has in their collection, what they might have in their hand, and what you think they’ll have next. If the player is getting close to a full set of 9 animals, you will have to play defense, preventing them from getting the cards they need, while also playing offense, grabbing the final cards you’re looking for. Luckily, many of the actions give clever players the opportunity to do both. But don’t get too focused on just your and your opponent’s cards — it can be dangerous to leave certain animals unattended in the Exchange!

With more players (Stampede plays up to 6), you’ll have a wider variety of stamps to trade with, but so will your competitors. With a lucky draw or carefully planned chain of exchanges, your opponents could be completing their collection faster than expected. Keep an eye on their hands and especially watch out for players collecting Lions — this card lets you swap one card in your collection with one card in another player’s collection, and is the most direct, aggressive method of claiming cards in the game. Left unchecked, this is a fast way to gather your own pride of Lions and claim victory.

**BGX 2020 EXCLUSIVE PRE-RELEASE**
Stampede will be part of the inaugural Board Game Expo event on April 4, 2020. Stop in at a participating store for a day full of pre-releases, exclusive promos, and community. Demo Stampede a full month before its official May release and be the first to pick up your copy. If you missed the day-of event on April 4th you still have time! Participating stores have exclusive availability during the month of April.

**ADD STAMPEDE TO YOUR COLLECTION TODAY**
Quick to play, Stampede is an easy choice to for lunchtime play, carrying along to a game night, or introducing new gamers to the hobby. Look for Stampede is Spring 2020 and complete your collection today!
Countless new ways to achieve victories!

- 24 New Leader Cards
- 16 New Wonder Cards
- 19 New Military Cards
- 6 Additional Action Cards
- 20 Rebalanced Cards and more...
Oceans
is one of the most anticipated board games of 2020. With over 120 unique works of art, 40 scenarios cards, and 110 trait cards, Oceans is the most ambitious project North Star Games has ever tackled. Over 1,300 outside playtest groups were used to balance the game, helping ensure it has the staying power to live up to the hype.

ARTWORK
Oceans features original watercolors by world renown nature artist Catherine Hamilton. When Catherine isn’t flying across the globe to give lectures to environmentalists or guide photographers in the Galapagos, she can be found in her studio painting fantastic creatures for the Evolution series.

THEME
Oceans depicts the world known to science near the ocean’s surface, and the mysteries lurking in the Earth’s deepest unexplored regions. Enter a vast, underwater cosmos: a mysterious interconnected world of sharp teeth, glowing eyes, and black ink, where your survival depends on your ability to adapt to the unknown.

...and even bigger than apex predators are the enormous filter feeders that gently swim through the ocean scooping up everything in their path with their baleen.

But there is more, if you are willing to dive deeper...

Oceans includes a deck of 100 unique cards to be discovered over the course of many games called The Deep. These powerful cards break the seams of the reality you’ve come to accept, ranging from astonishing things found in nature, to the fantastical Kraken or Leviathan. Every illustration in the Deep is unique.
THE EVOLUTION SERIES

Oceans is a stand-alone game in the Evolution series, but it is a vast departure from other games in the series. The turn structure has been simplified, the game play is more forgiving, and the web of interconnections has increased dramatically. Whereas Evolution has the feeling of a traditional card battle game, Oceans has the feel of an engine builder where everything is interconnected.

OCEANS GAMEPLAY

Oceans is an interactive engine builder, where players evolve their species in a continually changing ecosystem. Players must adapt their interconnected ecosystem to survive against the inevitable march of time, and a multitude of predators looking for food.

During the first half of the game, players use traits from a deck of Surface cards to modify their species. With only 12 Surface traits, it’s easy to wade effortlessly into your first game. These traits were shaped by Brian O’Neill, a professor of marine biology. They create an ecosystem that roughly mimics what you’d find at the ocean’s surface, bringing stability to the game environment.

During the second half of the game, player use power cards from The Deep to disrupt the stability. With over 100 unique traits, players will slowly discover these power cards over the course of 20+ games. These traits were designed by a former professional Magic player to evoke wonder and disbelief.

Additionally, there are 2 randomly chosen scenario cards that activate (and sometimes deactivate) at various points during the game. The scenario cards impact the basic tenets of gameplay, encouraging people to vary their play style and strategy each game.

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I’ve got to say, this is AMAZING! I’m going to call it right now, at the end of 2020, this is going to make a ton of top 10 lists.

- Rahdo Runs Through It
You think you are multitasking... But are you really??
Game designer Julien Sentis discussed this during an evening with friends, and it gave him the idea of designing a game where players would have to manage multiple pieces of information at the same time. Montreal-based publisher Scorpion Masqué, in the final stages of preparation for the release of Decrypto and Zombie Kidz: Evolution, which would become two of their greatest successes, fell instantly in love with this crazy concept!

MULTITASKING
Stay Cool is anchored firmly in the ‘party game’ tradition: 18 seconds of rules explanations, followed by prolonged bouts of laughter! You’re not being asked to do anything complicated... you’re just being asked to do it all at the same time! Quickly answer very simple questions asked by the player on your right, while answering questions from the player on your left by ‘writing’ them using letter dice, while keeping an eye on the sand timer to make sure to flip it at the right moment! See? Nothing could be simpler.

Actually, doing these three things at the same time will turn your brain into a pretzel, and you run the risk of not being able to remember your own phone number, or how to spell your mother’s name!

MULTI-LEVEL
Scorpion Masqué has a well-earned reputation in the French-language segment of the game industry for publishing successful party games, and their tireless work on Stay Cool has ensured that this game delivers a unique, intense, and addictive experience. The development of Stay Cool resulted in a 3-round structure, with each round adding another layer of difficulty to the original challenge. In the first round, the Active Player, the one who is being bombarded with questions, is allotted four 30-second sand-timers (which another player flips when it has run out) to answer as many questions as they can. In the second round, the Active Player must keep their eye on the timer themselves and give the order to flip it BEFORE the sand has run out! If they forget, or do it too late, their turn ends abruptly. The third and final round works the same way as the previous one, except the timer is now hidden from the Active Player by the game box, meaning that on top of everything else, they now have to mentally estimate the amount of time elapsed before giving the order to flip the timer!

This progression creates a gradual building of tension in Stay Cool which, ultimately, explodes in howls of laughter.

There’s a good chance that you’ll finish your game feeling like your brain is melting, but you’re sure to have a smile on your face. Stay Cool provides an intense and unforgettable gaming experience, which appeals to dedicated gamers and casual players alike.

MULTI-QUESTION
In order to ensure that Stay Cool remains a unique experience, Scorpion Masqué tripled the number of questions originally proposed by the designer, Julien Sentis. The game is now made up of 1,500 unique questions.

“The extensive playtesting process that Stay Cool went through helped us understand that although getting players’ brains to work in three different ways was funny, getting them to work across their different mental spheres was hilarious. You could be asked to place three very similar words in alphabetical order, then to name the capital of Spain, and finally to remember the most wonderful Christmas present you ever received! It’s like we’re playing ping-pong inside your head! Adding extra spice to the mix, we even threw in some dexterity challenges with the dice to make sure we keep your hands busy!”

- Christian Lemay, Publisher, Scorpion Masqué.

This leaping from one sphere to another creates moments during a game of Stay Cool, in which the Active Player freezes up, finally unable to process the range of information being thrown at them, resulting in gales of laughter from everyone else. Stay Cool is as much fun to watch as it is to play.

MULTI-SUCCESS
Stay Cool was an instant success when it was released in French early last year, Scorpion Masqué having already quickly sold through all of the pre-release copies it had brought to the Cannes Game Festival. The first print-run flew off retailers’ shelves in less than two months, and the second print-run proved insufficient to fully satisfy demand over the Christmas period.

Scorpion Masqué and IELLO USA are very proud and excited to bring you Stay Cool, a party game like no other.
HUES AND CUES
A GUESSING GAME OF COLORS AND CLUES

Everyone imagines colors a bit differently. What hue do you think of when we say “apple”?

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Since its release in 2018, Disney Villainous has sold over 800,000 copies worldwide and has been praised by gamers and Disney fans alike. Each expandalone offers new riffs on clean, asymmetric gameplay and introduces new characters with unique story-based victory conditions and strategies. To win, players must be the first to complete their Disney Villain’s objective. With the addition of Disney Villainous: Perfectly Wretched, players can choose from 15 Villains to mix and match, now including Cruella De Vil, Pete, and Mother Gothel. In this article, we’ll cover each villain’s objective and share tips for achieving victory with each!

**CRUELLA DE VIL**

The terrible Cruella De Vil! As Cruella, you’ll need to add puppies to your realm, then captures them. Cruella’s allies, Horace and Jasper, both capture puppies. When Cruella starts her turn with 99 captured puppies, she wins!

When playing Cruella, you must plan out your moves and deduce where puppies might appear. Puppies are represented by twelve puppy tokens. Each token is linked to a specific location in Cruella’s realm, with an even distribution of puppies across the board.

If you see lots of pups appearing in Hell Hall and the Countryside, you’ll know to prepare for upcoming puppy captures in the Milk Farm and Radcliffe House! This will cut down how many turns it’ll take to capture puppies and take home the victory.

Horace and Jasper are Cruella’s only allies and are key to her victory. Cards like **You Idiots!**, **Fireplace Poker**, and **Telephone** will be key to playing them quickly and keeping them in play.

**PETE**

Pete achieves victory by fulfilling four goals, a mechanic unique to Pete. At the start of each game, four of five goal tokens are randomly selected and placed on the locations in Pete’s realm. Goals may require Pete to gather power, allies, items, or fulfill another requirement at that specific location. When a goal is completed, Pete reveals it and removes the token from his board.

A helpful strategy when playing Pete is to check if two goals can blend together easily; you may be able to complete multiple goals in quick succession by moving allies and item strategically. Think through your options and how you might get closer to completing each goal in during your turns. Remember you can complete goals in any order; spreading out your focus may make you seem less conspicuous to your opponents.

While Pete can look at his goals anytime, some Fate cards like **Goofy** and **Clarabelle Cow** allow opponents to reveal them or switch his goals around, forcing you to adapt or abandon your plans. **Mickey Mouse** prevents Pete from completing goals altogether while in play. Luckily, Pete has plenty of allies and condition cards to help get rid of pesky heroes.

**MOTHER GOTHEL**

Mother Gothel wants to gain Rapunzel’s trust so she can use Rapunzel’s powers for herself. To gain trust in Villainous, Gothel plays cards to keep Rapunzel away from Corona—a location in Gothel’s realm. Rapunzel is always present during the game and is represented by a card-size game tile. She moves one location closer towards Corona at the end of each turn. When Rapunzel is vanquished, she goes back to her lonely Tower. If she does make it to Corona, you lose some of the precious trust you’ve worked so hard to gain.

Playing Mother Gothel is like a game off tug-of-war; as Rapunzel moves toward Corona, you must reel her back into her tower. Consider what actions you have available to ensure you can make the most out of your turns. Since Rapunzel is always present, you will be blocked from actions on her location every turn. **Royal Guard** cards, relatively inexpensive allies, can be an easy way to guide Rapunzel back to her tower and unblock valuable actions.

All characters in Perfectly Wretched take careful planning to play successfully but are a blast to play. Each character seamlessly blends theme and mechanics, making you truly feel as if you’re a villain attempting to complete nefarious goals. Whether you’re chasing down puppies, battling to complete Pete’s goals, or trying to keep Rapunzel in her tower, Perfectly Wretched doesn’t disappoint. It’s a perfect expansion for those whose wretched hearts are already taken with the game.

Sam Smith is a boardgame connoisseur, strategist, and designer currently producing Villainous strategy guide videos! He lives with his wife in the Pacific Northwest, where he grew up. Check out his strategies and other work at Lord of the Board on Twitter, Instagram and YouTube: [http://bit.ly/LordoftheBoard](http://bit.ly/LordoftheBoard)
Plant a stunning succulent greenhouse by designing gardens and completing projects
- Compete against other horticulturists and their ambitious plans
- Optimize every turn to become your community’s premier succulent gardener!

WHO HAS THE Greenest Thumb?

AVAILABLE MAY 2020

MSRP $45  Ages 10+  2-4 Players  45-60 min
Welcome to the latest “episode” of Painting Happy Lil Minis in Game Trade Magazine. Each month, Dave will provide us with a look at a particular painting technique, how to apply that technique to a particular color, and maybe even an additional technique to take your paintjobs to the next level.

You can also see Dave painting live each week on our Game Trade Media Facebook page — Thursdays at 2pm EST. Dave is joined by Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

WHAT IS CONVERTING?

We all love to buy fantastic looking miniatures that are ready to be assembled and painted (or possibly even already assembled for us out of the box). Sometimes, however, there are times when we really want to change a weapon, swap a head, or create something truly unique to our collection. That’s “converting”.

Sometimes your conversion will take the form of putting together parts from a variety of different kits, such as the model to the right. In the top photo the pieces to the left of the base are from the Adeptus Mechanicus range from Games Workshop, while those to the right are from their Genestealer Cult range. By combining these parts I’ve created a cool character that could fit into a number of different settings (but most probably as an enigmatic bounty hunter). This kind of approach is called “kitbashing”, where parts of different kits are literally bashed together.

As conversions typically require cutting, slicing, and scraping, it is important to start with some good tools. To the right you can see my basic conversion tool collection: a hobby knife, a pair of clippers (AKA side cutters), and a razor saw (very sharp teeth on a very thin blade).

On the opposite page you can see a step-by-step of a conversion that I have done for my Warcry warband (and my Warhammer: Age of Sigmar army) where I have taken a second Dominar (the leader of the Iron Golems) and reposed him to create a model that will work either as a Dominar in my AOS army, or as a Prefector in my Warcry warband. This is a more advanced conversion as it requires the use of a two-part epoxy putty, greenstuff.
As my Warcry warband began to grow, I knew that I wanted to add a second Ogor Breacher. Rather than simply use the same model, I decided to undertake a more extensive conversion project. A big hammer would definitely fit the theme of the Iron Golem warband so, after cutting off the hand weapons of the original Ogor model, I attached the hammer head to the haft of the standard that is usually carried by the Signifier. I then glued the haft of the weapon to the wrists of the Ogor, and used greensuff to crudely sculpt replacement hands. Then I used brownsuff (a putty that cures harder and is better for sharp corners) to create the gauntlets. Finally, I sculpted a new mask and trimmed the helmet spikes.

Start by gathering together all the parts you will need for your conversion and clean off any mold lines.

Assemble the first pieces to get the initial stages completed.

Carefully use your razor saw (or hobby knife) to make any cuts that you need.

Check the new positioning of any parts, and when you are satisfied, glue the in place and leave them to dry.

Use some modeling putty (in this case, greensuff) to fill any gaps that you might have and rebuild any pieces as needed.

Once the putty has cured, glue together the remaining pieces and marvel at the unique model you have created!

ELABORATE CONVERSIONS

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.
I’m not sure how much overlap there is between the world of hobby microbrewing and hobby board gaming, but wherever that intersection is, Greater Than Games clearly lives there. Homebrewers is a relatively straightforward dice and action management game, elevated by its unshakable commitment to its theme. As a parody of the microbrew revolution and the craft beer community, it clearly comes from people who know their hops from a hole in the ground, and are willing to laugh at themselves and their hobby. Both of them.

You begin a game by picking out one of the fully fleshed-out homebrewers, whom you will be guiding through the spring brewing season and Summerfest competition, then into the final scoring of Oktoberfest. Each character, in addition to their backstory, has a special ability that you can pay to use, such as an optional extra action die, a more efficient keg, access to extra flavors, or extra quality on even your worst brew.

A round begins with each player rolling their three action dice. Each die has the same six faces, indicating the actions you can take for that round. This can be sanitizing your equipment to brew with, taking grain, taking or using a flavor card (printed twice), brewing, or using the calendar event for the month. You don’t get to reroll…unless you rolled three of the same action. But, you can also trade any of your dice with any other player, as well as paying money to manipulate your dice — $1 lets you change a die to any face you want. $3 lets you take a single additional action. And, if you don’t want the action on a die and can’t trade it, you can sell it for $2.

Each brewer has 4 different recipe buckets, one each for ale, porter, stout, and IPA. If you take a grain, you put it on one of these buckets in preparation for brewing. When you take a flavor card, you get one of the 4 faceup flavors from the pool, which you can then add to one of your recipes later when you go to use the card. Brewing allows you to take the grain from a recipe bucket and brew that flavor of beer… but you then flip the grain token into trub, and it adds to the amount of mess you need to sanitize. The cleaner you keep your garage, the better quality your beer will be when you brew. Too much trub, and you can’t brew at all until you finally clean it up. The calendar action changes each month, including offering a bonus that you can get if you cough up $2 when you do it.

When you brew, you add your beer’s quality to your standing on that recipe’s track. But you also get special benefits from the flavors in that beer — they might make it a higher quality, or give you a cash bonus, or even add to your standing on a different beer’s track. And since you get the benefits of each flavor, it pays to stack them up – brewing a fantastic smoked raspberry pear caramel coriander IPA, for example (all organic, of course). During the two competitions, Summerfest and Oktoberfest, you’ll gain victory points based on your standing on each recipe’s track in relation to the other players. If you’re on a track at all, you’ll get an honorable mention no matter what, so it pays to have brewed each recipe at least once. Finally, there are four judges’ criteria that you can score bonus points for having met, such as recipes having at least one of each kind of flavor (fruity, sweet, savory), or having 4 of a single type of flavor among all your recipes.

As an action management game, Homebrewers is all about maximizing your value, and if it were only that, it wouldn’t be nearly so compelling. But the game is absolutely committed to its theme, from the character powers matching up to their backstories, to the ridiculous flavor combinations that you just can’t help but taste in your imagination. The action economy is tight, and you will always feel pressure to do more things than your dice will let you.

The art is very cute, and the component quality is top notch. Mechanically, Homebrewers isn’t going to set the world of Euro-style dice games on fire. But it’s not trying to. It’s getting you to sit down with some friends and have fun over a 6-pack of overpriced microbrew and engage in the endearing quirks of a niche hobby, and in that, it unquestionably succeeds. Am I referring to board gaming or homebrewing? Yes. Yes, I am.

Eric is your friend, and friends wouldn’t let you play bad games.
Lights Out!

Shadowrunners are not the only people who know the benefits of working in the dark. All sorts of dirty deeds are about to take place where they cannot be seen. Several cities across the UCAS will go dark, losing power with no clear way to get it back. The ensuing chaos will reshape the nation and the whole world—and provide lots of shadow work for those who can handle it.

Cutting Black is a plot book with the background and fallout of this blackout, and 30 Nights is a campaign book taking runners through a full month in blacked-out Toronto. Together, these books plunge players into a new kind of action, as the Sixth World tears itself down and struggles to see what will emerge from the wreckage.

Both books are available at game stores and catalystgamelabs.com!
This is a sequel game to the original Quest for El Dorado. Although it can stand on its own, you may combine it with the original game if you prefer, or there is an expansion called “The Quest for El Dorado: Heroes and Hexes.” So, there are lots of fun ways to change this game up! For our review, we played this game as the standalone version.

Players are adventurers who have reach the land of gold! You are working through one of the lost kingdoms in search of treasure! Once a player collects three gems and returns to the treasure room, they win! Sounds easy? Well, it requires a lot of skill to get through to the temples that hold these gems, and you have to play your cards just right to get there!

This game can play with up to four players, but it worked out really well with just the two of us because each player is given two playing pieces in their color that represents their adventurers. So, on your turn you are playing two people, not just one, and it works out very nicely.

What we loved about this game is that it’s a deck builder and board game in one! We are huge fans of deck building games so we were pleasantly surprised seeing that element in this game, as well as board movement.

SETUP

Setting up this game could potentially be different each time. There is a starting tile made up of 60 hex spaces, to which you “attach” three other tiles that have 37 hexes each, and then to those you are attaching three temples where the gems lie! For our first game we used the suggested first-time setup, but they also show you many different configurations you can use, as well as how to set it up with the other El Dorado games! On each temple you place 4 colored gems (we realized for a two-player game we only needed 2 in each temple). There are 8 guardian tokens that are shuffled and placed face down on spaces on the setup that are designated for them. Between the main board and the additional boards you place blockades, which act as borders that you cannot cross until you can complete the task indicated on them! There are four starting hexes on the main board that each player puts the adventurer on, and in our case, we had two of each of ours. Each player receives an expedition board to hold their cards, and also acts as a guide to the game turn – which was very nice. Then, like a deckbuilding game, we each received 8 starting cards in our hand. During the game you “spend” these cards to move around the board, or to buy more cards to build your deck.

Last, you set up the marketplace where there are 6 types of cards you can buy (3 of each kind). When one of the marketplace spaces is open you can then chose from 12 more types of cards to buy that are available (setup above the marketplace).

Whichever one you choose, you move that selection to the marketplace for the next player to also choose from.
The goal of using and buying cards is to get more powerful or useful cards to move you around the board, so you can get those gems!

**GAME PLAY**

Each player starts by drawing four cards to their hand. On each player’s turn there are three phases:

1. **Play cards from your hand.** You can play as many cards as you have, and you can use them to move and buy more cards from the marketplace. The hexes on the boards have symbols that match the symbols on your cards. You spend the cards to enable your adventurer to move to those adjacent spaces. The card you play must have at least the same amount of that symbol or more to move. You may, however, use any leftover symbols on that card to continue to move to another space, as long as the symbol and amount needed is available. What you cannot do is combine cards to move, so you hopefully have the right cards to move you toward the temples to get those gems! Sometimes while moving there are borders to cross. If you meet the need of the border (for example, losing your gold coins), you take that border and keep it in your play area. After moving, you can also use cards from your hand to buy a new card from the marketplace. Each card has a cost, and you use the appropriate cards from your hand to buy that card. When you buy a card, you cannot use it the same turn — it goes immediately into your discard pile. The goal is to buy cards that can move you around to where you want to go, but also to gain more money. Special ability cards can help you reach your goals faster, too! Another option is to not move or buy any cards (almost like forfeiting your turn), and instead you can collect one gold coin! There is a pile of gold coins in the marketplace to take from. Gold coins can be added to cards for purchasing later, and sometimes a task requires you to have a gold coin in order to do that. Basically, you are constantly planning what you need in order to get where you want to go! When you eventually reach one of the three temples, you take the gem from there and place it in your play area. Once you have managed to get all three gems, you then must head to the treasure chamber spot which signals game end. Everyone else takes a last turn and whoever makes it there wins — and of course there are tie breaking options, as well.

2. **Discard cards.** After you are done playing cards from your hand they are discarded. You may keep cards in your hand you have not used yet, or you may choose to discard any of those, too.

3. **Draw up to four cards as the last part of your turn, and then the next player goes!**

Another type of thing you can encounter is the guardians! If you land on a space adjacent to a guardian, it activates that guardian! You turn over the guardian token and do what it shows — for example, remove a card from your hand and take it out of the game. As you move away from the guardian, it is turned face down again until someone else lands adjacent to it. Guardians can be good or bad but change up the game here and there!

Something else to mention for a two-player game: Even if you get one of your adventurers to the treasure chamber and have all the gems, you also need to get your second one there to win!

We had such a great time playing this game! We loved the combination of deck building along with movement and goals to win. Now that we have played this one, we are thinking we better buy both the original and the expansion!

Please check our website and YouTube page for more great game reviews for 2 players!

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Jane and Phil love gaming, are best friends, and have been married since 2005 after meeting at a software conference at Disneyworld!

Jane and Phil
While I have a deep love for gaming, my first true love is comic books. Ever since I was a kid, there's just something about the mythos of a superhero with a secret identity I have always been drawn to. It's not surprising then, that superhero licensed games hit the sweet spot for me. Fantasy Flight Games has a license deal to make Marvel Comics games, which in the current climate translates essentially to a license to print money. Their latest offering into the foray is Marvel Champions, a living card game which allows 1-4 people to take on the role of their favorite Marvel superhero and battle villains in a fight straight out of comic books. The result is well-crafted experience enough editorial accuracy to keep even the most seasoned comic veteran coming back for one more game.

Opening the box for the first time gives you an idea of the scope involved for Marvel Champions. Two thick manuals, one for rules/deckbuilding and one for quick setup with the pre-constructed starter decks, half a dozen punch out cardboard items for life counters and tokens and piles of beautifully illustrated cards. Everything feels sturdy and made of exceptional quality, which is always a nice touch. Once everything is punched out and the wheel-based life counters snapped together, you are ready for the first game.

Setup can be complex for any LCG, but Marvel Champions makes the first couple games with the starter set simple, as it includes two starter decks already constructed in the form of Spider-Man and Captain Marvel, and a starter villain deck in the form of Rhino. Each hero deck comes with a character-specific challenge card that is shuffled into the villain deck. Each hero deck comes with a character card left in front of the player, one side with the superhero identity and one side with the secret identity; this is left out in front of the player, and the rest of the hero deck is shuffled. Each hero has a life total (set via life counter) and starting hand size drawn from their deck.

Gameplay is the strongest part of Marvel Champions. Each turn, the heroes go first and can play some or all the cards in hand for a variety of effects; each card has both a cost to play and a resource type and amount in the lower left corner of the card. If the active player wants to play a card with a cost of 3 for example, he would discard any number of cards that have a combined total of resources equal to 3. Hero cards can encompass allies, equipment, or locations that are left in play and can be activated every turn, or one-use cards that trigger something one time and then are discarded. Each turn a hero can also choose to either put on the mask e.g. flip the character card from the secret identity side to the hero side or vice versa, but only once per turn. As both the secret identity and hero sides have different abilities as well as which side is up dictates what the villain does there's a layer of strategy involved each turn.

The villain on his turn will either attack a visible hero, or scheme if the hero is in secret identity form. When a villain schemes, he puts “scheme points” on a special card set next to him during setup. If a certain number of scheme points is placed on the scheme card, all heroes lose. If the villain defeats all heroes in play, all heroes lose. In addition to the villain attacking or scheming, the villain’s encounter deck also plays a card per player each turn, which can be a minor villain left in front of a player, an addition to the main villain, or a sub-scheme that players must deal with before the main scheme. Villain turns can induce nail-biting, as a situation that the heroes thought was under control can get out of hand quickly!

Marvel Champions has a tremendous amount of re-playability value inherent in the system as a LCG. After the first couple of games with the starter decks I’m ready to dive in and build my own decks with the other included characters (Black Panther, Iron Man, She-Hulk), and I’m ready to take on some of the other included Villains (Ultron, Klaw, Killmonger) as well, not to mention the various hero and scenario pack expansion add-ons already released. I’m going to enjoy this game for quite some time, as it speaks to the comic nerd in me on a very real and personal level.

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.
GODTEAR

Collect, Command, Conquer

Take control of mighty Champions in a bid to battle and claim the powerful tears of perished gods in this tabletop skirmish board game

Available Now!
STEAMFORGED.COM
In the heart of the Miskatonic University something dark and ancient has awakened. Unbelievable forces are sprawling all over the campus as they await something bigger. You are running out of time as it is crucial to drive these things back from whence they came. Can you and your friends team up and drive back the forces of darkness or will the forces of evil start to flood into this world? This is the setting of the latest game from Fantasy Flight Games entitled Arkham Horror: Final Hour.

Arkham Horror: Final Hour comes complete with a beautifully illustrated game board and six stand up investigators. There are also three ancient ones that have various objectives and tactics as they try to come into our world. Also included, you have the apocalypse worm Shudde M’ell, the devourer below Umordhoth and of course the sleeper of R’leyh: Cthulhu. A rulebook, 103 cards and 120 tokens round out what comes inside the box.

After setting up the gameboard, you choose your investigator and all cards associated with that investigator are all placed at the ritual location. You then choose the ancient one you wish to go up against (first time players are suggested to use C’thulhu). The gate and clue stacks are shuffled and placed on the designated areas of the game board. Once you shuffle and deal priority cards to each of the players and assign their base health, you are ready to play the game.

This game is a cooperative experience as you and your fellow investigators are trying to stop the monsters from coming into our world. You and your team must scour the campus for mystical symbols that are scattered around the board in order to stop this invasion. You as the investigators must try to reverse the ritual by the end of the eighth round. You do so by matching the symbols on your priority cards to the symbols on the table. If the symbols on the cards match the symbols on the table then the players win against the forces of evil. However, if an investigator has lost all of their health or the ritual location has no empty monster spaces then the players lose the game.

Each of the rounds is broken up into two phases which are the Action Phase and the Ancient One Phase. During the Action Phase players will move their investigators, play priority cards and of course fight monsters. This is done by playing action cards along with priority cards which have numbers on them. Each action card has two sets of directions on them (a top and bottom effect). The lower the number the better the chance to resolve the top effect (the top effects usually have positive results). As you draw and play these cards you MAY NOT discuss strategy with your team which can lead to a chaotic session. You can also place seals that prohibit monsters from traveling around the board as well finding items that will turn the tide of battle.

The Ancient One Phase is where the outcome of the previous round come into play. The first thing you do is tally up the number of omen cards. If you meet the requirements for one of the omens you resolve it (this includes spawning monsters or effecting the players/locations in the game). Next, you reveal the top token of the gate stack and place it on the matching location on the board. You would then spawn the number of monsters equal to the number of gate tokens on that space. Lastly, the lead investigator token is passed to the next person. At this point you can also attempt to reverse the ritual. Although, if there are no more gate tokens at the end of the turn, then the team MUST attempt to reverse the ritual.

This game can be played with up to four players as you race around Miskatonic University in order to reverse this ritual. If you don’t have anyone to play with fear not as you can play this game completely solo! If you love the HP Lovecraft games that Fantasy Flight Games then you need to check out Arkham Horror: Final Hour. For more information on this and other games head over to www.fantasyflightgames.com and get ready to drive back the ancient ones.

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