ISSUE NO. AUGUST













THIS ISSUE:

• THE THIEVES' GUILD IS RECRUITING! EXPAND YOUR MERRY BAND TO SIX PLAYERS WITH RENEGADE'S CLANK! ADVENTURING PARTY!

HE TOWER

TROUBLE IS BREWING! ONLY BY WORKING TOGETHER WILL YOU BE ABLE TO PROTECT THE WIZARDING WORLD IN HARRY POTTER: HOGWARTS™ **BATTLE - THE CHARMS & POTIONS EXPANSION FROM THE OP!**

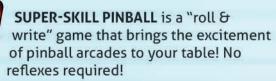


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D&D Icons of the Realms Fantasy Miniatures: The Tower

As you journey through far off lands, your party comes across a mysterious tower in the unexplored wilds – are you brave enough to see what lies within? The Tower is the latest addition to WizKids' celebrated *Icons of the Realms* line of *Dungeons & Dragons* miniatures!

by WizKids/NECA

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Clank Adventuring Party

Play as one of six unique characters, each with their own starting deck and special abilities, but beware the ravenous hydra Hexavultus!

by Ruel Gaviola

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Defend Hogwarts with *The Charms & Potions Expansion!* This much anticipated second expansion to *Hogwarts Battle* increases the player count to five Heroes, including the newest playable character, Ginny Weasley!

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MSRP \$25 Release Date Q4, 2020







30m

For more information, visit WWW.CRYPTOZOIC.COM

Welcome to Spyfest, the largest super-spy convention in the world! You are here to get a precious piece of secret information, but there's a problem: Everyone is wearing a costume, and you don't know who your source is. Find your Spy by listening and talking to attendees, but you have to remember that rival agents are there, trying to intercept the information by identifying your Spy before you do!

Spyfest is an exhilarating detective party game in which players split into 2 teams and take turns being the Spy. The goal of the Spy is to have their own team guess who they're dressed as – a memorable historical or fictional character – before the opposing team. In order to do this, the Spy and their team will use a special Keyword as well as their quick-wittedness, imagination, subtlety, and impressive talent for mingling.

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- 2 teams, up to 10 players
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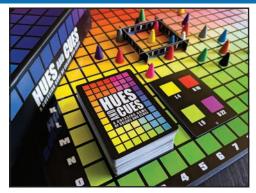




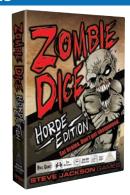
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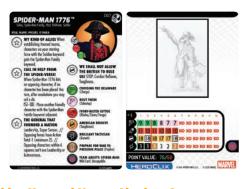
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FROM THE EDITOR

Greetings Dear Readers!

Welcome to your August 2020 edition of *Game Trade Magazine!*Normally, I would be taking this opportunity to share our excitement at soon being at Gen Con and meeting with our fans, friends, and family but little did we know what plans 2020 had in mind for us!

That isn't to say that we aren't excited about this latest issue – far from it! We've got some pretty fantastic sneak-peeks of exciting products to share with you.



First off is *The Tower* from WizKids Games! This compelling setting piece is from their fanacclaimed *Dungeons & Dragons: Icons of the Realms* miniature line. I had the opportunity to see it while at *New York Toy Fair* earlier this year: let me tell you, pictures don't do this piece justice and the final product will even come pre-painted!

Continuing with the fantasy theme, we have a wonderful article from Renegade Game Studios about the latest *Clank! Expansion*. Ruel Gaviola takes us behind-the-scenes and details the exciting new options Adventuring Party will bring to your *Clank!* games, not least of which are all-new characters and abilities, as well as the opportunity to have *six* players in your party!

Next up, the team at The Op takes us back to Hogwarts where the battle against He-Who-Must-Not-Be-Named continues with the *Charms and Potions* expansion for the *Harry Potter: Hogwarts Battle* deck-building game.

Charms and Potions ups your Heroes count to five and adds the youngest member of the fanfavorite clan, Ginny Weasley, as a new playable character! New Villains, Spells, Items and Allies round out this expansion in four packs of content for those who cannot get enough of the Wizarding World!

Of course, that's not all we have to share with you this month: Solarflare Games takes a look at their *Robotech* catalog of offerings, including their all-new *Invid Invasion* game, Bully Pulpit Games discusses their second edition of *Star-Crossed*, and Iello takes us to the savannah with *Kitara*; all this and more!

Working from home these many months has been an interesting experience for the ol' *GTM* Bullpen, but we remain committed to bringing you the best and latest games and product info in the industry. Stay healthy, be safe, and game on!

-JG

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- Includes 6 new starting decks with thieving identities!
- A new boss, Hexavultus, will challenge all adventurers seeking his treasure!
 - React cards play during an opponent's turn to expand your hand!









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



WHAT IS GAME TRADE MAGAZINE ANYWAY?

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

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

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

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

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

GAME TRADE MAGAZINE CONTENT

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

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



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

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





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

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





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

anecdotes and all the challenges to be overcome in order to make your favorite games.

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



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

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

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HOW DO I ORDER FROM GAME TRADE MAGAZINE?

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



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

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

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

SPOTLIGHT ON

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

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

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ICONSOFTHE RENUMS THE TOWER

D&D ICONS OF THE REALMS: THE TOWER

WZK 96017 \$249.99 | Available November 2020!

Editor's Note: This is an *exclusive* sneak-peek of the upcoming Tower setting piece in WizKids's Dungeons & Dragons: Icons of the Realms line. The pictures featured in this article are from a near-final prototype and readers should note that the final product will come pre-painted and ready-to-play out of the box!

WizKids is always looking for creative ideas, and to continue branching out into new and innovative ways for you to amplify your storytelling experience. This November, we are excited to release our next entry of playable terrain for your *Dungeons & Dragons* adventures - The Tower! Towers are the archetypal location for adventure, and our new tower set piece is an awesome way to add more depth to your game. Whether you are exploring the ruins of a long-forgotten tower along the Sword Coast or stumbling into the domain of an eccentric wizard, The Tower can help you elevate your game to the next level and bring a sense of immersion to every player at the table. The design was modeled using the iconic art from Dungeons & Dragons as reference, so no matter where in the Forgotten Realms your adventures take you, you will be able to utilize The Tower as an exciting new discovery to explore. And with its modular design and easily removable layers, you can customize its design to meet whatever goals you have for your play experience!



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The Tower features removable windows, buttresses, stairs, and floors, and can be split into three levels for ease of play. Additionally, the tower also features three double-sided floor tiles, with a gridded and non-gridded version, so you can further customize your play experience. Each floor of the tower is balanced so that it can sit on the table on its own, allowing you to set up each floor ahead of time and reveal them to the table when the time is right. The buttresses on the ground floor can be removed or rearranged to suit your needs, and the windows and skylight on the upper floors and roof of the tower can be removed as well. Your players can rappel through the broken glass atop the tower or climb up to a destroyed window in order to stealthily enter a decrepit ruin, or they can march right up to the iron doors of a fastidiously maintained tower. The roleplaying opportunities

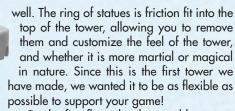
afforded by the modular tower allow you to craft any number of unique encounters for your

adventuring party!

When designing The Tower, we were always looking for more ways to make it more functional, and to have it be a highutility piece for your game. As we designed each piece, we asked ourselves how we could make it as easy as possible for you to integrate your Icons of the Realms miniatures into the scene. The Tower's eight-inch diameter means it's large enough to fit your entire adventuring party, with room to spare for any foes who would block your path. Each section of the tower is 100 mm tall as well, so even large foes can comfortably lie in

wait to ambush you as you climb. The staircases between floors are also one inch wide and are slotted at the base of the stair, so your player characters can climb or fight with ease and not worry about being thrown to their doom by an errant die.

The top floor of the tower was also built with the best play experience in mind. The skylight and walkways are removable. to allow you to reach into the floor below or simply set up a tower with upper floor. The walkways leading to and surrounding the skylight are all one inch wide to accommodate your miniatures, and there is one inch of space around the perimeter for your miniatures to stand as



On the first floor, the door and buttresses were created to be modular as well. While you will often want a door at the front of your tower, finding the open hole leading into an abandoned-looking tower can also be a great way to kick off a story and pique your players' interest. The removeable

door and buttresses also allowed us to plan for expansions in the future, so that your tower can match what is found in the book in future Dungeons and Dragons modules. Having all new doors, windows, buttresses, or even floors can allow you to further customize your experience and tailor the tower to your needs, and we are excitedly planning for

more pieces to release in the future. We are also planning to release additional floors for The Tower, along with the modular pieces. During the design phase, we planned the locking mechanism that allows for stacking

to work for any number of floors, so all future floors will allow you to create even

bigger towers!

You will be able to pick up your own copy of the D&D Icons of the Realms: The Tower this November! We are so excited to see all of the amazing and creative scenes our fans will create with The Tower, and hopefully this article has sparked your imagination about what is possible to create for your players. Keep an eye out for future announcements

as well, as we plan to release additional products to allow you to customize your tower! Creating immersive new set pieces for Dungeons & Dragons has been an incredible experience for us. Starting with the Falling Star Sailing Ship, and now continuing with The Tower, we are committed to creating larger-than-life products that bring your game to the next level. We hope you have as much fun playing with The Tower as we had creating it!



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CLANK!: ADVENTURING PARTY EXPANSION

RGS 02130 \$30.00

Available August 2020!

Fight monsters, grab treasures, and make a mad dash out of the dungeon before the ravenous hydra Hexavultus attacks you and your party of adventurers, which is now bigger and better than ever! In the new expansion *Clank! Adventuring Party* brings new cards, characters, actions, and components to the *Clank!* Universe and expands the game to include up to six players. Will you be the greatest adventurer of them all? Or will you be stuck in depths, wondering where your fellow adventurers have gone while feeling the heat of the hydra's breath?

EVEN IF YOU'VE NEVER CLANKED BEFORE, ADVENTURING PARTY IS AN EXCITING ADDITION

For those new to the world of dungeon delving, Clank! is a deck-building adventure where players use their cards to explore depths, fight monsters, and gain treasures. However, adventurers aren't exactly a quiet group (running around with armor and weapons tends to be a bit noisy). While trying to complete your quest every noise (Clank!) stirs the slumbering hydra from its sleep and if there's enough Clank! you'll have to escape the hydra's fiery attacks as well.

Make it past the depths back into the castle and you'll be safe, but make it outside and you'll score extra points for mastering the art of dungeoneering. If you're stuck in the depths, however, you've reached the end of your adventuring days... at least until the next time you play Clank!



WHAT'S NEW IN ADVENTURING PARTY

Clank! Adventuring Party retains the quick-and-smooth game play of the original Clank!: each turn you'll draw five cards and use them to generate boots to travel throughout the dungeon, swords to fight the various monsters you'll encounter, and skill for new cards to add to your deck. Once you recover an artifact you can begin your ascent back to the surface while trying to avoid any damage-inflicting hydra attacks.

Included in this expansion are new market items such as the invisibility cloak, allowing you to ignore any monsters you come across in the halls. There's also a new minor secret, the Potion of Stealth, which gives you -1 Clank and your opponents +1 Clank when you decide to use it. It may not be the best way to make friends, but you're in this for the fortune and glory, remember?

You'll also find two new terms in some of the cards of this expansion: React and Arrive Choice. React increases the player interaction in *Clank!* since you can now play React cards during an opponent's turn. So, if you have a React card that triggers when an opponent defeats the Goblin, you may play it and draw another card to replace it. The React Card remains in your play area until your turn and then you'll be able to reap any awards or benefits.



The Arrive Choice works like previous Arrive cards, but now when an Arrive Choice card shows up in the Dungeon Row, all players will choose between two options.

ALL-NEW CHARACTERS AND ABILITIES

Six new and exciting characters are included in *Clank! Adventuring Party*: Agnet, D'allan, Garignar, Lenara, Monkeybot Prime, and Whiskers. Each comes with its own starting deck, player board, specific character components, and asymmetric card abilities. Let's take a quick look at each one.

Agnet is a renowned military leader so she enlists members into her forces faster than other players. Whenever you acquire a companion card, you may spend one of your four conscription tokens to place it on top of your deck instead of your discard pile.

D'allan is an elf adventurer who gains a reward when they acquire a dragon egg (-2 Clank), monkey idol (Trash a Burgle card), crown (Crystal Caves don't stop you), or artifact (you may buy from the Market).

Garignar is a former Orc minion of the hydra Hexavultus. Since he lives for combat, he starts with a Wallop card in his starting deck, giving him two swords. And any time he defeats a monster, he advances the Carnage token on his player board to unlock rewards.

Lenara is a mage who uses her otherworldly skills for thievery and profit. Two of her starting cards, Channel and Study, give you mana tokens to spend for additional actions such as Transfigure (discard

then draw a card), Duplicate (copy a card in your play area), and Levitate (immediately acquire a card without paying its skill cost).

Monkeybot Prime is an undying remnant of the Ape Lords civilization. Every time you're damaged by a dragon attack you'll remove a cog wheel from your player board and unlock a reward. Monkeybot Prime is a noisy character, generating extra Clank! via its Bolt and Persist cards. However, Persist can heal you throughout your journey.

Whiskers is a feisty feline whose behavior may annoy their fellow adventurers. Whenever Whiskers plays its Cattitude or Saunter cards they'll flip one of their behavior tokens. If three are flipped, then the hydra attacks! However, the attacks only damage Whiskers' opponents. Meow!

ONE EXPANSION TO PLAY WITH ALL

Best of all, Clank! Adventuring Party works with all previous Clank! expansions. Simply choose a character, grab the matching starting deck, player board, and components, and you're all set. While Clank! Adventuring Party isn't recommended while playing the Clank! Legacy: Acquisitions Incorporated campaign, adventurers who have completed the game may use their completed board with it.

With all new characters, abilities, and components, *Clank! Adventuring Party* will give *Clank!* veterans and newbies plenty of exciting choices in their next dungeon crawling adventure as well as offer them a chance to expand their party to up to six players.

•••



Ruel Gaviola is a writer, podcaster, and content creator based in Southern California. A regularb contributor to Geek & Sundry, The Five By, iSlaytheDragon, That Hashtag Show, and other web-



sites, he's also on the Board of Directors for the Tabletop Writers Guild and on the American Tabletop Awards committee. When he's not playing board games, he's writing, traveling, or enjoying a date night with his wife. Connect with him on Twitter @RuelGaviola and find links to his work at ruelgaviola.com.



GETTING IN FRAME WITH



HUES AND CUES

USO PA135725..... PI

Available Now!

Hues and Cues, the latest signature release by Usaopoly (The Op), is a fun, eye-catching word association game that challenges you to communicate a specific color using only one- and two-word clues. Made for 3-10 players ages 8 and up, its vibrantly prismatic game board naturally invites curious onlookers to gather around and offer their takes on any of 480 different shades!



To play, Cue Givers choose a specific hue from a deck of color cards. Without mentioning commonly used color names, or giving away its location on the grid, their mission is to get guessing players to pin what they think is being described (marked off with their personal mover on the board). The closer they are to the target, the more points they earn! Since everyone imagines colors differently, connecting colors and clues amounts to hilarious debates!

We had a minute to catch up with creator Scott Brady and learn more about how this awe-inspiring concept came about, resulting in the designer's first (and hopefully not last) officially published board game.

How is Hues and Cues different than other party games?

Hues and Cues is a social game that challenges your perception of color. Because we've all experienced and recall colors differently, matching that recollection with others is more difficult than one would imagine. For instance, for a particular shade of green, one might give a clue of "Kermit" or "Hulk". Depending upon how others remember the color and where they saw it (TV, comic book, theater, etc.), their guess may or may not be close to yours among the gradients found on the board. Since it uses a unique scoring system that also rewards players for coming close, you don't necessarily have to match exactly to win. Whether it happens or not, everyone's ideas about color are bound inspire conversation!



Tell us how your professional background inspired the initial game design.

My background is from the printing industry, where we used a variety of color books when discussing color with clients. Even if we're looking at the same thing, colors appear to everyone differently — lighting, medium, substrate, and more all play into how a color is perceived. By taking those variables out of the picture, two parties who aren't in the same room can agree on what color they want by looking at the same book. Hues and Cues was born from this day-to-day experience of discussing colors with people outside of the printing industry. In those cases, when a color book isn't available to them, people speak in abstract. "Denim blue", "Fire truck red", "Grass green" were all common terms, but meant very different things to different people. This game plays these differences in perception and preference and gamifies what is probably the most challenging part of working in the printing or graphics design industry!

Describe how the game evolved from there. What goals or challenges did you have along the development process?

As part of my work for Stay at Home Mom Reviews (SaHM Reviews.com), which has brought the word on the latest toys and games to families over the past 12 years, we read over 400 sets of rules for all kinds of games in a typical year... so we have a pretty good idea of what's currently selling and what isn't. I had never seen a game about color perception matching before, so I set out to create one that I could play with my family (mostly my daughters, so they could understand a little about dad's profession before he retired).

Hues and Cues went through at least six major revisions before being shown to anyone outside of my family. It began as a card game and continued in that fashion until I came to the realization that manufacturing would be a major issue. Making sure each deck of cards consistency in color would be a huge undertaking. I scrapped most of the first four versions and went back to the drawing board with the idea of only having one board that everyone looked at. This would guarantee all players were looking at the same color (even if they perceived it differently).

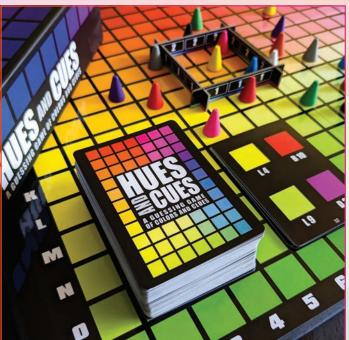
Along with the new colorful board, I also developed a unique scoring system that would reward players for being close in their guesses. I took the game to our local weekly game meetup and playtested it weekly for over five months, each time with slightly altered scoring and clue rules. After shopping the final and very well-received version around to various publishers, we met up with The Op at *Origins*, and the rest as they say is history!

Are people with color-blindness able to play?

Yes! The best thing about what makes *Hues and Cues* playable by people with color deficiencies is that the question isn't "What color is this object?" Instead, it's about how people remember or perceive a color. Since the hue is subjective, answers are deduced by individual experiences, so we usually end up learning a great deal about one another!

What is the main experience you hope gamers take away from trying this game?

The biggest surprise I saw from play-testing ended up being the best thing about the game. It is much more social than I expected. People not only have different recollections about color, they are very passionate about why their perception is correct. We witnessed so many discussions and arguments about little things like what color Lion-O's hair (from *Thundercats*) was, or the color of a ripe avocado, or cooked salmon! We also saw an amazing reaction from anyone in the printing or graphics-related industries since it spoke to them about their job. We believe it is one of the very few games where players of different age ranges can compete at the same level since we all can describe color in our own way. You can't do that with a word game where players have different vocabularies or dexterity games with varying levels of steadiness and patience.



On a macro level, I think *Hues and Cues* can help people realize that while they may be seeing the same colors, everyone perceives them differently based upon their own life experiences or personal situations. This is a lesson that can be applied across many other things and something I hope people take to heart.

•••

Scott Brady is a retired executive from the plastic printing industry, a proud father of two teenage daughters, and husband to a PR professional in the toy & game industry, for which his "second act" includes designing games, racing cars and business mentorship to entrepreneurs. Check out his brand new print-and-play version of *Gekitai*, a quick 3-in-a-row game on **BoardGameGeek.com**, where you can download the rules and a printable board.

Hues and Cues is made for 3-10 players, ages 8 and up, with a run time of 30+ minutes for quick to play, nonstop rounds of a new favorite! Look for it on the shelves of your favorite local game store and check it out online at **TheOp.games**

GTM JULY 2020 15



JOBE TEN YEARS OF BRAAAIIINS

ZOMBIE DICE: HORDE EDITION

SJG 131341.....\$24.95

Available July 2020!

Zombie Dice, from Steve Jackson Games, is celebrating its tenth anniversary this year. The release of a game is relatively easy to keep track of, but for this game, we know the exact day the process started for Zombie Dice to come into being. We know, because it's my fault.

It's September 9, 2009, and a bunch of us game industry folks are in Madison, Wisconsin, to attend an industry convention. As part of the events, we are taking a boat ride on Lake Menona. There's food, there's drink, and even a game or two has wandered on board. At the time, I was working for the now-departed Mayfair Games, and we had just released a

terrifically silly little game called Le Boomb! I played it with Steve, and left him a copy.

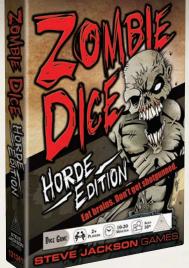
Several times over the years, Steve has said that, although he wasn't a fan of games with no decisions, something about the experience stuck with him. In less than a year, that inspiration manifested as Zombie Dice. (Both myself and Le Boomb! have ended up at Steve Jackson Games, and Le Boomb! has all the fun, plus 100% more decision making than before!)

Zombie Dice, at its heart, is a simple push-yourluck game. You and your fellow players are zombies, looking for tasty, tasty brains to eat. Each turn, you randomly draw three dice from a pool of 13 dice, which feature a variety of either brain, running people, or shotgun blast results. Green dice feature more brains (yay!), yellow dice are evenly balanced, and red dice have more shotguns (boo!).

You roll your three dice, set aside any brains and shotguns, and then decide if you want to stop (keeping the brains you have found this round), or to try and find even more tasty brains! If you decide to push onward, keep the running results from your last roll and draw more dice until you have three to roll again. You can keep rolling until you stop, or you end up with three or more shotgun blasts, which means that you drop all of the brains that you have collected this turn, and must shamble off until your next turn. The zombie with the most brains at the end of the round in which someone scores 13 or more brains wins!

Since its release in 2010, Zombie Dice has been a hit, and is often found in our top 10 games sold each month. A variety of versions and





accessories have been released over the years, and, in the same way that zombies are able to make more zombies, Zombie Dice has inspired two expansions along the way.

Zombie Dice 2 - Double Feature adds two different thematic elements to the game. Big Summer Action Movie introduces two new dice: the Hunk and the Hottie, who have extra rewards, but can not only hurt you extra hard, but can rescue each other from your undead clutches! And Santa Claus leaves behind gifts (brains) for good zombie girls and boys.

Zombie Dice 3 - School

Bus adds a large d12 that offers a mix of rewards and risks if you decide to catch the bus. There are brains, shotguns, a mix of both, and some other surprises that await inside (and outside) the bus. Do you swap out one of your dice for the adventures (and brains) to be found inside?

> Each expansion is sold separately, but you can get all of them together in the Zombie Dice Horde Edition. which combines all three releases with a drawstring bag for storage and a score pad. If you're ready to take the plunge with everything, or want to buy the perfect gift for a fan of the game who doesn't own anything, the Horde Edition is the way to go!

For the tenth anniversary this year, a new edition of the game is available — Zombie Dice Deluxe! For this release, the dice have been upgraded to translucent colored dice, so that you can quickly see how many brains (or how much trouble) you have to look forward to. In addition, a drawstring bag helps you keep your game stored, and give you a stylish way to randomize your dice when you play. Finally, it includes six dry-erase scoresheets to make it easy to keep track of your brains!

Ten years of Zombie Dice is cause for celebration, and whether your celebration involves a well-loved version of the base game, or a sparkling-new copy of Zombie Dice Deluxe, the important thing is not the edition that you're using — it's BRAAAAAAAIIIIIIIIINS!



Alex Yeager is readily available to provide game inspirations on board cruises and luxury yachts as required. Otherwise, he organizes events on land for Steve Jackson Games.



BEGINNER BOX



WWW.CATALYSTGAMELABS.COM

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MARVEL HEROCLIX: SPIDER-MAN AND VENOM ABSOLUTE CARNAGE BOOSTER BRICK (10)

WZK 73493 \$129.90 | Available August 2020!

Marvel HeroClix: Spider-Man and Venom Absolute Carnage has more web-action than any HeroClix set you've seen before!

One of the most exciting characters from the Spider-Verse is definitely Miles Morales. It's really cool that he'll get to use the Dimensional Travel Watch. Miles is going to begin the game with at least 7 standard powers! While you won't get to use every one of them every turn, it's awesome that you'll get to have plenty of options to give your opponent a hard time. In particular, getting to pull another character of yours from across the map after Miles lands an attack will allow for a one-two punch, and you'll get to have some awesome choices with other characters from this set like Gwen Stacy as Ghost-Spider, Spider-Man, or even Spider-Man 2099!



Ghost-Spider has AWESOME flexibilty as the game begins. With "You don't get to like my haircut" she'll be able to make a small move and make a range or close combat attack! This is usually better than Charge or Running Shot. Thanks to Ghost-Spider beginning the game with the Dimensional Travel Watch equipped, you'll be able to land an attack with her and follow up with placing another character of yours right next to your opponent's character. This could be a HUGE bonus, allowing characters to escape from sticky situations or perhaps even make up for their own lack of speed and mobility.

Beginning the game with Telekinesis, Ghost-Spider is also going to be able to help position your other characters. Depending on your strategy you may want to position a disruption piece, or even an attacker that's beefier than Gwen. At 85 points, she might be your secondary attacker or she might be tied



among your biggest characters. Whatever role Gwen is playing on your team, it's going to be helpful that she has Super Senses the entire length of her dial.

One of the most amazing and unique things about this Spider-Man set is that we had a chance to add brand new characters to the Spider-Verse! Check out two of them here for the first time:



Steampunk Peni has "My Kind of Allies" allowing characters on your team with the Robot keyword to gain the Spider-Man Family keyword. This is awe-some for building theme teams, but perhaps more importantly it's going to allow you to sneak some Robots across the map via Call in Help from the Spider-Verse and the Dimensional Travel Watch.

Peni's Perplex damage power is going to make your characters totally unpredictable — will they get a minor boost to their attack, an enormous boost to their defense? By staying unpredictable, you'll be able to continue to adjust your own strategy and most opponents won't be able to keep up!

Even at her 65 point line, you'll still get an 11 attack with 3 damage — nothing to sneeze at. Conveniently she's got Charge, meaning that even as she's supporting other characters she can also be self-sufficient.



Spider Man 1776 gets a version of "My Kind of Allies" as well, bringing Soldiers into the Spider-Man Family keyword. He also gets Call in Help From the Spider-Verse.

One of the biggest boons for swarm teams in HeroClix is Autonomous and increasing your action total. Spider-Man 1776 isn't having any of that. "The General That Founded A Nation," allows him to stop Leadership and Autonomous while also diminishing your opponent's action total. This is a serious nuisance for most teams!

At 75 or 50 points there's plenty of space on the remainder of your team for awesome Spider-Verse or Soldier characters. He's great to combo with Steampunk Peni — you'll be able to increase his attack with her special Perplex, and it won't matter what your damage value is thanks to Blades/Claws/Fangs. If you commit to his 75 point line it means you'll also get to use Outwit to pierce through opposing defensive abilities!

With These all-new characters in the Spider-Verse there's no telling what may come to *HeroClix* next! Find out for yourself by pre-ordering *HeroClix* today!

come to HeroClix next! Find out for yourself by pre-ordering HeroClix today!

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ROBOTECH: INVID INVASION

SRF 0603 \$49.99 Available Q3 2020!

Earth, 2031.

Following the defeat of the Robotech Masters by Dana Sterling's 15th Tactical squad, the planet faces a new threat. Alien spores called Protoculture are spreading all over Earth, and this has not gone unnoticed in the universe. The mysterious alien race is known as the Invid - arch enemies of the Robotech Master - launch a full-scale invasion of Earth to secure the valuable Protoculture energy. With only a rag-tag collection of guerilla fighters to defend what's left of the planet, survivors can only pray for the return of the long-forgotten Robotech Expeditionary Force (REF) to save them from total annihilation.

Just as "Robotech: The New Generation" was the final part of the original Robotech anime series, so too Invid Invasion by SolarFlare Games is the final installment in our series of stand-alone tabletop games honoring that amazing series. Invid Invasion is a 1-6 player fully cooperative game that puts you in the role of the New Generation heroes...as well as in their armor, cyclones, and Veritech fighters!

Invid Invasion will hit stores in August. After three years in the Robotech world, SolarFlare Games has produced something we know that gamers and fans will love--an amazing integration of theme and strategy. While all three games are stand-alone, each (Robotech: Force of Arms, Robotech: Crisis Point, and now Invid Invasion) allows fans to play through the entire experience of the Robotech Wars. Revisit the Earth through its losses and triumphs. Be part of the Robotech Defense Forces, The Army of the Southern Cross, and the rag-tag bunch of Robotech freedom fighters trying to liberate the earth from the clutches of the alien Regess and her Invid horde.

When we got lucky enough to work with Harmony Gold and secure the license to make games in the Robotech Universe, I was so

ROBOTECH: FORCE OF ARMS CARD GAME

SRF 0600 \$19.85 | Available Now!

ROBOTECH: CRISIS POINT

SRF 0602 \$29.99 Available Now!

outrageously excited to be able to build things that would live on in a universe that I loved to my very core as a fan. Once the deal was signed, it was all about making sure the games, art and experience were the very best we could provide for game players and Robotech fans.

It was important to me that the games could be enjoyed by people who have never seen an episode of Robotech, while giving dedicated fans the immersive experience they crave, with the heroes and high tech mecha they have loved for decades.





This all started with the goal of making a light, fun two-player game beginning with the launch point of the series... MACROSS. This was the inspiration for Robotech: Force of Arms. We sat down and looked at the show again and wanted to make sure we honored all the biggest stars of the series. Of course, that had to start with the SDF-1 alien battle fortress. We decided to build a game that was about fleet and mecha management that pitted the Robotech Defense Force against the Zentraedi, trying to capture the fortress.





We designed a quick and light two-player, head-to-head strategy game that is all about using your mecha and heroes to outmaneuver you opponent, battling for supremacy of space and control of the Earth. We invested in artwork that used the classic style from the show but was presented in a modern digital style.





It was important that when you played the game, you felt like the heroes were as cool and awesome as ever. Max Sterling is still the ace pilot of the RDF, and when you use him, his skill will help you beat the Zentraedi. When you use Khyron to help damage an enemy ship, you also do some damage to your own. Because... Khyron. Later we even added a free expansion pack with the Grand Cannon - who doesn't want to play with a massive planetary cannon?

In Robotech: Crisis Point, players command either the Robotech Masters Bioroid forces or the mecha Armies of the Southern Cross. Players take turns playing their bases, strategic locations, game-changing commands, and mighty heroes in the form of cards and tokens. When deployed, each triggers a unique effect that will alter the tide of the war.

While deploying their forces and working to conqueror the battlefield, each player seeks to accomplish their own secret objectives. Each placement generates battle tokens to use when placing units and during the token phase of the battle. Once all the battle tokens are played, heroes and command cards can be used to clinch the victory.

One of the coolest things that came from working on *Crisis Point* (other than giving Masters' fans their dream game, was the chance to create the now official flag and logo for the Army of the Southern Cross. This was long wanted by the fans, and we were able to bring them something that will last forever in this universe that we love. The Army of the Southern Cross logo is now Robotech canon, and we're so proud to have designed it.

This brings us to the culmination of three years of work, and a very joyful effort to serve the universe that we love: *Invid Invasion*!

After creating two head-to-head two player games, it was time to build a big, deep, and thematic cooperative experience. *Invid Invasion* is a fully cooperative game played in two phases, where human Heroes must work together using their mecha and Protoculture to cleanse Reflex Point of the alien Invid invaders and their Queen Regess before it's too late.





During the first phase, players deal out a grid of facedown Invid Cards. Each turn, players move their Heroes around the grid, choosing which Invid Cards to flip over to potentially expose enemies, ambushes, or valuable allies. The Heroes must clear a path from one side of the board to the other to reach Reflex Point before the end of six turns.

Once the path to Reflex Point is cleared, the Heroes begin Phase Two, the Regess phase. The alien queen Regess and her guards are dealt out face up, along with additional Invid warriors. Our Heroes must defeat the powerful Regess within six turns. But the clock is ticking. The long-forgotten Robotech Expeditionary Force is on its way home to Earth. If our heroes fail to destroy the Invid,

the returning Robotech Expeditionary Force will end the Invid threat — and our unfortunate Heroes — once and for all, by bombarding the planet with the dreaded Neutron-S missiles, destroying all life on the planet.

To win, the Heroes must clear the path to Reflex point and defeat the Regess at Reflex Point before the missiles fall. Do you think you and your friends are up to the task of saving the Earth when all odds are stacked against you, against the mighty

For over thirty years, the Robotech universe has captured the imaginations of fans all over the world. It has been one of the most amazing experiences of my life to work, play, and build in this world I've loved so much. With the release of *Invid Invasion*, I have completed my dream and made a series of games that each stand alone, but together allows you to relive the television series.

Invid horde that seeks to enslave all humans?

See you on the battlefield... in space and on land.



eturns!

STAR CROSSED (2ND PRINT)

BPG 055 \$25.00

Available June 2020!

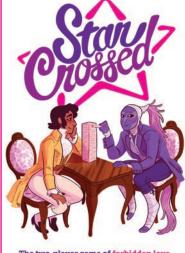
The two-player game of forbidden love is back in stores in a more affordable format after its sold-out first print run. I caught up with Star Crossed creator Alex Roberts to talk about the game's stellar first year and plans for the future.

Jason: Alex, this was your first game! How are you feeling about it after a year in print?

Alex: I've been blown away by the enthusiasm and support this little twoplayer roleplaying game has received. At Gen Con 2019, we won the presti-

gious Diana Jones Award, and Star Crossed showed up on a number of "Best of 2019" lists, even earning Meeple Mountain's "Best RPG" category. We're now up for an Origins award, too!





The two-player game of forbidden love.

Wish us luck! Awards are very gratifying, of course. But I know you love seeing the

game get played in the wild. Oh, yes! Actual Play podcasts have taken to it well, playing standalone stories and, most excitingly, inserting a game of Star Crossed into their ongoing stories. I love seeing the game as a kind of "very special episode" featuring two already established characters.

All over the world.

The international enthusiasm for the game is so inspiring! I've seen Star Crossed translated into German, Italian,

and Korean - and there are many more projects on the way. I've had the pleasure of showing off the game myself in a few different countries. The game brought me to Ropecon, Finland's biggest gaming convention, in the summer of 2019 and that was memorable to say the least. The cross-cultural appeal of Star Crossed gives me hope that the game's themes of love and longing might tap into something nearly universal about being human. That sounds grandiose but I really think it's possible!

Actual Play is such an inviting and inspiring format to introduce new games.

Yes! I think it's given a lot of players new ideas for how they can incorporate a two-player romance game into their regular game nights.

Selling out of the first print run is obviously good news, but it's also an opportunity to change things up. What's new for Star Crossed?

We knew we had to do a second run, but we wanted to take the opportunity to make some changes and release the best product we could. I was so inspired by our translation partners, many of whom totally re-designed the product when releasing it in a new language. The German version is just a rulebook, for example, and the Italian version ships in this very slim format, in the shape of a

complete tower. So, we knew it could work in very different formats. In the end, we still wanted to include the scene cards and the character sheets: those are nice elements to handle and add a lot to the experience. But we took out the brick tower that the first print run included.

> What are the advantages of doing that?

> It allowed us to bring the MSRP down, which really lowers the barrier to entry for new players. Roleplaying fans might happily pay fifty dollars for an experience they know they're going to love, but if this is your first roleplaying game and you're not totally sure

if you're going to enjoy it, that seems like a big risk. Removing the bricks allowed us to produce something more accessible. That means a lot to me, because Star Crossed was developed with new players in mind. People have already told me they've used the game to introduce RPGs to a friend or significant other. I want to encourage that.

Excited for a cozy two-player game you can enjoy at home? Ask your retailer about Star Crossed today!

Jason Morningstar is a game designer who lives and works in Durham, North Carolina. In addition to tabletop and live action roleplaying games like Fiasco and Night Witches, he has also made games for clients like Google and the University of North Carolina at Chapel Hill. Right now,

he's probably pulling some very stubborn poison ivy out of his yard.

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ALLIANCE GAME DISTRIBUTORS



ART FROM PREVIOUS ISSUE

GAME TRADE MAGAZINE #248

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

GTM 248 \$3.99

25TH CENTURY GAMES

REINER KNIZIA

The Great King Tutankhamun has passed and arrangements are being made to fill his tomb with artifacts that will travel with him to the afterlife. You are one of the priests and priestesses gathering artifacts for King Tut's tomb from all over Egypt. Once all the parts of each artifact have been located, that artifact is placed in the

tomb, and the priests who took the most

credit for acquiring it donate the funds

needed for its procurement. If you can be the first player to completely disperse your wealth, you will so impress the new Pharaoh that he'll appoint you to the

CĞG 11.....\$24.99

TUTANKHAMUN

highest priestly office.

ALDERAC ENTERTAINMENT GROUP



CALICO

In Calico, players compete to sew the coziest quilt as they collect and place patches of different colors and patterns. Each quilt has a particular pattern that must be collected and players are also trivial. be followed, and players are also trying to create color and pattern combinations that are not only aesthetically pleasing, but also able to attract the cuddliest cats! AEG 6210.....\$39.99



CUBITOS

Be Fast or Be Last! Players take on the role of participants in the annual Cube Cup; a race of strategy and luck to determine the *Cubitos* Champion. Each player has a runner on the racetrack and a support team, represented by all the dice you roll. Each turn you roll dice and use their results to move along the racetrack, buy new dice, and use abilities. But you must be careful not to push your luck rolling too much or you could bust!
AEG 7084......\$59.99



LEX ARCANA RPG: DEMIURGE SCREEN

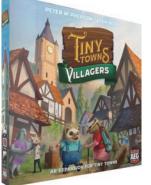
The indispensable screen for the Demiurge of Lex Arcana, with all the essential reference tables to manage the game sessions. Scheduled to ship in September 2020. AGS LEX024\$25.00



QUARTERMASTER GENERAL 2ND EDITION: WW2 -**TOTAL WAR EXPANSION**

An expansion introducing Air Forces, two new countries and a new type of cards into the game. Scheduled to ship in September 2020.

AGS ARTG010.....\$34.90



TINY TOWNS: VILLAGERS

In Tiny Towns: Villagers, word has spread far and wide of a thriving little civilization in the forest. Creatures with incredible talents - from engineers to merchants - have come to visit these towns and decide where they will make their new homes. They offer the most astute town mayors their skills, which can transform buildings, control the influx of resources, and perform impressive architectural feats. The world of *Tiny Towns* is getting a bit bigger!

AEG 7073.....\$29.99



ARES GAMES



LAST AURORA: PLASTIC **MINIATURES EXPANSION**

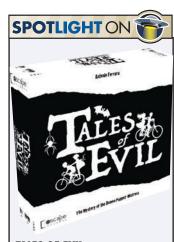
An expansion that introduces new plastic miniatures, replacing game components. Scheduled to ship in September 2020. AGS PG058\$24.90



LEX ARCANA RPG: CORE RULEBOOK HARDCOVER

The core rulebook of the best-selling Italian RPG of all time, with a unique setting merging history, mythology and the legends of Ancient Rome. An original 'historical fantasy' setting with simple and well-crafted rules, by the designers of *The* One Ring and Zombicide RPG. Scheduled to ship in September 2020.

AGS LEX003\$55.00



TALES OF EVIL

Tales of Evil is a horror and adventure game for 1 to 6 players ("Braves") who play as members of a group of kids exploring places inhabited by the forces of evil and trying to complete their missions! The outcome of each story is shaped by players' decisions, and each mission can end in multiple ways. Players interact with the game using the innovative Fusion System - a system that requires to take reallife actions with direct consequences inside the game, merging fiction (the game) with players' reality, creating a treasure hunt vibe in gameplay. Scheduled to ship in January 2020. AGS ESC001......\$59.90



THE ARMY PAINTER

MASTERCLASS DRYBRUSH SET

These spectacular and highly specialized drybrushes give ultrarealistic results and very smooth coverage - revealing every detail of your miniature with ease. The brushes are versatile and can be used for both large models, terrain, and vehicles as well as any normal-sized model. The results and effects you get with these *Masterclass* Drybrushes far surpass that of any normal drybrush.

TAP TL5054



ATLAS GAMES

BREAKDANCING MEEPLES

When beats bump, meeples gotta dance. From headstands to footwork, you know your dance crew is the hottest around... but now it's time to prove it. Compete against rival crews for the world championship trophy in four one-minute dance offs, racking up crowd appeal by completing Routine cards. The crew with the most crowd appeal at the end of four rounds takes home the trophy!

ATG 1460\$19.95



DRAGON BALL SUPER EXPANSION SET 14 DISPLAY (8)

Contains 3x UW1 booster packs, 10x new cards, 1x official dice Scheduled to ship in October 2020. NOTE: This item



DRAGON BALL SUPER EXPANSION SET 15 DISPLAY (8)

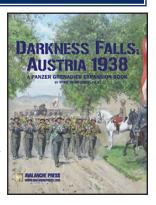
Contains 3x UW2 booster packs, 10x new cards, 1x official dice Scheduled to ship in October 2020. NOTE: This item

AVALANCHE PRESS

PANZER GRENADIER: DARKNESS FALLS

In early 1938, the leaders of Austria's First Republic thought to resist Nazi demands for a forced union, or Anschluss. The Austrian Federal Army mustered eight and a half divisions, each of them much smaller than their German counterparts, and was outnumbered 4:1 by German troops slated for the invasion with even greater discrepancies in tanks, planes and artillery. Army chief of staff Alfred Jansa drew up detailed plans for armed resistance, and army commander Gen. Wilhelm Zehner carefully removed Nazi sympathizers from the officer corps. But Chancellor Kurt Schuschnigg decided that the situation was as hopeless as it was serious. Scheduled to ship in October 2020.

APL 8813 \$44.99



PANZER GRENADIER: DISHONOR BEFORE DEATH

By the last years of the Second World War, the Waffen (Armed) SS had taken on a front-line combat role. Though not th elite units claimed by propagandists then and now, these formations had priority for new weapons and manpower, giving them considerable fighting power. Dishonor Before Them considerable lighting power. Dishonor before Death is a Panzer Grenadier expansion book, with 30 new scenarios and 165 pieces, depicting the battles of Waffen SS divisions during the 1944. campaign in France against American and British forces. You'll need Liberation 1944, Invasion 1944 and Elsenborn Ridge to play all of the scenarios. Scheduled to ship in October 2020.

APL 8814......\$34.99

CAPSTONE GAMES



CURIOUS CARGO

Curious Cargo is a two player game where you go head-to-head against your opponent by building up the infrastructure of your facilities, calling in trucks at the right moment, all while perfectly timing the shipping and receiving of cargo to of Ryan Courney's Pipeline comes alive in Curious Cargo! With 6 unique player boards for each player and 2 game modes, a skillful challenge aways even the sharpest competitor. Scheduled to ship in October 2020.

CSG CC101\$34.95





GAIA PROJECT: A TERRA MYSTICA GAME

Set your sights on distant stars and strive to colonize the galaxy in *Gaia* Project, the follow-up to Terra Mystica! Explore the vast reaches of space and convert planets to meet your faction's unique environmental needs as you seek to tighten your grasp on the galaxy. Fourteen different factions stand ready to boldly take their first steps into the cosmos while building structures to generate resources, researching new technology, and uniting planets to form powerful federations. Chart your course in the cosmos in Gaia Project! CSG ZF001 \$99.99

BULLY PULPIT GAMES

STAR CROSSED 2ND PRINT

In this award-winning game, you'll craft characters who are powerfully attracted to each other, but have a compelling reason not to act on their feelings. Some of the things you'll want your character to do are going to increase that attraction — and when that happens, you are going to pull a brick out from an increasingly shaky tower and place it on the top. If the tower falls, your characters act on their feelings! Will your love be doomed, triumphant, or something in-between? Find out in Star Crossed! BPG 055\$25.00



TERRA MYSTICA

In Terra Mystica, players govern one of 14 factions seeking to terraform and colonize the landscape in their favor in order to build structures and preserve their race and culture. Upgrade structures to provide even more resources, like workers, priests, money, and power, erect temples to gain expanded influence in the four cults of Fire, Earth, Water, and Air, and fortify your stronghold to activate your group's special ability. Will your people prosper, persevere, and stand the test of time in *Terra Mystica*!

CSG ZM7240......\$79.99

TERRA MYSTICA: FIRE AND ICE EXPANSION

Fire and ice descend upon *Terra Mystica*! The traditional factions must brace themselves for their new competitors: Yetis, the masters of power; Ice Maidens, who adore their Temples; Acolytes, whose entire life is focused on the cults; and Dragonlords, whose use their power to create volcanoes. And, as if this wasn't enough, there are two more factions (Shapeshifters and Riverwalkers) who ignore the most basic of rules: one faction, one terrain type (Inconceivable to the Halflings!)

CSG ZM7242.....\$49.99

TERRA MYSTICA: MERCHANTS OF THE SEAS EXPANSION

Hoist the mainsail and usher in a new era of trade in Merchants of the Seas, the second expansion for Terra Mystica. Construct a shipyard, set sail, and extend your claim to distant lands. Use the ships you build to trade with other players for mutual rewards, or set a course to terraform areas beyond the horizon. Plus, new Favor tiles, Scoring tiles, Town tiles, and Bonus cards add even more strategic choices. Take advantage of the waterways to lead your faction to victory!

CSG ZM7244.....\$49.99

TERRA MYSTICA: **MINI EXPANSION 1**

Terra Mystica: Mini Expansion 1 is a promotional mini-expansion released at Spiel 2015, includes the previously released Bonus Card Shipping Value and 4 Town Tiles promos as well as a special landscape for every race and a round scoring tile that gives you four points for building a temple.

CSG ZM7249\$9.99

CATALYST GAME LABS



BATTLETECH: TACTICAL OPERATIONS -

ADVANCED RULES

Take your warfare to a whole new level of excitement! Deploy under cover of exotic weather and severe planetary conditions. Surprise your enemy with your mastery of new battlefield tacticsfrom artillery to command-level comms to minefields! A daring commander can take advantage of any or all of these.if theyre brave enough to seize the moment! Tactical Operations: Advanced Rules is the one-source reference for advanced rules that apply to on-world operations. It includes new movement and combat options.

CAT 35003VA\$39.99



BATTLETECH: MECHWARRIOR - DESTINY

This is a new way to role-play in the wartorn BattleTech universe. Streamlined rules put the focus on action and story, and an all-new system for 'Mech combat lets you wade into battle without requiring miniatures or maps.

CAT 35185.....\$39.99



BATTLETECH: TACTICAL OPERATIONS - ADVANCED UNITS & EQUIPMENT

Take your warfare to a whole new level of excitement! Deploy new forces and surprise your enemy with cuttingedge, prototype technologies! A daring commander can take advantage of any or all of these.if theyre brave enough to seize the moment! Tactical Operations: Advanced Units & Equipment is the one-source reference for advanced units types and advanced technologies. It includes an extensive Advanced Weapons and Equipment section, and the rules for playing and constructing advanced Support Vehicles and Mobile Structures. CAT 35003VB\$39.99



BATTLETECH: TECHNICAL READOUT JIHAD

November 3067 saw the culmination of work two centuries in the making, work begun by Primus Conrad Toyama of ComStar, successor to Jerome Blake and the man responsible for single-handedly turning ComStar into a pseudo-religious organization with a vision: to mankind to the light. But then the Second Star League collapsed. Denied their dream, the Blakists fought to preserve the Star League against the follies of the Great Houses, its fanaticism manifested as the Jihad: a horrific war that pitted every nation against each other.

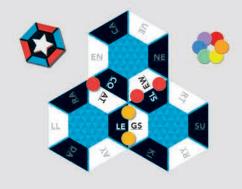
CAT 35137.....\$39.99

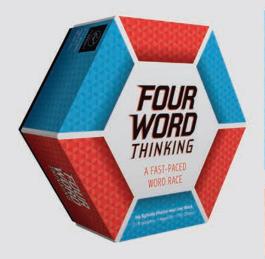
FOUR WORD THINKING

A FAST-PACED WORD RACE

CAN YOU PUT 2 AND 2 TOGETHER? IN THIS SPEEDY DOMINO-STYLE GAME, RACE TO PAIR TWO-LETTER COMBOS TO CREATE FOUR-LETTER WORDS AS QUICKLY AS POSSIBLE.

2-6 8+ 0-20 CHR 0922 \$19.95







CHRONICLEBOOKS.COM/GAMES





CALL OF CTHULHU: MALLEUS MONSTRORUM CTHULHU MYTHOS BESTIARY TWO VOLUME SLIPCASE SET

Ancient secrets, whispered lore, and collected facts concerning the alien and otherworldly horrors of the Cthulhu Mythos. A cavalcade of monsters and god-like alien intelligences beyond human understanding, all vividly detailed and portrayed. With over 250 entries to inspire countless adventures. This two volume collection is packed with ideas, concepts, and insights to immerse your scenarios and campaigns deep into the heart of the Cthulhu Mythos. Volume 1: Monsters of the Mythos, 216 pages, and Volume 2: Deities of the Mythos, 264 pages. Scheduled to ship in October 2020.

CHA 23170-X\$89.99



CALL OF CTHULHU: MANSIONS OF MADNESS VOL. 1 BEHIND **CLOSED DOORS**

Mansions of Madness Vol. 1 contains five scenarios for use with the Call of Cthulhu Starter Set or the 7th Edition Call of Cthulhu: Keeper Rulebook. It includes two fully adapted and revised classics, along with three brand new adventures, and all can be played as standalone adventures, used as sidetracks for ongoing campaigns, or strung together to form a mini-campaign spanning the 1920's. Suitable for up to six players and their Keeper, each scenario should take between one and three sessions to play through, and are an ideal step for those who have already experienced the horrors contained within the scenario collections Doors to Darkness and Gateways to Terror. Scheduled to ship in September 2020.

CHA 23167-H\$42.99

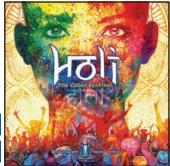
DEEP WATER GAMES



SOVEREIGN SKIES

In Sovereign Skies, you play one of the powerful houses of Old-Earth now orbiting the six planets of the Abyssi cluster to recruit alien senators for favors and to establish occupation by constructing and activating bases for energy and influence. A strategy game that plays in 45 minutes? With modular boards?? And an rich world?!? Yes please! Who will reign supreme on the edge of the galaxy? Scheduled to ship in August 2020. DPW \$\$100\$39.95

FLOODGATE GAMES



HOLI - FESTIVAL OF COLORS

Every spring, celebrants gather to spread colour and cheer during one of India's most vibrant festivals. With your friends, most vibrant testivals. With your triends, move around the festival grounds throwing colored gulaal powder onto each other and the crowd. Aim higher and let your color fall from above on as many people as you can. For holi is a time for playful mischief and a little friendly rivalry is just what the festival little friendly rivalry is just what the festival calls for... Gain joy by throwing your color on the boards (higher levels are worth more points), getting color on other players or from collecting sweets. The player with the most points after any 2 piles of Color Cards and/ or Color Tokens are depleted wins the game. FGG HFC01\$39.95

GALE FORCE NINE

ALIENS BOARD GAME

Scheduled to ship in October 2020.



GET AWAY FROM HER YOU B###H! EXPANSION

Play as the Alien Hive. New campaign missions and locations from the movie. Recreate the epic duel between Ripley and the Alien Queen.

GF9 ALIENS03 \$60.00



ULTIMATE BADASSES EXPANSION

Increase your Fireteam with six new Characters. Gain Experience cards to give your Characters new abilities. GF9 ALIENS02\$30.00

DOCTOR WHO: TIME OF THE DALEKS BOARD GAME

Scheduled to ship in July 2020.



MICKEY, ROSE, MARTHA, AND DONNA FRIENDS EXPANSION

This Game Expansion adds 4 new Friend models, and the Friends deck to *Doctor* Who: Time of the Daleks, along with the new Friends game mechanic.
GF9 DW007\$20.00

RIVER, AMY, CLARA, AND RORY FRIENDS EXPANSION

This Game Expansion adds 4 new Friend models, and the Friends deck to *Doctor Who: Time of the Daleks,* along with the new Friends game mechanic. GF9 DW006

.....\$20.00



THIRD, EIGHTH, AND THIRTEENTH **DOCTOR 5-6 PLAYER EXPANSION**

This Game Expansion adds three more Doctors to Doctor Who: Time of the Daleks and allows you to play 5-6 player games. GF9 DW003



SPARTACUS: A GAME OF BLOOD **AND TREACHERY (2020 EDITION)**

A fast-paced board game set in Ancient Rome that includes backstabbing

WORLD OF TANKS: MINIATURES GAME

Scheduled to ship in September 2020.



AMERICAN M3 LEE

GF9 WOT03\$12.00



BRITISH VALENTINE

GF9 WOT05\$12.00



GERMAN STUG III G

GF9 WOT02\$12.00



SOVIET SU-100

GF9 WOT04\$12.00



STARTER SET

World of Tanks: Miniatures Game is an easy to learn, quick play game, where you take command of a unit of tanks, seeking to destroy your opponent and secure victory!
GF9 WOT01\$40.00

GATEKEEPER GAMES

HALFSIES DICE (7 POLYHEDRAL DICE SET)

Scheduled to ship in October 2020.



GAMMA - UPOGRADED CASE GKG H525.....\$13.95

HALO

GKG H70.....\$13.95



SUPER - UPGRADED CASE

GKG H513.....\$13.95

NEUTRON DICE (7 POLYHEDRAL DICE SET)

Scheduled to ship in October 2020.

YELLOW

GKG N040\$14.95

GRAND GAMERS GUILD



STROOP

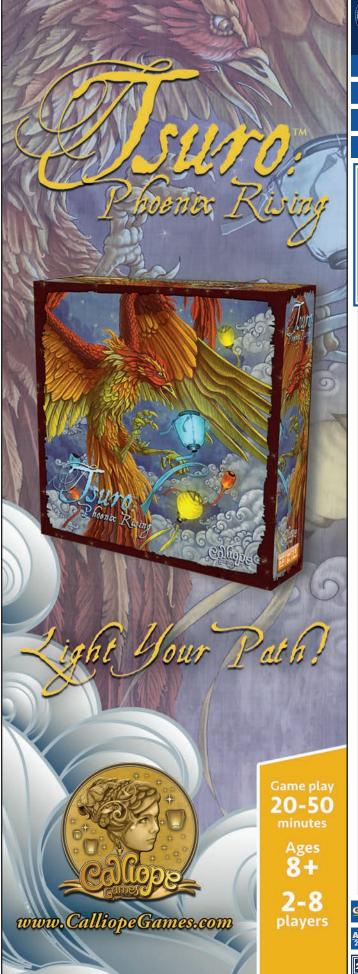
Stroop is a game. Maybe. It's definitely something. You know that test where you have to say the color that a word is written in and not the word itself? Like BLUE or YELLOW for example? And you mess up and youre like ahh my brain is broken, whhyyy? Thats the Stroop Effect. It's a science thing you can look it up. Or you science thing, you can look it up. Or you can play this game and break your brain for fun and profit. Well, for fun, anyway. GGL ST03\$15.00

GREEN RONIN PUBLISHING



FANTASY AGE RPG: LAIRS HARDCOVER

Lairs provides a series of detailed challenges you can adapt to your Fantasy AGE campaign. Each chapter presents a terrifying or formidable adversary, their servants and followers, and their headquarters, base, or lair. Also included are rules for lair and scene specific stunts to step up location-based action in your game. Scheduled to ship in July 2020. GRR 6008\$34.95







SONIC THE HEDGEHOG DICE RUSH

Speed is Sonic's game, and in Sonic The Hedgehog Dice Rush, you and up to three 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.

The Board Game Sa

- Match dice to collect cards and build the ultimate Sonic level.
- · 2 decks of cards that feature classic Sonic level pixel art.



DESIGNER: JONATHAN YING

AVAILABLE NOW!



THE TOWERS OF ARKHANOS

Become wizards and help build the mystical Towers of Arkhanos! Roll and draft dice that become part of the towers themselves, learn and cast powerful spells to alter the dice, and rise above the competition with strategic moves in this family game of 3D tower building!

- Draft dice and place them carefully to build up the Towers of Arkhanos and increase your score.
- · Learn and use powerful magic spells that allow you to manipulate the dice.
- An easy-to-learn and quick-to-play game where your choices are limited but their repercussions are meaningful.







DESIGNER: DANIEL ALVES AND EURICO CUNHA

ARTIST/COVER: MARCELO BASTOS AND RODRIGO RAMOS

AVAILABLE NOW!

DRAGON BALL Z: THE BOARD GAME SAGA

Whether it's the perfected fighting methods of Cell, or the pure chaos of Buu, Dragon ball Z has some of the most iconic villains, and their respective sagas, in anime history. With Dragon Ball Z: The Board Game Saga, 1-4 players will assume the role of one of the Z Fighters to play as while they fight through Dragon Ball Z's 4 legendary sagas. With dozens of special abilities to learn, players can directly recreate their favorite scenes from the show, or change things up with exciting "what if" scenarios.

- Play through the 4 Dragon Ball Z sagas.
- Pick from a dozen classic Dragon Ball Z heroes to play.
- Create wild "what if" face-offs, Yamcha vs. Frieza?!







OCTOBER RELEASE!

DESIGNER: TEAM LYNNVANDER ARTIST/COVER: TOEI ANIMATION







BATMAN THE ANIMATED SERIES: ROGUES GALLERY

Defeat the Batman to rule the city! Gotham City's coffers are ripe for the robbing, but one thing stands in the way of the city's supervillains—the reviled Batman. It's time someone finally took out that nuisance! Choose your favorite villain, then go on crime sprees, steal powerful upgrades, recruit nefarious accomplices, and race to complete your master plan and be the first to defeat the World's Greatest Detective!

- Upgrade gear and accomplices to take down Batman
- Unique push-your-luck gameplay
- · Features all new custom artwork



DESIGNER: SEN-FOONG LIM & JESSEY WRIGHT ARTIST: CHRIS FENOGLIO, JACK LAWRENCE, DARIO BRIZUELA, MARCELO FERREIRA & TABLETAFFY

AVAILABLE NOW!



MUNCHKIN TEENAGE MUTANT NINJA TURTLES **DELUXE**

Teenage Mutant Ninja Turtles blends the humor and gameplay of Munchkin with the enemies and "team-up" themes of the iconic Teenage Mutant Ninja Turtles comics.

- Officially licensed game based on the fan favorite comic book series and Munchkin card game!
- · A must-play for any Munchkin fan, Munchkin TMNT puts a radical spin on the classic Munchkin rules.
- Includes a mounted level tracker and 6 standees featuring artwork by TMNT co-creator Kevin Eastman!



DESIGNER: STEVE JACKSON GAMES AND JON COHN ARTIST: KEVIN EASTMAN AND TADD GALUSHA

AVAILABLE NOW!

LOCKE & KEY: SHADOW OF DOUBT

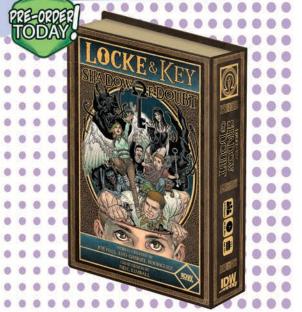
Based on IDW's best-selling graphic novels created by Joe Hill and Gabe Rodriguez, as well as the hit Netflix series, Locke & Key: Shadow of Doubt invites 3-6 players to unlock the mysteries of Keyhouse. In Locke & Key: Shadow of Doubt, players will go on adventures, using the magical keys to unlock 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.



AVAILABLE SEPTEMBER!

DESIGNER: NEIL KIMBALL ARTIST: GABRIEL RODRIGUEZ **COVER: JAY FOTOS**









SPOTLIGHT O



FLASH 8

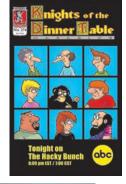
Play in a flash! Speed through the city! Line up your electrons to get the current flowing, and frustrate your opponents in the process. To win, reproduce the configurations as fast as you can. That's all! Flash 8 is the modernized version of a well-known classic; the question is not if you can do it, its how fast! Because the game plays non-stop through to the end, Flash 8 is one of the most dynamic games of the last millennium!

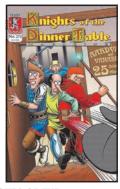
IEL 00088.....

KENZER & COMPANY

KNIGHTS OF THE **DINNER TABLE #274**

This multiple award-winning comic magazine features the hilarious misadventures of a group of gamers (the Knights) and their friends, along with useful role-playing and other articles for gamers, from a gamers perspective. It's a slice of (fantasy) life in strips, articles, reviews and features, and a wonderful celebration of the gaming culture! Scheduled to ship in June 2020. KEN 274





KNIGHTS OF THE DINNER TABLE #275

Scheduled to ship in July 2020. KEN 275.....\$5.99



KNIGHTS OF THE DINNER TABLE #276

Scheduled to ship in August 2020. KEN 276\$5.99

KOBOLD PRESS



DUNGEONS & DRAGONS RPG: BRILLIANT EAST WORLDBOOK HARDCOVER

The region known as the Brilliant East is an immense and ancient land encompassing vast empires, wild unsettled plains, unsurpassed civilizations, and the ravaged battlefields of gods. Celestial dragons soar through the clouds and advise emperors, while irrepressible Monkey works his mischief among kings and commoners alike. Scheduled to ship in October 2020. PZO KOB-BE\$39.99



YU-GI-OH! TCG: **LEGENDARY DUELISTS - RAGE OF RA BOOSTER DISPLAY (36)**

Dive deep into the Decks of Duelists shrouded in darkness with the next chapter in the Legendary Duelist series! KON 84949.....\$71.64



YU-GI-OH! TCG: MAXIMUM GOLD BOX

Prepare to experience the unparalleled beauty and style with new Premium Gold Rares in Maximum Gold! Each box will include 4 Maximum Gold packs with 7 cards each: 2 Premium Gold Rares and 5 gold-letter Rares. KON 85106.....\$29.99

LORESMYTH



DUNGEON DISCOVERIES

Draw instant item and immersive little ideas for your scifi roleplaying games. Easy, replayable, system neutral. *Dungeon Discoveries* card decks provide endless, modular story ideas with the flip of a card. Never will you have to say again You Find Nothing! **SCIFI LOCATIONS**

LOY LORE-DD-SL	\$15.00
SCIFI SEARCHES	•
LOY LORE-DD-SS	\$15.00
SCIFI SEARCHES	
LOY LORE-DD-SSH	\$15.00

LUCKY DUCK GAMES



KINGDOM RUSH: RIFT IN TIME

The tabletop adaptation of the famous mobile tower defense game is coming to retail with a base game and two epic expansions! The game is fully co-operative and offers both individual scenarios, an infinite replay-ability mode, and a unique campaign. In the campaign, each new scenario is more challenging than the one before it, introducing formidable foes, game-changing events, and epic bosses to battle! Scheduled to ship in October 2020. LKY KGR-R01-EN......\$59.99

MONSTER FIGHT CLUB

CYBERPUNK RED RPG





EDGERUNNERS A - SOLO, TECH, AND NETRUNNER MFC 33001..... \$20.00



EDGERUNNERS B - TECH, NOMAD, AND FIXER MFC 33002.....\$20.00



MONSTER SCENERY Scheduled to ship in May 2020.



AUTUMN FOREST

The Autumn Forest contains three (3) pre-painted plastic trees with removable orange leaf tops, a tree stump scenery piece, and a double-sided neoprene area template. One side of the template is a forest floor, the other a small pond. MFC 10101.....\$40.00



BARREN GROUND

Barren Ground contains eight (8) pre-painted plastic rocks and fallen trees as well as two (2) double-sided neoprene area templates. There are five (5) tan rock formations of varying sizes, an uprooted tree trunk, a broken tree trunk and a tree stump. The templates depict a rubble strewn area of ground on one side and overgrown flagstones on the other. MFC 10301 \$40.00



BARREN HILLS

The Barren Hills set contains three (3) prepainted plastic tan rock formations; a large hill with plenty of flat areas to stand models upon, a small hill, and a small rock. MFC 10201.....\$40.00

DON'T MISS THIS MONTH'S MARVEL **PREVIEWS** CATALOG FOR A COMPLETE LISTING OF SEPTEMBER **MARVEL COMICS** AND TRADES!





FOR A DIGITAL COPY OF THE PREVIEWS CATALOG, **VISIT THE LINK BELOW:**

> PREVIEWSWORLD.COM/ MARVELPREVIEWS

> > ©2020 MARVEL

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MONTE COOK GAMES

NUMENERA RPG: CHARACTER & **CREATURE STANDUPS**

Bring the *Ninth World* alive on your gaming table. These full color characters and creatures are printed double-sided on thick, heavy gameboard stock, and come with plastic bases. Dozens of Numenera characters and creatures are ready for play. Dozens of characters of all types and descriptions, along with loads of creatures. There's nothing cheap or flimsy about these - heavy double-sided board stock gives them great tactile as well as visual appeal. Numenera creatures and characters have a unique science-fantasy style. RPG customers looking for something a little different will love what they see! MKG 260.....\$19.99





NUMENERA RPG: VOICES OF THE DATASPHERE

This hardcover sourcebook opens up a whole new aspect of game play, in which characters interface with and explore the reaches of the datasphere. The first in-depth look at an important part of the Ninth World setting of Numenera. A new region of the Ninth World to explore and a whole new mode of gameplay as players enter the virtual meta space of the datasphere. MKG 253 \$44.99

MR. B GAMES/FORBIDDEN GAMES

SPOTLIGHT O



LIZARD WIZARD

A handful of Arch-Mages are vying for the loyalty of wizards across the land so that they can wield ultimate power. so that they can wield utilities power.

Lizard Wizard is a game from the team that brought you Raccoon Tycoon.

In Lizard Wizard, players compete to recruit wizards from seven unique schools of magic, build mystical towers, research powerful spells, summon helpful familiars, and search dark dungeons for gold and items of power. Only one Arch-Mage will rise above the rest and control the land. Will it be you? Scheduled to ship in August 2020. MIB FRB1600\$49.99

PAIZO PUBLISHING

PATHFINDER RPG: ADVENTURE PATH - AGENTS OF EDGEWATCH PART 4 - ASSAULT ON HUNTING LODGE SEVEN (P2)

Armed with the identity of a powerful Norgorber cultist belonging to the so-called Twilight Four, the agents infiltrate a soiree of alchemists and poisoners in order to apprehend the sinister Infector in his underground hideout. Assault on Hunting Lodge Seven is a Pathfinder adventure for four 12th-level characters. Scheduled to ship in October 2020. PZO 90160\$24.99





PATHFINDER RPG: BESTIARY 2 BATTLE CARDS (P2)

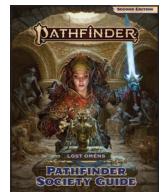
Expand your encounters with this massive collection of 450 reference cards, featuring every monster from Pathfinder Bestiary 2! Each 4 x 6 card is printed on sturdy cardstock and features a beautiful, fullcolor image of a Bestiary 2 monster on one side, while the other side provides that monster's statistics for quick and easy reference. Scheduled to ship in October 2020.

PZO 2219.....\$59.99



PATHFINDER RPG: FLIP-MAT -BIGGER PIRATE SHIP

Whether your heroes decide to board the enemy vessel or purchase a sprawling ship of their own, Pathfinder Flip-Mat: Bigger Pirate Ship has you covered. Pathfinder Flip-Mat: Bigger Pirate Ship measures 27 by 39 inches, which gives you 45% more gaming space than the standard Pathfinder Flip-Mat. Scheduled to ship in October 2020. PZO 30109\$19.99



PATHFINDER RPG: LOST OMENS - PATHFINDER SOCIETY GUIDE **HARDCOVER (P2)**

The Pathfinder Society is a globe-trotting organization of adventurers, scholars, and warriors all dedicated to exploration, collecting lost knowledge and treasure, and sharing it with the world. Lost Omens: Pathfinder Society Guide details everything players and GMs need to know about the Pathfinder Society, from the basics of membership, to the Societys various factions, to the various lodges littered throughout the Inner Sea region. Scheduled to ship in October 2020.

PZO 9307\$34.99



STARFINDER RPG: ADVENTURE **PATH - DEVASTATION ARK PART** 3 - DOMINION'S END

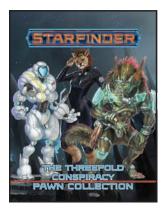
Upon gaining access to the hostile starship known as Ark Prime, the heroes find themselves immersed in propaganda designed to show the might and superiority of the ancient empire that launched the vessel eons ago. Dominion's End is a Starfinder Roleplaying Game adventure for four 18th-level characters. Scheduled to ship in October 2020.

PZO 7233\$22.99



STARFINDER RPG: FLIP-TILES -CITY STARTER SET

Stage the scene for epic science fantasy battles with the Starfinder Flip-Tiles: City Starter Set! This boxed collection of 42['] durable, double-sided full-color 6 x 6-inch map tiles provides tons of options for futuristic urban encounters, from foot chases through narrow alleys to searching for suspects in cramped cubicle apartments! Scheduled to ship in October 2020. PZO 7503\$34.99



STARFINDER RPG: PAWNS - THE THREEFOLD CONSPIRACY PAWN COLLECTION

Key aliens and NPCs from Starfinders Threefold Conspiracy Adventure Path come alive on your tabletop with The Threefold Conspiracy Pawn Collection, featuring more than 100 creature pawns for use with the Starfinder Roleplaying Game or any tabletop science-fantasy RPG! Scheduled to ship in October 2020. PZO 7419\$24.99

SPOTLIGHT ON 8



POKÉMON TCG: SWORD & SHIELD - DARKNESS ABLAZE BOOSTER DISPLAY (36)

The velvet night glows, burns, and blazes astoundingly bright as the Legendary Pokémon Eternatus arrives as a Pokémon V alongside Centiskorch V, Crobat V, Salamence V, and many others. You'll also find towering Pokémon VMAX in their Gigantamax forms: Charizard VMAX, Grimmsnarl VMAX, Butterfree VMAX, and more! Light a fire withi the Pokémon TCG: Sword & Shield - Darkness Ablaze expansion! NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.

POKÉMON TCG: SWORD & SHIELD - DARKNESS ABLAZE THEME DECK DISPLAY (8)

POKÉMON TCG: SWORD & SHIELD - DARKNESS ABLAZE BONUS PACK

Contains 1x Sword & Shield - Darkness Ablaze booster pack and 1x bonus booster pack from the Sword & Shield series! PUI 80811......PI

POKÉMON TCG: SWORD & SHIELD - DARKNESS ABLAZE BUILD & BATTLE BOX DISPLAY (10)

POKÉMON TCG: SWORD & SHIELD - DARKNESS ABLAZE ELITE TRAINER BOX

The velvet night glows, burns, and blazes astoundingly bright as the Legendary Pokémon Eternatus arrives as a Pokémon V alongside Centiskorch V, Crobat V, Salamence V, and many others. You'll also find towering Pokémon VMAX in their Gigantamax forms: Charizard VMAX, Grimmsnarl VMAX, Butterfree VMAX, and more! Light a fire withi the Pokémon TCG: Sword & Shield - Darkness Ablaze expansion!

POKÉMON TCG: SWORD & SHIELD - DARKNESS ABLAZE MINI PORTFOLIO DISPLAY (12)

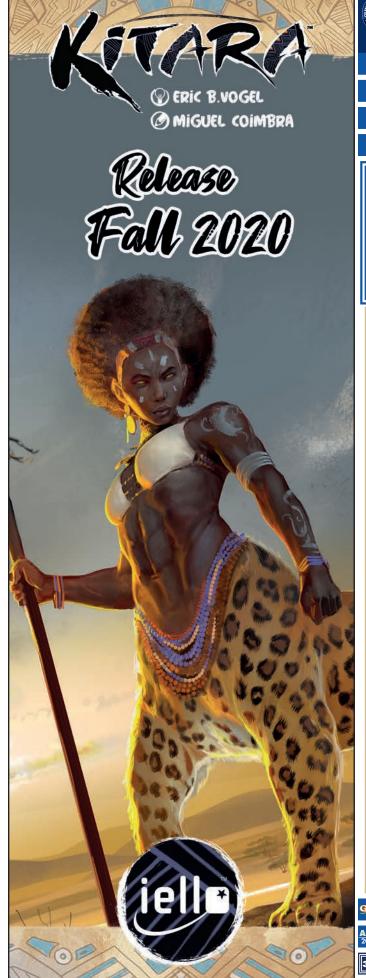
POKÉMON TCG: SWORD & SHIELD - DARKNESS ABLAZE THREE-BOOSTER BLISTER

The velvet night glows, burns, and blazes astoundingly bright as the Legendary Pokémon Eternatus arrives as a Pokémon V alongside Centiskorch V, Crobat V, Salamence V, and many others. You'll also find towering Pokémon VMAX in their Gigantamax forms: Charizard VMAX, Grimmsnarl VMAX, Butterfree VMAX, and more! Light a fire withi the Pokémon TCG: Sword & Shield - Darkness Ablaze expansion!



POKÉMON TCG: TRUE STEEL PREMIUM COLLECTION

Stand tall with the Legends of Galar! You can count on these Pokémon - their steely spirits are true and tested, as befits the Legendary Pokémon of Galar! And what better crowning star for your collection than one of the mightiest Pokémon of this region? This collection includes one of the Warrior Pokémon in three forms - as a sculpted figure, a collector's pin, and a foil promo card - together with treasures found in *Pokémon* TCG booster packs.



GIM

2020

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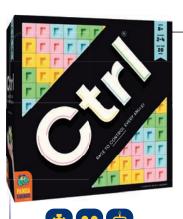






PANDASAURUS





CTRL

- · A great fit for the whole family.
- 3D area-control!
- Cover your friend's cubes before they cover yours

AVAILABLE: 7/29/20

\$24.95 PAN202007

GODSPEED

- Fun alternate history setting.
- Tense bidding and high player interaction.
- · Artwork from Jesse Riggle. (Unearth)

PAN202006 \$59.95



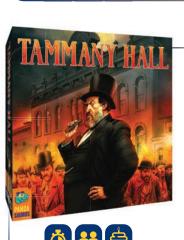


RELEASE









TAMMANY HALL

- · The best seller is back!
- · Fun negotiation game.
- Great player interaction!
- Top 400 strategy game on Board Game Geek.

AVAILABLE: 9/16/20

PAN202012 \$49.95

SONORA

- · Flick discs into the right quadrant to score points on your dry erase sheet!
- Stunning art and Exciting player interaction.
- A blast for both families and gamers!

PAN202005 \$29.95









GODS LOVE DINOSAURS

- From the designer of Magic Maze.
- Fun domino like tile-laying.
- Control a food-chain from top to bottom!



PAN202016 \$39.95



- · The perfect next step for those that love The Mind.
- Twice the speed, synchronized and backwards!
- · Even more frenetic fun that the original.











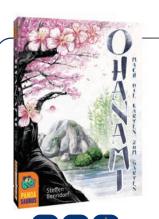






PANDASAURUS





PRE-ORDER

OHANAMI

- Unique drafting set collection game!
- A new-classic card game!
- A best seller in Germany and France!

AVAILABLE: 10/28/20

PAN202013 \$14.95

MACHI KORO 5TH ANNIV. EDITION

- · Global smash hit over one million sold.
- · Build your own city, collect money when dice roll.
- · Spiel des Jahres nominee.

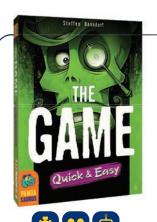
PAN201821 \$29.95











PRE-ORDER

THE GAME: OUICK & EASY

- Standalone follow up to the best seller!
- · Easier to teach, new unique gameplay.
- · Fun new family-friendly art!

AVAILABLE: 10/14/20

PAN202014 \$14.95

THE GAME

- · Global sensation 1.3 million units sold!
- · This highly addictive card game pits players against The Game itself.
- Multi award-winner and Spiel des Jahres nominee.

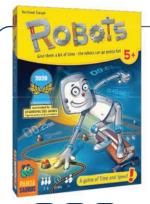
PAN201820 \$12.95











PRE-ORDER

ROBOTS

- · Kinderspiele des Jahres nominee!
- A best-seller in Germany!
- · Fun family-friendly cooperative play!

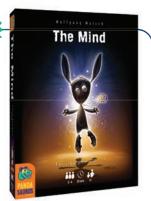
AVAILABLE: 10/14/20

PAN202017 \$14.95

THE MIND

- Explosive hit card game -1.3 million units sold.
- · Meld minds to play cards in order without talking.
- · Multi award-winning title and Spiel des Jahres nominee.

PAN201809 \$12.95















WWW.PANDASAURUSGAMES.COM



PIP 51108\$24.99



ZERKALO BLOC VOYAKA 099 MONSTER (RESIN AND WHITE METAL)







AETERNUS CONTINUUM SCOURGE A LIGHT WARJACK (METAL)



BARON CASSIUS MOOREGRAVE WILD CARD HERO SOLO (METAL) PIP 85003\$14.99



CAPTAIN JAX REDBLADE WILD CARD HERO SOLO (METAL)



IRON STAR ALLIANCE FIREBRAND A LIGHT WARJACK (METAL) PIP 83006\$29.99



IRON STAR ALLIANCE JUSTICAR VOSS HERO SOLO (METAL) PIP 83009\$14.99



IRON STAR ALLIANCE PALADIN **COMMANDER SOLO (METAL)** PIP 83004\$14.99



MARCHER WORLDS ARTEMIS FANG HERO SOLO (METAL) PIP 82009\$14.99



MARCHER WORLDS DUSK WOLF A LIGHT WARJACK (METAL)



MARCHER WORLDS HUNTER SOLO (METAL) PIP 82004\$14.99

PLG 1211\$40.00 **PRIVATEER PRESS**

expansion that introduces your Imperial Settlers to an Open World Campaign. 1-4 players take on history, beginning in your own personal age of antiquity, and

marching toward the modern era.

PORTAL

HORDES

IMPERIAL SETTLERS: RISE OF THE EMPIRE EXPANSION Imperial Settlers: Rise of the Empire is an

Scheduled to ship in September 2020.



LEGION OF EVERBLIGHT BETHAYNE, PRIDE OF EVERBLIGHT WARLOCK (RESIN AND WHITE METAL)

PIP 73116\$29.99



LEGION OF EVERBLIGHT BLIGHT ARCHON (RESIN AND WHITE METAL) PIP 73117\$37.99

MONSTERPOCALYPSE Scheduled to ship in September 2020.



ZERKALO BLOC LTA FIGHTERS (4) AND LTA GUNSHIP (1) UNIT (RESIN AND WHITE METAL)





AND WHITE METAL)

PIP 51107\$24.99

WARCASTER



AETERNUS CONTINUUM SCOURGE B LIGHT WARJACK VARIANT (METAL)



IRON STAR ALLIANCE FIREBRAND B LIGHT WARJACK VARIANT (METAL) PIP 83010\$29.99



PIP 82011\$29.99

WARCASTER

Scheduled to ship in September 2020.

AETERNUS CONTINUUM HIEROTHEOS RAXIS HERO SOLO (METAL) PIP 84009\$19.99

DO YOU NEED MORE BOARD GAME CONTENT?





















VOITEK SUDAL BOUNTY HUNTER WILD CARD HERO SOLO (METAL)

PIP 85002\$14.99

RATHER DASHING GAMES

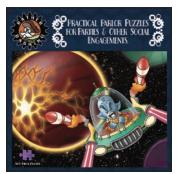
500 PIECE PUZZLES







KEEP 'EM GAMING PUZZLE RDG PZ03\$19.99



WE COME IN PEACE PUZZLE RDG PZ02\$19.99

WAKENING LAIR: THE DARK FOREST (STAND ALONE OR EXPANSION)

This is a 1-6 player fully cooperative dungeon delve which plays in 45-60 minutes. Each player assumes one of nine heroes forming a party which must explore the forest disturbing and vanquishing its denizens. As they do, they'll receive treasure in the form of weapons and magic items. Eventually, one of six monstrous terrors will awaken and try to escape the dark forest. Victory is achieved by defeating it before that happens! RDG DARK \$39.99

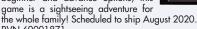
RAVENSBURGER

SPOTLIG

Villainous

MARVEL VILLAINOUS: INFINITE POWER

In Marvel Villainous, players move their villains to different locations within their domain, carry out the actions there, and deal twists of fate their opponents from a shared fate deck. Three different game modes allow players to scale the difficulty of their game by facing more or fewer Events, situations that extract a heavy toll on villains until they are resolved the only way villains know how. Specialty cards add to each villain's ability, making them even more formidable as more Specialty cards are played. With beginner and advance options, this



RVN 60001871\$34.99



MY LITTLE PONY: TAILS OF **EQUESTRIA RPG - THE CURIOUS CASE OF THE MALFUNCTIONING** P.R.A.N.C.E.R. AND OTHER TAILS

The Curious Case of the Malfunctioning P.R.A.N.C.E.R. and other tails is a collection of six short adventures using the power of storytelling to teach practical and interpersonal skills in an exciting setting players are familiar with. The adventures also make great one-shot sessions between longer games. Scheduled to ship in December 2020. RHL RHTOE017.....\$15.99

PACIFIC RIM: EXTINCTION

MINIATURES GAME Scheduled to ship in December 2020.



BRACER PHOENIX RHL RHPRE006\$35.00



CHERNO-ALPHA RHL RHPRE007\$35.00



CRIMSON TYPHOON RHL RHPRE008\$35.00



GUARDIAN BRAVO RHL RHPRE009\$35.00



LEATHERBACK RHL RHPRE010\$35.00



OTACHI RHL RHPRE011\$35.00



RAIJIN RHL RHPRE012\$35.00



SLATTERN RHL RHPRE013\$35.00





Ravensburger.com/DisneyVillainousGame





AUTUMN HARVEST: A TEA DRAGON SOCIETY CARD GAME (RGS01158)

- · Create memories with your Tea Dragon!
- Compatible with the original Tea Dragon Society Card Game for up to 5 players!
- Based on the delightful Oni Press Graphic novel by Katie O'Neill!

MSRP: \$25 Ages: 10+ 2-4 Players 30-60 Min

October Release!

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!

FOX IN THE FOREST DUET (RGS02048)

- · Win as a team by collecting gems you find along your path.
- · Play cards carefully to move avoid getting lost in the forest.
- Use special abilities of the characters to help your teammate.

MSRP: \$30 Ages: 13+ 1-5 Players 10 Min

Available Now!





PALADINS OF THE WEST KINGDOM (RGS02033)

- · Enlist the help of your Paladins to defend your city!
- Increase your faith, strength and influence with the help of a chosen Paladin each round!
- · Victory will be won through building, commissioning monks, and confronting outsiders.

MSRP: \$55 Ages: 12+ 1-4 Players 90-120 Min

Available Now!

RAIDERS OF THE NORTH SEA (RGS00585)

- · Spiel Des Jahres Kennerspiel 2017 Nominee (Enthusiast Game of the Year).
- · Impress the Chieftain by raiding villages.
- Part of the North Sea Runesaga Campaign Trilogy!

MSRP: \$55 Ages: 12+ 2-4 Players 60-80 Min

Available Now!

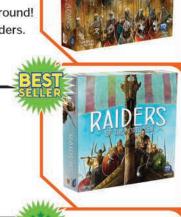
CLANK! A DECK-BUILDING ADVENTURE (RGS00552)

- · Sneak into an angry dragon's mountain lair to steal precious artifacts.
- Delve deeper to find more valuable loot.
- Acquire cards for your deck and watch your thievish abilities grow!

MSRP: \$60 Ages: 13+ 1-4 Players 60 Min

Available Now!







GIM



WARDLINGS CAMPAIGN SETTING (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

April Release!

KIDS ON BROOMS (RGS01550)

- · Attend a magical school for witches and wizards like yourself!
- Uncover the secrets of your school while facing down mythical beasts, searching for school secrets and completing your homework!
- Rides brooms, brew potions and cast powerful spells!

MSRP: \$25 Cover Artist: Heather Vaughan

Designers: Johnathan Gilmour, Doug Levandowski, Spence Starke

Available Now!



PUZZLE - ARBORETUM (RGS02151)

- · Unique and relaxing art from Arboretum artist, Beth Sobel.
- · High quality materials and sharp edges for a satisfying connection for correct pieces.
- 1000 pieces, 67 x 48 cm, APPROX. 26"x19"

MSRP: \$20

September Release!

PUZZLE - KIDS ON BIKES (RGS02153)

- · Unique and evocative art from artist, Heather Vaughan.
- · High quality materials and sharp edges for a satisfying connection for correct pieces.
- 1000 pieces, 67 x 48 cm, APPROX. 26"x19"

MSRP: \$20

September Release!

PUZZLE - OVERLIGHT (RGS02150)

- · Unique and kaleidoscopic art from Overlight artist, Kwanchai Moriya.
- · High quality materials and sharp edges for a satisfying connection for correct pieces.
- 1000 pieces, 67 x 48 cm, APPROX. 26"x19"

MSRP: \$20

September Release!

PUZZLE - RAIDERS OF THE NORTH SEA (RGS02149)

- · Unique and stunning art from Raiders of the North Sea artist, Mihajlo Dimitrievski.
- High quality materials and sharp edges for a satisfying connection for correct pieces.
- 1000 pieces, 67 x 48 cm, APPROX. 26"x19"

MSRP: \$20

September Release!





O WARDING









GIM



ROXLEY GAMES



IRON CLAYS: PRINTED BOX W/ **CHIPS (200)**

This is an accessory for Brass: Birmingham, that tells the story of competing entrepreneurs in Birmingham during the industrial revolution, between the years of 1770-1870, and Brass: Lancashire, an economic strategy game that tells the story of competing cotton entrepreneurs in Lancashire during the industrial revolution. ROX 505.....\$80.00



IRON SPADES PLAYING CARDS: ONE PACK

This deck of classic playing cards features original card back and rank designs, as well as fully custom designed Joker and Ace of Spades. *Iron Spades* are perfect for your poker night, playing classic card games, magic or cardistry.

ROX 550......\$14.00

R. TALSORIAN GAMES



THE WITCHER RPG: **A WITCHERS JOURNAL**

A Witcher's Journal is a supplement for the Witcher RPG which gives you a number of new monsters and intriguing plot hooks to use in your game as well as new lore and an indepth investigation system. Scheduled to ship in July 2020. RTG WI11021 \$30.00

SIRIUS DICE



STARLING GAMES



A WAR OF WHISPERS: STANDARD EDITION (2ND EDITION)

A War of Whispers is a competitive board game where five mighty empires are at war for the world, but you are no mighty ruler. Instead, you play a secret society that is betting on the results of this war while belining of the results of this war white pulling strings to rig the results and ensure their bets pay off. A War of Whispers is a game of deep strategy, hidden agendas, and shifting loyalties. Scheduled to ship in February 2021. STG 1804\$50.00

STEVE JACKSON GAMES



DELUXE DICE BAG: FESTIVE OWLS

Carry your dice in style using this large, satin-lined dice bag! Featuring custom art that perfectly accents any tabletop game, this dice bag with its quirky owls and a silver lining will help you keep all your dice safe and sound. Eyen if it snows. Scheduled to ship in October 2020. SJG 5214.....\$11.95



ILLUMINATI: 1000 PIECE PUZZLE

We've transformed the original 1982 cover for *Illuminati* into a dark, menacing, and totally illuminated 1,000-piece puzzle. The cover art was painted by Dave Martin, who was part of the discussion that inspired the game. The cover shows, in symbolic form, the different ways the Illuminati scheme to take over the world... stealth and violence, threats and bribes. The little puppet figure in front became one of the games icons, and the Eye in the Pyramid itself became the logo of Steve Jackson Games! Scheduled to ship in October 2020.

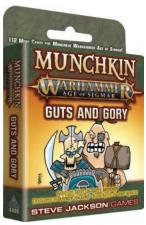
SJG 5961.....\$19.95



PUPPY D6 DICE SET

Featuring the art of Katie Cook, this set of twelve 16mm six-sided dice adds cute puppies to your favorite game! Includes four pearlized colors: white, deep red, bright orange, and teal. Take the dogs for a walk... or roll, at your next game night, with dice featuring bone and puppy engravings on each side. When you open your dice bag, people will know it was YOU who let the dogs out! Scheduled to ship in October 2020.

SJĠ 5910......\$13.95



MUNCHKIN: MUNCHKIN WARHAMMER AGE OF SIGMAR -GUTS AND GORY

They say the third time's the charm, but in this third expansion of Munchkin Warhammer Age of Sigmar, there's precious little charm to be found The . Gutbuster Mawtribe are obese, gluttonous, bloodthirsty ogors whose hunger for combat burns as hot as their hunger for everything else. The Ossiarch Bonereapers are highly disciplined troops loyal to Nagash. You can serve them in life or serve them in death - they aren't picky. Scheduled to ship in October 2020. SJG 4488.....\$19.95

THE ZODIAC DIE

Add a new layer of depth to your RPG sessions with *The Zodiac Die!* This esoteric 30mm 12-sided die lets you create a quick astrological reading for any player or NPC. It also includes a reference book written by Steve Jackson. Scheduled to ship in October 2020. SJG 5959......\$12.95



SKULL D6 DICE SET

Raising a horde of skeletons is harder than it sounds. Scouring ancient crypts for forbidden tomes... hours of endless chanting... so many candles! The Skull d6 Dice Set is an excellent alternative. Have them do your bidding in any game that uses six-sided dice. Scheduled to ship in October 2020.

SJG 5958.....\$8.95



MY LITTLE SCYTHE: PIE IN THE SKY EXPANSION

Pie in the Sky begins on the eve of the 3000th Harvest Tournament, where stories are retold of Pommes ancient animals are retold of Pommes ancient animals venturing into distant lands to establish their own kingdoms. As animals gather for the milestone tournament, the tabled lost airship emerges from the horizon, carrying Seekers from the Fox and Owl kingdoms. The stage is set for the greatest Harvest Tournament in 3000 years! This expansion requires My Little Scythe. It expansion requires My Little Scythe. It adds an airship, special abilities, 2 new kingdoms, and more!

STM 801\$20.00

STUDIO 71



TEETURTLE



DARING CONTEST

DARING CONTESTFriends play normal party games...
Best friends play *Daring Contest!* In this fast-paced party game, players compete to create hilarious Dares, while the Judge chooses which Dare will be performed. Win the game by having the most points. Win at life by causing the most amparrassment most embarrassment.

TET 3897-DC-BSG1PI



DARING CONTEST: DRINKING EXPANSION

If Daring Contest wasn't daring enough for you, this expansion deck will add some extra drinking to turn your dares extra-sloppy.

TET 3905-DC-EXP3PI



DARING CONTEST: MODIFIERS EXPANSION

Want to get more creative with your dares? This expansion pack adds some easier Dare cards, and plenty of modifiers that will help you create unique dares each time you play. TET 3903-DC-EXP1PI







DARING CONTEST: PENALTY BOX EXPANSION

Daring Contest too easy for you? This expansion adds some harder Dare cards and a whole lot of extra penalties.

TET 3904-DC-EXP2 PI



DARING CONTEST: **SAFE FOR WORK EDITION**

Like *Daring Contest*, but don't want to embarrass yourself in front of your parents (or Kid's)? This version keeps all the fun of Daring Contest but with a family-friendly set of dares and penaltites. TET 3906-DC-BSG1 PI



EXILED LEGENDS

Exiled Legends is a strategic card game where mythical creatures wield incredible power. Many legendary champions have been exiled from their home dimensions to the Banesphere, where they assemble teams of heroes to fight battles of conquest and control. Choose one of those champions, assemble your team, and defeat your enemies. TET 4227-AL-BSG1 PI



EXILED LEGENDS: EARTH & AIR EXPANSION

The banesphere crackles with a new energy as two new Legends assemble their heroes for battle. Only one will emerge victorious. Will it be the swift and unpredictable sylph Queen, or the sturdy and powerful chained Titan? Lead one of these fearsome new teams of heroes to victory with the brand new expansion for this card game of strength and strategy. Will you take up The mantle and lead your team to glory?
TET 4358-AL-EXP1PI





HERE TO SLAY

Here to Slay is a 2-6 player turn-based role-playing competitive strategic fantasy card praying competitive strategic tantasy card game. In this game, youll assemble a full party of heroes to slay dangerous monsters while working to avoid the sabotage of your foes. The game also includes items you can equip to your heroes, IVI challenge cards, and roll partitions to the tribute of the sabotage. modifiers to tip the odds in your favor. The first player to slay three monsters or assemble a full party wins the game! Scheduled to ship in October 2020.

TET 4867-HS-BSG1.....PI



Llamas Unleashed is barnyard fun for 2-8 players! But llamas aren't the only new kids on the block. Goats, rams, and alpacas also run rampant in this witty and whimsical barnyard-themed party game. Based on the Unstable Unicorns mechanics you already know and love!

TET 4122-ĹW-BSG1PI



REVERSIBLE OCTOPUS MINI

Show your mood without saying a word cuddle daily! Scheduled to ship in July 2020.



BLACK AND GRAY

TET 2485-TY-PLC1.....PI



TET 2485-TY-PLB1PI



DOUBLE PINK

TET 2485-TY-PLE1PI

RED AND YELLOW

TET 2485-TY-PLA1 PI



GREEN AND AQUA

TET 3272-TY-PLH1.....PI



SUNSET/MERMAID

TET 3272-TY-PLR1 PI



RUNES & REGULATIONS

Runes & Regulations is a 2-4 player strategic card game that combines the aggressiveness of a horde of Dragons with the passive-aggressiveness of a suburban Unicorn. Immerse yourself in this world of magic and the mundane by summoning mythical pets and casting powerful spells, all within the comfort of your own home. TET 4409-RR-BSG1 PI



RUNES & REGULATIONS: NEFARIOUS NEIGHBOR EXPANSION

A dark cloud looms as a powerful Warlock moves into the neighborhood. The Nefarious Neighbor expansion opens your Runes & Regulations game to up to 8 players, and each of them has a secret. Not a stand-alone game. Requires the original runes & regulations to play.

TET 4495-RR-EXP1 PI



THE QUEST FOR PLANET NINE



"This is like wow!"

Tom Vasel, The Dice Tower

2020 KENNERSPIEL

2020 Connoisseur Game of the Year Nominee



2020 Game of the Year **Nominee**

"I loved My City, and so did my family."





NEW EXCITING GAMES ALSO AVAILABLE NOW!





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EXIT: The Stormy Flight EXIT: Theft on the Mississippi

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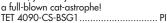
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SCRAM

Fluffy cats, floppy cats, silly cats, scruffy cats... There are all kinds of kitties romping around this pet store, and it's your job to gather 'em up! Keep your eyes peeled for Scrappy strays scrounging for handouts and cunning cat burglars looking to snatch up your favorite felines. If you're not careful, your kitty collection could turn into a full-blown cat-astrophe!









UNSTABLE UNICORNS

One of Kickstarter's Top 50 most backed projects of all time! Unstable Unicorns is a strategic card game about everyone' two favorite things: Destruction and Unicorns!
TET 3678-UU-BSG1PI



UNSTABLE UNICORNS: DRAGONS EXPANSION

Unstable Unicorns Dragons Expansion Pack is designed to be added to your Unstable Unicorns Card Game (or Unstable Unicorns NSFW Card Game). This pack includes dragon-themed characters, magic cards, upgrades, and downgrades. *Unstable Unicorns* was one of Kickstarters top 100 most backed projects of all time and won the 2019 Peoples Choice Award for Toy of the Year. TET 3681-UU-EXP1 PI



UNSTABLE UNICORNS: NSFW BASE GAME

The NSFW edition of Unstable Unicorns is still a strategic game that will destroy your friendships in a hilariously offensive way. Horrify your friends. Abandon them. Unicorns dont judge. The game features the same style of gameplay as the beloved Unstable Unicorns, just a bit...dirtier. Unstable Unicorns was one of Kickstarters top 100 most backed projects of all time and won the 2019 Peoples Choice Award for Toy of the Year. TET 4371-UU-BSG1 PI



UNSTABLE UNICORNS: RAINBOW APOCALYPSE EXPANSION

Unstable Unicorns Rainbow Apocalypse Expansion Pack is designed to be added to your Unstable Unicorns Card Game (or Unstable Unicorns NSFW Card Game). This pack includes cards ranging from super cute unicorns to the terrifyingly destructive Four Unicorns of the Apocalypse. Unstable Unicorns was one of Kickstarters top 100 most backed projects of all time and won the 2019 Peoples Choice Award for Toy of the Year. TET 3902-UU-EXP1PI



UNSTABLE UNICORNS: UNICORNS OF LEGEND EXPANSION

Unstable Unicorns: Unicorns of Legend Expansion Pack is designed to be added to your Unstable Unicorns Card Game (or Unstable Unicorns NSFW Card Game). This pack includes fantasy-themed characters, magic cards, upgrades, and downgrades for explorers and adventurers. Unstable Unicorns was one of Kickstarters top 100 most backed projects of all time and won the 2019 Peoples Choice Award for Toy of the Year.

TET 4053-UU-EXP1 PI

TOMPET GAMES



DONNING THE PURPLE

Donning the Purple is an asymmetrical king of the hill game with a bit of worker placement. Each player leads a powerful family in ancient Rome, trying to get the most victory points during 4 rounds. Scheduled to ship in October 2020. TPG DTP\$60.00



DONNING THE PURPLE: VOTES & VIRTUE EXPANSION

Votes & Virtue is an Expansion to Donning The Purple and includes lots of new content that will create new headaches to the ruling Emperor. Scheduled to ship in October 2020.

TPG DTPVV......\$52.00

UPPER DECK ENTERTAINMENT



LEGENDARY DBG: 007 -A JAMES BOND DECK **BUILDING GAME EXPANSION**

Legendary expands the exciting world of secret agents with the first expansion to Bond, James Bond! This expansion comes with 300 playable cards featuring images from the Bond movies! The game features James Bond as played by George Lazenby, and Timothy Dalton. Of course no Bond game would be complete without Bonds allies like Q, Moneypenny, Felix Leiter, and others. And how could we forget those fabulous Q Branch gadgets! Battle additional Bond adversaries, Ernst Blofeld, Franz Sanchez, Dario, and others! Scheduled to ship in September 2020. UDC 94115.....

USAOPOLY/THE OP

CRITICAL ROLE: 1,000 PIECE PUZZLE

Scheduled to ship in October 2020.



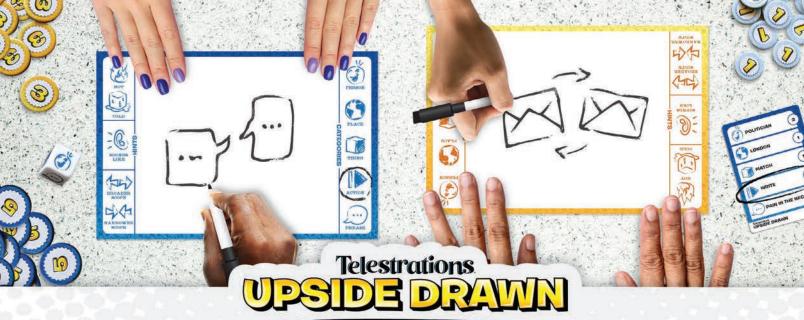
MIGHTY MEIN USO PZ139516......PI



VOX MACHINA PUZZLE

USO PZ139517......PI

GIM



THE SIDE-SPLITTING TEAM SKETCH & GUESS GAME!

It's Telestrations, but upside down! This fun new twist on the award winning Telestrations game gives a whole new meaning to laugh out loud miscommunication. This game puts a teamwork spin on "The Telephone Game Sketched Out" by putting the pen in one person's hand, and control of the board in another's! Only through "up" or "down" directives can the team put the pen and board together to guess the clue first!



Order Today!

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OPERATION: RUDOLPH THE RED-NOSED REINDEER

Put on your scrubs and help Santa, Rudolph, and Hermey operate on Bumble The Abominable Snow Monster in this classic game of removable parts. It will take a steady hand to get rid of his sweet tooth, Charlie Horse, cold shoulder, and more. Rudolphs nose glows and Bumble roars every time the surgery backfires, so operate with care! Scheduled to ship in October 2020.

USO OP033069.....

SPOTLIGHT O

QUESTS OF YORE: BARLEY'S EDITION

In this immersive role-playing game, gather your Fellowship and embark on an epic Quest across the lands of old. Rush to the aid of the satyrs of Clovendell and uncover a mystery that will test your adventurers' strength and teamwork. Take on the role of the Quest Master leading the travelers or one of the fellowship hungry for adventure! The tale you tell will feature the folk and lore of the hit Pixar movie Onward. Elves, cyclops, goblins, dragons... and The Manticore, are just some of what awaits you on your journey in *Quests of Yore: Barleys Edition*. Scheduled to ship in October 2020. USO RP004721PI



WIZKIDS/NECA

DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS

ADULT WHITE DRAGON PREMIUM FIGURE

WizKids is ramping up the number of new dragon figures, to really put the dragons back into *Dungeons & Dragons*. Starting with this Adult Dragon, new dragons will be releasing every few months, with amazing new scupts and poses! Scheduled to ship in August 2020.

WZK 96020\$69.99



SPOTLIGHT ON



ICEWIND DALE: RIME OF THE FROSTMAIDEN BOOSTER BRICK (8)

The Icewind Dale: Rime of the Frostmaiden line includes bone chilling new monsters to confront, like the unnerving Tomb Tapper and ferocious Abominable Yeti. Collect all 45 figures from Icewind Dale: Rime of the Frostmaiden, the newest set of randomly sorted monsters and characters in our exciting line of D&D miniatures, Icons of the Realms. Scheduled to ship in September 2020. NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability WZK 96008......\$135.92

SPOTLIGHT O



ICEWIND DALE: RIME OF THE FROSTMAIDEN CHARDALYN DRAGON PREMIUM FIGURE

The Chardalyn Dragon is a construct. The evil suffusing the dragons chardalyn body imbues the construct with malevolence, allowing it to enjoy the terror it stokes. Over 200mm long, the Chardalyn Dragon is an excellent addition to your miniatures collection. Sculpted with highly detailed features and using premium paints, it is an incredible addition to your adventure in Icewind Dale! Scheduled to ship in September 2020.

WZK 96010\$79.99

SPOTLIGHT ON



2020 Wizards of the Coas

PREMIUM FIGURES

Each Dungeons & Dragons Premium Figure comes with a highly detailed figure that is beautifully pre-painted to complement the unique details of the miniatures. The packaging displays these gorgeous miniatures in a clear and visible format, so customers know exactly what they are getting! Scheduled to ship in August 2020.



ELF FEMALE CLERIC WZK 93021 \$7.99



W3 DRAGONBORN MALE FIGHTER



HALFLING FEMALE ROGUE WZK 93019.....\$7.99



W3 FIRBOLG MALE DRUID WZK 93013..... \$7.99

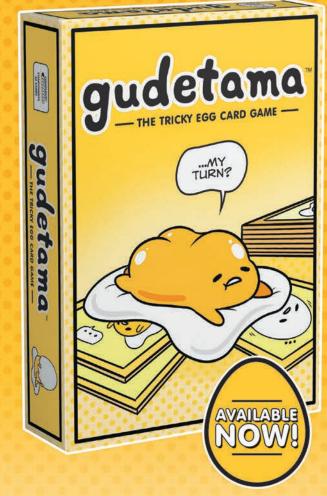


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40



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GIM





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of accessories that will allow you to configure your bridge to fit your needs. What adventures await your campaign? A deadly encounter with a troll? An escape from a pursuing rival army? Or possibly just another landmark along the way to the next destination. Scheduled to ship in August 2020.

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Get ready for battle with the latest in our line of 4D Settings: the Ballista! With an engineer mini prepared to be sure all shots are true, you can set the scene with this highly detailed, pre-painted set and immerse your players in the action. Scheduled to ship in December 2020. WZK 75003\$39.99

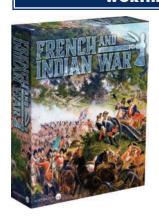


WAR MACHINES - TREBUCHET

The enemy will quickly need to find cover when you place the Trebuchet, one of the latest WizKids 4D Settings sets, onto your table! With intricate attention to details, this pre-painted Trebuchet and Engineer are ready to fire! Scheduled to ship in December 2020.

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WORTHINGTON GAMES



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The French and Indian War is a strategic game on that conflict in America during the peak war years of 1757 to 1759. Scheduled to ship in September 2020.

WOG WPUB053.....\$70.00











SUPER-SKILL PINBALL: 4-CADE

WZK 87520 \$24.99 **Available September 2020!**

Super-Skill Pinball 4-Cade is a "roll & write" game that brings the excitement of pinball arcades to your table, with no reflexes required! Use strategy, skill, timing — and a little bit of luck — to get the highest score!

Gameplay is simple. Each player receives a laminated board showing the pinball table and backglass, and places their ball token on the start space. Two dice are rolled every turn, shared by all the players. Each chooses a die to use, moves their ball token, and fills a box showing what their ball hit, using the included dry-erase markers. They then collect stars and trigger bonuses. When all players have moved their ball, a new turn starts.

If you cannot fill a box, the ball is lost, the round ends, and you start your next round. Finish three rounds and it's Game Over! After all players have completed their third round, the one with the most stars is the winner.

By mimicking the features and physics of real pinball, Super Skill Pinball is intuitive for players, and easy to learn. For example, each table is broken up into several zones, from the top of the table to the bottom. Each turn, the ball must move down to a lower zone on the table, until reaching the flippers. If you catch the ball on a flipper you can then shoot the ball back to the top of the table.

Super-Skill Pinball includes all the features you'd expect to see on a real pinball table:

> Bumpers give you the chance to bounce between them rather than have to drop to a lower zone, racking up lots of stars

> A set of **Rollovers** can be completed to earn a Skill Shot, which lets you change a die result to a value you choose in the future.

> Completing a set of Drop Targets allows you to select from several bonuses like score multipliers, special modes, and multiball. Speaking of which...

> Multiball lets you add a second ball token to the table. Now you must use both dice, assigning one to each of your two balls, but all the stars you score are doubled.

All of these different bonuses and modes combine to present the players with challenging choices and gameplay depth that engages both younger children and families looking for a fun and quickplaying game, and serious gamers and pinball enthusiasts wanting to develop strategies to topple the high score.

Since it models real pinball so well, Super-Skill Pinball is a fantastic solo game. Players have a natural incentive to beat their high scores, and the game also includes special achievements for players to try to accomplish.

And while the game includes components for up to four players, because of the nature of gameplay there is no upper limit on the number of players that can play at the same time. By combining sets or playing remotely with other groups over video chat, any number can play.

Super-Skill Pinball 4-Cade includes four different tables, each with its own challenges and special features.

Carniball sends players to the carnival to ride the Ferris Wheel, knock down the Duckies, and popping balloons. And they can try to ring the bell in the Feat of Strength for the big 20-

> In Cyberhack, players are hackers trying to steal data from the Corporation. game includes a special

RUN minigame, played on the backglass, where they try to get as deep into the corporate network as possible without being traced.

Dragonslayer puts players in the role of a young wizard. Each player has a book of spells that allows them to

change dice, activate bonuses, and save themselves from certain death! leveling up they can learn more spells and prepare themselves to defeat the fearsome Dragon.

Dance Fever sends the players back to the 1970's and the disco era. Expert timing is required to earn the biggest Boogie Bonus. And Disco Pinferno mode lets you play on two tables at once — the main Table, and special mini Dance Floor on the backglass board. The longer you can stay on the dance floor, the bigger the bonuses.

Each table is lavishly illustrated, and includes the bonuses right on the board, exactly as you would expect from a real pinball table. The simple rules, table variety, great artwork, and flexible player count all combine to make Super-Skill Pinball 4-Cade a high-score setting pinball experience!







Use strategy, skill, timing, and a little bit of luck to get the highest score!

This is a demo kit for **Super-Skill Pinball: 4-Cade**. The base game includes four different themed pinball "tables" as dry erase boards. This kit includes paper versions of the beginner table **Carniball**, which teaches the basics of play, for demos or large multiplayer games!

Compete against your friends or play solo. Either way, your goal is to score as many points (a) as possible!

SETTING UP THE GAME

To begin the game, each player fills the Round 1 circle on their table. (See the "plunger" on the bottom right of the board.)



Place one of your ball tokens on the arrow at the top of the table labeled "Start."

Set aside your other token for now.



HOW TO PLAY

A complete play session is divided into three rounds. In each round, you will take several turns. Players are independent of each other, so your choices may result in your game being longer or shorter than your opponents'.

STEP 1: ROLL THE DICE

To start a turn, a player rolls the two dice. (Tip: Choosing a designated roller helps keep the game moving at a nice pace.) All players must share this roll, but do their turns independently.

STEP 2: MOVE YOUR BALL TOKEN

Move your ball token to a feature containing an unfilled box that has your chosen die value. Usually, you must move your token to a lower zone. (Note: The Carniball table is divided into four zones, noted by a dotted lines.)

If your token starts a turn on a flipper, you may move it up to a higher zone, with some restrictions described later in these rules.



You may voluntarily skip a zone and move your token further down.

STEP 3: FILL A BOX

You MUST fill an empty box in your token's new zone. The box must correspond to your chosen die result. Some boxes show two die face results (Ex: Ferris Wheel Cars): the whole box is filled if they match your chosen die result.

After all players take their turn, roll the dice again.

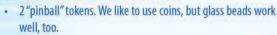
END OF GAME

Your round ends if you can't legally fill a box or if you fill the boxes on the outlanes (the outer 1 and 6). Then erase all the boxes bordered with dashed lines. Your game ends at the end of your third round.

ALL PLAYERS SHARE.

- 1 copy of these rules.
- 2 standard 6-sided dice.

EACH PLAYER NEEDS...





- 1 pencil with a good eraser. If you laminate this kit, you can use a dry-erase marker instead.
- 1 copy of the Carniball demo table.

THE ZONES OF CARNIBALL

From the Start arrow, move your token to the Ferris Wheel zone, though you can decide to drop lower...

FERRIS WHEEL ZONE

When you fill all three Ferris Wheel cars, you earn a Skill **Shot**, explained on the next page.



Erase the cars if all three are filled.

BUMPER ZONE

Filling a bumper box is worth one point . Erase the bumper boxes if all 12 are filled.



You may keep your token in this zone on the next turn by filling another bumper box. You may not stay on the same bumper. You may only move clockwise to the next bumper. However, if the Bumper Bonus is active, you may also move counterclockwise.

TARGET ZONE

Filling a target earns one point .

When you fill all three yellow targets, you earn one of the yellow bonuses, which are explained on the next page. Then erase those targets.



When you fill all four red targets, you earn one of the red bonuses, which are explained on the next page. Then erase those targets.

FLIPPER ZONE

Each flipper has three boxes that you can fill to keep your token in play. In addition, there are two inner lanes with a 2 and a 5. You may move the ball token through this lane, score 2 points, then immediately move the ball token onto the flipper without filling another box.

- The yellow flipper sends your token back up to any feature colored yellow or white: The Ferris Wheel, the Bumpers, and the Yellow Targets.
- The red flipper sends your token back up to any feature colored red or white: the Bumpers, the Feat of Strength, and the Red Targets.

The OUTLANES have a 1 and 6. If you fill one of these, you score 2 points for each filled red or yellow flipper box, then your round ends.





SPECIAL FEATURES IN CARNIBALL

SKILL SHOT

When you earn a Skill Shot, circle one of the numbers beside the Ferris Wheel.

You may have multiple Skill Shots circled, but you may not circle a number that is already circled.

A Skill Shot allows you to use any circled number instead of a die result. After using a Skill Shot, erase the circle.

FEAT OF STRENGTH

This is a special zone that may only be reached from the red flipper.

Each box in this zone must be filled in sequence, from 1 to 6.

Each target has a different point value, ranging from zero to twenty.

Erase the Feat of Strength boxes when you fill all six.

The token falls from here to the Target zone.

NUDGING

After the roll, you may change one of the dice to a different number if you want. This is called "Nudging." Be careful — you may Tilt!

To Nudge, fill one of the double-line boxes and write the difference between the new and old numbers in the large Nudge box.



Note that the die is NOT actually turned or changed for other players. Nudging only affects you.

- You can only Nudge one of the dice not both.
- You can use Skill Shots in addition to Nudging.
- If you've used all your Nudge boxes, you can no longer Nudge for the rest of the game. Nudge boxes are never erased.
- You MAY NOT Nudge if it makes you lose the ball token. For example, you cannot nudge a 5 into 6 and have it go down the right outlane, where it is lost. Note that you may Nudge to AVOID losing a ball token.
- · You MAY NOT Nudge to avoid a Tilt.

Example: The roll as a 1/3, but you really want a 4. You decide to Nudge the 3 into a 4, cross off a Nudge Box, and write down '1' as the Nudge Amount.

TILTING

If you nudge, you may TILT on the next roll.

- ✓ If the difference between the two dice results is greater than or equal to the amount you wrote in the NUDGE box, you are OK. Erase the number you wrote under NUDGE.
- ✗ If the difference is less than the number, you tilted! The round immediately ends. Erase the number you wrote under NUDGE.
- You cannot use Skill Shots to avoid a Tilt.
- If you Tilt during Multiball you lose both ball tokens.









BOURZEZ

Bonuses are special effects that change the normal rules of the game.

FLIPPER PASS

Both red and yellow flippers can be used to hit any feature, regardless of color.



OUTLANES DOUBLED

Outlanes (the outer 1 and 6 in the flipper zone) are worth 4 points per filled flipper box instead of 2. This stacks with Multiball.



FILL TWO FEAT OF STRENGTH BOXES

Fill the next two Feat of Strength boxes and score the points shown.



MULTIBALL

Place your second token on the Start area.

On the next roll of the dice, you must assign one result to one token and the other to the second token. You may not use the same die for both.



You move and get any bonuses from one ball token before you evaluate the second ball token. For example, you may move one ball token to gain a Skill Shot and then use that Skill Shot immediately for the second ball token.



Multiball ends when you start a turn with zero or one active ball token. So you get any special multiball bonuses on the turn you lose one (or both) ball tokens.

If Multiball is already active, you may not gain it again.

While Multiball is active, all points scored are doubled.

BUMPER BONUS

Bumper scores are doubled. This stacks with Multiball (so points would be quadrupled).



In addition, you can move both ways around the bumpers.

BONUS POINTS 🙆 / 🔞

This bonus may be taken each time a complete set of targets are filled instead of another bonus...

Lines

The type of line around a box reminds you when it gets erased.

SOLID: Erase when this set of boxes is complete.

- DASHED: Erase this after each round. •
- DOUBLE: Never erase. This box can only be filled once.

Game Design:

Geoff Engelstein

Art:

Graphic Design: Daniel Solis,

Playtesters:

Chris Michaud, Austen Anderson, Lisa Brandon, Crystal Pisano,



Gong Studios Tom McKendree, and all those at Metatopia and Grandcon that were Richard Dadisman gracious enough to test.



★★★★★ QUARTERMASTER GENERAL WW2 ESCALATES TO TOTAL WAR ★★★★

WW2 QUARTERMASTER GENERAL - TOTAL WAR

AGS ARTG010...... \$34.90 | Available September 2020!

If you haven't heard of it, *Quartermaster General: WW2* is a fast-paced historical strategy game which appeals to both eurogamers and wargamers alike. The game accommodates two to six players on two teams, and actually plays faster with more players. For many eurogamers, *Quartermaster General* is the only wargame they'll play. Wargamers appreciate the epic struggle of a global WW II game distilled into 90 minutes.

The award-winning first edition, while critically acclaimed, did contain a number of rough edges. Thankfully, these have been cleaned up in the second edition, released by Ares Games in 2019.

Quartermaster General: WW2 is now being expanded with Total War, which contains second edition versions of the long out-of-print Air Marshal and Alternative Histories expansions. Like the base game, these titles have received a significant refresh.

WHAT'S INSIDE

Quartermaster General WW2 Total War comes with 165 new cards, pieces for China and France, and air force pieces for all countries. There is also an updated sequence of play tile and some other useful counters in addition to the rules booklet.

Most of the expansion is written into the cards themselves, and thus requires no explanation to get started. But there are a few mechanical changes:

- Chinese and French pieces are (rightly) added as combatants but played by the existing 6 powers. While the addition of Chinese and French pieces fundamentally alters the scenario, the changes to the rules are negligible.
- The mechanics of using Air Forces are most of the new rules you'll need to learn. Air Power cards are used to deploy air forces and gain air superiority. Air forces can be used to defend your armies and navies and intercept other air forces.
- Bolster cards have been introduced. Bolster cards are played directly out of hand as a reaction to play.
- Finally, you must discard at least one card during the discard step or lose a Victory Point. Making this decision is the most complicated part of Total War!





The base game largely focuses on providing a "what if" narrative of World War 2 by abstractly portraying the real history and capabilities of the combatants. In *Total War*, many of the cards represent alternate histories, like Sea Lion, the invasion of Britain that never happened; or the development of *Landkreuzers*, German 1000-ton tanks.

We've all had our ups and downs with expansions for our favorite games; nobody wants new mechanics that just end up obscuring the fun part. What *Total War* strives to do is focus on the fun part. You will immediately appreciate the explosion of new card combos created by *Total War* — essentially **magnifying the best part of the game**.

Total War increases the number of cards you utilize by about a third (33%), while adding only about 10 minutes to a game, about 10% more than usual. In addition, you're going to have a much larger choice of cards, since you're likely to be drawing more than one card

per turn — every turn since you'll feel pressure to discard. The net effect is a major tempo upsize so the tension level goes through the roof!

In addition, *Total War* contains rules for players who want to construct customized decks, providing even more replayability.

If you've played *Quartermaster General WW2*, and have had fun, you should seriously consider it. The additional rules are minimal and the exponential increase in replayability will greatly compound your investment.

If you are a grognard who has played the base game of *Quartermaster General WW2* and felt it a bit too light, this may be the other half of the game you were seeking.

In 2021 we can expect to see a second edition of the *Prelude* expansion, a short pregame for *Quartermaster General WW2* that covers the period leading up to the war.

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56 GTM AUGUST 2020



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KITARA

IEL 51682......\$34.99 | Available November 2020!

In Africa, the wind from the desert sometimes finds travelers lost in the lands of the African Great Lakes. The wind whispers in their ears and tells them stories of the things it witnessed, of the Empire of Light, memories of the legends of Kitara.

A thousand years ago, the Kitara Empire was founded by the Mystic Kings of the Bachwezi Dynasty. The Bachwezi Dynasty's reign shone upon the region for many years, allowing for spectacular development and

regional importance. Their expertise in iron work, their fertile land, architecture, and herding led to the unprecedented rise of the Empire.

The board game Kitara features this incredible and immersive African theme beautifully mise-enscene by Miguel Coimbra (Mountains of Madness, Sea of Clouds). The story of the ancient Kitara Empire is one that straddles the border between history and mythology like the Iliad does. It is the perfect kind of epic for a strategy game mixing movement and battle.

We've met with the designer, Eric Vogel and asked him a few questions.

IELLO: Hello Eric, can you introduce yourself in a few words?

Eric: Hi, I am Eric B Vogel. I am a clinical psychologist, a professor of psychology, and a game designer. My first published game was actually a psychotherapeutic game for children, Land of Psymon, that was first published in 2004 and is still in print in its second edition now. My first professionally published hobby games were Cambria and Hibernia, both released in 2011. Probably my best-known game in Europe is Romans Go Home, whereas in the U.S. I am best known for the series of games published by Evil Hat Productions, particularly The Dresden Files Cooperative Card Game.

How would you describe the game in a few words?

Kitara is a fast, fighty, empire-building game, in which your territory expands and contracts dynamically each turn. You draft a card every turn to improve the capabilities of your empire. Then you conquer the lands you need to retain your cards, as well as to score points in different ways. There are three different types of units (meeples) in the game; in combination with the right territories, these enable you to support your cards, score points for territories, and score points for combat. Drafting the right mix of meeples and other assets is key to a good strategy.



Did you enjoy collaborating with Miguel Coimbra? What was the best part of it?

Again, because of the geographic distance between us, Miguel and I haven't actually met. Of course, I already knew and loved his work from games like *Smallworld* and *Cyclades*. Iello brought Miguel in very early in the process, and his sketches definitely influenced my thinking about how to develop the theme. The more fantastical elements in the setting, like the cheetah-centaurs, are his ideas. I think the artwork he created for *Kitara* is very

evocative. It creates a beautiful, compelling mythological setting. At the same time, he avoided the stereotypical portrayals of Africa that pop up in a lot of games; that was very important to me.

As a player, what do you think about *Kitara*? Any strategies that you would recommend?

Even though there are four ways to score points in the game, players should not think of any one of these as a unitary path-to-victory. The strategic choice lies in the proportion of each of the kinds of scoring a player does. It is important to keep your strategy flexible, and take advantage of the opportunities other players create for you. I don't want to give too many specific tips, because I want people to have their own experience of learning the game.

Kitara is as strategically deep as it is accessible. Did you focus on that aspect while developing the game?



I would describe the game as tactically deep, if that isn't an oxymoron. It has long-range strategic considerations, particularly with regard to what cards you draft and what form of

scoring you want to emphasize. However, a lot of the critical decisions involve choosing which specific territories to attack, and where to retreat when you lose a territory. You need to visualize the sequence of attacks you want to make over the course of your turn, but your opponent's retreat choices can make a territory too hard for you to conquer, and force you to change your plans in the middle of your turn. My general philosophy is that a good game has a balance of strategic and tactical considerations in it. If a game is purely tactical, it feels too light. If a game is all strategic considerations, it tends to promote analysis paralysis. I want players to need to think about their choices in the game, but not to agonize over them.

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CARRY YOUR DICE IN STYLE...







STEVE JACKSON GAMES





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THE LESSONS GO ON WITH

VE DECK-BUILDER

POPULATION PROPERTY BATTLES
THE CHARGES OF PUTPOSE EXPLANSION

KAMI MANDELL CRAFTS EXCITEMENT INTO THE SECOND ADD-ON FOR THE OP'S COOPERATIVE DECK-BUILDER

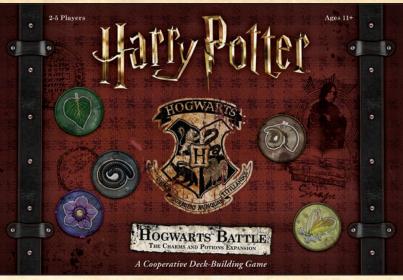
HARRY POTTER: HOGWARTS BATTLE DBG THE CHARMS AND POTIONS EXPANSION
USO DB010717.......PI | Available Q3 2020!

Harry Potter Hogwarts Battle: The Charms and Potions Expansion, the highly anticipated second expansion to Usaopoly (The Op)'s original deckbuilding game Harry Potter Hogwarts Battle, has fans' wands at the ready for more adventure. The immersive cooperative tabletop card game lets 2-4 players continue their roles as students at Hogwarts School of Witchcraft and Wizardry to enhance their abilities and defend their locations from He-Who-Must-Not-Be Named! With this expansion, the Hero count is up to 5 with the addition of Ginny Weasley as a new playable character. Heroes will also find all new Villains, Spells, Items, and Allies in four packs of content for those who can't get enough of the thematic core game and its awardwinning mechanic!

The Op's esteemed Game Designer and wizarding world superfan, Kami Mandell, shares how The Charms and Potions Expansion carries on the fun and surprise for Hogwarts Battle enthusiasts, who will also be pleased to learn about The Op's new accessory line addition! Harry Potter Hogwarts Battle protective card sleeves will also ensure the collection stays in top magicmaking condition.

What are you most excited about in *The Charms and Potions Expansion?*

Without spoiling too much, everything! This expansion introduces several things I wish were part of the game from the very beginning. Since my personal favorite isn't introduced until the fourth box of the game, I can say that I'm thrilled to have Ginny Weasley join in as a playable Hero in this expansion. She is a strong-willed, incredibly versatile member of Dumbledore's Army, and I'm excited for fans (including my daughter) to have the opportunity to play as her. Like all of our Heroes, Ginny has cards that are unique to her deck, including an eighth Spell card! That's right, from the very beginning, her deck will play a little differently.



Another exciting new feature that you'll discover with the first pack of this expansion are Charms boards. Made of the same thickness as the player boards, they "nest" right into the top of them and give the Hero an additional action to take each turn. Unlike the cards that were packed in Game 6 of the main game, or Box 3 of the Monster Box of Monsters Expansion, these have three possible abilities you can take on your turn and can be used in conjunction with those cards. Only one of the three abilities can be used per turn, and activating the best one may require a few sacrifices. I think that is all I can say without giving too much away on these.

I haven't forgotten to mention the "Potions" part of this expansion's title! They'll be featured prominently in the game, but you'll have to beat the Villains in the first pack to find out more.

What are you hoping that players experience with these new additions to the game?

I think their love of playing this game will be revived by some of the new cards, they'll be surprised at some of the Villains, and able to make different choices than maybe they would have in previous games. Like the Monster Box of Monster Expansion, Charms and





Potions also includes deck-thinning cards and Encounters, offers new choices to make on your turn, and rewards you for doing what you are already doing. Surprisingly, there will be times many times - when your fellow Heroes will specifically ask you not to heal them!

Do you have any tips for experienced players as they get ready for Charms and Potions?

Brush up on your spell casting! This game expects players to have at least played through all seven boxes inside the core game. If you haven't had a chance to finish, now is a great time!

Charms and Potions be played either with or without the Monster Box of Monsters Expansion. While I recommend

through playing Monster Box first for the most immersive experience, they can be played in either order. Luckily, players struggling with the first expansion may have an easier time by playing

through this one first and using some of the content in this game to go back and try to defend Hogwarts from all the Creatures.

Additionally, with five players, teamwork is important! It is

paramount to help all players as often as possible to keep He-Who-Must-Not-Be-Named from taking over the wizarding world.

What have you enjoyed most about creating these adventures in the wizarding world?

I love getting to weave a beloved story into a game. Hogwarts Battle was designed for those who are still waiting for their acceptance letter! This expansion is really created to bring players back to the classroom with both Professors Flitwick and Snape,

> and offer some difference to make the game come alive to players once again.



are also coming soon. What will a set of those do for the game? Games are made to be played,

and with so much unlockable content that comes in both the core game and each of the expansions, Hogwarts Battle was designed for endless replays. With the new card sleeves,

these games will be protected and even more durable for years to come.

Navigate Dark Arts events, battle Villains, and conjure even more victories with the help of others when Harry Potter Hogwarts Battle: The Charms and Potions Expansion comes to your favorite local stores this summer! To find out where to buy and information on other licensed

game officially

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Harry Potter board games and puzzles, visit TheOp.games. Keep an eye out for updates leading up to this release on Facebook, Instagram, and Twitter at @TheOpGames.

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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 paintipobs 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.

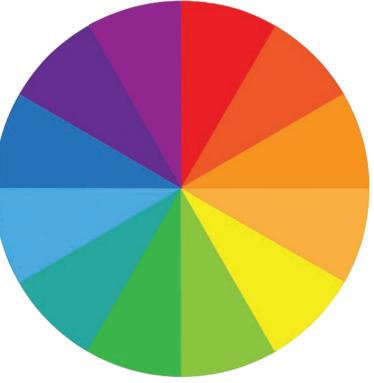
UNDERSTANDING CONTRAST - PT. 1

Picking a color scheme for your models can be incredibly tough, particularly if you are determined to steer clear of the color schemes presented by miniatures companies. I'm going to start out by suggesting that your color schemes consist of no more than three main colors, and that most other colors used should be neutral colors like white, grey, black, and brown.

One of the most important thing to consider when making your choices is Contrast — the act of highlighting the differences of two or more things.

Contrast can take a number of forms that we'll talk about in this and future articles, but these forms include Hue, Tone, Saturation, Temperature, Texture, and Finish. In this episode we'll focus on Hue and Tone.

- •Hue Contrast colors (hues) that are opposite each other on the color wheel are know as contrasting colors and can help create separation from each other and visual appeal when placed next to each other on a miniature. The most common uses are blue/orange, yellow(or gold)/purple, and red/green.
- Tonal Contrast this is the one that most people think of when you talk about "contrast". For contrast in tone we're looking at Dark vs Light, and everything in between. When picking out a color scheme for your minis, I always recommend you pick colors that will work as light tones, mid-tones, and dark tones. It's important to note that depending on the colors you choose, some will be able to be used as different tones in



different schemes. For example, red works well as a mid-tone in the Dark Angels color scheme shown on the next page, but it could also be the light tone in another scheme.

Sometimes you can play around with the contrast feel by including two complinentary colors — the ones found side-by-side on the color wheel (above).

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Photo from games-workshop.com

In my opinion, a scheme that provides a great example of both the Hue and Tone contrast ideals is the *Dark Angels* scheme from *Warhammer* 40,000. The green, red, and bone create a wonderful balance.



These *Tempestus Scions* (also from *Warhammer 40,000*) use the purple/yellow hue contrast. The white and yellow/gold act as the light tone, the purple as the mid-tone, and the black and brown as the dark tone.



This Cyberpunk Rocker (from Monster Fight Club) has been painted with a pretty simple palette that allows the yellow/green of the guitar to contrast the pink/purple of the hair and boots.



These *Thallax* (from *The Horus Heresy*) use silver, brass, and black as their primary tonal contrasts, and to pop from the "orange" brass, the plasma coil has been painted blue.

SWITCHING UP THE SAME COLORS

Using exactly the same colors across a large army or collection can sometimes seem a bit boring, but it doesn't have to be.

The Dark Angels scheme (dark green for the armor, red for the iconography, and bone for additional details) is switched up for their veteran warriors, the Deathwing. While the same colors are used, they are used in different places and in varying amounts – bone for the armor, dark green for the robes, and red for iconography.



Photo from games-workshop.com

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

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TALISMAN: KINGDOM HEARTS (USO TS004635)

From The OP, reviewed by Eric Steiger



Talisman: Kingdom Hearts is exactly what it says it is — a faithful recreation of the venerable *Talisman* board game, cast in the universe and with the characters of Square-Enix's Kingdom Hearts video game series. Both of these things are pretty well-known, and if you're a fan of them both already, then you probably already bought the game and can turn the page. If you're only familiar with one, read on to fill in the gaps of your knowledge. If you've somehow managed to spend your life under a rock and haven't heard of either, then... well, make room for me. We can play some *Talisman* there.

Talisman is one of the first fantasy boardgames, with a tried and true system of rolling the die to determine how far you move (in either direction) along your current ring of the board, then following the directions on the space you land on, and, if you meet certain

conditions, passing further inwards until you reach the final space in the center. This sounds like an exercise in randomness. except that the directions on most spaces involve choices of cards to take, and the cards involve choices of combat or other challenges to face. The risk vs. reward decisions make up the heart of Talisman, as is the ability to play to the strengths of your unique character, who has different stats and special abilities from each other character. There is a reason the game has been on shelves nearly continuously for almost 40 years.

Kingdom Hearts is the video game series in which popular Disney characters inhabit a shared universe with epic fantasy characters (almost all teenagers), who fly a spaceship among their different worlds doing battle with the Heartless,

evil creatures bent on making the entire universe like them. Characters wield Keyblades, and deal in abstracted cartoon violence commensurate with the Disney brand while they quest to defeat the Heartless.

The beauty of Talisman: Kingdom Hearts lies in just how well this theme was adapted to the Talisman game, which cannot have been an easy task. In the original Talisman, your goal is to venture to the center of the

board to seek the Crown of Command, and then use it to slaughter your opponents before they can kill you and take it for themselves. Naturally, Mickey Mouse would never allow such a thing. Instead, your goal is to travel to the Door to Darkness in the center of the board and seal it, locking away the Heartless forever. In practical terms, this means the game ends when a player reaches the center, rather than changing it to a King of the Hill battle royale the way the









original does, making for a shorter playing session.

As you would expect, there is also far less direct conflict between players in Kingdom Hearts Talisman than the original. There is no mechanic for attacking other players, and there are far fewer "gotcha" options available for robbing or otherwise hindering your opponents. While you can still be temporarily turned into a Heartless ("Toad" in the original), it is usually the game that does that to you, rather than your opponents.

Because the game doesn't use the original "Last Man Standing" mechanic, the game ends and victory points are calculated the moment a player reaches the Door to Darkness in the center of the board and seals it. You receive points based on how close to the center you are, how many cards you've acquired, how much money ("Munny") you have, and how much you've increased your Strength and Magic stats over their starting values. You also receive a bonus, determined by dice roll, if you were the one who sealed the Door to Darkness.

In addition to being a faithful (or even, in my opinion, improved) adaptation of Talisman, the game is clearly intended to appeal to Kingdom Hearts collectors. It comes with 11 detailed plastic miniatures of the main characters, including Mickey, Goofy, and Donald. The art is faithful and directly pulled from the video game series. The cards and other components are high quality and durable.

If you are a Talisman veteran, looking for a slimmer, more approachable version (perhaps to play with a younger audience), this is definitely worth consideration. If you are a Kingdom Hearts fan, looking to see and play with your favorite characters in a new way, then I highly advise picking the game up. If you're neither, but you just want to try a cute, light, semi-random game of moving and

fighting that happens to include Mickey Mouse, Mulan, AND Tarzan, then by all means, try Talisman: Kingdom Hearts.

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









LEGENDS OF ANDOR: THE LIBERATION OF RIETBURG (TAK 691746)



From Thames & Kosmos, reviewed by Jane Trudeau-Smith and Philip Smith of "The Table for Two Show"

YPP.	10 & Up	#	2 - 4 Players
Ø	40 Minutes	8	\$29.95

In the January 2016 issue of *GTM*, we reviewed a game called *Legends of Andor*," which we loved! So, when Kosmos asked us to look at *The Liberation of Rietburg*, we were happy to do so, since it is also based in the world of Andor!

In the Liberation of Rietburg, you collaborate with up to three other heroes to help defend Rietburg Castle, which has currently been taken over by evil creatures. While you are doing that... Tarok the Dragon is on his way to destroy it all! For our two-player game, we used the beginner, suggested heroes and the beginner rules, which make it a little easier to win the first time — or so we thought. Ha! We lost our very first game, but we feel that we lost because we did not collaborate enough and should have strategized more, together. We will play game many more times, though, and we love that we can try new heroes and the more difficult levels in future games.

The goal of the game is for the heroes to complete four out of six available tasks. Complete any four tasks and you win! But, if the narrator deck runs out of cards, Tarok the Dragon has won and everyone else loses!

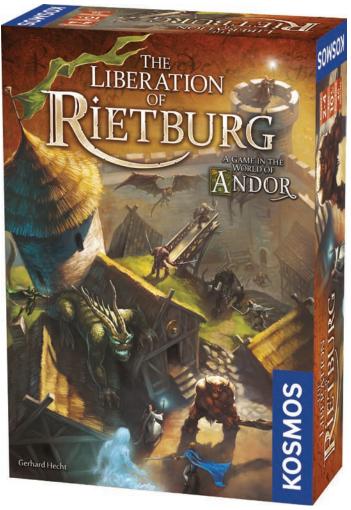
SETUP

If you enjoy a game you can travel with, this is a good game for that! The board is small (10×13.5 inches), and the components can easily fit into a small bag to take with you.

There are six locations on the board, and the heroes (players) all start at the Gatehouse. Each site has a face down *task card* assigned to it, and partially covering each one, an *encounter card* is placed face down on top. Encounter cards are mostly creatures you have to battle, but eight of them are *objects* you can use if you are lucky enough to get them. Your goal as a team is to face the encounters, battle the evil creatures, and reveal enough tasks to eventually complete four of them. But during the game, the *narrator cards* determine what happens next, and they inevitably cause more turmoil to happen!



Each hero is given three hero cards that show the actions that can be taken on their turn (one of the advanced heroes has four cards). Some of the heroes have unique tokens that are used during play. For example, Philip played Chada in our game, and she uses *quivers* for her battle strength. Jane played Thorn, who did not have any unique tokens, but he was allowed to gain the *willpower* to help him fight his battles. There is also a deck of *friend cards* placed on the board which



you can earn as you defeat the creatures. Friends can help you do more actions as you gain them.

As you can see, the setup is speedy and easy, and you can get right into playing!

GAME PLAY

On each player's turn, they do as follows.

First, play a *hero card* from your hand and choose which *action* option to take. There are three to choose from on each card. Some options have just one action (a single symbol), and others have two action symbols. Some example actions are:

- a) You can battle a creature if the opportunity exists
- b) You can gain will power which can increase your strength during a future battle
- c) Move your hero to another area of the board
- d) Turn over a face-down encounter card at any location to reveal what is there — these are usually creatures, but sometimes you get lucky with an object
- e) Remove a face-down encounter card (only Thorn has this ability)

There are other actions based on which hero you are playing, too. After you have finished your chosen action option on your turn, that





hero card is considered *spent* — keep it in front of you on the table. There are also *free actions* you can take, as many as you want during your turn, at any point during your turn. Those are:

- 1. Turn over a task card ONLY if there are no encounter cards on top of it to battle first
- Take an item if you are in an area where that item is available; you may put it in your hand for later use
- 3. Complete a task, but ONLY if there are no encounter cards on top of it
- Pass an item you have in your hand to another player if you are both in the same location

Basically, on your turn, you are trying your best to get rid of the creatures, get to the tasks, reveal them, and then get those tasks accomplished. Even after you begin your attempt to complete a task, if new encounter cards land on top of it, you have to get rid of those first to attempt the task again. So, it can get daunting!

If you no longer have any hero or friend cards you can play on your turn, you must *revitalize* on your turn. This puts all of your cards back in your hand to use. But, wait! Before you do that, you must pick a *narrator card* from the narrator deck (there are 10 in that deck). The narrator card brings out more encounter cards, most of which

will add more creatures you will need to defeat! So, it is basically like the "bad guys" turn. Sometimes you think you are doing great, and then all of a sudden creatures start to invade the locations, making it harder to get to the tasks.

There is a lot of strategy of what to do on each turn, to get the most out of what you can do with all your cards before you must pause to rejuvenate. Also, make sure you collaborate with your fellow heroes to decide together what you should do next. You might have to think a couple turns ahead! Multiple heroes, for example, can battle a creature if they are all in the same area.

The Liberation of Rietburg is really a fun game, and we are looking forward to trying it with the different heroes we have not used yet, and possibly playing it with our friends when we are all available.

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

•••

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



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HUES AND CUES (USO PA135725)

From The OP, reviewed by John and Issac Kaufeld



What color is "grape"? Do you see grape jelly, grape soda, white grapes, red grapes, or the peculiar brown of a grape stem?

Welcome to the quandary presented by *Hues and Cues* from The OP. In a world filled with "describe the word" games, Hues and Cues gives you a palette of 480 varied colors and asks you to describe one of them well enough that your fellow players can at least come close to finding it.

Get in touch with your inner chromatic visionary as we splash into a board game rainbow. Everybody into the pool!

EASY TO START

Right out of the box, *Hues and Cues* lets you know that it's designed for a light and fast player experience. A single fold-out page of rules covers everything from unpacking the game to playing, scoring, and ending a round.

One tip: When assembling the four-piece scoring frame, just make sure the "1" sides face out and the "2" sides face in. The color spectrum bars along the bottom only match evenly on two corners, so don't spend too much thought on it (like I did).

DRAW A CARD, PICK A COLOR

One player each round is the "cue giver" and the rest are "guessers."

The cue giver draws a card and selects one of the card's four color options as the target for this round. The other players will listen to the cue giver's clues (or perhaps just one clue; more about that in a moment) and try to place one of their pawns on the matching color.

GIVING CLUES - ER, CUES

The cue giver always provides one initial clue of exactly one word. The rules specify that the clue can't be the common name of a color (yellow, red, or green), the name of any object in the room where you're playing, or contain either of the board coordinates of the color (like "E" for a color in that column).

But the clue absolutely can be a more abstract color name, like sunflower, stop (referring to a stop sign), or forest. That's where you fire up your creativity and look for associations to help the players figure out your chosen color.



After the players make their choices (covered in the next section), you have the option of giving a second clue of one or two words. You can also choose to not give a second clue, thus preventing the other players from potentially increasing their score.

When you play the game for the first time, keep the rules open to the section on giving the first and (optional) second clues. You'll probably find yourself reading and re-reading that section a few times to make sure you're doing things right.

It's not that the rules are complicated (they aren't), but because the clue mechanic lives at the very center of the game, so the rules are pretty specific.



PLAYING AND SCORING

Once a clue is given, the guessing players put one of their pawns onto a color space. Only one pawn can be on a space, so players need to choose wisely. (And if you like trash-talking in your party games, feel free to insert that dialog into the .)

For the first clue, guessing players make their choices in clockwise order. For the second clue (if one is given), they choose in counter-clockwise order.

After all choices are made, the cue giver places the square scoring frame so that the chosen color is in the middle of the frame.

The cue giver gets one point for every pawn inside the frame. Guessing players get 3 points for matching the exact color, 2 points for picking another spot in the frame, and 1 point for any spot around the outside edge of the frame (including diagonals). Guesses more than one square away from the frame earn no points.

NOT COLOR BLIND FRIENDLY

Perhaps this is obvious, but it's still worth saying out loud: This game is not for someone who can't see colors or has visual impairment issues.

The game's 480 colors spread across the board in a gorgeous spray worthy of framing for a graphic designer's wall. But everything in the game hinges on color perception.

The vast majority of tabletop games include a secondary characteristic to any element that focuses on color so they're more accessible. But since colors are the whole point of *Hues and Cues*, there's no secondary characteristic to add that wouldn't unbalance the game for everyone else.

If you can think of a solution to the problem, we encourage you to contact the manufacturer and suggest it, because nothing we came up with could do it.

VERDICT

With its exclusive focus on colors and how we see them, Hues and Cues lives in a unique party game niche.

We see it being especially good for larger groups or even teams because of the lively discussions it can drive thanks to the fact that everybody has an opinion on color. (Okay, and because of the hysterical what-do-you-mean-it's-green-when-that's-clearly-blue moments as well.)

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



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MARVEL VILLAINOUS: INFINITE POWER (RVN 60001871)

From Ravensburger, reviewed by Brian Herman

YP T	12 & Up	#	2 - 4 Players
Ø	40 – 80 Minutes	8	\$34.99

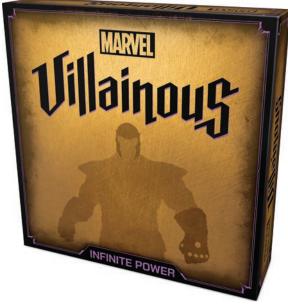
In the eternal struggle between good and evil, good gets a lot of credit; but evil is way cooler. Ever since I was a kid, I've been more interested in the villains of any story than the heroes. Heroes are brave, stalwart, righteous...and oh so boring. Villains have flair, flamboyance, panache, and have a far superior wardrobe. It's with this philosophy that I first approached the Ravensburger title Villainous; a game where you could take on the role of the bad guy fighting other bad guys for domination of the land. Given that the games first core set and expansions featured exclusively Disney villains, I had often wondered when we would see a Marvel offering. As both a comic book aficionado as well as a gaming enthusiast, let me be the first to say Villainous: Marvel has arrived, and it does NOT disappoint.

The world of *Villainous* operates under a simple concept. Choose a villain and their corresponding domain board and do your best to compete with the other players to achieve your personal goal, all the while avoiding the pesky heroes specific to your villain. This works fine in the Disney universe; each villain has their own "Fate" deck triggered by other player's actions. However, in the Marvel universe, while each villain certainly has a specific hero or two, all villains must fear the Avengers thwarting their plans. This is represented by a common Fate deck with the common Avengers in it, and each villain getting a character specific set of cards that is shuffled into this deck for all to use. Whenever a "Fate" action is triggered, one deck in the middle of the table is used to trigger heroes for all the players.



The differences don't end there. In addition to Heroes and Actions in the Fate deck, a new kind of card has been added. "Events" now live in the Fate deck, which represent situations villains can find themselves in. When an Event is drawn, it is either a general one placed in the center of the play area for all villains to deal with, or it is villain specific and placed next to that villain's play area for him to deal with exclusively. Either way provides an ongoing penalty for one or all players until villain allies can be played with enough power to deal with the situation and send it to the discard pile.

Additionally, each villain has a new area on the game board, reserved for "Specialty" cards, which are items that are dedicated to each villain and don't quite fit into the usual Ally/Item/Action cards that normally accompany a villain deck. These Specialty cards add so much source accurate material, a player really feels like they are the evildoer in this tale with every passing turn.



What really makes a game of *Villainous* though, are the villains themselves and the level of detail Ravensburger pours into each mechanic and its editorial accuracy. *Villainous: Marvel* is a core set, with 5 villains to choose from: Hela, Taskmaster, Killmonger, Ultron, and Thanos. Each is perfectly unique and feels exactly right. Killmonger yearns to use Wakanda's superior tech to cause conflict elsewhere in the world, while Thanos seeks to possess the

Infinity Gems. Each mechanic and win condition has been explicitly researched and executed with a firm commitment to authenticity. Each hero from the Fate deck feels like a real threat: Black Widow "assassinates" an Ally immediately upon entering play, and Captain America makes all the allies on the board better the moment he enters the fray.

Production values are top notch, as I would expect from Ravensburger, and are completely in line with the Disney version of the game. The cards, boards, miniatures, down to the box itself and rulebook are quality items and quite sturdy. The mix and match fan in me does really wish the game was compatible with the Disney flavor, but that's really just because I want to see if

Hela can take Malificent in a fair fight, or if Taskmaster can take down Scar. Regardless of that one minor shortcoming, *Villainous: Marvel* is a solid offering and I'm already dreaming of expansion material to add to my *Villainous* collection. When it comes to evil, just one taste is never enough.

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.



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PLAYERS: 1+ TIME: 20-40 MIN

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