

ISSUE NO.  
**257**  
JULY  
AUG/SEP PRE-ORDER

# GTM

GAME TRADE MAGAZINE



## THE Loop

DR. FAUX  
STRIKES BACK... BACK... BACK...

### IN THIS ISSUE:

- MUNCHKIN TURNS 20 THIS YEAR AND WE HAVE AN EXCLUSIVE INTERVIEW WITH MUNCHKIN CZAR ANDREW HACKARD!
- USE YOUR SPECIAL POWERS TO SOLVE YOUR HUMAN'S PROBLEMS IN MAGICAL KITTIES SAVE THE DAY FROM ATLAS GAMES!





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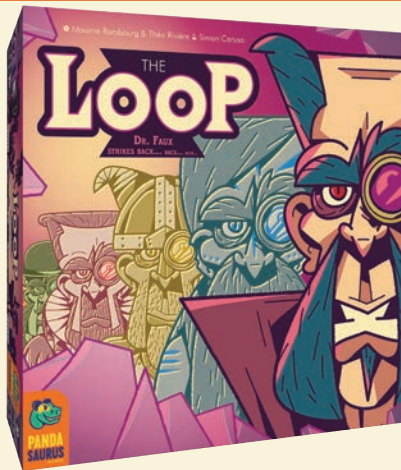
gotta catch 'em all!



[Pokemon.com/TCG](https://pokemon.com/TCG)



## COVER STORY



### The Loop

An evil scientist is laying waste to time and space, and it's up to you and your friends to restore balance to the galaxy in *The Loop*, a quirky cooperative game where everyone must unite to battle the evil Dr. Faux.

by Maxime Rambourg and Théo Rivière

12

## FEATURES



### Celebrating Munchkin as It Turns 20!

With over 100 titles released, *Munchkin* has provided players worldwide with 20 years of fun and stealing loot. In this exclusive interview, *Munchkin* Czar Andrew Hackard shares some memories and hints at what's to come.

by Steve Jackson Games

20



### Magical Kitties Save The Day

Battle witches, aliens, hyper-intelligent raccoons and more in *Magical Kitties Save the Day*, an all-ages RPG from the team at Atlas Games.

by Michelle Nephew & Justin Alexander

74

## GAMES

29



### EXCLUSIVES

**Southlands**



### Southlands SE Worldbook Preview Pages

by Richard Green

86

### Painting Happy Lil Minis Episode 37: The Power Of Community

by Dave Taylor

90

### FOR LAUGHS



by John Kovalic

08

### UNSTABLE UNICORNS

by Unstable Unicorns

08

## GRAPHIC NOVELS

61

### REVIEWS



### Dune Imperium from Dire Wolf Digital

Reviewed by Eric Steiger

92

### Umbra Via from Pandasaurus Games

Reviewed by John Kaufeld and Isaac Kaufeld

93

### Back to the Future: Dice Through Time from Ravensburger

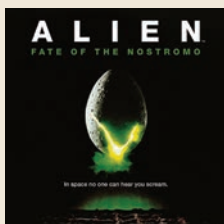
Reviewed by Brian Herman

94

### Tiny Epic Tactics From Gamelyn Games

Reviewed by Thomas Riccardi

95



### The Great GTM Giveaway: Alien Edition!

96



# NEW FROM PAIZO



## KING OF THE MOUNTAIN

This adventure concludes the Ruby Phoenix Tournament Adventure Path, in which the players compete in an amazing international fighting tournament.

PZO 90168 MSRP \$24.99



## ABOMINATION VAULTS PAWN COLLECTION

The enemies and allies of the Abomination Vaults Adventure Path fill the mega-dungeon right on your tabletop with more than 150 creature pawns!

PZO1044 MSRP \$24.99



## PLANETFALL

The Horizons of the Vast Adventure Path begins! The heroes are at the forefront of exploring a world on the galactic frontier, but adversaries seek to stake a claim as well.

PZO7240 MSRP \$22.99



## FLIP-TILES: SPACE STATION DOCKING BAY EXPANSION

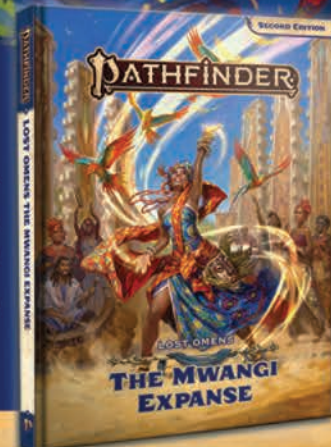
Illustrated map tiles enhance your space station with landing pads, catwalks, a refueling station, and an expansive, open docking bay to explore.

PZO7507 MSRP \$19.99

## LOST OMENS THE MWANGI EXPANSE

This 300+ page hardcover guide to the Mwangi Expanse offers you the ultimate resource to explore a realm of magic, monsters, and intrigue!

PZO9309 MSRP \$49.99



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SPOTLIGHTS



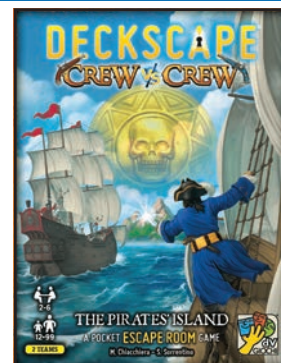
**Vampire: The Masquerade**  
by Trivia Fox

16



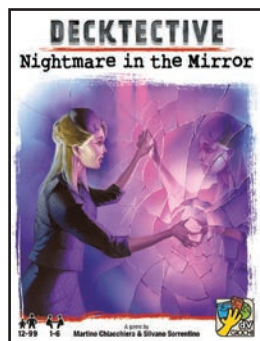
**Blood & Plunder Organized Play**  
by Mitch Reed

19



**Deckscape: Crew Vs Crew**  
by DV Giochi

24



**Decktective: Nightmare in the Mirror**  
by DV Giochi

25



**Cryptozoic's Three Steven Rhodes Games Are DYNAMITE**  
by Corey Jones

26



**Last Friday Revised Edition**  
by Ares Games

28



**Amigo's Monster Series**  
by Alex Yeager

76

PREVIEWS



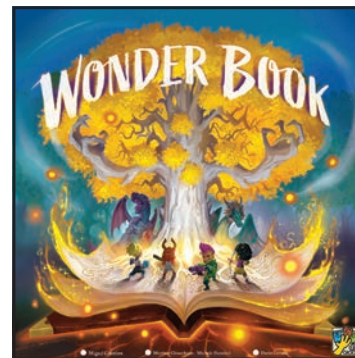
**A Murder Most Foul Has Been Committed!**  
by Daniel Lee Yingjie

14



**My Farm Shop**  
by Tim Huckelberry

22



**Wonder Book**  
by DV Giochi

78



**Riftforce**  
by Jillian Ross

82



**Zombie Princess and the Enchanted Maze**  
by WizKids/NECA

84

DESIGNER DIARIES



**Hey Stevo, How Did You Brew Up This Game?**  
by Danni Loe

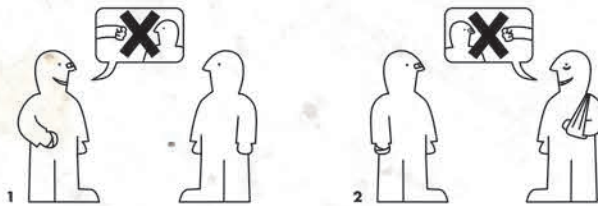
80





# FIGHT CLUB: THE HOME GAME

Relive the classic cult film in the comfort of your own home in **Fight Club: The Home Game!** Designed by Brad Andres (*KeyForge* and *Legend of the Five Rings*), this unique head-to-head deckbuilder pits players against one another either as the orderly **Narrator** or the chaotic **Tyler Durden** in a fight to the finish. But unlike other deckbuilding games, both players in *Fight Club: The Home Game* share the same deck!



As **The Narrator** your goal is to make your life complete by filling your Condo with **FÜRNİ** furniture, and as **Tyler Durden** you must progress **Project Mayhem** to its final stage, plunging the world into chaos. *Which side will you choose?*

2 PLAYERS | AGES 14+ | MSRP \$29.99 Wholesale information available at [www.mondoshop.com](http://www.mondoshop.com)



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## Greetings Dear Readers!

Welcome to your July 2021 edition of *Game Trade Magazine*!

Summer is here and your dedicated *GTM* Bullpen has been hard at work collaborating with publishers to bring you the latest on games to enjoy with family and friends.

We begin this issue by taking a closer look at *The Loop* from Pandasaurus Games. In *The Loop*, players are Temporal Agents tasked with gathering powerful artifacts, defying evil clones, and sabotaging a maniacal machine. Co-designers Maxime Rambourg and Théo Rivière take us behind the scenes of their design process in this quirky cooperative game where players try to foil the plans of the evil Dr. Faux!

And if you're into co-op play, be sure to take a look at *Magical Kitties Save the Day*! This all-ages RPG casts players in the roles of the eponymous magical cats as they adventure to save their humans from the dangers of the world. With everything you need to play, *plus* a poster-sized map and graphic novel, *Magical Kitties Save the Day* is sure to please fans both young and old.

That's not all — *Munchkin* turns 20 this year and we have an exclusive interview with *Munchkin* Czar, Andrew Hackard! With over 100 published titles and editions available in 20 different languages, *Munchkin* is a powerhouse brand and Andrew takes us through favorite moments, the creative process, and more from the past two decades of *Munchkin*!

All this and more, dear readers. It's going to be a gaming summer and we're here for it.

Finally, as we part this month, I want to offer a special shout-out to our Art Director, Matt Barham. This month marks Matt's **250th issue of *Game Trade Magazine*** and I would like to thank him for his diligent and creative work on *GTM*. I *definitely* appreciate his putting up with my endless crazy ideas these last six years. You rock Matt, here's to 250 more issues buddy!

Game on,  
-JG



Here we see Art Director Matt Barham not looking a day over 249 issues.

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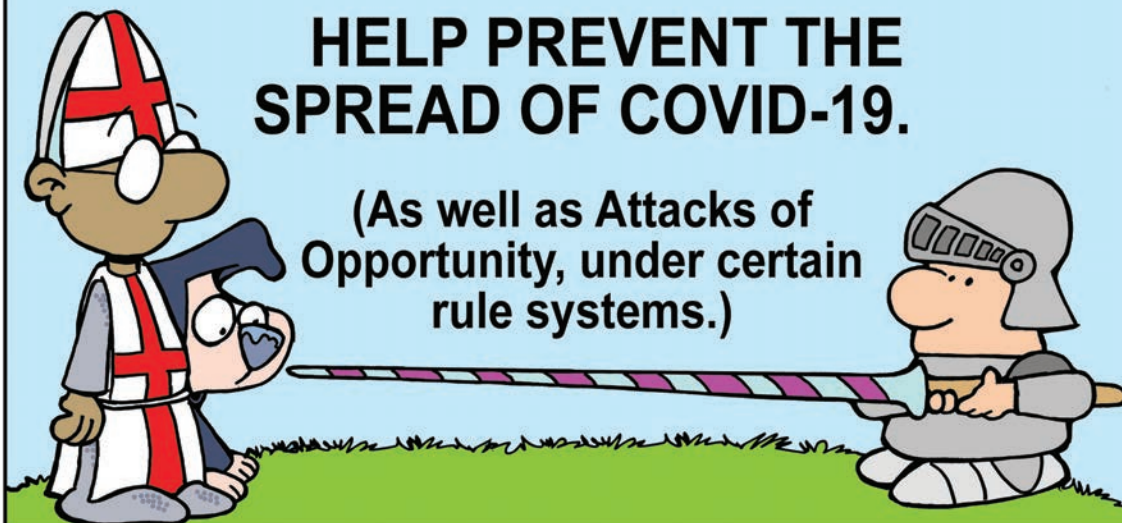
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# FOR YOUR SAFETY

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## HELP PREVENT THE SPREAD OF COVID-19.

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




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# WW84

WONDER WOMAN 

## CARD GAME

**A new era of wonder begins!** Based on the long-awaited movie **Wonder Woman™ 1984**, this fast-paced card game lets up to four players take on the role of the Amazon princess as she fights off villains and saves innocent citizens.

In **Wonder Woman™ 1984 Card Game**, each player has a deck comprised of cards with four different Actions—**Block, Lasso, Sprint, and Punch**—that they utilize to defeat the lineup of Enemies. Play your cards right to gain Rewards in the form of rescued Civilians. Save the most Civilians to win!

- Based on the movie **Wonder Woman™ 1984**
- Easy-to-learn, fast-paced card game
- All players play as Wonder Woman
- Imagery from the movie

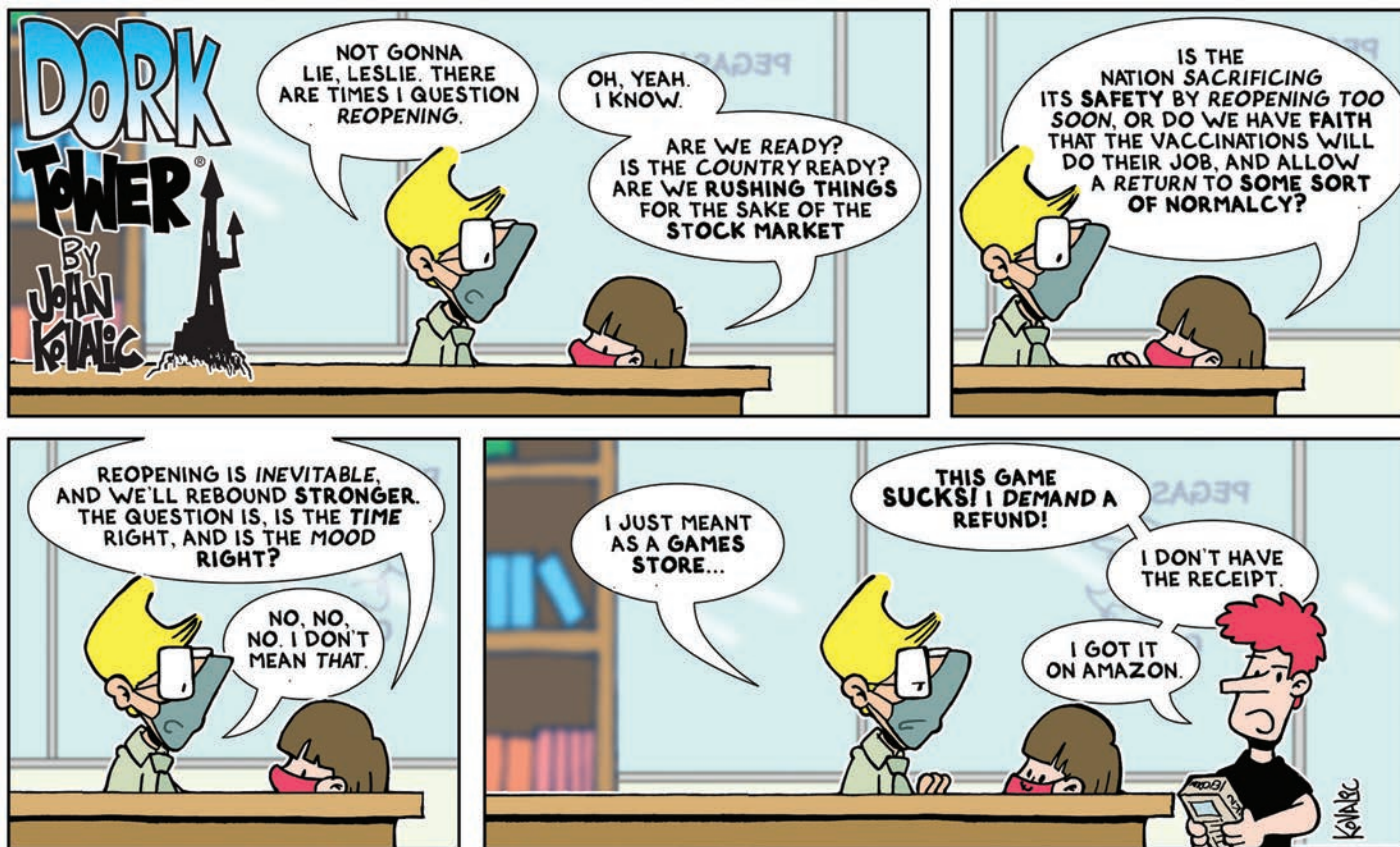
MSRP \$19.99

**NOW AVAILABLE**



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WB SHIELD: © & ™ WBEI. (s21)





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OCTOBER 16, 2021**



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Announcements and retailer sign-ups at  
**[FreeRPGLDay.com](https://FreeRPGLDay.com)**



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 MAY.

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

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

## GAME TRADE MAGAZINE CONTENT

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

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

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

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

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

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



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

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



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

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



## HOW DO I ORDER FROM GAME TRADE MAGAZINE?

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

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

**SPOTLIGHT ON**

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

**ULTRA PRO**

**AMY BROWN**  
Scheduled to ship in July 2020.

**AUTUMN STROLL PLAYMAT**  
UPI 15550

**BOTTOM OF THE GARDEN STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15525

**MORGAN LE FET PLAYMAT**  
UPI 15526

**MYSTIQUE STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15549

**PASSAGE TO AUTUMN PLAYMAT**  
UPI 15530

**QUEEN MAB STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15527

**SISTERS STANDARD DECK PROTECTOR SLEEVES (100)**  
UPI 15526

**WHERE THE WIND TAKES YOU PLAYMAT**  
UPI 15529

**USAOPOLY**

**SPOTLIGHT ON**

**CODED CHRONICLES: THE SHINING - ESCAPE FROM THE OVERLOOK HOTEL**  
In The Shining, Escape from the Overlook Hotel, take on the roles of Wendy and Danny and work together to search for a way out. Scheduled to ship in September 2020.  
USO E8010720... PI

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

**MONOPOLY: ELF**  
Form of the classic holiday line Elf will be killed pink as they travel down memory lane in this reimagined version of Monopoly. Scheduled to ship in September 2020.  
USO HND10595... PI

**RISING: THE BATMAN WHO LAUGHS**  
Next in the cooperative Rising series, The Batman Who Laughs Rising, players must work together and roll dice to reveal key heroes and allies to fight back against a host of villains, concluding with a showdown against the Batman Who Laughs. Scheduled to ship in September 2020.  
USO DC310103... PI

**SPOT IT!: SPONGEBOB**  
Get ready for an underwater adventure with Spot It! SpongeBob. Scheduled to ship in September 2020.  
USO 9096712... PI

**SPOT IT!: RUDOLPH**  
Get ready for a magical winter wonderland with Rudolph Spot It. Scheduled to ship in September 2020.  
USO 30033069... PI

**SPOT IT!: PROTOPOSE**  
Get ready for a magical winter wonderland with Spot It! ProtoPose. Scheduled to ship in September 2020.  
USO 30033069... PI

**WIZARDS OF THE COAST**

**FEATURED ITEM**

**MAGIC THE GATHERING**  
MAGIC THE GATHERING CCG: ARENA STATER KIT  
WOC C7512000... PI

**MAGIC THE GATHERING CCG: CORE 2021**  
NOTE: This item is sold to retailers in full displays. Please contact your retailer for availability.  
BOOSTER DISPLAY (34) WOC C75030000... PI  
BUNDLE WOC C75070000... PI  
COLLECTOR BOOSTER DISPLAY (12) WOC C75100000... PI  
PLANESWALKER DECK DISPLAY (11) WOC C75060000... PI  
JAPANESE CORE 2021 BOOSTER DISPLAY (34) WOC C75031400... PI

**WIZKIDS/NECA**

**SPOTLIGHT ON**

**DUNGEONS & DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS - SAPPHIRE DRAGON PREMIUM FIGURE**  
Over 100mm tall, this miniature is based on the all-new set for the Sapphire Dragon, released by Wizards of the Coast for their 45th anniversary. Scheduled to ship in July 2020.  
WZK 96019... \$69.99

**FEATURED ITEM**

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

**FEATURED ITEM**

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

**FEATURED ITEM**

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

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

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

## GAME TRADE MAGAZINE LEGEND

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

### FEATURED ITEM

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

### OFFERED AGAIN

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

### SPOTLIGHT ON

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

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

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Have a question or feedback for us? Contact us at [Editor@GameTradeMagazine.com](mailto:Editor@GameTradeMagazine.com)



## THE LOOP

PAN 202110 ..... \$49.95 | Available August 2021!

Co-designers Maxime Rambourg and Théo Rivière take you on a journey through their game design process for *The LOOP* — a quirky cooperative game where players try to foil the plans of the evil Dr. Faux! *The LOOP* releases in August!

**Théo:** It all began on June 9, 2018. Fellow game designer Maxime Rambourg offered to show one of his prototypes to me and the incredible Sébastien from Catch Up Games. It was a cooperative deck-building game where players traveled through a timeline to stop a supervillain.

**Max:** After playing the game together, then Theo and I agreed to spend some time at his home in Brussels for our very first co-designing session. I think we spent the entire 4-hour drive from Strasbourg to Brussels talking about *The LOOP*. When we finally arrived at his place, we set up the game and started making changes to my little bits of cardboard.



**Théo:** In its current form, there was the hint of an excellent game, but there were still a fair amount of things that didn't work well:

- Managing Clones was done with health points, which was tedious.
- There was a thematic mechanic which was as cool as it was frustrating. Each player had 3 cards in front of them and would add a new one to the leftmost spot before discarding the (now fourth) rightmost card. Then the effects of all three cards would activate from left to right.

We discussed these issues and came up with two thematic solutions that made it into the final version of the game:

- Instead of using health points, clones would have an "original era." The goal was to successfully direct back to this era to create a temporal paradox and — BOOM — destroy them.

- At the time, I was still playing Hearthstone and one of the characters had a power I really liked. Their deck was super unpredictable, but you could use their power to "go back in time and start your turn over." While we couldn't do exactly that, we talked about paying energy to create time loops and completely replay the cards in your hand.

**Max:** We had another work session where we played back-to-back games from morning to night, with no interruptions. After each game, we spent a few minutes discussing what worked and what didn't. We would make changes on the fly, then immediately set up a new game.

**Théo:** We worked on *The LOOP* for 12 hours a day for 2 days straight. The mechanics were reworked a lot and the graphic design was completely redone until we were content with the new version. Well, content enough to have a nice box to take a photo of and post on social media.

**Max:** We weren't done yet though. The game used a linear timeline with 9 eras. This meant that if a player in the distant past had to travel to the far future, it was often impossible to complete. This frustration was felt too frequently, so we reduced the number of eras to 7. It was better, but it wasn't perfect yet.

Théo and Catch Up suggested letting players go from the furthest point in the past directly to the furthest point in the future, which would create a temporal loop. The first time we tried a "circular" board, it clearly addressed the need to move more easily and it aligned perfectly with the theme.



Dr. Faux was also causing problems; he was sometimes too chaotic, other times not evil enough. Moreover, his identity as an evil genius, superpowered enemy, and extremely annoying menace felt





lackluster. By giving players more ways to counteract his plans, he had lost some of his threat.

We started looking for a way to add some chaos back to Dr. Faux. We knew we didn't want to roll dice, so Théo came up with a slew of ideas until he suggested this: "Okay, we're not going to do this, it's a terrible idea, but what if we had a tower we'd drop cubes in..."

We didn't take it seriously, we even joked about it, but the idea had taken hold. We quickly floated the idea to Catch Up to see their reaction, specifically on whether making the tower was feasible or not. They were immediately on board.

I dabble in 3D printing and started creating some designs for the tower. I have no training in architecture, modeling, or physics... but I had to figure out how to make cubes fall equally in 3 different directions. It took several weeks and about twenty different prototype towers, in different shapes and sizes, until we figured out a functional base.

Once satisfied with the base version of the game, we started thinking about replayability. The different characters, cards, and missions

added variety, but we wanted to make sure players felt accomplished and also wanted to play again — even after defeating Dr. Faux. Eventually, we decided to develop different game modes that would spice up the experience and gradually increase the difficulty.



We came up with dozens of ideas, which we quickly pared down to 4 game modes. We needed the game modes to be different from the base game, without being convoluted. The difficulty also needed to be achievable, while forcing the players to reconsider their normal strategies. It was a challenge!



**Théo:** The game finally went into production and all we had to do was wait. This wait felt longer than normal. The game had become so much more personal to us than our other designs, so we couldn't wait to see the final product. The first bits of feedback we got from players and press were encouraging. We can't thank you enough for playing and enjoying the game!

...



# A MURDER MOST FOUL HAS BEEN COMMITTED!

**WIZKIDS**

## TURBO SLEUTH

WZK 87534 ..... \$19.99 | Available August 2021!

Old miser McGreedy's body hasn't even been laid to rest, and the murder suspects are already seeking to divide up his fortune. Who is the culprit? His greedy lover? His wastrel of a son? The nervous maid? The shady business partner? Or perhaps the oddly nonchalant butler?

Use sharp eyes, quick thinking and good old-fashioned gut feeling to sift through the clues and red herrings to bring the culprit to justice ... but beware! For every wrong conclusion, the stakes will be raised for the next round.

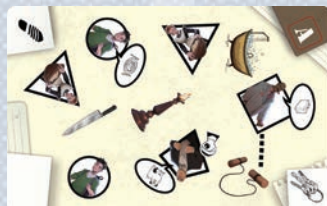
### PUTTING THE "TURBO" IN SLEUTHING

"Turbo Sleuth" is a light and intense speed puzzle solving game, where 2 or more players compete simultaneously to solve the case for the round. Rounds are lightning fast, with setup being simply (A) replenishing the scoring tokens pool, (B) picking 1 out of 8 Clue cards to determine which of the 5 puzzles is the focus of the round, and (C) picking 3 other Clue cards to form the active cards for the puzzle.

Players look over the different suspects, weapons, clues, alibis and more represented on the cards, trying to quickly find the right combination the case card calls for.

Unlike many speed-spotting games where only the fastest player wins, in "Turbo Sleuth" almost everyone will get a chance to score, so players can stay in the game for longer. That doesn't mean you can take it easy; at least one player will not get a chance to score, and the higher value tokens might get snatched up first.

Also, answering fast does not guarantee you will win a point. The game is carefully crafted so that the different combinations of puzzle types and active cards create 208 possible answers, of which there will only ever be 1 correct answer per combination. Despite the huge pool of possible answers, checking the correct answer is simple and quick, since the answer keys also appear amongst the cards. Just flip over the card chosen as the puzzle type and look up the answer key on its back. With less downtime checking answers, you will be back solving more mysteries right away.



PARTNER



BUTLER



SON



LOVER



MAID

### A SPEED-SPOTTING GAME... WITH A MIND GAME TWIST!

Turbo Sleuth is not just a game about who can spot things faster, but also a mind game of second doubts! This unique experience is brought about through the tiered logic puzzle design, and is supported by the light/dark scoring token system.

For example, in a standard case of finding the murderer and the murder weapon, the murderer is the most frequently occurring character on the 3 active cards. When tied, the character that has a magnifying glass icon takes priority and is the murderer. As for the murder weapon, this is usually the weapon most closely associated with the murderer, indicated by a dotted line. However, any weapon that appears on all 3 cards immediately takes priority as the most suspicious object and is now the murder weapon. While you'll often find yourself following red herrings and false leads, each puzzle only has one correct answer.

Once the first player locks in their solution, the pressure is on; who will be next to lock in their answer and take from the diminishing token pool? Should you lock in yours? What if your opponents reached different conclusions? Do you have enough time to double check? Oh no, the tokens are all gone!

### PLAY RISKY OR SAFE? THE CHOICE IS YOURS...

The light / dark scoring tokens is a wager, pressure and catch-up mechanic all in one. All tokens start on the light side, and are worth 1 point when claimed. A wrong answer causes the token to return to the pool for the next round, but flipped to the dark token side. Now, this token is worth 2 points when claimed, but if wrong, must be discarded together with one other token that you had claimed earlier. Do you play the safe game, making small gains with the light tokens, or the risky one, going for the dark tokens?

...

Daniel Lee Yingjie is a co-founder of MooMeelNyu Designs, a board game design company based in Singapore. As of this writing, he has published his first game, Arachnoir (a PnP co-designed with Daryl Chow from Origame), with the planned physical release of Arachnoir and other titles in the pipeline over the next 2 years. Turbo Sleuth is one of his earliest works, and probably the one that has cost him the most time in lost sleep trying to crunch out the absurdly tangled mathematics behind the game's system.





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# VAMPIRE

THE MASQUERADE



Hello fellow denizens of the dark! As you may have heard previously, Renegade Games announced our new exclusive partnership with Paradox Interactive to publish *World of Darkness* titles such as *Vampire: The Masquerade* roleplaying game books and supplements. I bring news of new releases and what exactly you can look forward to enjoying around your table in the upcoming months.

## REPRINTS OF VAMPIRE FIFTH EDITION BOOKS

As previously announced (see GTM 255, May 2021), we have new printings of existing books in July 2021: *Vampire: The Masquerade Core Rulebook* along with the *Camarilla*, and *Anarch* sourcebooks. All books have been upgraded with a red ribbon bookmark for holding your place, and the *Core Rulebook* has also been updated with the latest errata from the *V5 Player Companion* released in late 2020.



## STORYTELLER SCREEN AND VAMPIRE: THE MASQUERADE DICE



Joining the *Core Rulebook* and sourcebook reprints in July, we will be releasing a new *Vampire: The Masquerade Storyteller Screen*. This 4-page screen includes a gorgeous selection of artwork from the three previous sourcebooks, as well as a new quick-reference Clan table on the inside text. This product also includes the popular *Storyteller Kit* — a quick reference guide to running a great game.

We also have two new dice sets ready for your table! A set of **custom Vampire dice** that includes the following: 13 black 10-sided dice with the classic ankh, 2 standard 10-sided black dice, and 5 red 10-sided Hunger dice with a custom Hunger icon for when the Beast claims victory over the Kindred. Joining them is a **deluxe set of resin dice** presented in a keepsake coffin shaped box featuring the *Vampire* ankh — A classy addition to any *Vampire*'s play kit.



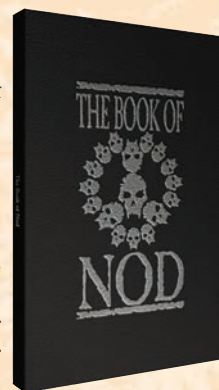
## SABBAT: THE BLACK HAND SOURCEBOOK

The first all-new sourcebook coming to your bookshelf in August will be the long awaited *Sabbat: The Black Hand*. Delve deep into the darkest of arts and find out just why the Sabbat has been reviled by Camarilla and Anarch alike for generations. The protection of the Masquerade is nothing next to the importance of the Gehenna war, a pre-emptive strike on the ancient Antediluvians who the Sabbat believes will rise and massacre all Kindred. This antagonist guide provides all you need to introduce the chaos of the Black Hand into your

Chronicle featuring lore for building your own Canite Sect or using conflict-ready examples of Sabbat vampires.

## BOOK OF NOD REPRINT

As a companion for *Sabbat: The Black Hand*, we are happy to announce the first reprinting of the *Book of Nod* in almost a decade! This new printing, releasing in October, features silver gilding on each page and a luscious silver foil stamped cover. This book compiles the early history of the Children of Caine down to each bloody detail. Any Kindred with an interest in *Vampire* history would kill to get their hands on a copy, but luckily, you don't need to!



## SECOND INQUISITION SOURCEBOOK

*Vampire* stories contain more than Kindred politics and hunting grounds. Since the First Inquisition, humanity has been fighting back against the underground undead that prowl the streets and see them as nothing more than prey. In *Second Inquisition*, mortals bite back! Storytellers can read up about all the different organizations that keep vampires at bay across the world and learn to use all the tactics at their command. Create your own OPFOR units that hunt your player's Coterie starting from whispers and rumors to an all out war. Included are a wide range of ready to use antagonists that are masters in everything from investigation to daylight raids. Despite fighting against the darkness, these antagonists are not "the good guys" and sometimes the hunters can be just as monstrous as the hunted...

Expected ship date Q4 2021

This is just a taste of what we have planned for our fellow *Vampire* fans — keep an ear out for future announcements for more releases!



*Trivia Fox is Associate Producer of Tabletop Roleplaying Games at Renegade Game Studios. Full time art-appreciator and occasional artist themselves, Trivia would never dream of aligning themselves with the dark fleshcraft of the Tzimisce. How dreadful!*



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# Blood & Plunder

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# Blood & Plunder

## ORGANIZED PLAY

by Mitch Reed



One of the greatest things about *Blood & Plunder* is the rich historical background the game recreates. The early colonial Americas features some amazing stories that centered around some larger-than-life characters who still hold our imagination today. The team at Firelock brings this history to you with their organized play kit which features unique missions and characters in a linked narrative campaign which is available for free from the [Firelockgames.com](http://Firelockgames.com) website.

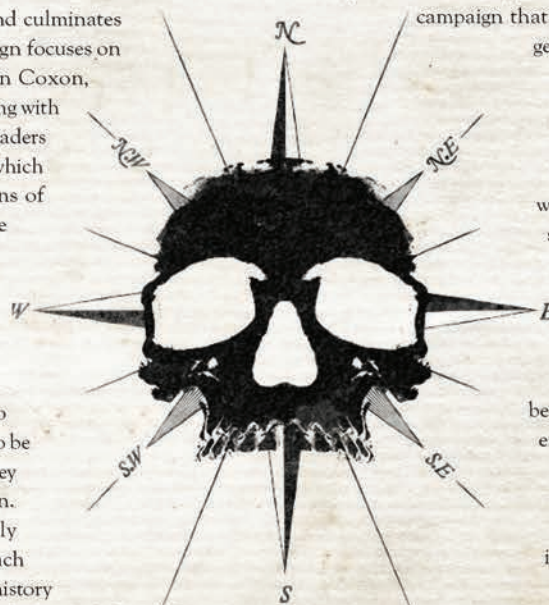
The campaign kicks off in February 1680 and culminates in January of the following year. The campaign focuses on the adventures of personalities such as John Coxon, Richard Sawkins and Bartholomew Sharp along with other colorful characters. The missions and leaders revolve around the famous South Sea voyage which was one of the most documented campaigns of the period. Players take the role of either the English Buccaneers (with French help) or the Spanish who are the target of the Buccaneers as they fought down the east coast of South American and into the Pacific Ocean.

The campaign features six new missions into the world of *Blood & Plunder* that are meant to be played in chronological order and follows the key engagements of the thirteen-month campaign. The missions can be downloaded separately from the *Firelock Games* website; however, each battle has a dedicated webpage that details the history behind each battle. In fact, the history behind the whole South Seas campaign is well detailed on the *Firelock* webpage and the story of this amazing campaign drew me deeper into the history behind *Blood & Plunder*.

The campaign not only adds new and interesting characters to the game, but also gives players modified lists that from the original rulebook or the follow-on expansion book, *No Peace Beyond the Line*. Despite this link to actual historical events, players are allowed some flexibility in how they build their forces. Each of the game lists in this campaign has each player controlling

about 200-points of forces which is the Army Scale for *Blood & Plunder*. Of the six missions in the kit, four are land battles and the other two take place on the high seas, which gives players the full experience of the game.

Each game also comes with a guide on how to design your table and feature special rules and features not found in the main rules which adds so much flavor to the game. Some of these special rules and conditions carry over the next game which is why the Organized Play Kit is a great linked narrative campaign that you and your gaming companions will really get into.



The Organized Play Kit is best used with the gamers at your local hobby shop where you can have fellow *Blood and Plunder* players sign up for the six games over a series of weeks which will culminate in the with the final battle in the sixth mission the Battle of Arica. You can divide your local group into two groups, one which will play the English with other taking the role of the Spanish. After you play through the campaign, I recommend that the two groups switch sides and replay the campaign because the experience for each side is unique in each of the six missions. Another way to play is have each of the members of your gaming circle take over the role of one or more of the unique characters of the game and play only the games in which those historical figures took part in.

Yet another thing your group can do is to contact *Firelock* and see if you have a Quartermaster in your local area and have them arrange all of the fun. If you not have a Quartermaster near you, I recommend "gang-pressing" one since it does come with the chance at getting some plunder.

No matter how you decide to play the narrative campaign, I really suggest that you head to the *Firelock Games* website and download the material and get prepared to have some fun!





# CELEBRATING MUNCHKIN AS IT TURNS 20!



An Interview with *Munchkin* Czar Andrew Hackard



## MUNCHKIN: MUNCHKIN DELUXE

SJG 1483..... \$29.95 | Available Now!

### 1. What keeps *Munchkin* interesting to work on?

We're looking at 20 years of *Munchkin* this year, which sounds impossible because it seems like we just celebrated the TEN-year anniversary! We keep finding new challenges.

### 2. What have been your favorite fan-created *Munchkin* moments?

Two come to mind, and both had kids in the game who calmly threw an adult under the bus...

One of my favorites was one of my first development sessions back in 2009. There were four players: a dad and his daughter, me, and an adult who was VERY interested in winning the game. At one point, the daughter was fighting against a monster (worth two levels and five Treasures) and her opponent added a Mate of the monster just to be SURE she wouldn't succeed. At that point, I explained that if she used one of her cards to discard the Mate and used her Wizard ability to discard the other one, she would win 10 Treasures by herself and not even have to try to beat monsters. It was a lovely moment for three of the four of us.

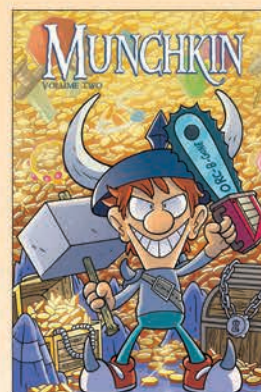
A couple of years later, I took a new *Munchkin* game for a play-test at a convention, and we were struggling a lot more than we had expected to — and therefore having much less fun. An hour in, one player decided to have a tirade about how we clearly didn't know how to play and this was neither fun nor anything that should have been written for *Munchkin*, etc., ad nauseam. When he finally stopped for a moment, the teenager next to him said something like, "I was still having fun, but if you can't play it, please go play something else." I haven't seen a grown man stricken speechless like that in a long time!

Kids, man. They know things.



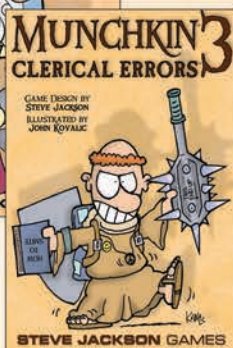
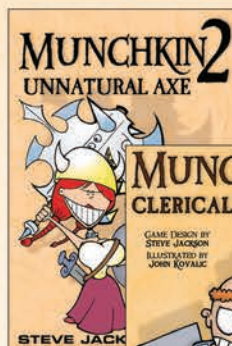
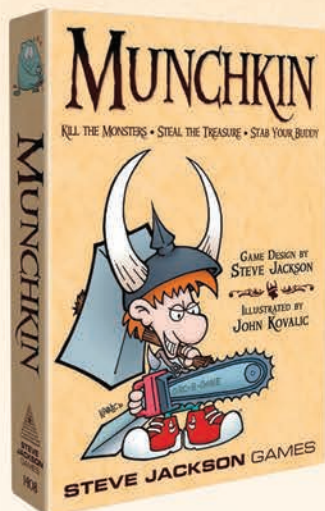
### 3. Did you enjoy the *Munchkin* comic from BOOM! Comics? Was it strange seeing these characters acting in story form rather than card text?

The *Munchkin* comic ran for 25 issues (plus a Christmas special), and I wish we'd been able to do a hundred! I loved getting to see the *Munchkin* characters going out and doing things beyond the game and into their "real worlds." I also got to author some of the stories myself, which was new for me. I still like to go back sometimes and re-read some of the issues with my own friends (both my friends writing the comics — or the actual characters inside the stories!).



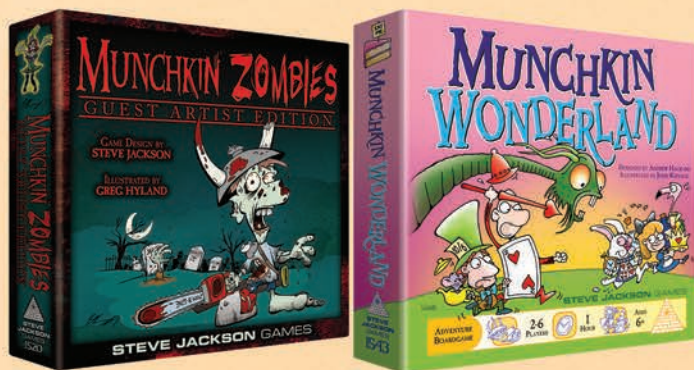
### 4. How do you create ideas for cards? Are there focused brainstorming sessions, and/or do they come as you work on other things?

Sometimes I can just run with a set, and other times I have to push hard to make it through the finish line. (And then there are times that those happen on the same day!) I still think the best experience for me was sitting and searching for ideas for *Munchkin Pathfinder* cards for literally weeks, just going through the *Pathfinder* books to find anything at all that looked like good card ideas, and then having a light switch just flick on. And then I wrote not just the first 168-card





game, but a 15-card expansion almost overnight. That was a good feeling when I was finished... and a method I wouldn't like to repeat for a long time if I could avoid it!



**5. How often does Steve have to rein you in on a joke or an idea? How often do you have to rein Steve in?**  
Yes. (Laughs.)



**6. Talk about the creative team that works on Munchkin. Do you all share the same general sense of humor? Do you meet physically (under normal circumstances), or is it much of the work done virtually?**

Even when we were in the office, much of it was done electronically. We would write card text, and then art specs to help each other visualize what the joke was or how the card might look. Suggestions were made, tweaks were tweaked, and sometimes a card idea would be outright nixed.

That's not to say there weren't meetings or late-night dinners in which awful puns were thrown around! Also, see question #5...



**7. What lessons did you learn from the very first edition of Munchkin?**

The first time I played *Munchkin*, I honestly didn't think it was going to be a hit. That shows that Steve is a far better game designer (and critic) than I was in 2000 — and he still is in 2021. *Munchkin*, in

its first playtest sessions, was not the game that we ended up publishing a year later — it became more streamlined, a lot easier (although not perfect, then OR now), and something that I considered even a year later to be a distant second to the game I was telling everyone about — that year's hot new game, *Frag* — a game that I still love.

But I was wrong, Steve was right, and that's why we have dozens of versions of *Munchkin*!



**8. Twenty years on, Munchkin has become one of the most popular casual hobby card games. Talk about the legacy the game has in the industry, and where you hope the game will be in the future.**

Twenty years of *Munchkin* sounds, frankly, insane to me. Many of my *Munchkin* players learned the games from their parents — YOUNG parents. Now those parents bring their kids to conventions to play *Munchkin* with me, whether they're playing the newest sets or opting for a classic original *Munchkin* game with the cards they've come to know and love.



We've published more than 100 *Munchkin* titles. That doesn't even include licensed properties, or the ones published by The Op or IDW — that adds a lot more to the list. And *Munchkin* has been translated into 20 languages!

We have new games already in the works for 2021 and beyond, as well as expansions for those new games and for some that are already in print. Video versions are being experimented with. Dized has just come out with a *Munchkin* tutorial, making it even easier to just open the box and start playing.

Looking ahead, *Munchkin* is only getting stronger.





# My FARM SHOP



## MY FARM SHOP

PSD 51977G ..... \$29.99 | Available September 2021!



You've done it! Your little hobby farm is a wild success, and you're up to your ears in milk, honey, eggs, and wool. Seems like setting up a small stall at the local market to sell your fresh goods is just the ticket, but a few of your neighbors have also had the same idea...

In *My Farm Shop*, the new board game from Rüdiger Dorn, each player gets a set of ten fields and their own farm shop to operate. Seems

simple, right? Milk some cows, shear some sheep, sell it all, make some money. In your tiny community, being known for the quality and freshness of your products is paramount. To succeed in this market, you'll need to carefully manage your crop selections, invest in field improvements, keep a close eye on competing farmers, and know just the right time to harvest to get the best yields.

Each of your fields on your farm board has a default action, basic things like gain one jar of honey or gather one egg. But you're never going to have a successful farm shop with just that, so you'll need to make some improvements! This is where the game's clever mechanics begin. At the start of your turn, you roll 3 dice. One of those you pick to determine which field improvement card you select from the market. You can place that card onto any of your fields, so now that field might now generate two eggs, allow you to spend wool to gain three coins, be used once to generate one of each type of produce, or some other enhancement.

Your fields are producing now, but now how do you harvest the goods? That's where the other two dice come into play, with more clever mechanics. The sum of the other two dice determines which field number all the players can activate. This way everyone is always participating in the game, no matter whose turn it is. It also means you'll have to think carefully when picking that first dice result earlier, as what you pick then determines what field you have now.

Even if you made a roll that didn't give you the dice you wanted, the game provides a way to keep your farm going strong. Some fields generate burlap bags, a special production item which you can use to change how the dice affect you. If a die comes up a 3, for example, you could spend one burlap so that it counts as a 2 or a 4 for you; someone else might spend two bags to count it as a 1 or 5 for them. This makes burlap bags a useful thing to have in your

supplies, especially as some fields use them to produce other items. You can also grow sunflowers, which you can then plant in a field to increase its production.

The number of field improvement cards for each game is set up based on the number of players, and when this deck runs out the game ends after each player activates one final field. Whoever has the most coins wins!

And if you think your group has mastered *My Farm Shop*, think again! The double-sided farm boards allow for games where players can preselect a few field improvements, thus introducing strategic planning before the game kicks off. You can also include rules that add transportation options and skills for your farmers, along with special goals that players can race to achieve so they gain more coins in their efforts.

*My Farm Shop* is a brilliant, deceptively simple game with easy to learn rules. Every time the dice are rolled, your decisions can impact not just your own farm shop but those of the other players. Where should I place which field improvement, knowing what dice results are the most common? (and the game knows this too, as field #7 has special rules!)

Similarly, which field should I activate each turn and how can I best use one field's production to match what another field calls for to generate even better yields? And you don't want to overwork a field, as each farm shop has limited storage capacity and excess produce is lost. How important is that great field improvement you'll get from one die against a bad field activation result from the other two dice? How many burlap bags is too many, or should you concentrate on generating more coins and just hope for good dice rolls?

As you can see, *My Farm Shop* ensures everyone is always thinking about how to make their farming operation the most productive. But intense thinking certainly isn't necessary for a great experience. Friendly, stylish art and simple rules makes this perfect for family gaming. So get ready for some fun in the fields with *My Farm Shop*, arriving at retailers in September!



...

*Tim Huckelbery is the US Studio Editor and Talisman Brand Manager for Pegasus Spiele. And yes, he's actually worked on a farm; that he's not doing it now speaks for how well that went. (I knew I should have invested in more burlap bags...)*





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# DECKSCAPE

## CREW vs CREW

### DECKSCAPE: CREW VS CREW

DVG 5733..... \$14.90 | Available Now!

This is the eighth game in the *Deckscape* series and after more than a million copies sold you know the drill already: this is a cooperative escape room that fits in your pocket, right? WRONG! This is a first: a competitive escape room that fits in your pocket!

In this game for 2 to 6 players, two opponents or two teams play the role of opposing pirate crews, hunting down treasures in the Caribbean seas during the late 18th century.



There is no rulebook: you just open the box and read the oversized cards in order to be guided through the story and your first puzzles.

Each puzzle usually starts by giving some cards to both the Blue and Red team, representing some objects or things they can observe in this chapter of the story. Then, a question is posed to both teams at once, which needs to be solved by carefully looking at the cards.

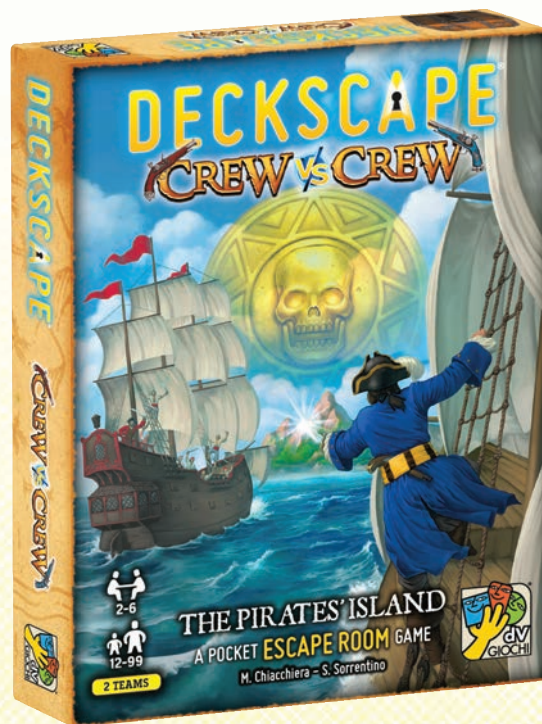


You don't even have to look at your clock this time since there is no time limit: when the Blue or Red crew think they have the answer, they just yell "stop!" and the solution is checked. The solution is on the back of the puzzle card — no symbols to check, no code wheels, no apps, just a deck of cards to escape.



If you answer correctly, you score doubloons (listed on the card); if you are wrong, give the doubloons to the opponents. Whoever has got more doubloons in the end wins the game.

So, you need to think fast if you want to win doubloons, but you also want to be sure your answer is correct because the opponents can finish at any second. Puzzles in *this* adventure have more steps



that your usual *Deckscape*, so they need more time to be solved. Worrying about the other teams solving the puzzle before you only adds to the tension.

Since talking with your crewmates is part of the game, each crew solves a similar puzzle but not identical: there are always some very little differences in the cards of each team, so listening to the other team is not useful. Solve your own puzzle!

Another first in this very peculiar *Deckscape* adventure is the introduction of some micro-games that let the teams interact from time to time, from a sort of thinking man Battleships to a little set collection game where you try to win the best treasure chest cards — you can even replay this as a little separate game whenever you like!

The story has a lot of twists until you come to a very unexpected finale, when you will really show if you are a worthy pirate.

In the end you can reset the game just by rearranging all 64 cards — the whole experience will have lasted more and cost less than a single ticket in a brick-and-mortar escape room — without any actual risk to be shot by a cannon or get lost in the sea!





# DECKTECTIVE

## Nightmare in the Mirror



### DECKTECTIVE: NIGHTMARE IN THE MIRROR

DVG 5730..... \$14.90 | Available Now!

Danielle Dove has just been kidnapped. She managed to take a picture of the crime scene and send it to you. Can you save her? Welcome to *Decktective*!

The picture shows a bound and gagged Danielle in an unknown location. Your detective squad must start from this photo to solve the crime.

*Decktective — Nightmare in the Mirror* is the third adventure in this cooperative mystery crime series, using just a deck (hence the name) of oversized cards and seven plastic clips in a very compact box.

There is no rulebook to read before you play, you just jump in and after a little introduction like the one above, then the cards (which are in order not shuffled) will guide you through the story.

The first thing you do is build a 3D crime scene, by cleverly using the box as a base for the cards to build a room. Each case is different, and this particular one is bizarre because the crime scene is... in your mind, as you imagine it from the pictures that the kidnapped girl is able to send you.



But even looking at the picture you will have a hard time trying to pinpoint it on the city map before it's too late! And why Danielle was kidnapped on the day of her sister's funeral?

Those questions will be answered by using the game core mechanic: on your turn you can choose to play a card so everyone can read it, or archive it face down. But: each card has a cost, so for example to play a 7 card you must have at least 7 cards in the archive. Players have to decide how important a card is to the case. Do they play it in the open, so everyone knows the facts? Or is the clue not important, so you should play it to the archive so more cards can be played in the open?

Each card gives you information about an object you find in your investigation, starting from Danielle's house, or the words of one of the suspects: her friend, her landlord, her lover, and so on.



The cards are in a particular order, so the story flows through the information you discover, and from time to time a "plot twist" card will show up with the sort of shocking news you find in a tv series just before the commercials — but here there are no commercials so you can keep playing until you get to the five questions in the end. Now you can talk about all the information you remember from the archived cards and use the included clips to choose one or more answers to each — you can even change your mind until you decide to check the solution and score your best up to the maximum of 10 points — which looks easy but it's not!



1 to 6 players can join the "decktective" squad, the experience will be a little different for a solo player — who will read all the information and try to solve this like an interactive murder mystery — to a full "party game" experience as you and your friends try to

have that final piece of the puzzle to make it click.

You will need an hour or so to complete the game, but there is no time limit so take your time and think very carefully, as Danielle's life is in your hands.

...



# STEVEN RHODES

Games Are DYNAMITE!



Hello, fans of fun, funny, and fast-paced gaming! I am super proud to talk about our upcoming DYNAMITE Games partnership with the incredibly hilarious graphic artist and illustrator Steven Rhodes! First, let me give you the lowdown on DYNAMITE Games: It's a fun little sub-brand of titles from Cryptozoic Entertainment that focuses on bringing core hobby gaming mechanics to casual board game players.

How many times has this happened to you: You want to play games with some friends who are willing, but they are probably not ready for 20+ minutes of rules learning. Rather than suggesting super-simple party games, you can break out a bite-sized game that includes REAL strategy elements and rules that can be taught in less than 5 minutes! That's right: Our three Steven Rhodes games feature real hobby gaming mechanics in easy-to-understand and fun-to-play game experiences. AND with any luck, these gateway games will get your friends to sit quietly as you spend a half an hour teaching them some of the other games you've been dying to find players for!

So, who is Steven Rhodes? If you don't know the name, I am pretty sure you already know the art. He is a graphic artist and illustrator best known for his offbeat reimagining of children's activity books from the '70s and '80s, resulting in art with a decidedly dark (and hilarious) twist. His popular work ranges from the classic *Let's Summon Demons*, featuring a group of youngsters preparing for a little quality time with the Devil, to the stabby kids of *My First Knife Fight*. All of his takes on kids' literature from a bygone era are pretty damn funny. With DYNAMITE games, we have selected three classic Steven Rhodes works as the basis for the first collection of games.



The first game is **Let's Dig for Treasure** (CZE 28869, \$19.99).

Join these rascals as they "dig for treasure" in one of the most inappropriate places possible! It's a fresh take on the press-your-luck mechanic as you shuffle up the cards, put them into three stacks, and "dig" for treasure! There are tons of fun treasures and combos but be sure to stop digging and score your points before you hit too many worms or even worse... the Evil Skeleton! Play continues until one stack is depleted and then it's time to add up the scores; whoever has the most treasure wins the game! It's simple enough, but there's great tension and strategy. It's an addictive experience that will keep you saying, "Just one more game!"



The next game in our trio of hits is **Don't Talk to Strangers** (CZE 28883, \$19.99).



School's out, but otherworldly STRANGERS are here! Mom and Dad haven't caught on yet, so you're on your own, kiddo. Play your cards as efficiently as you can, helping to navigate your kids one at a time from SCHOOL to a SCORING space—in order to score as many points as you can before the neighborhood is completely overrun with STRANGERS! Featuring a double-sided board for great re-playability and fast-paced, movement-based strategy, this game gives players the chance to face off against an alien menace in a wildly fun evening of skateboarding, fence-hopping, and being zapped up by a UFO!



And finally, it's time to play **Let's Summon Demons** (CZE 28906, \$19.99).

What are little Johnny, Suzy, and Fido supposed to do to escape the everyday doldrums of suburban life? I know: Let's Summon Demons! Whether you're building sadistic synergies with the "rotten" kids or sharing the love with the "sweet" kids, only the savviest (and luckiest!) player — the best Demon Summoner — will walk away a winner! Each player takes turns rolling dice and trying to match those numbers with kids they have acquired for the summoning circle. Make a match and collect souls, use those souls to get more kids, or save up and SUMMON a demon! The first player to summon three demons wins the game. Almost endless combos and incredible fun take the dice-matching mechanic to the next level. And as always with DYNAMITE Games, you can learn to play in under 5 minutes!

That's the inaugural line-up of Steven Rhodes games, a little something for everyone and super fun, no matter your skill level. And make sure to keep an eye out: We are busy putting together the next set of three Steven Rhodes games right now!

...

Cory Jones is a long-serving member of the games and entertainment industry. Having worked in the digital space at publishers ranging from Midway to Blizzard, Cory eventually co-founded Cryptozoic Entertainment in 2010, where he continues to create fun games and stuff...







# CLEVER CUBED



A challenging dice game by Wolfgang Warsch  
for 1-4 players, ages 8 and above



## CLEVER CUBED

comes with all **new** challenges, all **new** decisions, and all **new** twists to navigate in order to maximize your score! Even the order in which you take your dice can now change your results! So stay sharp, choose your dice carefully and prove to everyone just how clever you are!



14+



1-4



30 min



A follow up game to the smash hit  
**THAT'S PRETTY CLEVER!**

SGSSCC1

\$19.95





# LAST FRIDAY REVISED EDITION: THE NIGHTMARE IS ABOUT TO BEGIN... AGAIN!

## LAST FRIDAY REVISED EDITION

AGS ARTG021..... \$49.90 | Available September 2021!

*In the past, Camp Apache was the scene of mysterious events. Legend has it, years ago a man suspected of multiple murders drowned in the lake while escaping from the police... but his body was never discovered. Local townfolk are convinced an undead and murderous presence haunts the camp...*

*Last Friday* is a hidden movement, hunting, and deduction board game, first published in 2016. After multiple reprints and five years later, *Last Friday* is back in an updated and revised version, with subtle but important changes to the rules showcased by new and impressive cover art.

*Last Friday* has left a mark on the hidden movement genre for its 80s slasher movie atmosphere, thrilling gameplay, and high replayability. Five friends are hired as counselors by the new owners of a camp in the woods, to patch up the property in exchange for a free vacation, but they will have to go through a weekend of terror: in the cursed summer camp, a maniac has come back from the dead!

Designed by Antonio Ferrara, the same author of the popular horror games "Stay Away!" and "Tales of Evil", *Last Friday* is a game for two to six players. One of them controls the murderous maniac haunting the camp, while the other players control the campers — at first, scared boys and girls who are easy prey to the maniac; later turning into determined hunters of the murderer who menaces them and killed their friends. The campers must investigate the camp to learn more about the mystery of Camp Apache, trying to survive the murderous



attacks of the maniac and, in the end, defeat him. The maniac walks among the shadows and must eliminate all campers to make sure nobody re-opens the camp.

As they arrive at the summer camp, the young campers soon realize something dark and hostile dwells in this place. A few days before their arrival, a heavily decomposed corpse was fished out of the lake. Authorities were not able to identify the body, before it was buried in the town cemetery nearby, despite grumbling from the local community. Some people in town say it is the body of the murderer who drowned in the lake. When the campers arrive, the body, in fact, is no longer in the cemetery. Once again, the murderer wanders around the camp, thirsting for blood and looking for revenge.



*Last Friday* is divided into four chapters: "Arriving at the Camp!", "The Chase", "The Massacre", and "The Final Chapter". They can be played individually or as a campaign including all four chapters, beginning with the campers' arrival and leading up to the final showdown with the maniac. A single chapter has a playing time of about one hour, and each of them has its own set of rules and goals. If a player dies during a chapter, they will come back in the next chapter with a different character, adding an additional level of replayability, as each character has unique abilities.

Each chapter plays in 15 rounds or less, depending on the specific rules of the chapter. The maniac moves secretly, tracking his movement on a sheet of paper, hidden behind the Maniac tracking screen. The campers move their pawns openly on the game board. Campers begin the game with special abilities, as indicated by their character sheets, but they will also collect clues, items, and equipment, to help them survive the chapter, whether they are hunting or hunted by the Maniac.

In *Last Friday Revised Edition*, game rules have been improved and scenarios have been tweaked, based on the feedback of thousands of players, to enhance the game balance. The Maniac is now more dangerous than ever! He gets the "Invisible" token, allowing him to hide his position, since the first chapter. With the new "Trap-door" rules, he can now surprise the campers by sneakily moving from a cabin he broke into to any other one, using the secret passage even if the other cabin does not show the trap door.

Improving a successful game like *Last Friday* is never easy, but this new revised edition makes the game more engaging than ever. Are you ready to face the horrors of Camp Apache?

...



## ALLIANCE GAME DISTRIBUTORS

### SPOTLIGHT ON



ART FROM PREVIOUS ISSUE

#### GAME TRADE MAGAZINE #259

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 259 ..... \$3.99

## AAW GAMES

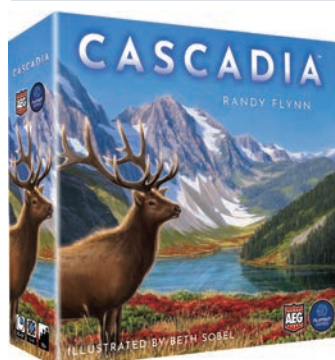


#### SURVIVALIST'S GUIDE TO SPELUNKING (5E)

The Definitive Guide to Underworld Survival! This tome contains the collected wisdom of legendary dwarven delver Dugmore Dumble. Dugmore takes you through crystalline caverns, fungal jungles and maze-like passages of his home beneath the surface, even skirting the upper regions of Hel itself. Survival in the Underworld is no mean feat, but this massive tome contains all you need to exist and endure, nay, prosper in and profit from the lightless realms below. Dugmore's sage advice, carefully balanced by seasoned traveler and guide Fin Starling, provides all the tools you require to enhance your experience while exploring the fabled caverns and tunnels below the surface.

AAW 5ESGS ..... \$39.99

## ALDERAC ENTERTAINMENT GROUP



#### CASCADIA

Take a journey to the Pacific Northwest as you compete to create the most harmonious ecosystem in *Cascadia*! Turns are simple - select a tile/token set and place each into your expanding ecosystem. Earn points by fulfilling wildlife goals and creating the largest habitat corridors. With variable scoring goals, each game of *Cascadia* brings a new spatial puzzle to your table!

AEG 7098 ..... \$39.99

## ARCHONA GAMES

### SPOTLIGHT ON



#### SMALL RAILROAD EMPIRES

*Small Railroad Empires* is a pickup and deliver, track-laying and set-collection board game for 2-4 players, where players build railroad tracks, send trains with goods from industries to cities, and complete achievements to earn prestige! During their turn, players will build their tracks by placing 2 trains on the modular board. Once a track connects an industry that produces a good with a city that demands that certain good, the player may send a train to complete the delivery and earn gold depending on the track length. Finally, when all players run out of tracks to lay down, the game ends. Player calculate the final prestige points they have from the achievements and the player with the most prestige is the winner! Scheduled to ship in August 2021.

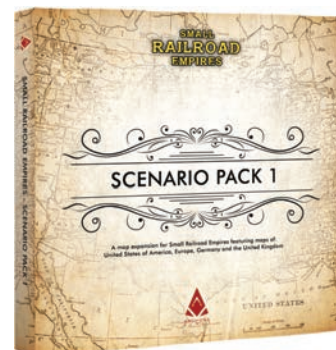
ARG 040 ..... \$39.00



#### SMALL RAILROAD EMPIRES: RED

Expansion for *Small Railroad Empires* featuring 5th player pieces, and extra components such as: new achievement card, and 4x new train (wild) cards. Scheduled to ship in August 2021.

ARG 043 ..... \$20.00



#### SMALL RAILROAD EMPIRES: SCENARIO PACK

Expansion for *Small Railroad Empires* featuring Scenario Maps of: United States, Europe, Germany and the United Kingdom. Scheduled to ship in August 2021.

ARG 041 ..... \$17.00



#### SMALL RAILROAD EMPIRES: SCENARIO PACK 2

Expansion for *Small Railroad Empires* featuring Scenario Maps of: Australia, Canada, France and Italy. Scheduled to ship in August 2021.

ARG 042 ..... \$17.00

## ARES GAMES



#### BLACK ROSE WARS: FAMILIARS

*Black Rose Wars* expands its line with four types of familiars, *Black Rose Wars Familiars*, awaiting their new owners in the Lodge! Every set of Familiars includes 3 different specimens with unique skills and statistics. If you decide to use one or more types of pets in your games you will have to replace one of the original rooms of the color corresponding to the lair of the type of Familiar selected. As long as a Familiar has a Master, it cannot be chosen by any other Mage, so if a second Magister activates the same lair he can only choose between the two remaining specimens, and so on. Scheduled to ship in August 2021.

##### CERBERUS

AGS BLRW007 ..... \$19.90

##### DRACO

AGS BLRW008 ..... \$19.90

##### GRIFFIN

AGS BLRW009 ..... \$19.90

##### HYDRA

AGS BLRW010 ..... \$19.90





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# FEATURED ITEM



## BLACK ROSE WARS: INFERNO

Welcome to Dante's Inferno! This new and rich expansion to the *Black Rose Wars* includes the materials needed to play *Inferno*, using the spell cards to evoke and use the demons, fighting against the new strong enemy Lucifer. Inside the spectacular box, designed by artist Antonio De Luca, you'll find 14 impressive new rooms dedicated to the circles of *Inferno*: there will be 13 dedicated to the circles and a specific one with Lucifers throne of glass. Scheduled to ship in August 2021.

AGS BLRW006 ..... \$89.90

## ATLAS GAMES

### FENG SHUI 2 RPG: APEWORLD ON FIRE!

Life in the Future Juncture is bleak, but dont worry, chi warriors, it can always get worse! Pontius Primate, religious psychopomp of the New Simian Army, has sent his cyber-ape holy warriors back through time to kidnap the scientists he needs to perfect a terrible mind-control gas that can strip the free will from countless victims at once! The heroes have chased them back to the future. In hot pursuit across the Wastelands, their journey will take them into the very heart of the simian capital of Apeworld and deep into the hidden laboratories beneath Pontius Primate's cyber-fortress. Scheduled to ship in August 2021.



ATG AG4027 ..... \$15.95

OFFERED AGAIN



### O/A MAGICAL KITTIES SAVE THE DAY! RPG

You are CUTE. You are CUNNING. You are FIERCE. You are magical kitties, and its time to save the day! Every magical kitty has a human. Every human has a problem. In *Magical Kitties Save the Day*, you and your friends use your magical powers to help your humans. But kitties live in hometowns that are filled even bigger problems like witches, aliens, and hyper-intelligent raccoons, so kitties go on adventures to save the day!

ATG AG3110 ..... \$24.95

## BACKSPINDLE GAMES

### CLACKS - A DISCWORLD BOARD GAME: COLLECTOR'S EDITION

A brand new Collector's Edition of the popular puzzle game based on the *Clacks* messaging system featured in Sir Terry Pratchett's *Discworld* novels. *Clacks* can be played Solo or Cooperative when players attempt to beat the Ankh Morpork Post Office in a race to send a message across the Discworld. It can also be played as a Competitive game, with each player trying to be the fastest operator on the line. Scheduled to ship in December 2021.

BSG 2101 ..... \$49.95



## LUCHA WARS

*Lucha Wars* is a two to eight-player dice game, based on the popular world of professional Mexican wrestling, or 'Lucha Libre' a.k.a. free fighting. The game is a new variation with new content to Luchador! Mexican Wrestling dice. Each player selects a Luchador wrestling character to play and rolls their Grapple Dice to try to either reduce their opponent/s life points to zero to win by a knock-out (KO) or hold the opponent down on the mat for a 'count of three' to win by a pin! Scheduled to ship in December 2021.

BSG 2102 ..... \$34.95

## BANDAI CO.

# SPOTLIGHT ON



### DRAGON BALL SUPER TCG: ARCHIVE BOOSTER DISPLAY (24) (AB-01)

The *Archive Booster* is filled with rare and valuable reprints of cards from Promos, Draft Boxes, Expansions, Starter/Expert Decks, Theme Boosters, and pre-Unison Warrior Series boosters! Each card is available in an original "reprint" version with the RE text, and a holo "parallel" version with NEW alternate-art and gold stamp! Even Common parallels have a gold stamp! Each pack contains 2 holo cards! Contains two SCR reprints - the first Secret Rare reprints in DBSCG history! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2594421 ..... PI



# SPOTLIGHT ON



### DRAGON BALL SUPER TCG: GIFT COLLECTION DISPLAY (8) (GC-01)

Comes with four *Archive Booster* packs, available a week before the main release! Includes a newly designed deck case and card sleeve set for players! **NOTE:** This item is sold to retailers in full displays. Please contact your retailer for availability.

BAN 2596221 ..... PI

## BLUE ORANGE USA

### CAKE RACE

Hip Hip Hooray! It's your special day! We made you a cake which wiggles and shakes, and slides off the plate! You're sure to be laughing as you team up with your friends and try to cross the finish line without dropping the rolling candles! *Cake Race* is a relay race game in which every player helps their teammates to be the first to bring their precious birthday cake back to the party table safe and sound.

BOG 09025 ..... \$19.99







### HIDE 'N SQUEAK

Can you find Squeaky the Mouse? One player hides her, and the rest of the players must find her! If you listen closely, you can hear her laughing and giggling very quietly at first, then louder and louder as the seconds pass! Once you find the silly little mouse, return her back to her Cheese Box so she can finish her meal!

BOG 09026 .....\$14.99



### TRAP BALL

Trap Ball is a fast action game where players compete to trap balls inside rings! After positioning themselves away from a line of 5 balls, players take a ring and slide it across the table. The goal is to get the ring to slide under the ball, thus trapping it! Using precision, aim and focus players must keep trying until they have trapped 3 balls!

BOG 09034 .....\$12.99



### PANCAKE MONSTER

Feed the Giant Monster his favorite food, but be careful, you never know when he'll bite back! Be the first to stack all your pancakes onto his tongue without the Monster popping up to bite you. The rules include a version where you play with laundry! It's a chomping good game and it doubles as a pop-up hamper!

BOG 09030 .....\$24.99



### WHAT'S THAT SOUND

Who can do the best sound imitation? Players take turns being the imitator while the others listen carefully and try to guess the image the imitator is trying to turn into a sound. Sounds easy? Not so much! 280 images will challenge the most creative players and place them in hilarious situations!

BOG 09029 .....\$12.99



### SPIN CIRCUS

Welcome to the circus! Can you work together with the acrobats to be the star of the show? On your turn move an acrobat clip on the track, to alter the effective weight and force the wheel to spin! It's like a little physics lesson and it's great fun too! When the wheel stabilizes, move your pawn on the track, as indicated by the arrow. Land on a space with a stage act and be ready to perform! The first player to reach the end of the track wins and gets a standing ovation from the crowd!

BOG 09033 .....\$19.99



### ZOOM IN BARCELONA

In Zoom in Barcelona, players compete in a photo contest to try to take the best photos of the city. Hop on a bike, catch a taxi or a bus to get to the best spots before the other players. During the game you will take photos of its beautiful locations, the iconic structures that create the skyline of Barcelona, and... dragons! Did you know that you can find more than 400 dragons in the city of Barcelona? Grab your camera and embark in a sight seeing adventure with this beautiful card drafting and set collection board game!

BOG 09036 .....\$24.99

# ALLEGORY™

## Craft Your Story With Lore And Hidden Strategies.

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

Game play  
**30-50**  
minutes

Ages  
**8+**

**2-6**  
players



**GAMES**

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GTM

JUL 2021

31





## CAPSTONE GAMES

## CRYSTAL DAGGER GAMES

### SPOTLIGHT ON



#### RIFTFORCE

In *Riftforce*, the two-player duel card game, each player starts by drafting four of the ten different guilds, each with a unique power, to forge their own asymmetrical alliance. Every game of *Riftforce* gives you a chance to discover new synergies between guilds which will greatly influence your overall strategy and strengths. Do you want to strengthen your position at the Rift, sacrifice elementals for powerful combo attacks or gather support for your next turn? Scheduled to ship in October 2021.

CSG FB4210 ..... \$29.95



#### SAVANNAH PARK

You run a park home to some of the most fascinating wild animals in the world: a herd of zebras has gathered over there, antelopes are grazing in the shade beneath a tree, and a young elephant is playing happily at her watering hole. You have a lot to do. You must gather each type of animal into large herds, lead them to watering holes, and protect them from brush fires. A tricky task especially as each animal can only move once, and your opponents have a say in when! *Savannah Parks* simple rules offer great variety and countless replays. An engaging gaming experience for both families and advanced play groups. Compete to have the best park! Scheduled to ship in September 2021.

CSG FB3210 ..... \$39.95



#### CRYPT OF CHAOS

*Crypt of Chaos* is an exciting new game for one or two players set in a creepy Crypt crawling with creatures hell bent on preventing you from reaching your goal. Play as one of six sensational Crypt Champions, each with their own unique skill, item or special ability. Build and explore a new Crypt every game by drawing cards from the dungeon deck to reveal floor tiles. Place these to create the twisting passages, creepy corridors and dank chambers of the Crypt, revealing monsters, obstacles and treasure chests as you proceed. You will need to use skill and cunning and have all of your wits about you as you seek out a mysterious Lost Sword, snatch the Key of Freedom and battle your way to the Crypt Exit. Scheduled to ship in September 2021.

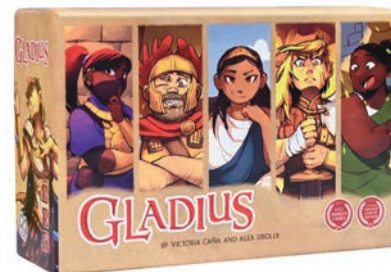
CRD 01 ..... \$29.99

## DEEP WATER GAMING

#### GLADIUS

In *Gladius*, play as cunning Roman spectators trying to make the most money by betting on rigging the gladiatorial games. Each round, players secretly place bets on competing gladiator teams. Through the skillful use of underhanded tactics, players can help and hinder teams to alter the outcome of each battle. The player with the most money at the end of three rounds wins! Will you walk away with toga pockets brimming full of gold, or will you be left without a single denarius to your name?

DPW GLAD01 ..... \$24.95



## OFFERED AGAIN



#### O/A WATERGATE

In *Watergate*, one player assumes the role of a Journalist, while the other embodies the Nixon Administration, each with a unique set of cards. To win, the Nixon Administration must build up enough momentum to make it to the end of the presidential term, whereas, the Journalist must gather enough evidence to connect two informants directly to the President. Of course, the administration will do all in its power to smother any evidence. The *Watergate History* is included with the game.

CSG FG1001 ..... \$34.95

## CLEVERGREEN BOARD GAMES



#### SHARDS OF THE JAGUAR

*Shards of the Jaguar* is a competitive dungeon-deduction game, which both requires strategic and tactical thinking. It is about an initiation trial where you and your fellow initiates have to prove that you are worthy of your tribe's legendary animal, the Jaguar's power.

CBG SJ001 ..... PI

## DEVIR AMERICAS



#### CASTLE PARTY

*Castle Party* is a flip-and-write game where players arrange guests at the Pumpkin King's autumn ball. It has a matching mechanic where players place monsters on the table that match a polynomial shape on a card. The game is scored in three phases and players receive points depending on how they arranged their guests. This game is for two to four players, ages 8 and up, and plays in 30 minutes. Scheduled to ship in July 2021.

DVR DEVCASTLEPARTY ..... \$19.99

## DIEGETIC GAMES



#### CIA - COLLECT IT ALL

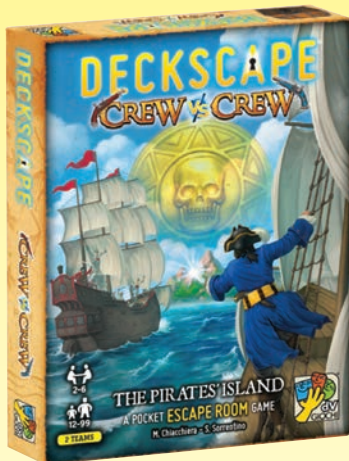
Players take on the role of agents who are collecting intelligence and tackling security threats over multiple rounds. Each round starts with ten crisis cards in the center of the table. Each crisis has aspects (Political, Military, Economic, Weapons), difficulty, and required number of Techniques. Players start each round with a hand of Intelligence Techniques and Reality Checks. The game ends when a player has accumulated 10 victory points. Scheduled to ship in June 2021.

GTD 1000 ..... \$29.00





## FEATURED ITEM

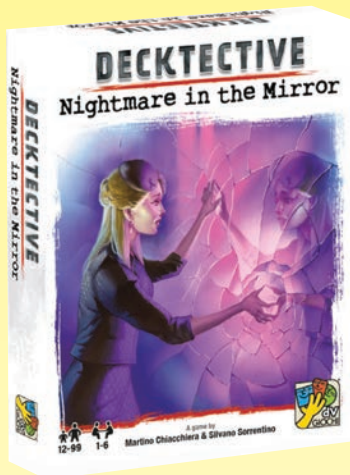


### DECKSCAPE: CREW VS CREW

Blackbeard's treasure is every greedy pirates dream, but only the smartest crew can take it! Follow the map to distant islands filled with gunpowder, puzzles, and adventure! Each duel can bring more shiny doubloons to your stash. Which crew will win? Scheduled to ship in May 2021.  
DVG 5733 ..... \$14.90



## FEATURED ITEM



### DECKTECTIVE: NIGHTMARE IN THE MIRROR

Danielle was kidnapped! Thankfully, she is a resourceful girl and managed to ask for help. But you must act quickly if you want to save her. *Nightmare in the Mirror* is an investigation game for a group of friends (but also playable solo). Collect the clues: newspaper clippings, pictures, witness statements Investigate and come up with plausible theories. Can you put the evidence together to solve the mystery? Scheduled to ship in May 2021.  
DVG 5730 ..... \$14.90

## FLOODGATE GAMES



### VAULT WARS: RELIC ROADSHOW

Step right up and place your bid! Players will take turns as an Auction Master, leading a cut-throat bidding war to selling off Vaults full of items to the other players. Each Vault provides a unique experience, introducing new ways for the players to bid. No player quite knows everything that's in a Vault, and there's lots of junk to fool your opponents into bidding on. Between auctions, players may sell off their items to gain Gold, or save them for Victory Points - paying storage fees to keep them around. The player with the most victory points after all the auctions will be the winner! Scheduled to ship in September 2021.  
FGG VW03 ..... \$14.95

# WATERGATE

The **AWARD WINNING** 2-player game is back in stock!







# GAMES

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## VIVID MEMORIES

Relive the best parts of childlike wonder as you gather fragments of memories, tucking them into the corners of your mind. Cleverly connect core memories to each other, and relive important events to enjoy them over and over. Rules fit on a single helper card. Drafting, ability combos and puzzley scoring perfectly blend for a satisfying end game. Gorgeous art that evokes a warm, nostalgic feeling every time. Scheduled to ship in September 2021. FGG VIV ..... \$49.95

## GAMOSIS PUZZLES



**THE HAPPIEST KID IN THE WORLD 1000 PIECE PUZZLE**  
TOY GA-0002 ..... \$19.99



**STAYING UP ALL NIGHT 1000 PIECE PUZZLE**  
TOY GA-0001 ..... \$19.99

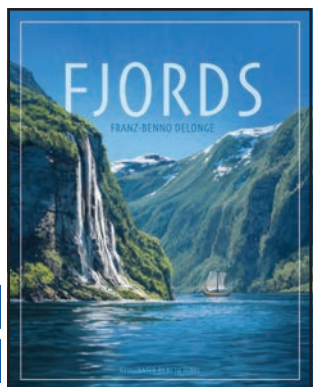
## GLOBAL GAMES

### GLITTER HEARTS

*Glitter Hearts* is an action-packed RPG in a fun filled world of everyday people who transform into powerful superheroes that fight off the forces of evil. Emphasizing inclusivity and diversity, particularly in its LGBTQ. Scheduled to ship in July 2021. GGD JPG280 ..... PI



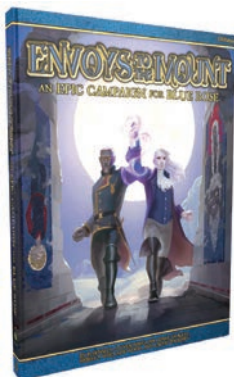
## GRAIL GAMES



### FJORDS

*Fjords* is a tile-laying game for 2 players that takes part over two phases: a tile-laying phase followed by a claiming of the land phase. To begin with, players will take turns placing hexagonal tiles to build the terrain they will soon be claiming. After placing a tile, a player may put one of their huts on the tile just placed. Once the layout of the land is completed, players continue to take turns, claiming sections of open land connected to their huts. The other player - and the craggy terrain itself - will often spoil your plans. The player who claimed the most land over three rounds will win the game. Scheduled to ship in August 2021. GRL FJO001170 ..... \$35.00

## GREEN RONIN PUBLISHING



### BLUE ROSE RPG: ENVOYS TO THE MOUNT

*Envoys to the Mount* is an epic campaign for the *Blue Rose* RPG whose four adventures span five years and all four tiers of play. In it a small band of envoys from the Sovereign's Finest must travel to far-off vata stronghold known as Mt. Oritaun and lend their aid against the sinister powers of the Shadow Barrens. The heroes must face off against the very forces of Shadow and may unlock some of the ancient secrets of the world of *Blue Rose*. *Envoys to the Mount* also provides a complete gazetteer for the Shadow Barrens and Mt. Oritaun, a guide to the Sovereign's Finest, and a host of creatures and NPCs for use within or outside of this storyline. Scheduled to ship in July 2021. GRR 6509 ..... \$39.95

## SPOTLIGHT ON



### BOOK OF FIENDS (5E)

Devils, demons, and daemons - these are the ultimate servants of evil. Learn all their foul secrets in the *Book of the Fiends*, the definitive Fifth Edition sourcebook on these fell creatures. This tome presents over 130 of horrific fiends hailing from Hell, the Abyss, and Gehenna, with Challenge Ratings ranging from 0 to 31. The original edition of the *Book of Fiends* was one of the most critically acclaimed books of the d20 era. Now *Dungeons & Dragons* designer Robert J. Schwalb has reimagined all the creatures, character options, and more for Fifth Edition. It builds on the information found in the core rulebooks, expanding and revealing all you could ever want to know about these evil planes and their inhabitants. *The Book of Fiends* provides profoundly wicked foes your players will never forget! Scheduled to ship in July 2021. GRR 3604 ..... \$49.95

## SPOTLIGHT ON



### SENTINELS OF EARTH-PRIME

*Sentinels of Earth-Prime* is a cooperative card game that recreates the pulse pounding action of superhero comics. This epic team up between Green Ronin Publishing and Greater Than Games uses the rules of the hit game *Sentinels of the Multiverse* and the setting and characters of the critically acclaimed *Mutants & Masterminds* Roleplaying Game. Play a hero of the Freedom League like Lady Liberty, Captain Thunder, or Johnny Rocket striving against the schemes of villains like Argo the Ultimate Android and Omega, Lord of the Terminus, in dynamic environments like Tartarus and Freedom City. *Sentinels of Earth-Prime* is a standalone game but everything is 100% compatible with previous *Sentinels of the Multiverse* releases and decks can be mixed and matched as you desire. Scheduled to ship in July 2021. GRR 3013 ..... \$49.95

## THE EXPANSE RPG DICE SETS



**BELTER**  
GRR 6606 ..... \$14.95



**EARTHER**  
GRR 6604 ..... \$14.95





**MARTIAN**  
GRR 6605 .....\$14.95



### THE EXPANSE RPG: SHIPS OF THE EXPANSE

Spaceships are the arteries that connect the planets, moons, stations, and colonies of the Solar System. Now Ships of the Expanse brings them into full focus for your RPG campaign. From shuttles and racing pinnacles to lumbering ice-haulers and massive warships, this sourcebook describes them all and provides deck plans for every ship. You'll find histories, rules, and details on over thirty classes of spaceships, plus info on famous named ships like the LDSS Nauvoo and the Rocinante. *Ships of the Expanse* also features new ship qualities and flaws, details on space stations, rules for maintenance and repair, info on buying and selling cargo, new fleet command and crew stunts, and much more.

GRR 6607 .....\$34.95

### HEXY STUDIO



### STAR SCRAPPERS: CAVE-IN

*Star Scrappers: Cave-in* is a game for 2-4 players who take roles of Galactic entrepreneurs, rival mining bosses who compete in this difficult, sometimes even merciless industry. As a mining boss, you will have to recruit new mercenary laborers, use their skills, and collect precious artifacts. Your job is to excavate the Hexis crystals but never let your guard down though, as your competition is waiting for a chance to buy off your trusted men and steal the bounty from under your nose! Scheduled to ship in August 2021.

AGS BG001 .....\$39.90



### STAR SCRAPPERS: ORBITAL

Welcome to the *Star Scrappers* universe! Have a seat and get comfortable in the command chair on a Space Station constructed in the asteroid belt called the Sybil Cloud. Deposits of Hexis have been discovered there, attracting numerous daredevils willing to extract the precious crystals. *Star Scrappers: Orbital* by Jacob Fryxellius, the designer of *Terraforming Mars*, is an engine building, worker placement card game for 1-5 players, based on his Space Station card game, which has been mechanically streamlined, updated and re-themed to fit the *Star Scrappers* universe. Scheduled to ship in August 2021.

AGS BG005 .....\$39.90

### HUB GAMES



### ADVENTURE MART

*Adventure Mart* is a deck building card game of store management set in a modern, high fantasy world.

HUB ADM01 .....\$30.00



### BLANK

*BLANK* is the fast and fun interactive game you customize with every win! Players match colors and numbers using cards in their hands. Play all your cards to win the game, then make your mark by writing a new Game Effect or Rule Card, or follow the three ever-changing Rule Cards that guarantee a different game every time!

HUB BLK01 .....\$15.00



### FLIP OVER FROG

Players will cleverly place frogs on the game board to flip adjacent tiles, hiding some frogs and revealing others.

HUB FLP01 .....\$15.00



### HOLDING ON: THE TROUBLED LIFE OF BILLY KERR

*Holding On: The Troubled Life of Billy Kerr* is a co-operative game where players work as nursing staff tasked with providing care for the terminally ill. Your latest patient has been rushed in following a massive heart attack on a flight from Sydney to London. When the game begins all you know is this - his name is Billy Kerr, he is sixty years old, and he has been given days to live. Players must work together to provide Billy with appropriate care, responding to medical emergencies while gaining his trust.

HUB HLN01 .....\$40.00



### KOMBO KLASH

Can you master each creature's unique ability and form the craziest Kombos needed to win the game? Use the raven to summon extra tiles into your hand, score bonuses by adding wolves to the Klash, or kick other animals across the board with the kangaroo! Manipulate tiles by playing alligators and vultures, steal them back into your hand by playing hypnotic snakes, and smash through tiles by using gorillas...and don't forget the chameleons, who can do anything and everything!

HUB KK01 .....\$25.00



### MEGACITY: OCEANIA

In *MegaCity: Oceania*, players act as architects tasked with designing a brand new city built on platforms that float on the ocean surface.

HUB MCY01 .....\$55.00



### PRISMA ARENA

*Prisma Arena* is a fast-paced game of over-the-top arena combat for 2-4 players. Play as novices recruited for your ability to channel Prisma your inner light as you learn the martial art of Prismakata. You are joined in the arena by Mo'kon, creatures that embody individual emotions. Learn to blast, strike and perform powerful combos. With quick-start rules, you can play standalone or train to become a Guardian of Hope over multiple games.

HUB PRO1 .....\$40.00



### UNTOLD: ADVENTURES AWAIT

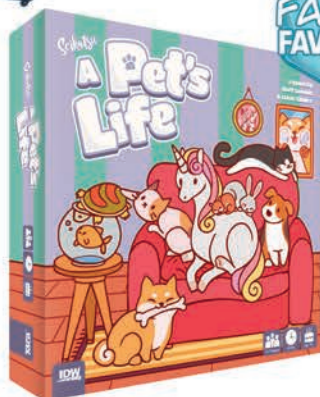
*Untold: Adventures Await* is a collaborative storytelling game where you play the heroes in your own unfolding adventure TV series full of twists and turns. Like an episode of your favorite TV show, a game of *Untold* plays out over five Scenes. The game begins with players create a setting for their episode. The first Scene opens with the world facing A Dangerous Dilemma. You'll create characters in response to this threat. Then The Plot Thickens, making things trickier for your heroes. Next comes An Heroic Undertaking where there is a direct confrontation. With The Truth Revealed, the stakes become even higher for your heroes as they are catapulted towards The Final Showdown!

HUB UTD01 .....\$35.00





**IDW**  
GAMES



**FAMILY  
FAVORITE!**

## SEIKATSU: A PET'S LIFE

A family-friendly update to the hit tile-laying game! As adorable pets are placed around a living room board, players score by matching cute animals. As the room fills with pets, players will need to change their focus to the color of the pillows the pets are laying on because additional points are scored on the number of matching pillows they have in their rows.

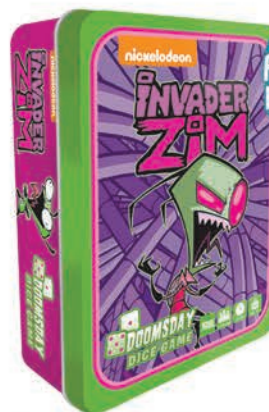
- A new family-friendly theme for the original hit game.
- Dual-scoring tiles require you to change strategies mid-game as the board is filled.
- An easy-to-learn and quick-to-play game with a unique scoring system.



IDW 01827.....\$29.99

DESIGNER: ISAAC SHALEV & MATT LOOMIS  
ARTIST/COVER: NEYTIRIX

**AVAILABLE NOW!**



**FAMILY  
FAVORITE!**

## INVADER ZIM: DOOMSDAY DICE GAME

In *Invader Zim: Domsday Dice Game* you and up to 3 of your friends play as either Zim or Gir working for their Almighty Tallest Irkin overlords, or as Dib or Agent Darkbootie working to protect the earth as part of the secretive Swollen Eye network! Draw cards to build a crazy machine to either destroy the earth (yay!) or save it (boo!). Connect matching cards and earn power surges that let you roll the BIG DIE. The more rolls, the more power you can generate. You might even get to roll the tiny special die (aww, it's cute!). Be careful though, as rolling either die can end in a fizzle or a malfunction, costing you all the energy you've earned or even breaking your machine! The first player to earn 100 energy wins, and everyone else owes them taquitos!

- A dice-rolling game based on the classic cult favorite animated series!
- Packaged in a collectible tin box!



IDW 01425.....\$19.99

DESIGNER: SPENCER REEVE  
ARTIST/COVER: MARCONI TORRES

**AVAILABLE NOW!**

**PRE-ORDER!  
TODAY!**



## GHOSTBUSTER/MEN IN BLACK ECTO-TERRESTRIAL INVASION

In *Ghostbusters/Men In Black Ecto-Terrestrial Invasion*, 1-4 players each control a team of one Ghostbuster and one MIB agent to defend New York City. Trap Ecto-Terrestrials and complete scenarios while using the latest weaponry & gadgets! All teams must work together to defeat the alien forces, but only one team can be the best. Do you have the mettle to defeat the machinations of Zorg and his minions?

- Mix and match iconic characters from *Ghostbusters* and *Men In Black*, each with their own unique abilities
- 42 Miniatures included + 5 LARGE Boss Miniatures!
- Purchase powerful weapons and equipment with money earned from each mission
- Choose which missions to play as you progress through the story
- The Ghostbuster Firehouse Dice Tower spawns Ecto-Terrestrials as the game progresses. Beat the scenario before the last panel is pulled, or it's game over!



IDW 01831.....\$124.99

**SUMMER 2021 RELEASE!**

DESIGNER: PANDA CULT GAMES



**BEST!  
SELLER!**



## EDGAR ALLAN POE'S THE MASQUE OF THE RED DEATH

Based on Edgar Allan Poe's sinister story, *Masque of the Red Death* pits you and up to six of your friends against each other as you hobnob with the Prince. But disaster strikes at midnight. You must balance your actions carefully between currying the Prince's favor and discovering which rooms the Red Death will visit. After all, having the highest social standing only matters if you survive...

With stunning art by Gris Grimly, *Masque of the Red Death* is sure to delight... and disturb you!



IDW 01379.....\$59.99

DESIGNER: ADAM WYSE  
ARTIST/COVER: GRIS GRIMLY

**AVAILABLE NOW!**

**DICE  
DRAFTING!**



## 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.



IDW 01694.....\$39.99

DESIGNER: DANIEL ALVES AND EURICO CUNHA  
ARTIST/COVER: MARCELO BASTOS AND RODRIGO RAMOS

**AVAILABLE NOW!**

## TONARI

The small island of Kuchinoshima has been hit by a terrible storm, leaving the village with only a single fishing boat. Each hoping to prove themselves the village's best fisherman, 2-4 players take turns moving the boat marker around the island, collecting any fish tiles they land upon. At the end of the day, the player with the best haul wins, but there's a twist—each player's score is added to their left neighbor's score before determining the winner!



IDW 01656.....\$29.99

**AVAILABLE NOW!**

DESIGNER: ALEX RANDOLPH AND BRUNO FAIDUTTI  
ARTIST/COVER: KWANCHAI MORIYA

**AWARD  
WINNING!**



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**GAMES**

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GTM

JUL  
2021

37



## KOLOSSAL GAMES



### RELOAD

The most charismatic and capable test subjects compete in front of millions of avid viewers, seeking fame for themselves and fortunes for their creators. Select your character and parachute them onto the modular island and equip them. Using cleverly your limited dice pool and their specific visible face, you will select actions: run, build, activate, heal, loot, shoot, use special items, or engage in close combat to earn the most fame, earn fame by delivering beacons to the Central Tower, healing teammates, completing achievements, disarming traps, injuring opponents, or even causing an opponent to Reload. Scheduled to ship in August 2021.

KOL REL001955 ..... \$50.00

## KONAMI DIGITAL ENTERTAINMENT

### YU-GI-OH! TCG: I:P MASQUERENA



#### 9-POCKET PORTFOLIO

KON 85512 ..... \$9.99



#### CARD CASE

KON 85510 ..... \$4.99



#### CARD SLEEVES (50)

KON 85508 ..... \$3.99



#### GAME MAT

KON 85514 ..... \$14.99

## LEDER GAMES

## SPOTLIGHT ON

### OATH

*Oath: Chronicles of Empire and Exile* is a one to six player strategy board game where players will guide the course of history in an ancient land. They might attempt to bolster the power of the Chancellor or scheme to bring the kingdom to ruin. The consequences of one game will ripple through those that follow, changing what resources and actions future players may have at their disposal and even altering the game's core victory condition.



LED 03000 ..... \$120.00

## LEGENDARY GAMES



### BEASTS OF LEGEND:

#### BOREAL BESTIARY (PF2)

The *Boreal Bestiary* is a fantastic bestiary book for *Pathfinder Second Edition*, featuring 10 sinister creatures awesome to unleash on in the cold and forlorn forests far beyond the edge of settled lands. These beautifully illustrated creatures await in our latest *Beasts of Legend* volume, and we hope you check out all of the amazing monster supplements coming your way for your *Pathfinder Second Edition* game!

LGP 028KM05PF2 ..... \$12.99



### BEASTS OF LEGEND:

#### COLDWOOD CODEX (PF2)

Death stalks the frozen forest! The *Coldwood Codex* is a spectacular bestiary book for *Pathfinder Second Edition*, featuring 10 sinister creatures perfect to unleash in any campaign roving into the harsh and lonely winter woods. These beautifully illustrated creatures await in our latest *Beasts of Legend* volume, and we hope you check out all of the amazing themed monster supplements coming your way for your *Pathfinder Second Edition* game!

LGP 022KM02PF2 ..... \$12.99



### LEGENDARY LOOT CARDS:

#### DECK #1 (5E)

Terrific Treasures at your Fingertips! *Legendary Loot Cards* bring you a wealth of treasures for your D&D 5E campaign, each beautifully illustrated and with complete rules! *Legendary Loot Cards* bring you a killer collection of handy magic item resources that makes life easy on you as a player or a GM. Just hand out the cards your heroes find and keep them with your character sheet and you're always ready for action! New sets of *Legendary Loot Cards* will be releasing quarterly.

LGP 472LLC01SE ..... \$19.99



### PIRATE CAMPAIGN COMPENDIUM: REVISED EDITION (5E)

Set Sail for Adventure! From the jeweled islands of the tropics to the ice-choked polar seas and everywhere across the bottomless briny blue, the *Pirate Campaign Compendium* from *Legendary Games* offers 448 pages of amazing expansions for any nautical campaign using the 5th Edition of the world's most famous roleplaying game. Newly revised and edited and with brand-new artwork, this beautiful book is perfect for embarking on epic journeys of exploration above or below the waves, voyages to distant shores, or full-on pirate campaigns of plunder and pillage!

LGP 366PI105ERE ..... \$59.99



### THE DRAGON'S HOARD

Each issue of *The Dragon's Hoard* takes every new magic item, spell, monster, or other new rules content from our ongoing *Legendary Loot* Patreon and presents it for you, with dozens of new elements beautifully illustrated and ready to unleash on your players! You'll find: The Treasure Trove, featuring magnificent magic items like the beyonder's veil, elixir of wonder, redflame trollblade, and hurricane harpoon! Baskers Books, featuring new spells for almost every 5E spellcaster like banishing blade, cobra spit, magnetic ray, and blessed silver strike! Class Acts, featuring new class options for your 5E heroes like the Nymph and Satyr Sorcerer and Chainmaster!

#5 (5E) LGP 480DH05SE ..... \$11.99

#6 (5E) LGP 482DH06SE ..... \$11.99





### SEA MONSTERS (5E)

Beasts of the Briny Blue. *Sea Monsters* is an 80-page softcover D&D 5E bestiary featuring over 60 maritime monsters and nemeses, from low-level minions of the deep like mutant selachim sahuagin and to reef hags, living islands to coral golems, savage predators like the devilfish and slaughtermaw lamprey, and legendary foes like the scylla, charybdis, and even the Midgard Serpent, alongside a marvelous array of monstrous sea life more familiar to our world like giant squid, megalodons, deep tiger anemones, shipwrecker crabs, and ravenous urchin swarms!

LGP 479SM015E ..... \$19.99

## THE LITTLE PLASTIC TRAIN COMPANY

### DELUXE BOARD GAME TRAIN SETS

Scheduled to ship in September 2021.

#### EXTRA ENGINES PACK

The *Extra Engines Pack* contains 30 trains in a labeled plastic bag.

LPT 1006 ..... \$19.00



#### GENERAL

Inspired by Soviet steam locomotives of the 1940s and 1950s, the General's unique design is so striking it may cause your opponents to question their blind acceptance of capitalism! The General's tin art evokes Soviet propaganda posters of that era.

LPT 1003 ..... \$25.00



#### HORNET

As Americans bought cars in record numbers in the 1950s, railroads tried to lure back passengers with luxurious, 'futuristic' diesel trains. Though fictional, our Hornet train was influenced by many of these classic mid-century diesel locomotive designs.

LPT 1004 ..... \$25.00

#### SUNSET

The Sunset is our homage to the modern freight train that transports goods across vast stretches of wilderness day and night.

Accordingly, its tin cover is inspired by modern U.S. national park posters.

LPT 1005 ..... \$25.00

#### MERCURY

Stylistically ahead of its time, the Mercury was one of the most famous American streamlined locomotives of the 20th century, running from 1936 until its retirement in 1959.

LPT 1002 ..... \$25.00



#### MIDNIGHT EXPRESS

The Midnight Express: Almost two hundred years later, the 19th century steam locomotive is still what most people think of when they hear the word 'train.' The Midnight Express is our version of this iconic design.

LPT 1001 ..... \$25.00



## LUDICREATIONS

### DIESEL DEMOLITION DERBY (DELUXE EDITION)

In *Diesel Demolition Derby* the players compete in a series of quick arena matches by fielding their robotic contraptions in battle against each other. Each match is composed of several rounds where the mechanical warriors fight for the right to remain in contention for the final showdown. In each round, the players secretly choose a card and place it face-down in front of them. They then simultaneously reveal the cards, and the ability of each card is resolved. Whatever cards remain in play are then added to each player's lineup. At the end of the match, the player with the most power in their lineup is the winner. The first player to win 3 matches wins the league and becomes the champion!

LDR 1719000 ..... \$19.95



# HADRISAN'S WALL

## DEFEND THE EMPIRE!

### Q2 RELEASE!

- Play as one of six Roman Generals constructing a wall.
- A deeply strategic flip n' write style game
- Set in the North of Britannia in 122 AD.

1-4 players   Ages 12+   60 min   RGS02196   MSRP \$55

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

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## MANTIC ENTERTAINMENT

### ARMADA

Scheduled to ship in July 2021.



#### BASILEAN FLIERS PACK

MGE ARB301 .....\$17.99



#### DWARF FLIERS PACK

MGE ARD202 .....\$17.99



#### EMPIRE OF DUST FLIERS PACK

MGE ART301 .....\$17.99



#### MAGIC DECK

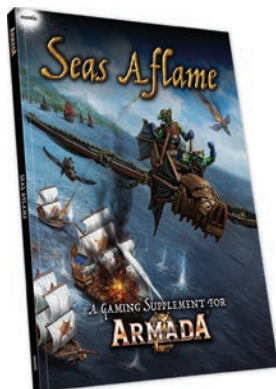
Hire spellcasters to put wind in your sails, duel with enemy wizards, send fireballs crashing into the enemy's bows, and thwart their own sorcery. These optional rules and cards for *Armada* will add a sparkle of magic to your fleet, with a new Magic Phase and a new layer of tactics and excitement.

MGE ARM110 .....\$19.99



#### ORC FLIERS PACK

MGE ARO301 .....\$17.99



### SEAS AFLAME

*Seas Aflame* takes your games of *Armada* to the next level. With new scenarios, rules for fliers and fortifications as well as a full campaign system, the book also expands on the background in the world of Pannithor and introduces the next wave of fleets to be released for the *Armada* game. Scheduled to ship in July 2021.

MGE ARM109 .....\$29.99



### LEAGUE OF INFAMY

Fed up of playing as the heroes? Bored of always doing the right thing? Want to take part in some devious dungeon delving? *League of Infamy* is the occasionally co-operative dungeon crawler for up to 5 players, where it pays to commit dastardly deeds and partake in foul thievery often against your own party! Scheduled to ship in July 2021.

MGE LE101 .....\$17.99

### THE WALKING DEAD: ALL OUT WAR

Scheduled to ship in July 2021.



### THE KINGDOM FACTION EXPANSION

MGE WD156 .....\$49.99



### THE KINGDOM GUARD BOOSTER EXPANSION

MGE WD158 .....\$29.99



### THE KINGDOM TAYLOR & GUS BOOSTER EXPANSION

MGE WD157 .....\$29.99



### THE KINGDOM TEAMWORK AND EVENT CARD EXPANSION

These cards spice up your games of *The Walking Dead: All Out War* by adding new faction specific events and introducing exciting gameplay options with different combinations of survivors. Scheduled to ship in July 2021.

MGE WD159 .....\$17.99

## METALLIC DICE GAMES

### 16MM STONE POLY DICE SETS (7)



#### BLUE SANDSTONE

MET 103 .....\$49.99



#### ENGRAVED CAT'S EYE AQUAMARINE

MET 105 .....\$84.99



#### PICTURE JASPER

MET 104 .....\$49.99

## MODIPHIUS

### CONAN: ADVENTURES IN AN AGE UNDREAMED OF

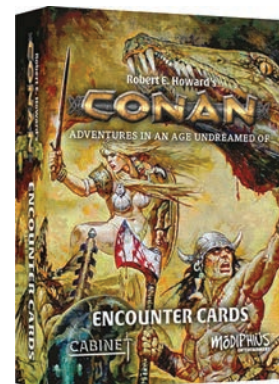
Scheduled to ship in August 2021.



### DOOM AND FORTUNE

Fortune, Momentum, and Doom are the primary in-game resources used in *Conan*. This action-packed set contains a total of 54 cards including all three categories, with descriptions, and quotes from Robert E. Howard's tales to inspire players and gamemasters alike! Use this deck to make the spending of your Fortune, Momentum, and Doom easier and to inspire memorable adventures at your gaming table!

MUH 050469 .....\$19.99



### ENCOUNTER CARDS

The Hyborian Age is filled with dangerous foes and useful allies! This deck contains 54 cards that, each, summarize one character or monster from Conan's world, including their attributes, attacks, special abilities, and Doom spends. These provide an easy reference for all types of characters including the whole range from Minion, Toughened, Nemesis, Horror, and Undead.

MUH 050415 .....\$19.99

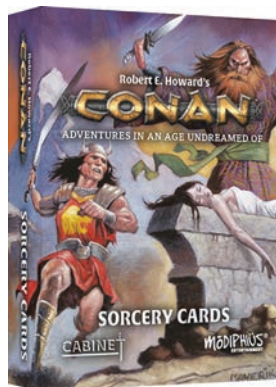




### LOCATION CARDS

The vistas of the Hyborian Age are full of adventure and the potential for danger! This deck contains 54 cards showcasing classic locations to explore in Conan's world. Each card has an evocative piece of art and a quote from Robert E. Howard's work, and includes Fortune, Momentum and Doom spends for that location.

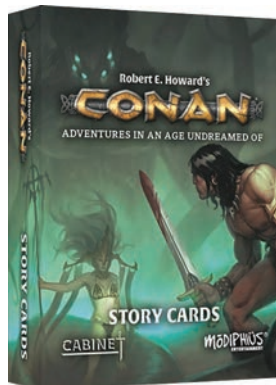
MUH 050416 .....\$19.99



### SORCERY CARDS

Magic in the Hyborian Age is dark and risky, coming at a terrible price. This deck contains 54 cards that cover everything you need to know on Sorcery: spells, rituals, artifacts, talents. All cards in this set cover an aspect of Sorcery and magic in the world of Conan, to make its application easy and quick.

MUH 050414 .....\$19.99



### STORY CARDS

The Hyborian Age world Conan inhabits is rife with stories. This deck is a useful and exciting resource for Conan gamemasters. Its cards will help you to craft your own stories with unique plot elements, challenges, environments, and plot twists with ease! Plot ahead or randomly take the story into a fresh new direction, depending on your gamemastering style. Surprise your players, and yourself!

MUH 050417 .....\$19.99

## FALLOUT: WASTELAND WARFARE

Scheduled to ship in September 2021.



### BOONE ARCADE AND CASS

MUH 052155 .....\$26.00



### ED-E, REX AND VERONICA

MUH 052156 .....\$26.00



### ROBOTS SECURITRON ENFORCERS

MUH 052157 .....\$31.00

## MONDO GAMES



### FATE OF FANTOS - THE IRIDIUM WARS

In true Cosmic Overlord fashion, Zdrasz sets in motion a high-stakes challenge: the nation with the most iridium will be allowed to live while all others will be destroyed. Nations must build armies of mercenaries to harvest iridium as well as protect their iridium reserves from raids by other nations, all while paying tribute to the Cosmic Overlord Zdrasz. Players forge (and break) alliances with other nations to face the increasingly difficult trials all while harvesting iridium, protecting their iridium supply from warring raiders and initiating new wars themselves. With a unique combination of cooperative play and brutal competition, Fate of Fantos is a tense, intense and wickedly fun battle for supreme planetary victory. Scheduled to ship in July 2021.

MNG FOF001 .....\$39.99




*Display The Most Dazzling Plume To Win!*



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

Game play  
**30-50**  
minutes

Ages  
**8+**

**2-6**  
players



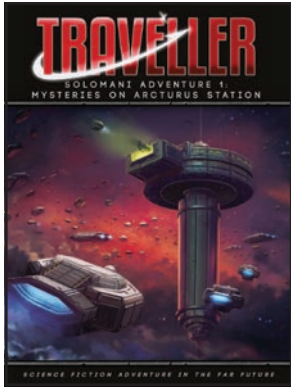


**FIGHT CLUB - THE HOME GAME**

In *Fight Club*, the depressed and sleep-deprived Narrator invents Tyler Durden as his idealized superman, representing everything The Narrator wants to be: strong, confident, bold. But Tyler is also selfish, cruel, and emotionally sterile. The very essence of chaos. *Fight Club: The Home Game* is a two person competitive deck-builder between Tyler and The Narrator. Tyler and The Narrator share, build, destroy, sabotage and enhance the same deck. Tyler wins by destroying cards and completing Project Mayhem. The Narrator wins by buying very stylish collections of FRNI home decor and allowing his burgeoning emotional connection with Marla to flourish. Will order find a way or will chaos reign? Scheduled to ship in July 2021.

MNG FC01 .....\$29.99

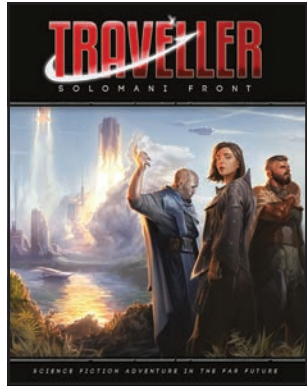
**MONGOOSE PUBLISHING**



**TRAVELLER RPG: SOLOMANI ADVENTURE 1 - MYSTERIES ON ARCTURUS SECTION**

Deep in the Arcturus Belt, Station Three serves as a hub for business, commerce, and much needed rest for hard-working asteroid miners. But beneath the veneer and flashing casino lights, it is a place of theft, treachery, and murder. *Mysteries on Arcturus Station* contains two separate investigative adventures which can be played individually or as a series, with one crime leading into the next. The adventures provide all the tools to construct each of the possible crimes, complete with motives, clues, alibis, and misleading information pointing to the wrong suspect.

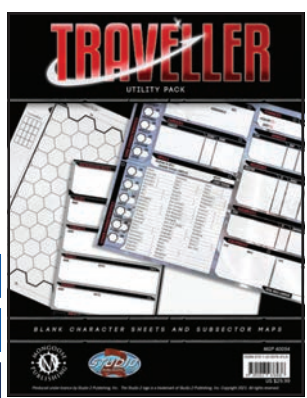
MGP 40053 .....\$24.99



**TRAVELLER RPG: SOLOMANI FRONT**

The Solomani Front is a land of opportunity, lying between the open worlds of the rimward fringe and the vast markets of the Imperium. Cross-border trade and diplomacy form a backdrop for covert operations, intelligence-gathering missions and backstreet skullduggery. With factions pushing their own agendas at the expense of others, the knife and the bomb are tools of diplomacy to many. Under pressure from within and without, the Confederation struggles to maintain its independence and preserve its unique spirit. It is here that the Solomani claim to superiority will be tested; in the crucible of the Solomani Front.

MGP 40051 .....\$59.99



**TRAVELLER RPG: UTILITY PACK**

Keep your game looking crisp with two 50-sheet pads of full color character sheets and subsector maps. Each character sheet can be folded into 4-page booklet that keeps your most pertinent details front and center while also forming a handy pocket for all the adventure handouts. The blank character maps allowing you to explore the unfathomable depths of uncharted space, creating your own unique universe as you go.

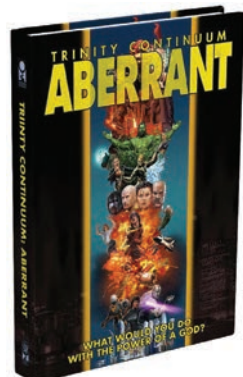
MGP 40054 .....\$29.99

**ONYX PATH PUBLISHING**

**SCION RPG: SCREEN**

*Scion* is a game about gods, humanity, and every-thing in between. Its a game about mythic deeds and the legends those deeds engender. The ancient powers never fully went away. They wander our modern roads and cities, mingling with the teeming masses of humanity. You are one of their children, born to the magic of yesterday and the promise of tomorrow. Armed with weapons possessed of mighty powers, the Scions, divine offspring of both god and man, stand as humanity's only defense against the savage Titans, dread forebears of the gods. Even the gods themselves cannot stand united, as ancient rivalries spring forth once more.

ONX SCI007S .....\$25.00



**TRINITY CONTINUUM: ABERRANT**

*Trinity Continuum: Aberrant* is the newest setting ready to be explored on the *Trinity Continuum* timeline. Set in the near future, *Trinity Continuum: Aberrant* depicts a world just beyond tomorrow, in the year 2028. The *Trinity Continuum: Aberrant* setting allows for a variety of playstyles, from four-color action and space exploration, to political intrigue and deniable top-secret operations.

ONX TRI003 .....\$55.00



**TRINITY CONTINUUM: ABERRANT SCREEN**

*Trinity Continuum: Aberrant* is the newest setting ready to be explored on the *Trinity Continuum* timeline. Set in the near future, *Trinity Continuum: Aberrant* depicts a world just beyond tomorrow, in the year 2028. The *Trinity Continuum: Aberrant* setting allows for a variety of playstyles, from four-color action and space exploration, to political intrigue and deniable top-secret operations. *Trinity Continuum: Aberrant Screen* - a sturdy three-panel screen featuring evocative art on the outer side, and a selection of charts and other info on the inside to make the Storyteller's job a little bit easier. Inside are 8 pages of content designed to enhance game play.

ONX TRI003S .....\$25.00



**VAMPIRE: THE MASQUERADE 5TH EDITION - CULTS OF THE BLOOD GODS**

*Cults of the Blood Gods* is a new style of sourcebook for *Vampire: The Masquerade 5th Edition* that introduces the pernicious horror of twisted beliefs. Designed for players and Storytellers. An in-character breakdown of the rise of esoteric beliefs among the ranks of the undead and how faith drives many of the major aspects of vampire culture. When you have already experienced death, why have faith? If you accept that you and everyone like you is cursed by God, why cling to His word? When you return from the other side as a blood-drinking monster, what purpose serves belief?

ONX VTM5002 .....\$55.00

**PAIZO PUBLISHING**

**PATHFINDER RPG: ADVENTURE PATH - STRENGTH OF THOUSANDS PART 3 - HURRICANE'S HOWL (P2)**

*Hurricanes Howl* is a Pathfinder adventure for four 8th-level characters. This adventure continues the *Strength of Thousands Adventure Path*, a six-part, monthly campaign in which the heroes rise from humble magic academy students to influential teachers, and ultimately decide the fate of the Magaambya. This adventure also presents a comprehensive gazetteer of a Sudden Lands town, as well as new monsters and new rules flying in on the hurricanes winds! Scheduled to ship in September 2021.

PZO 90171 .....\$24.99







### PATHFINDER RPG: FLIP-MAT CLASSICS - THIEVES' GUILD

Whether your players are plumbing the depths of a treasure vault or escaping through a sewer, no Game Master wants to spend time drawing sites for the complex maze of a thieves guild. Fortunately, with Paizo's latest *Pathfinder Flip-Mat*, you don't have to! This line of gaming maps provides ready-to-use and captivatingly detailed fantasy set-pieces for the busy Game Master. Whether it's used for a full-on invasion of a thieves guild's headquarters or tracking down a burglar, this double-sided map is the perfect place for larcenous adventure! Don't waste your time sketching when you could be playing. With *Pathfinder Flip-Mat Classics: Thieves Guild*, you'll be ready next time your

players dare to oppose the city's criminals! Scheduled to ship in September 2021.  
PZO 31036 ..... \$14.99

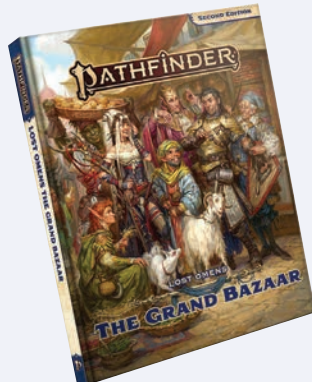
### PATHFINDER RPG: FLIP-TILES - FORTRESS WALLS & TOWERS EXPANSION

A fortress is only as strong as its walls and towers, and it's here that many battles for a castle's control are won or lost. *Flip-Tiles: Fortress Walls & Towers Expansion* provides beautifully illustrated 6" by 6" map tiles that can be used to expand your fortress with a variety of defensive walls, stairways, watchtowers, and more. Inside, you'll find 24 richly crafted, double-sided map tiles. This expansion set, along with *Pathfinder Flip-Tiles: Fortress Starter Set*, allows you to create fortress maps quickly! So stop your sketching and start your flipping today. Scheduled to ship in September 2021.

PZO 4092 ..... \$19.99



## SPOTLIGHT ON



### PATHFINDER RPG: LOST OMENS - THE GRAND BAZAAR HARDCOVER (P2)

Be the first to market with *Pathfinder Lost Omens: The Grand Bazaar*! The Grand Bazaar is Absalom's greatest marketplace featuring items from all over Golarion. Here, an adventurer can find equipment of all kinds to help them on their next quest like new weapons, armors, magic items, accessibility items to enable adventures for anyone, new animal companions, and more! The Grand Bazaar is also home to countless unique merchants and shops. Game Masters can use these new shops as part of their campaigns to flesh out the world and inspire new adventures. See what's for sale at the

Grand Bazaar, and snap up the good deals while you still can! Scheduled to ship in September 2021.

PZO 9310 ..... \$34.99

## SPOTLIGHT ON



### PATHFINDER RPG: PAWNS - FISTS OF THE RUBY PHOENIX PAWN COLLECTION (P2)

Step into the arena and pit your players against ruthless rivals from the Fists of the Ruby Phoenix Adventure Path! The *Fists of the Ruby Phoenix Pawn Collection* features more than 170 creature pawns for use with the *Pathfinder Roleplaying Game* or any tabletop fantasy RPG. Printed on sturdy cardstock, each pawn presents a beautiful full-color image of a monster or NPC from the Fists of the Ruby Phoenix campaign, including malevolent martial artists, charming challengers, and brutal beasts to meet, beat, and defeat in the grand arena! With tons of distinct images, the *Fists of the Ruby Phoenix Pawn Collection* brings to life the enemies and allies from all three adventures of the *Fists of the Ruby Phoenix Adventure Path*. Scheduled to ship in September 2021.

PZO 1045 ..... \$24.99



### STARFINDER RPG: ADVENTURE - THE LIBERATION OF LOCUS-1

The *Liberation of Locus-1* is a complete *Starfinder* adventure for 4th-level characters written by Chris Sims and featuring strange new alien creatures, new spells and equipment, and details on Locus-1 and the surrounding worlds a rich setting that will take players many game sessions to fully explore. Scheduled to ship in September 2021.

PZO 7602 ..... \$22.99

### STARFINDER RPG: FLIP-MAT - SPACE COLONY

Whether the heroes are investigating the mysterious disappearance of a lost colony's inhabitants or looking to put down their own roots on some distant planet, no Game Master wants to spend time drawing every prefab building and power generator. Fortunately, with Paizo's latest *Starfinder Flip-Mat*, you don't have to! This line of gaming maps provides ready-to-use science-fantasy set pieces for the busy Game Master. This double-sided map features two newly established colonial settlements. Don't waste time sketching when you could be playing. With *Starfinder Flip-Mat: Space Colony*, you'll be ready the next time your players want to settle a new world! Scheduled to ship in September 2021.

PZO 7327 ..... \$14.99



## PEGASUS SPIELE

## SPOTLIGHT ON



### KITCHEN RUSH

You've just inherited an old restaurant and you must turn it into a successful business! Hire personnel, order the right ingredients and be ready to serve the customers that enter your restaurant. The success will depend entirely on your efficiency in the kitchen! *Kitchen Rush* is an innovative real-time cooperative game that simulates the excitement of a high-pressure kitchen environment. It does so through worker placement, using hourglasses as your workers. These hourglasses are used to take orders from customers, prepare their dishes, serve them on time, buy groceries, clean plates and make sure enough money is made each round to cover wages, expenses, upgrades and hopefully, leave a profit.



PSD 51223E ..... \$49.99

### TALISMAN ADVENTURES RPG: GAME MASTER'S KIT

Ready your heroes for daring quests and mighty deeds with the *Talisman Adventures Game Masters Kit*! This indispensable resource for the *Talisman Adventures Fantasy Roleplaying Game* has 24 pages of useful Game Master guidance and expanded rules, plus exciting new locations, encounters, and enemies. Thrilling stories await, as your heroes might meet the Black Squire, face the Duelists Challenge, discover a Faery Revel, or enter the Haunted Ruin! The Kit contains a stunning 4-panel screen for quick reference on commonly used rules, charts, and tables, all to make storytelling in the Realm even easier. It also includes a sheet of Fate tokens plus a set of blank Player Character sheets so that everyone can dive into adventure even faster. Scheduled to ship in August 2021.

PSD 47503E ..... \$19.99







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PRE-ORDER

WILD SPACE

- Combo-tastic card game with charming artwork that attracts players.
- Accessible rules and engaging gameplay.
- Includes solo mode against an AI opponent.



PAN202111 \$29.95

PRE-ORDER

THE LOOP

- Quirky co-operative game full of humor!
- Take advantage of time loops to create massive combos.
- Cube placement randomized by dramatic plastic tower!



PAN202110 \$49.95

NEW RELEASE

BREW

- Intuitive rules enjoyed by families and experienced players!
- Strategic and tactical dice placement game play!
- Whimsical & eye-catching artwork!



PAN202108 \$29.95

UMBRA VIA

- Winner of the 2019 Cardboard Edison award.
- Secretly bid on tiles to build and control the board.
- A game of balance and anticipation!



PAN202011 \$39.95

PRE-ORDER

MACHI KORO 2

- Standalone follow-up to the best-selling Machi Koro.
- Card market is randomized each game, creating variable strategies.
- Build landmarks in any order, but prices increase for each one you have!



PAN202113 \$29.95

DINOSAUR ISLAND

- Hit title—over 50,000 sold.
- Build and manage your own dinosaur park—and mitigate customer casualties!
- Now includes THREE different types of dino meeples!



PAN201703 \$59.95







## 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

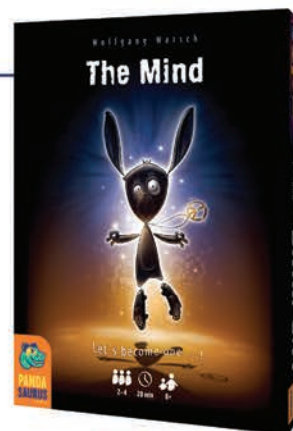


## THE MIND

- 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



## THE GAME: FACE TO FACE

- Two-player version of the best-selling The Game.
- Be the first to play all 60 cards in your deck.
- You'll have to help each other, but there can be only one winner!



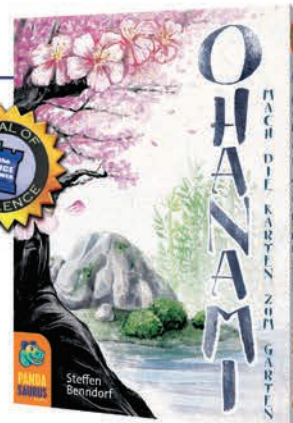
PAN202015 ..... \$14.95

## OHANAMI

- Unique drafting set collection game!
- A competitive twist on the best-selling The Game.
- Each round, score additional garden features that change your strategy!



PAN202013 ..... \$14.95



## 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!



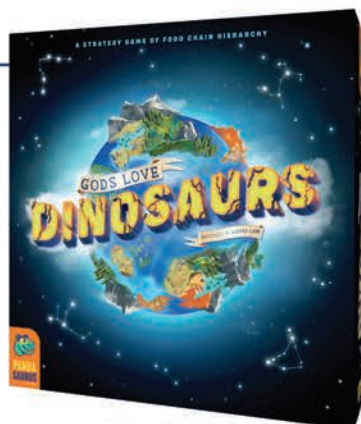
PAN202005 ..... \$29.95

## GODS LOVE DINOSAURS

- From the designer of Magic Maze.
- Draft and place tiles to create your own ecosystem.
- Control a food-chain from top to bottom!



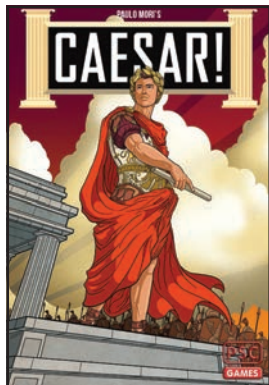
PAN202016 ..... \$39.95







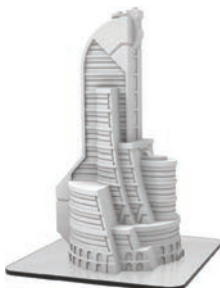
## PLASTIC SOLDIER COMPANY

**CAESAR!**

The Roman Republic is coming to an end, but not before a power struggle between Caesar and Pompey. Players will command their legions, strategically deploying them to key battlegrounds to try and seize control of the provinces and become ruler of the republic. Scheduled to ship in September 2021.

PSC CAE001 .....\$35.00

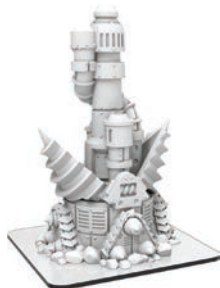
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MONSTERPOCALYPSE**LEGION OF MUTATES BUILDING OUTREACH CENTER**

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**WILD CARDS HERO SOLO COREBUS**

PIP 85004 .....\$19.99

**WILD CARDS HERO SOLO DOCTOR MYRA HURST**

PIP 85005 .....\$14.99

**WILD CARDS HERO SOLO HARLAN SEK, THE CURATOR**

PIP 85006 .....\$14.99

## Q-WORKSHOP

THE WITCHER DICE SET (7 + COIN)**DANDELION - CONQUEROS OF HEARTS**

QWS SWDA3R .....\$23.00

**DANDELION - VISCOUNT DE LETTENHOVE**

QWS SWDA3Q .....\$23.00

**DANDELION - HALF CENTURY OF POETRY**

QWS SWDA3S .....\$23.00

**GERALT - ROACH'S COMPANION**

QWS SWGE3V .....\$23.00





**GERALT - THE MONSTER SLAYER**  
QWS SWGE3U .....\$23.00



**GERALT - THE WHITE WOLF**  
QWS SWGE3T .....\$23.00



**YENNEFER - LILAC AND GOOSEBERRIES**  
QWS SWYE1B .....\$23.00



**YENNEFER - SORCERESS SUPREME**  
QWS SWYE3W .....\$23.00



**YENNEFER - THE OBSIDIAN STAR**  
QWS SWYE37 .....\$23.00

## RAVENSBURGER



### BACK TO THE FUTURE: DICE THROUGH TIME

Great Scott! Biff stole the DeLorean and went on a joyride through time, disrupting events and scattering items through space and time! Now it's up to you to help Doc and Marty repair the space-time continuum before time paradoxes unravel the very fabric of the universe. Jump in your time machine, complete events, return items, and help restore temporal order! The future is in your hands.

RVN 60001883 .....\$39.99



### DISNEY HOCUS POCUS: THE GAME

The Black Flame Candle has been lit. Now the Sanderson witches you must outwit; or with a wretched evil potion, a foul spell they'll set in motion. Stun the witches and ruin the brew before the sun can rise anew! Work together to stop the Sanderson sisters from draining the lives of Salem's children by ruining their potion before the sun rises! RVN 60001875 .....\$24.99



RVN 26839 .....\$29.99

## SPOTLIGHT ON



### THE PRINCESS BRIDE: ADVENTURE BOOK GAME

Inconceivable! Race through the Cliffs of Insanity, navigate the Fire Swamp, and help Buttercup, Westley, Fezzik, and Inigo survive the dastardly machinations of Prince Humperdinck, Count Rugen, and Vizzini in *The Princess Bride Adventure Book!* Six chapters immerse players in the movie as they work together to complete the story without throwing the plot off course despite shrieking eels, R.O.U.S.s, and constant interruptions. Will the forces of evil or true love prevail? Scheduled to ship in August 2021.  
RVN 60001907 .....\$34.99



### STRIKE DICE GAME

A classic dice game with an established following, *Strike* is an approachable family game with endless replay value. Roll dice into a unique in-box arena, striking other dice to change their faces, and collect matching sets. Dice that bounce out of the arena or show an "X" are removed from the game. Play it safe by rolling one die, or push your luck and keep rolling for a chance to make more matches. The last player with dice wins!  
RVN 26840 .....\$24.99

### STRIKE DICE GAME: HARRY POTTER

Face off against fellow witches and wizards in a magical duel! Cast Confundus Charms, Revulsion Jinxes, Disarming Charms, and other spells from the Wizarding World by rolling matches in the arena. Each match has a magical effect and allows the witch or wizard who cast it to collect matching dice. As the game progresses, players lose dice; duels exhaust even the greatest witches and wizards. The last player with dice remaining wins!

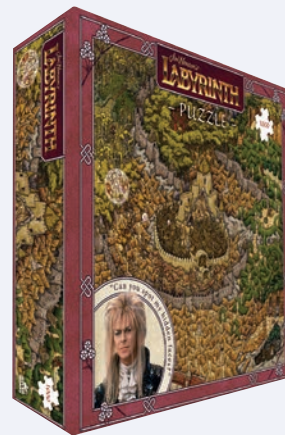


### WWE LEGENDS: ROYAL RUMBLE CARD GAME

Enter the ring as a WWE Legend and face off against your rivals in the *WWE Legends Royal Rumble Card Game!* Use electrifying attacks and signature finishing maneuvers to eliminate your opponents! New Legends enter the Rumble as others are thrown over the top rope. Can you survive the brawl to remain the last legend standing?  
RVN 26868 .....\$22.99

## RIVER HORSE

## SPOTLIGHT ON



### JIM HENSON'S LABYRINTH: PUZZLE

Scheduled to ship in September 2021.  
RHL RHLAB008 .....\$19.95

## SPOTLIGHT ON



### JIM HENSON'S THE DARK CRYSTAL: PUZZLE

Scheduled to ship in September 2021.  
RHL RHDAC003 .....\$19.95

## GAMES

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GTM

JUL 2021

47





**RICHARD GARFIELD**  
DECK BUILDING GAME

**NEW!**  
RELEASE

STRATEGY

## THE HUNGER

- Race across the board, hunt the most precious prey, and find the eternal rose!
- Hunt the right cards to fit your strategy and build your deck!
- Make sure you're back at the castle before sunrise or get burnt to ashes!

RGS02241.....\$50



10+



2-6



60

**SEPTEMBER RELEASE!**



**NEW!**  
RELEASE

FAMILY

## LOVE LETTER: PRINCESS PRINCESS EVER AFTER

- Set in the Enchanting world of K. O'Neill's Princess Princess Ever After!
- Based on the award-winning Love Letter card game!
- Includes 21 tarot-sized character cards and 13 acrylic favor tokens!

RGS02250.....\$20



10+

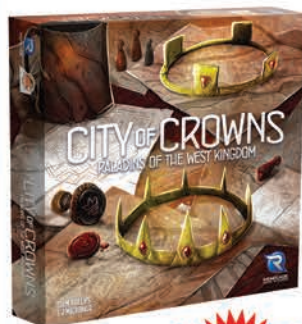


2-6



20

**OCTOBER RELEASE!**



**NEW!**  
RELEASE

STRATEGY

## PALADINS OF THE WEST KINGDOM: CITY OF CROWNS

- Muster support to defend the city!
- Negotiate with Dukes, Barons, Counts and Margraves to gain aid!
- Updated rules for more challenging solo play!

RGS02252  
\$35



12+



1-4



90-120

**FALL RELEASE!**



**NEW!**  
RELEASE

STRATEGY

## PALADINS OF THE WEST KINGDOM: COLLECTOR'S BOX

- Designed to organize and store Raiders of the North Sea and the expansion, City of Crowns.
- High quality insert organizer included.
- Includes The Vassals Mini-Expansion!
- Requires Paladins of the West Kingdom and the expansion: City of Crowns.

RGS02253  
\$30



12+



1-4



90-120

**FALL RELEASE!**



**NEW!**  
RELEASE

STRATEGY

## CLANK! IN! SPACE! ADVENTURES PULSARCADE

- Arcade Cabinets create a brand new way to steal artifacts!
- Six new modules, each with its own unique rules!
- Disguise Kit market item to deal with extra Clank!

RGS02242  
\$20



13+

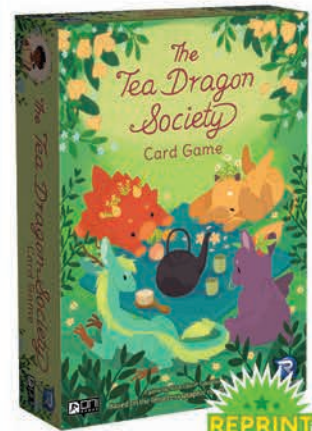


2-4



45-90

**SEPTEMBER RELEASE!**



**REPRINT**

FAMILY

## THE TEA DRAGON SOCIETY CARD GAME

- Based on the graphic novel by Katie O'Neill.
- Beautifully illustrated with cute little dragons.
- Light card game with some deck building concepts.

RGS00811  
\$20



10+



2-4



30-60

**AVAILABLE NOW**



**RENEGADE  
GAME STUDIOS**

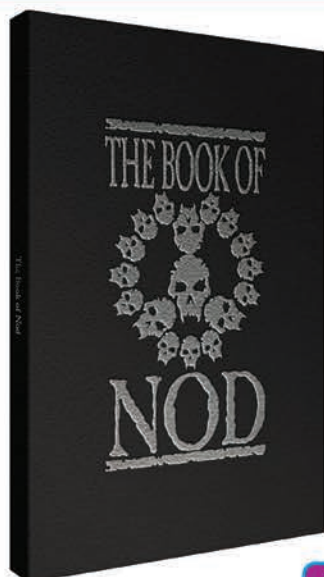
[WWW.RENEGADEGAMES.COM](http://WWW.RENEGADEGAMES.COM)





# GAMES

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ROLE-PLAYING

## THE BOOK OF NOD

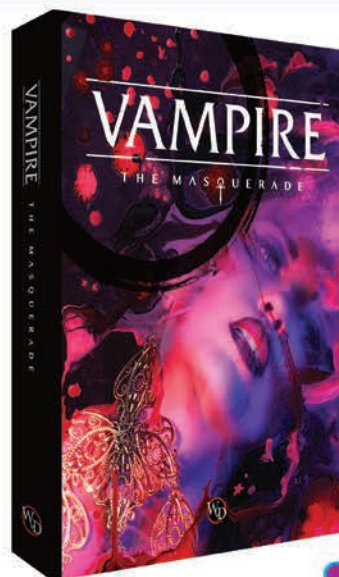
- Faux-leatherbound book with silver foil, gilded pages, and a blood-red ribbon
- Rich mythology of the creation of vampires, clues and Story motivation for players
- Loaded with legacy art from the original printing
- For use with Vampire: The Masquerade 5th Edition RPG

RGS09387.....\$50



MATURE CONTENT

AUGUST RELEASE!



ROLE-PLAYING

## VAMPIRE: THE MASQUERADE 5TH EDITION CORE RULEBOOK

- As a vampire, struggle for survival, supremacy, and your own fading humanity.
- Suffer the pangs of the Hunger, the relentless and terrible thirst for human blood.
- Honors the original deep history while advancing the story for new and innovative gameplay.
- This 428 page full-color hardcover book now includes a satin ribbon bookmark.

RGS09382.....\$55



MATURE CONTENT

JULY RELEASE!



STRATEGY

## POWER RANGERS DECK-BUILDING GAME: ZEO STRONGER THAN BEFORE

- The Zeo Rangers and the Machine Empire join the battle!
- Standalone but fully compatible expansion! A great entry point!
- Powerful new Zeo Sub-Crystals which can be acquired by both Rangers and Villains!

RGS02238.....\$45



13+



2-4



30-70

SEPTEMBER RELEASE!



JIGSAW PUZZLE

## POWER RANGERS: SHATTERED GRID JIGSAW PUZZLE

- Illustrated by famed artist, Dan Mora
- From the cover of the Shattered Grid expansion for Power Rangers: Heroes of the Grid
- 1000 pieces

RGS02197.....\$20

AUGUST RELEASE!



JIGSAW PUZZLE

## BUDDY CHRIST JIGSAW PUZZLE

- Features the uplifting Buddy Christ from Kevin Smith's Dogma
- Linen finish and low-dust.
- 1000 pieces

RGS02262.....\$20

AUGUST RELEASE!

WWW.RENEGADEGAMES.COM



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GAME STUDIOS

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2021

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## ROCK MANOR GAMES



### ALDERQUEST

Animal Factions Unite! It's time to collect the sacred gift from the Great Alder Tree! Move and Match animal minion tiles of the same faction and recruit them to your cause. Use your animal minions and heroes to steal precious acorns from your opponent. The first to collect enough acorns wins. Will the pirate otters and ninja foxes of the Thieves Guild steal victory from the monks and clerics of the Guardians Order? Will the Hunter shrews and badgers prey upon the fair and feathered Bards? What powerful relics will turn the tide of battle? The clever will prevail,

in *AlderQuest*. Scheduled to ship in September 2021.

RMA 020 ..... \$39.00

### ALDERQUEST: ARCTIC ALLIES

This expansion adds powerful new heroes and minions that can align themselves with any guild. The *Arctic Allies* Expansion adds 2 new heroes, 8 arctic minions, and special arctic runes and quarrels. Scheduled to ship in September 2021.

RMA 021 ..... \$12.00



## ROLE 4 INITIATIVE

### POLYHEDRAL DICE: DIFFUSION

Scheduled to ship in June 2021.



### BLOODSTONE - SET OF 7

R4I 50501-7C ..... \$12.99



### CHERRY BLOSSOM - SET OF 7

R4I 50503-7C ..... \$12.99



### BLOODSTONE - SET OF 15

R4I 50501-FC ..... \$25.99



### CHERRY BLOSSOM - SET OF 15

R4I 50503-FC ..... \$25.99



### DARK FOREST - SET OF 7

R4I 50504-7C ..... \$12.99



### VOLCANIC BLAST - SET OF 7

R4I 50517-7C ..... \$13.99



### DARK FOREST - SET OF 15

R4I 50504-FC ..... \$25.99



### VOLCANIC BLAST - SET OF 15

R4I 50517-FC ..... \$27.99



### DRAGON'S HOARD - SET OF 7

R4I 50505-7C ..... \$13.99



### WRAITH - SET OF 7

R4I 50514-7C ..... \$13.99



### DRAGON'S HOARD - SET OF 15

R4I 50505-FC ..... \$27.99



### WRAITH - SET OF 15

R4I 50514-FC ..... \$25.99

## R & R GAMES

### THE PLAN

The Museum has some exquisite pieces in its collections. How inconvenient... since you prefer them to be in yours. Time to plan... a Heist! Look at what Treasures are available — Then play cards to form your team. But be careful not to match other players' targets, because those cancel each other out. Gather the most valuable loot and win! Scheduled to ship in June 2021.

RRG 470 ..... \$24.99







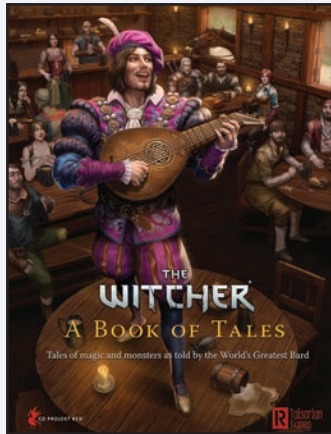
### WITCHSTONE

The legendary Witchstone has a powerful energy field. But every 100 years this energy field begins to diminish. During this time, eminent wizards and witches gather to restore the Witchstone to full power. Cauldrons, crystals, scrolls, and of course, magic wands are at your fingertips. The player who demonstrates the greatest skill is declared Master of the Witchstone!

RRG 497 ..... \$49.99

### R. TALSORIAN GAMES

## SPOTLIGHT ON

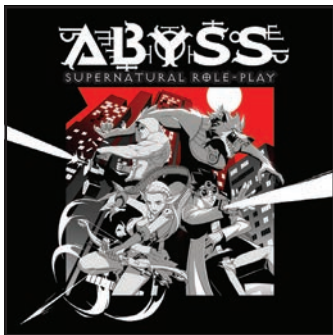


### THE WITCHER RPG: A BOOK OF TALES

A *Book of Tales* is a supplement for *The Witcher Pen & Paper RPG* which gives you six adventures that span the Continent, complete with new monsters, player content, and maps compiled into a larger campaign. A *Book of Tales* includes: Six adventures! Experience escapades across the Continent, including a murder mystery in the heart of Mount Carbon, pulse-pounding combat in the Claremont arena, and investigations in the mist-shrouded Alder-wood. New Player Content! Expand your game with new weapons, spells, and three new playable races: Gnomes, Vran, and Wrebbubbs. Scheduled to ship in September 2021.

RTG W11031 ..... \$30.00

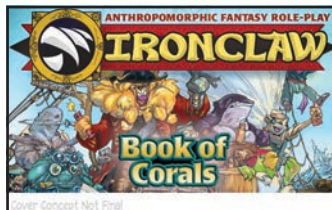
### SANGUINE PRODUCTIONS



### ABYSS: SUPER NATURAL ROLE PLAY

A self-contained game in one volume, ABYSS tasks you and your fellow players will work together to investigate strange and mystical events of the world ... and, all too often, to discover something capable of unimaginable terror... and only you can stop it! Using a powered-by-the-apocalypse system, you can quickly create your character, from the human to the monstrous and all things in between. Prepare your caches of equipment, defenses, and knowledge, then head into the field to investigate the matter.

SGP E001 ..... \$49.95

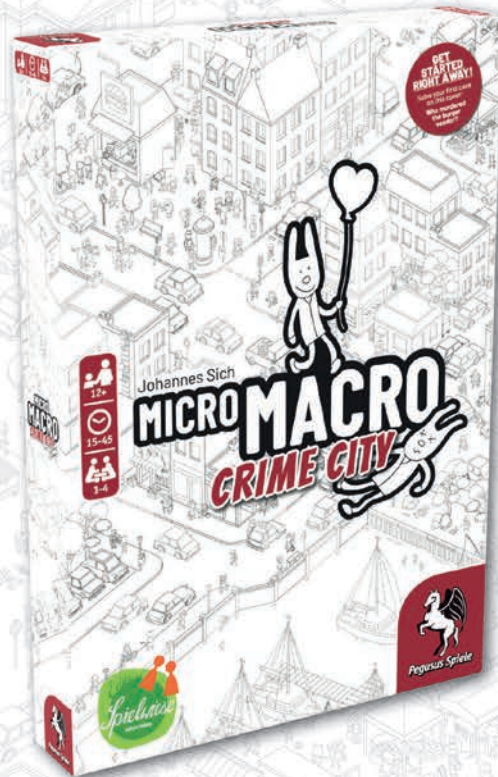


### IRONCLAW: THE BOOK OF CORALS

Once uncharted, the islands of Furanthar are now home to the notorious Goldbeard, self-styled 'king of the pirates'. By force of personality, by hand, and by nature itself, this bold leader claims dominion over this archipelago, rich in resources and steeped in mystery. Goldbeard dreams of his own empire, and many buccaneers flock to his banner, striking out from these strange ports for rich plunder on the fat merchant-ships. But there is no honor among thieves, and Goldbeard isn't the only one who would be king. And those who came before, the autochthones native to these isles, have their own wishes before they would bow down before a pretender to rule.

SGP 1109 ..... \$39.95

# MICRO MACRO CRIME CITY



[www.micromacro-game.com](http://www.micromacro-game.com)



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SIRIUS DICE

RPG DICE SET (7)

SPOTLIGHT ON



**BLUE AURORA SEMI-TRANSPARENT RESIN**  
SDZ 0001-12 ..... \$15.99



**MELON BALL GLOWWORM**  
SDZ 0006-06 ..... \$16.00



**COTTON CANDY GLOWWORM**  
SDZ 0006-04 ..... \$16.00



**PEARL GREEN ACRYLIC**  
SDZ 0001-02 ..... \$8.99



**LUCKY CHARM GLOWWORM**  
SDZ 0006-05 ..... \$16.00



**PURPLE, ORANGE CLEAR**  
SDZ 0002-02 ..... \$11.99



**RAINBOW TRANSLUCENT RESIN**  
SDZ 0001-10 ..... \$19.99

SLUGFEST GAMES

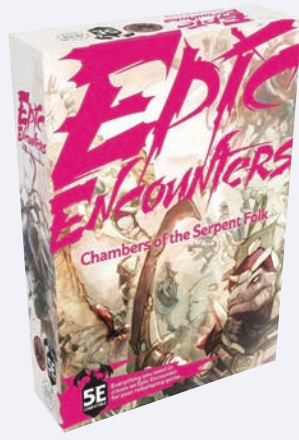


DUNGEON DECORATORS

You are a dungeon decorator who arranges cozy underground spaces with just the right lair-y feel for your clients. You'll compete to build the best dungeon with all the right accoutrements, so that your villainous clients can move in and feel at home. Scheduled to ship in June 2021.  
SFG 038 ..... \$42.95

STEAMFORGED GAMES

SPOTLIGHT ON



**EPIC ENCOUNTERS: CHAMBER OF THE SERPENT FOLK**  
*Epic Encounters: Chambers of the Serpent Folk* will send you stumbling into an ancient plot. Can you stop the Serpent Folk before they reclaim the world they once ruled? Inside, you'll find everything you need to run a cold-blooded encounter, including 20 highly detailed miniatures, adventure book, and enough prompts and stats to spark your imagination.  
SFL EE-008 ..... \$49.95

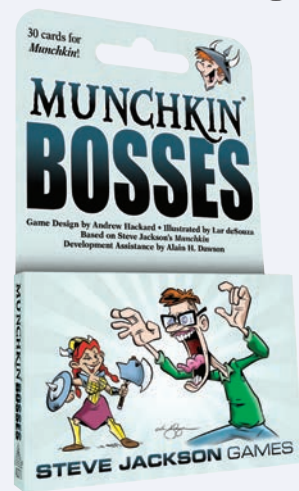
EPIC ENCOUNTERS: TEMPLE OF THE SNAKE GOD

Venomous and hungry, a great snake slithers through the depths of a ruined temple, a relic of the very civilisation it was made to protect. Sampling, sensing, its vast pink tongue flickers between fangs long as the arm of a fully grown man. Many would-be thieves have met their end within its crushing grip. Will you be next?  
SFL EE-007 ..... PI



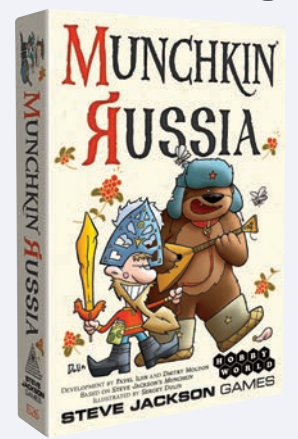
STEVE JACKSON GAMES

SPOTLIGHT ON



**MUNCHKIN: MUNCHKIN BOSSES**  
Get Ready to be Bossed! You think you're munchkin enough to take on the boss monsters? This expansion provides all the epic monster boosters and munchkin buffers to give you the fight you're looking for. Add this executive expansion deck to any *Munchkin* game and get ready to be bossed! Scheduled to ship in September 2021.  
SJG 4271 ..... \$10.95

SPOTLIGHT ON

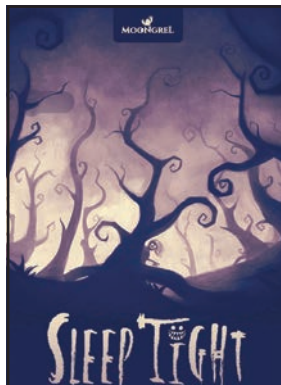


**MUNCHKIN: MUNCHKIN RUSSIA**  
Welcome to *Munchkin Russia*, where the jokes get you! Fight the Troll Factory, KGBirds, Rasputin, or the dreaded Hangover with your Russian Wolfhound and Balalaika by your side. As you grab loot and become a Hacker, Oligarch, Athlete, or Cossak on your way to Level 10, watch out for the Revolution and the horror of the Eurovision Singer. And be sure to enjoy the beautiful seasons: spring, summer, autumn, winter, winter, winter... Scheduled to ship in September 2021.  
SJG 1526 ..... \$24.95



**SLEEP TIGHT CARD GAME**

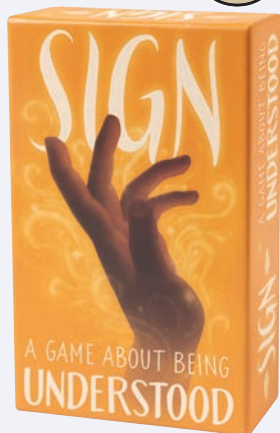
You are kids stuck in a very special dream...a dream where the Sandman lives. Your souls have been shattered, and the only way to wake up is to collect Soul Fragments by traversing your nightmares. But watch out, because the Sandman will haunt you trying to consume your remaining Soul Fragments. Team up against the Sandman or turn against each other. If the Sandman is killed, everyone wins. But if one of you wakes up first, they win, while the other players stay trapped in the nightmare forever, left as a feast for the Sandman. Try this game of cooperation, conflict, betrayal, and nightmares. S2P 20003 ..... \$24.00

**TEETURTLE****SPOTLIGHT ON****WRONG PARTY**

*Wrong Party* is a card drafting game where you'll try to host the perfect party with the weirdest guest list. This 2-5 player game combines the fun of a costume party, the scheming of a political scandal, the savagery of a raid, and the awkwardness of a family reunion. Will you be the life of the party, or the death of it? TET 5364-UU-BSG1 ..... PI

**THORNY GAMES****SPOTLIGHT ON****SIGN**

This game is based on the history of Nicaraguan Sign Language. Nicaragua in the 1970s had no form of sign language. In 1977, something happened. Fifty deaf children from across the country were brought together to an experimental school in Managua. Without a shared language to express themselves, the children did the only thing they could - they created one. In *Sign*, we follow a story inspired by that journey. All proceeds from the physical version go to support sign language education in Nicaragua, currently The Nicaraguan Sign Language Projects (NSLP). This has yielded more than \$15,000 in donation to date. We also thank the NSLP for their guidance and input on game design. Scheduled to ship in June 2021. TYG TG0011 ..... \$20.00

**TINY ROBOT GAMES****NUTTY SQUIRRELS OF THE OAKWOOD FOREST**

*Nutty Squirrels of the Oakwood Forest* is a 2-6 player, competitive, press-your-luck game of movement, acorn gathering, and scoring. Squirrel power-ups found along the way can be combined to improve your ability to navigate the tree and establish and advantage over others. Whoever successfully buries the most acorns before the tree goes bare wins! A separate solo mode turns the tree into a procedurally generated maze requiring strategy, resource management, and risk-taking. Unapologetically casual, it's the perfect start to game night. Scheduled to ship in December 2021. TRG NS001 ..... \$39.99

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**QUEEN OF SCOTS: THE CARD GAME**  
This matching-sets-for-points game has been played by designer Nadine Chestnut's family for over 100 years. *Queen of Scots: The Card Game* is a tale of two queens, and the historical fate of Scotland's Queen Mary. Character artwork has been meticulously painted to capture the likeness of each historical figure from one of the bloodiest stories in the history of Scotland and England, which ultimately shaped the world we see today.  
TRG QS001 .....\$26.99

ULISSES-SPIELE

TORG ETERNITY

BLOOD ON THE BLASTED LANDS ADVENTURE

An Unstoppable Army... *Blood on the Blasted Lands* is a massive adventure suitable for several months of gaming. A desperate rescue mission reveals a gathering threat in the Blasted Lands, an army of juiced-up warriors who, if left unchecked, could upend the balance of power in the realm forever. Who is creating these things, and how can one stop the unstoppable? Track the origins of the deadly Ravagers through war-torn cities, murderous wasteland highways, the nightmarish nodes of Kur, and even the irradiated ruins of Chernobyl, as powerful factions compete to stop you or earn your favor.  
ULI US82067 .....\$34.99



**DELPHI MISSIONS - THARKOLD**  
*Delphi Missions: Tharkold* is a set of adventures to enhance any ongoing *Torg Eternity* campaign. Each of the ten adventures inside is suitable for an evening of play. Each adventure may be dropped into an existing story, or played on its own. Murderous mutants, deadly races, and demonic mayhem abound! This product contains adventures suitable for Alpha and Beta Clearance Storm Knights written by Torg heavy hitters Bill Slavicek, Steve Kenson, Tracy Sizemore, James Dawsey, Greg Nagler, and others.  
ULI US82068 .....\$24.99



**HEROES OF THE BLASTED LANDS TOKENS**  
ULI US82076 .....\$14.99



**MINIONS OF THARKOLD TOKENS**  
ULI US82075 .....\$14.99

THARKOLD BOOSTER DECK

This booster deck adds specialized cards for the demonic realm of Tharkold. A re-themed 40 card Drama Deck features unique special effects each round. Dominate your foes... or be crushed under their wheels! Ten new Cosm cards increase the variety of effects to bring out the eerie danger of the setting. Finally, five new cards are added to the Drama Deck, bringing back some old favorites and adding completely new options to the mix.  
ULI US82069 .....\$14.99



**THARKOLD GM PACK**  
Step up your game! This pack contains accessories designed to enhance any *Torg* campaign. A dry-erase map of Tharkold shows invasion zones across Northern Europe, including which faction holds each zone. Threat cards have one side that faces the players and includes the defense numbers they need to calculate their own attacks and simply tell the GM the result of a test. The other side has the special abilities and attacks the GM needs without needing to check a book. Threat blips are tokens that match the monsters and foes encountered within the game, and are great for tactical combat or for tracking the number of foes and their conditions, even without using a map.  
ULI US82071 .....\$19.99



**THARKOLD GM SCREEN & ARCHETYPES**  
This screen contains three panels with the most common tables and modifiers a GM may need when running *Torg Eternity* within Tharkold. Traps and escape difficulties for the Grid, the time it takes for magical mishaps to draw Technodemons, random mutations, and a host of environmental hazards are included. Inside are 16 full-color archetypes and their character sheets, ready for action at a moments notice! Characters include the Demon Scholar, the Psi Master, and the dreaded Renegade Infiltrator!  
ULI US82066 .....\$24.99

THARKOLD MAP PACK 1

This detailed, double-sided map puts the danger and dread of Tharkold onto your gaming table! Drive the Blasted Lands Highway, where the twisted wreckage of vehicles litter the decaying roads through the irradiated wasteland. Is that a lookout post, or a warning marker to some warlords domain? Beware the Technodemon Aerie. Home away from home for one of the dreaded monsters who rule the harsh world of Tharkold. Is the master in his lair, or has it be repurposed by other factions? Either way be ready to fight for your life!  
ULI US82073 .....\$14.99



THARKOLD MAP PACK 2

This high-quality, double-sided map sets the stage for the unfolding Possibility Wars on your table! Visit the Marauder Compound, a walled outpost in the depleted Blasted Lands. Is this a friendly trading post surrounded by bloodthirsty raiders, or a den of vile villains and their captives? Get ready for a fire fight in Urban Hell, a sprawling block of bunkers, hideouts, and decay. Find cover and look for routes to flank your foes or approach interior rooms without getting blasted!  
ULI US82074 .....\$14.99



THARKOLD POSSIBILITY TOKENS

20 solid poker chips. - Individual art on each chip. - *Tharkold* themed Possibilities have extra effects within the game.  
ULI US82070 .....\$19.99







## THARKOLD SOURCEBOOK

This Is Going To Hurt... Tharkold is a literal Hell on Earth. Long ago demons crushed the humans of the cosm in a world shattering war that left both civilizations in ruins. Now the demons, bolstered by occult technology and seeking new realities to plunder, have turned their eyes upon Core Earth. Tharkold invaded Russia, but President Alexander The Wolf Volkov seemed ready for them. An uncomfortable detente fell over a realm ravaged by madness, radiation, and demonic abominations. Now the status quo has been upended once again with the death of High Lord Kranod. Kranod's henchwoman, The Wolf, and a scheming demon with mysterious ties to the Gaunt Man now race to extend their control over the realm.

ULI US82065 ..... \$39.99

## ULTRA PRO INTERNATIONAL



### ASCENSION: 10 YEAR ANNIVERSARY EDITION

Welcome to the world of Vigil. The barrier that protected Vigil from distant realms is collapsing. Samael, the Fallen One, has returned with an army of monsters from beyond. You are one of the legendary warriors capable of protecting Vigil from annihilation, but you cannot do it alone. Recruit mighty heroes and wield powerful constructs to aid you in battle. Each honor and defeat Samael's forces to save the world! Designed by *Magic: The Gathering* Pro Tour Champions. A deeply strategic deckbuilding game set in a unique fantasy world. Remastered Cards for Improved Gameplay. All New Premium 10th Anniversary Game Board and Card Art. Scheduled to ship in June 2021.

UPE 11060 ..... PI



### ASCENSION: CURSE OF THE GOLDEN ISLES

At last, we sail beyond the Severed Seas! So, brave adventures, gather your crew, kiss your loved one's goodbye, and take a swig of your strongest rum, because once again adventure is on the horizon. Beware the monsters of the deep and the cursed dead that sail these haunted seas. Prepare yourself for adventure as you try to unravel the *Curse of the Golden Isles* and claim its treasure as your own. The award-winning deckbuilding game sails toward gold and glory! Find the cursed treasure and cleanse it to gain forbidden power. Protect your crew from the undead pirates that haunt the Golden Isles. Scheduled to ship in June 2021.

UPE 10175 ..... PI

### CUTTERLAND

*Cutterland* is an innovative strategy board game where you get to cut the cards - literally cut them into pieces and compete on creating your own fabulous lands. You will divide the cards into pieces, distribute them between the players, and score victory points for the creatures inhabiting your land. Whoever has the most cohesive land at the end of the game, wins! Scheduled to ship in June 2021.

UPE 10403 ..... PI



### D20 PLUSH DICE BAGS

Scheduled to ship in June 2021.



### GREEN

UPI 15758 ..... PI



### RED

UPI 15757 ..... PI

# SPY CONNECTION



8+



30-45



2-4

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**WHITE**  
UPI 15756..... PI

**ECLIPSE: POLY 11 DICE SETS**  
Scheduled to ship in July 2021.



**APPLE RED**  
UPI 15564..... PI



**ARCTIC WHITE**  
UPI 15560..... PI



**FOREST GREEN**  
UPI 15565..... PI



**HOT PINK**  
UPI 15569..... PI



**JET BLACK**  
UPI 15561..... PI



**LEMON YELLOW**  
UPI 15568..... PI



**LIME GREEN**  
UPI 15566..... PI



**PACIFIC BLUE**  
UPI 15562..... PI



**PUMPKIN ORANGE**  
UPI 15567..... PI



**ROYAL PURPLE**  
UPI 15570..... PI



**SKY BLUE**  
UPI 15563..... PI



**SMOKE GREY**  
UPI 15571..... PI

**DUNGEONS & DRAGONS**  
Scheduled to ship in July 2021.



**BAG OF HOLDING GAMER POUCH**  
UPI 18652..... PI



**BLACK AND RED D20  
PLUSH DICE BAG**  
UPI 18786..... PI

**DUNGEONS & DRAGONS:  
COVER SERIES PLAYMATS**  
Scheduled to ship in July 2021.



**VAN RICHTEN'S  
GUIDE TO RAVENLOFT**  
UPI 18558..... PI

**DUNGEONS & DRAGONS:  
COVER SERIES WALL SCROLLS**  
Scheduled to ship in July 2021.

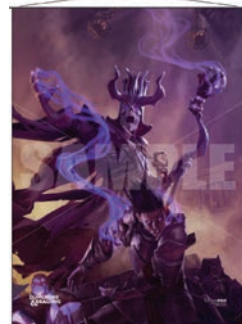


**BALDUR'S GATE DESCENT  
INTO AVERNUS**  
UPI 18792..... PI

**FALL 21 BOOK**  
UPI 18559..... PI

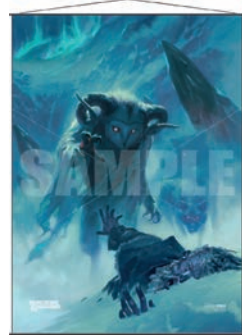


**CANDLEKEEP MYSTERIES**  
UPI 18795..... PI



**DUNGEON MASTERS GUIDE**  
UPI 18789..... PI

**FALL 21 BOOK**  
UPI 18797..... PI



**ICEWIND DALE RIME OF  
THE FROSTMAIDEN**  
UPI 18793..... PI





### MONSTER MANUAL

UPI 18788..... PI



### PLAYERS HANDBOOK

UPI 18787..... PI



### TASHA'S CAULDRON OF EVERYTHING

UPI 18794..... PI



### THE RISE OF TIAMAT

UPI 18790..... PI



### VAN RICHTEN'S GUIDE TO RAVENLOFT

UPI 18796..... PI



### XANATHAR'S GUIDE TO EVERYTHING

UPI 18791..... PI

### HATSUNE MIKU: DIGITAL DREAMLAND

Scheduled to ship in August 2021.



### DIAMOND DELIGHT PLAY MAT

UPI 15781..... PI



### DIAMOND DELIGHT STANDARD DECK PROTECTOR 100CT

UPI 15782..... PI



### HEARTWARMING HARMONY PLAY MAT

UPI 15776..... PI



### HEARTWARMING HARMONY SMALL DECK PROTECTOR 60CT

UPI 15778..... PI

# UPGRADE YOUR GAME NIGHT



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**HEARTWARMING HARMONY  
STANDARD DECK PROTECTOR 100CT**  
UPI 15777..... PI



**WOODLAND WONDERLAND  
STANDARD DECK PROTECTOR 100CT**  
UPI 15780..... PI



**STARLIGHT MELODY MEIKO  
SMALL DECK PROTECTOR 60CT**  
UPI 15785..... PI



**STARLIGHT MELODY MIKU SMALL  
DECK PROTECTOR 60CT**  
UPI 15784..... PI



**STARLIGHT MELODY PLAY MAT**  
UPI 15783..... PI



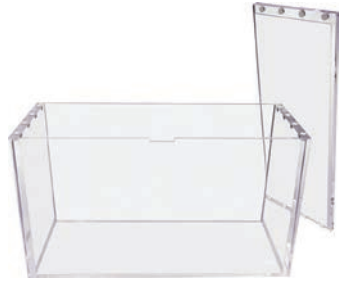
**WOODLAND WONDERLAND  
PLAY MAT**  
UPI 15779..... PI

**MAGIC THE  
GATHERING CCG**  
Scheduled to ship in November 2021.



**MAGIC THE GATHERING CCG:  
INNISTRAD MIDNIGHT HUNT**  
Scheduled to ship in September 2021.

- 100CT SLEEVES V1..... PI
- UPI 18823..... PI
- 100CT SLEEVES V2..... PI
- UPI 18824..... PI
- 100CT SLEEVES V3..... PI
- UPI 18825..... PI
- 100CT SLEEVES V4..... PI
- UPI 18826..... PI
- 100CT SLEEVES V5..... PI
- UPI 18827..... PI
- 100CT SLEEVES X..... PI
- UPI 18828..... PI
- 100+ DECK BOX V1..... PI
- UPI 18817..... PI
- 100+ DECK BOX V2..... PI
- UPI 18818..... PI
- 100+ DECK BOX V3..... PI
- UPI 18819..... PI
- 100+ DECK BOX V4..... PI
- UPI 18820..... PI
- 100+ DECK BOX V5..... PI
- UPI 18821..... PI
- 6' TABLE PLAYMAT..... PI
- UPI 18812..... PI
- 8' TABLE PLAYMAT..... PI
- UPI 18813..... PI
- ALCOVE FLIP X..... PI
- UPI 18822..... PI
- DOUBLE SIDED PLAYMAT X..... PI
- UPI 18836..... PI
- PLAYMAT A..... PI
- UPI 18829..... PI
- PLAYMAT B..... PI
- UPI 18830..... PI
- PLAYMAT C..... PI
- UPI 18831..... PI
- PLAYMAT D..... PI
- UPI 18832..... PI
- PLAYMAT E..... PI
- UPI 18833..... PI
- PLAYMAT F..... PI
- UPI 18834..... PI
- PLAYMAT G..... PI
- UPI 18835..... PI
- PRO-BINDER 12-POCKET..... PI
- UPI 18815..... PI
- PRO-BINDER 9-POCKET..... PI
- UPI 18814..... PI
- WALL SCROLL..... PI
- UPI 18816..... PI



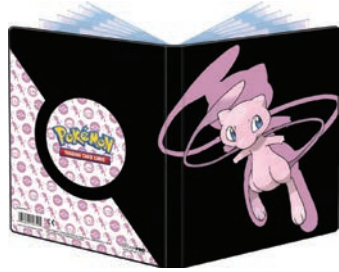
**ACRYLIC BOOSTER BOX DISPLAY**  
UPI 15768..... PI

**POKÉMON TCG**

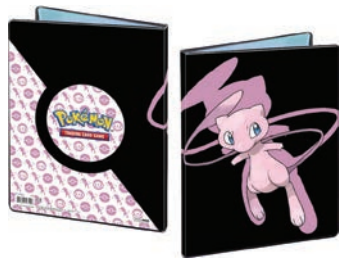
Scheduled to ship in August 2021.



**MEW 2' ALBUM**  
UPI 15751..... PI



**MEW 4-POCKET PORTFOLIO**  
UPI 15749..... PI



**MEW 9-POCKET PORTFOLIO**  
UPI 15750..... PI



**MEW 9-POCKET PRO-BINDER**  
UPI 15754..... PI



**MEW DECK PROTECTOR  
SLEEVES 65CT**  
UPI 15752..... PI



**MEW FULL VIEW DECK BOX**  
UPI 15753..... PI



**MEW PLAYMAT**  
UPI 15748..... PI

**POKÉMON TCG:  
SWORD AND SHIELD 7**  
Scheduled to ship in August 2021.

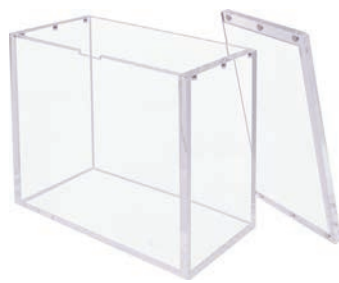


**4-POCKET PORTFOLIO**  
UPI 15652..... PI

**9-POCKET PORTFOLIO**  
UPI 15653..... PI

**POKÉMON TCG**

Scheduled to ship in November 2021.



**ACRYLIC BOOSTER BOX DISPLAY**  
UPI 15767..... PI





### POKÉMON TRAINER: GUESS - ASH'S ADVENTURES

Test your Pokémon knowledge with *Trainer Guess*! Just think of a Pokémon and answer the questions. *Trainer Guess* will figure out what Pokémon you're thinking! Guess and collect 151 Pokémon that Ash and his friends met during their adventures in the Kanto region! Scheduled to ship in August 2021.

UPE 10280.....PI

### POKÉMON TRAINER: GUESS - KANTO EDITION

Test your Pokémon knowledge with *Trainer Guess*! Just think of a Pokémon and answer the questions. *Trainer Guess* will figure out what Pokémon you're thinking! Guess and collect 150 classic Pokémon that Ash and his friends met during their adventures from Kanto to Alola! Scheduled to ship in August 2021.

UPE 10283.....PI



### POKÉMON TRAINER: GUESS - LEGACY EDITION

Test your Pokémon knowledge with *Trainer Guess*! Just think of a Pokémon and answer the questions. *Trainer Guess* will figure out what Pokémon you're thinking! This new 25th Anniversary Legacy Edition is a special mix of all Pokémon! Scheduled to ship in August 2021.

UPE 10284.....PI

### POKÉMON TRAINER: TRIVIA

Who will be the best Pokémon Trainer? *Pokémon Trainer Trivia* has 1,000 questions to turn you and your friends into real Pokémon experts! Try to beat your top score in Single Player Mode or challenge your friends in Multiplayer Mode! The *Pokémon Trainer Game Master* takes care of everything... from explaining the rules, to asking the questions, to keeping the scores. It's so easy to play! Scheduled to ship in August 2021.

UPE 10285.....PI



### SPLITZ

Bid against other players to collect cards from the shared center row in this clever twist on trick-taking card games! Use strategies to split the row and your cunning to win the bid! Win the most of a number to score those points! Lower Numbers score lower points! Higher Numbers earn more points but are tougher to earn! Scheduled to ship in June 2021.

UPE 10275.....PI

## UNIQUE BOARD GAMES

### FREE MARKET: NYC

*Free Market: NYC* is a competitive and strategic board game based on the principles of a free market economy, presented from a humorous and ironic perspective of life. In this game, you will find yourself managing a group of people who work together in different assignments, aiming to grow their fortune according to your vision. Throughout the game, you will purchase merchandise at the auction, deliver goods to shops and factories, establish partnerships in shops and factories, or possibly take over other players' business and capital. You will also attend events, influence politics, win awards, and garner all kinds of influence to help your businesses, partnerships, and assets flourish as you move forward in the game. The trick is simple: buy when the market is low and sell when it's high to make the most profit before your opponents do. The most successful businessman wins the game.

UBG FMNYC.....PI



## VALLEJO

### CYBERPUNK PAINT SETS

Scheduled to ship in January 2021.



### COMBAT ZONE - EXCLUSIVE NEMO MINI

VAL 72307.....\$40.99



### SOLO - EXCLUSIVE JONATHAN WARLOCK POWERS MINI

VAL 72309.....\$40.99



### LAWMEN - EXCLUSIVE SGT. SUOU MINI

VAL 72308.....\$40.99



### TRAUMA TEAM - EXCLUSIVE DOC SALVAGE MINI

VAL 72310.....\$40.99

## WARLORD GAMES

### BOLT ACTION

Scheduled to ship in June 2021.



### CAMPAIGN - D-DAY: US SECTOR

OSP BOLT38.....PI



### GERMAN JAGDTIGER

WLG 402012039.....PI

## GAMES

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





## FEATURED ITEM

## DUNGEONS &amp; DRAGONS

## ADVENTURES IN THE FORGOTTEN REALMS

## MAGIC THE GATHERING CCG: ADVENTURES IN THE FORGOTTEN REALMS COMMANDER DECK DISPLAY (4)

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

WOC C87490000.....PI

## WIZKIDS/NECA

## SPOTLIGHT ON



## DUNGEONS &amp; DRAGONS: PHUNNY PLUSH BY KIDROBOT

These 7-inch-tall *Dungeons & Dragons Phunny Plush* by Kidrobot is made with premium super-soft materials. Beholder's eyestalks are fully poseable. Scheduled to ship in September 2021.

BEHOLDER WZK 68300 .....	\$14.99
DISPLACER BEAST WZK 68302 .....	\$14.99
MIMIC WZK 68303 .....	\$14.99
SNOWY OWLBEAR WZK 68301 .....	\$14.99

## SPOTLIGHT ON



## DUNGEONS &amp; DRAGONS FANTASY MINIATURES: ICONS OF THE REALMS ARCHDEVIL - GERYON PREMIUM FIGURE

Geryon is locked in an endless struggle with Levistus for control of Stygia. The two have fought each other for centuries, each displacing the other innumerable times. Currently, Geryon occupies an odd position in the infernal hierarchy. Although Levistus still claims lordship over Stygia, he has been trapped in an enormous block of ice at the command of Asmodeus. For his part, Geryon marshals his followers and seeks to discover the means to replace his hated rival. Among the archdevils, Geryon and Zariel are especially known for martial prowess. He is a ferocious hunter and a relentless tracker. Other devils command legions and bid their followers to battle their enemies. Scheduled to ship in August 2021.

WZK 96060.....\$49.99

## SPOTLIGHT ON



## DUNGEONS &amp; DRAGONS: GHOSTS OF SALTMARSH ADVENTURE SYSTEM BOARD GAME EXPANSION

*Ghosts of Saltmarsh: A D&D Adventure System Cooperative Game* is an expansion to any of the previous Adventure System games! It features new adventures, map tiles, monsters, traps and spells. Just select your favorite heroes, and get ready for an all-new campaign! The King of Keoland, after unsuccessful expansion to the north, has turned his eyes southward, to Saltmarsh, with the intention of turning this village into an important port to increase the stature of his kingdom. But not everyone in the village is happy about the new developments, and old enemies fight for control, unaware of a new enemy about to rear its ugly head. You come through the town gates and cross Sharkfin Bridge to the screams of townsfolk and the unmistakable sounds of fighting. You do not know the situation but you are sure you are needed. Scheduled to ship in August 2021.

## STANDARD EDITION

WZK 87542.....\$49.99

## PREMIUM EDITION

WZK 87543.....\$89.99

## SPOTLIGHT ON



NOT FINAL ART

## DUNGEONS &amp; DRAGONS: FULL-SIZED DRIZZT FOAM STATUE

In the world of the Forgotten Realms, Drizzt Do'Urden, ranger of the North, has proven his quality as a good-hearted defender of the weak and innocent. Life-size, full-scale figure.

WZK 68503.....PI

## MALIFAUX



## ICONIC FATE DECK

WYR 23029.....\$13.00



## NEXUS CORE BOX

WYR 23819.....\$55.00



## OUTCASTS OUTCAST STARTER BOX

WYR 23528.....\$50.00



## UNDER YOUR SKIN

WYR 23820.....\$50.00



## VERNON AND WELLES

WYR 23814.....\$35.00



# GRAPHIC NOVELS

## ABRAMS



### MTG PLANES OF MULTIVERSE VISUAL HISTORY HC TP

The various realms of *Magic: The Gathering's* storied Multiverse have served as host to countless epic battles and dramatic cataclysms and each plane is richly and uniquely populated with its own fantastical creatures, iconic characters, and legendary Planeswalkers. Jay Anelli presents a visual guide to the history behind lore-defining events from the Phyrexian Invasion to the War of the Spark, as well as character profiles for Karn, Narset, Vraska, Sorin Markov, and other fan-favorite Planeswalkers. This collection offers exclusive insight into the art and mythology of some of *Magic: The Gathering's* most popular and enduring locales and the characters that inhabit them. Scheduled to ship in September 2021.

DIA STL188869 .....\$19.99

## ACTION LAB ENTERTAINMENT



### MIRACULOUS ADVENTURES VOL 01 TP

This trade paperback collects the first original illustrated stories based on Zag Entertainment's television show *Miraculous: Tales of Ladybug and Cat Noir*. Join the premier superheroes of Paris, Ladybug and Cat Noir, as they battle Hawk Moth's akumatized victims to save their city! Scheduled to ship in September 2021.

DIA STL052335 .....\$14.99

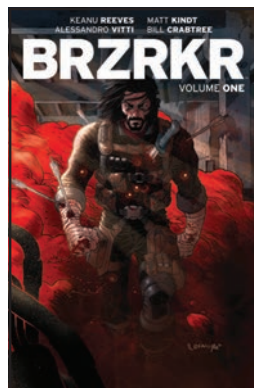
## BOOM ENTERTAINMENT



### ADVENTURE TIME CANDY CAPERS VOL 01 TP

Finn and Jake are missing?! It's a dark day in Ooo, but fear not, Candy Kingdom Peppermint Butler and Cinnamon Bun will protect you? Desperate times call for desperate measures and Princess Bubblegum has no choice but to turn to the gummiest of gumshoes. Peppermint Butler is on the case, and with Cinnamon Bun's complete lack of keen deductive skills, they just might have a chance at navigating Ooo's shadowy underbelly and locating everyone's favorite heroes. Scheduled to ship in September 2021.

DIA STK639403.....\$19.99



### BRZRKR VOL 01 TP

A war with no end, a man with no limits. The man known only as B. is half-mortal and half-God, cursed and compelled to violence...even at the sacrifice of his sanity. But after centuries, B. may have finally found a refuge working for the U.S. government to fight the battles too violent and too dangerous for anyone else. In exchange, B. will be granted the one thing he desires: the truth about his endless blood-soaked existence and how to end it. Keanu Reeves makes his comic book writing debut alongside *New York Times* bestselling co-writer Matt Kindt (*Folklore*, *Grass Kings*) and acclaimed artist Ron Garney (*Juggernaut*) in a brutally violent new series about one immortal warrior fight through the ages. Scheduled to ship in September 2021.

DIA STL167623 .....\$16.99

### BUFFY THE VAMPIRE SLAYER VOL 02 TP

Buffy Summers, the Slayer - the Chosen One meant to save the world from the literal evil forces of hell must save her friend Xander before he dies and returns as a vampire. As Giles and Willow each take drastic measures to find a cure, Buffy faces off against a new enemy. Eisner Award-nominated writer Jordie Bellaire (*Redlands*) and artist David Lopez (*Captain Marvel*) present the next chapter of the fearless pop culture reimagining that generated headlines worldwide. Scheduled to ship in September 2021.

DIA STL139441 .....\$14.99



## FEATURED ITEM



### DUNE HOUSE ATREIDES HC VOL 01 TP

Welcome to the far future on the desert planet Arrakis where Pardot Kynes seeks its secrets. Meanwhile, a violent coup is planned by the son of Emperor Elrood; an eight-year-old slave Duncan Idaho seeks to escape his cruel masters; and a young man named Leto Atreides begins a fateful journey. These unlikely souls will come together as renegades and soon discover that fate has decreed they will change the very shape of history. Scheduled to ship in September 2021.

DIA STL182030 .....\$24.99

### GO GO POWER RANGERS VOL 06 TP

Writers Ryan Parrott (*Star Trek: Manifest Destiny*) & Marguerite Bennett (*Batwoman*) are joined by an all-star cast of artists including Eleonora Carlini, Francesco Mortarino, Ilaria Catalini, Jim Towe (*Riverdale*) and more for stories that reveal the untold truth from the first year of *Mighty Morphin Power Rangers* history. Scheduled to ship in September 2021.

DIA STL139439 .....\$16.99



### JIM HENSON POWER OF DARK CRYSTAL VOL 02 TP

Jen and Kira's greatest fear has been realized as the Crystal is broken once more. The evil Skeksis have returned, eager to regain their cruel dominance over the world. But as the Gelfling and Skeksis battle for control of the Crystal Castle, Jen pursues those responsible for breaking the Crystal. On their own and on the run, Thurma and Kensho must stick together as they journey across the wildlands of Thra if they are to make it to the Fireling home deep beneath the planet's surface. While they come across faces new and old on their quest, they are unaware of the threat following their trail: the Chamberlain. Scheduled to ship in September 2021.

DIA STL124960 .....\$16.99



## GRAPHIC NOVELS

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GTN

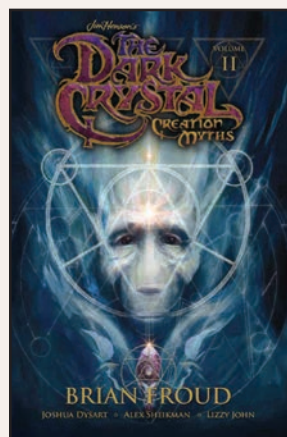
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61





## SPOTLIGHT ON



### JIM HENSON DARK CRYSTAL VOL 02 CREATION MYTHS TP

The Great Conjunction is at hand in this dramatic second volume of a trilogy of prequel graphic novels that tell the origin of *The Dark Crystal*. Aughra, the beloved guardian of Thra, has gone into hiding, while her son, Raunip, leads a team of emissaries to the Crystal Castle. There they will bear witness as the visiting Urskeks attempt to use the Conjunction to power their voyage home. But pain and mistrust fostered by the group leads to events that will corrupt the world to its very core and transform the Urskeks into two distinct races: the gentle urRu and the terrifying Skeksis. Scheduled to ship in September 2021.

DIA STK699262 .....\$14.99



### MUNCHKIN VOL 03 TP

Based on the immensely popular card game, *Munchkin* comes to comics! Taking place in a very flexible mash-up of genres, *Munchkin* collects stories from the world of the fantasy role-playing satire. What do Munchkins do? They play for the win. They are rules lawyers. They backstab. They gloat. They whine when someone else backstabs or gloats. Scheduled to ship in September 2021.

DIA STL010640 .....\$14.99



### POWER RANGERS VOL 02 TP

Lord Drakkon - friend or foe? A new enemy is rising, one tied to the secret history of the Power Rangers and it will take every member of the new team to defeat them, forcing the Rangers to turn to their greatest enemy - Lord Drakkon. But is Lord Drakkon ready to betray the New Power Rangers or is he truly on a path to redemption? Scheduled to ship in September 2021.

DIA STL182037 .....\$16.99

## SPOTLIGHT ON

### MAGIC THE GATHERING HC VOL 01 TP

Who is behind the attacks on three of Ravnica's Planeswalkers? Across the vast Multiverse, those gifted with a spark can tap into the raw power of Magic and travel across realms they are Planeswalkers, and they are being targeted. When coordinated assassination attempts on Guildmasters Ral Zarek, Vraska, and Kaya rock the city of Ravnica leaving Jace Beleren's life hanging in the balance, a fuse is lit that threatens not just these three Guilds, but the entire plane of Ravnica. Don't miss a new beginning for the worldwide pop culture phenomenon by Jed MacKay (*Marvel's Black Cat*) and Ig Guara (*Marvel's Ghost-Spider*), perfect for new readers and long time fans. Scheduled to ship in September 2021.

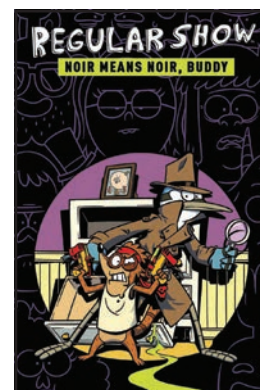
DIA STL193846 .....\$24.99



### REGULAR SHOW ORIGINAL GN VOL 02 NOIR MEANS NOIR BUDDY TP

Oh, heavens! A cold front is moving in, mysterious earthquakes shake the Park, and worst of all, someone has stolen Popss socks! Springing into action, Mordecai and Rigby look to the best role models they havemovies, duhto crack the case. With the combined powers of noir and 90's action flicks behind them, these two sleuths should be unstoppable...but this time, they may be up against a bigger foe than they can match. Follow the slime! Scheduled to ship in September 2021.

DIA STK680710 .....\$14.99



### MIGHTY MORPHIN POWER RANGERS VOL 02 TP

As Rita Repulsa enacts her plans for world domination, the Rangers are left powerless and without Zordon to call on. This is the greatest threat they have ever faced and the world hangs in the balance. Enter the age of the Black Dragon from writer Kyle Higgins (*Nightwing*, *Batman Beyond 2.0*) and artist Hendry Prasetya (*Power Girl*). Continue the adventure with the untold origin of the Green Ranger with art by Thony Silas (*Batman Beyond 2.0*), and the continuing adventures of Bulk and Skull from Steve Orlando (*Supergirl*) and Corin Howell (*Bat-Mite*). Scheduled to ship in September 2021.

DIA STL030603 .....\$16.99



### STEVEN UNIVERSE ONGOING VOL 03 FIELD RESEARCHING TP

Fall comes to Beach City as Steven, Connie, and the Crystal Gems find adventure around the boardwalk: from taking painting lessons, studying Beach Citys wildlife, baking for the Taste of Beach City festival, to sleepovers with friends, there's always something going on to keep Beach City weird! Scheduled to ship in September 2021.

DIA STL085118 .....\$14.99

### MIGHTY MORPHIN VOL 02 TP

Who is the new Green Ranger? Still reeling from this discovery of the Green Ranger's true identity, the Mighty Morphin team must face a new threat with a secret connection to Zordon's past...and the potential to destroy all their futures! Scheduled to ship in September 2021.

DIA STL182035 .....\$16.99



### BATMAN SCOOBY DOO MYSTERIES CASE OF CURSED CROP TP

When Batman and Mystery Inc. arrive at the same farm outside of Gotham City, they soon find themselves in for the fright of their lives! Every time an eerie fog rolls in, fearsome farm monsters come out to play. Can the Caped Crusader help Scooby and the gang crack this case of cursed cropland before the creepy creatures carry them away? Scheduled to ship in September 2021.

DIA STL191885 .....\$6.95



## CAPSTONE PUBLISHING



**COCA-COLA® AND COMICS**



**NAME A BETTER DUO**





## DARK HORSE COMICS



### AVATAR LAST AIRBENDER VOL 02 PROMISE PART 2 TP

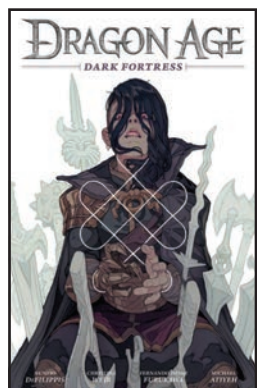
Scheduled to ship in September 2021.  
DIA STL165075 .....\$12.99



### CRITICAL ROLE VOX MACHINA ORIGINS VOL 02 TP

The unlikely heroes of Vox Machina are back in action! Join familiar faces from Critical Role's smash-hit first campaign as their escapades in Stilben lead them toward new adventure and a dire threat to Grog when he goes missing in the night. Tracking him down will see the party lose one member, gain another, and reveal parts of Grog's secret past. But first, his friends have to actually find him. Scheduled to ship in September 2021.

DIA STL152164 .....\$19.99

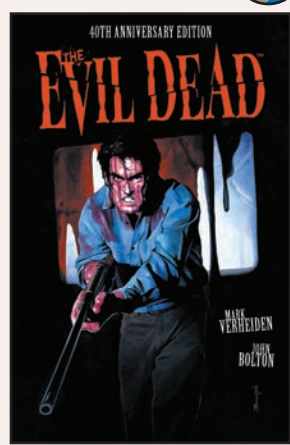


### DRAGON AGE DARK FORTRESS HC TP

Fenris and a team of Inquisition agents race to prevent the Venatori from unleashing a power that will reshape Thedas in this canonical continuation of BioWare's dark fantasy RPG! Will they be fast enough to outrun their own pasts and stop what's coming? Scheduled to ship in September 2021.

DIA STL192287 .....\$19.99

## SPOTLIGHT ON



### EVIL DEAD 40TH ANNIVERSARY ED HC TP

Celebrate the 40th anniversary of the cult horror classic in this hardcover graphic novel collection that expands on the film! Now an iconic horror hero, relive Ash's first visit to the cabin that brought him face to face with the delectably deranged deadites who possessed his girlfriend and friends... and turned the perfect place to get laid into a house of fear and fury. Return to the original nonstop gore-fest and experience the thrills, gags, and gagging anew, with unexpected extra scenes, a new afterword from writer Mark Verheiden, and an updated sketchbook section! Scheduled to ship in September 2021.

DIA STL195300 .....\$19.99



### GOD OF WAR FALLEN GOD TP

After conquering Zeus and thwarting Athena, Kratos believes himself to be finally free from his bondage. He sets sail for the desert in an attempt to distance himself from his home and his shame only to find his rage and guilt follow close behind. Kratos rages against the one foe that has proven to be unconquerable-himself. But a war against oneself is unwinnable, and only invites madness. Scheduled to ship in September 2021.

DIA STL195346 .....\$19.99

### MINECRAFT VOL 01 TP

The first graphic novel set in the world of the gaming phenomenon *Minecraft*! Tyler is your everyday kid whose life is changed when his family has to move from the town he's always known. Thankfully, Tyler has a strong group of friends forever linked in the world of *Minecraft*! Tyler, along with his friends Evan, Candace, Tobi, and Grace, have been going on countless adventures together across the expanses of the Overworld and are in need of a new challenge. The group decides to go on the Ultimate Quest to travel to the End and face off against the ender dragon! Scheduled to ship in September 2021.

DIA STL194582 .....\$10.99



### MOB PSYCHO 100 VOL 01 TP

From the creator of *One-Punch Man*! Do you or someone you know need an exorcist who works cheap? Reigen's your guy! What's his secret to busting ghosts while keeping prices low? Well, first, he's a fraud, and second, he pays the guy who's got the real psychic power-his student assistant Shigeo-less than minimum wage. Shigeo is an awkward but kind boy whose urge to help others and get along with them is bound up with the mental safety locks he's placed on his own emotions. Reigen knows he needs to exploit Shigeo to stay in business, yet for better or worse he's also his mentor and counselor. And he also knows whenever the normally repressed kid's emotions reach level 100, it may unleash more psychic energy than either of them can handle! Scheduled to ship in September 2021.

DIA STL090172 .....\$11.99



### OVERWATCH ANTHOLOGY HC VOL 01 TP

From Soldier: 76 to Ana, Tracer to Symmetra, discover the backstories behind Overwatch's most popular heroes! This hardcover anthology collects the first twelve issues of Blizzard Entertainment's digital *Overwatch* comics and features an all-star creative team, including Matt Burns, Robert Brooks, Micky Neilson, Nesskain, Bengal, and more. Whether you are a beginner or a Grandmaster, this anthology is an essential companion to *Overwatch* gameplay! Scheduled to ship in September 2021.

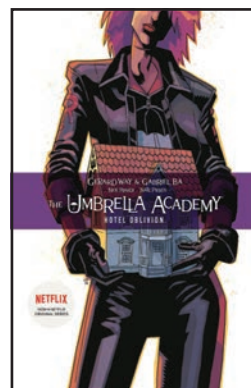
DIA STL053693 .....\$19.99



### STRANGER THINGS VOL 03 TP

Years after escaping Hawkins Lab, two of Dr. Brenner's former subjects seek to live normal lives. When news reaches them that the lab was shutdown they go on a harrowing search for Nine, a powerful pyrokinetic whose shattered psyche threatens to burn them all to ashes if they can't find her and free her from her own malevolent imagination. Perfectly penned by writer Jody Houser (*Critical Role*, *Star Wars: Tie Fighter*) with pencils by Ryan Kelly (*New York Four*, *Star Wars*) and inks by Le Beau Underwood (*Catwoman*, *Immortal Hulk*) this third book in the *Stranger Things* comics line takes the story to brand new territory. Scheduled to ship in September 2021.

DIA STL157408 .....\$19.99



### UMBRELLA ACADEMY VOL 03 HOTEL OBLIVION TP

Gerard Way (*My Chemical Romance*, *Doom Patrol*) and Gabriel Bá (*Two Brothers*, *Casanova*) have earned accolades on separate projects, and finally return for the latest chapter in the bizarre lives of their former teen superhero team. Faced with an increasing number of lunatics with superpowers eager to fight his wunderkind brood, Sir Reginald Hargreeves developed the ultimate solution... But their past is coming back to hunt them. Scheduled to ship in September 2021.

DIA STL117580 .....\$19.99





## SPOTLIGHT ON

BOYS OMNIBUS VOL 03  
PHOTO CVR ED TP

The Seven, Payback, Teenage Kix, Fantastico, and every other superhero on Earth team up for an annual event like no other - and where the superheroes go, can a certain 'five complications and a dog' be far behind? But as fun and games begin, it seems our heroes have set their sights on bigger game than usual. You can only maim and murder so many superheroes before someone decides to do something about it, and in The Boys' case that means Payback - a superteam of unimaginable power, second only to the mighty Seven. Pulping teenage supes is one thing, but how will our heroes fare against Soldier Boy, Mind-Droid, Swatto, the Crimson Countess, and the Nazi juggernaut known as Stormfront? Blood flies and bones shatter, as Butcher and company meet fire with fire. Scheduled to ship in September 2021.

DIA STL127542 .....\$29.99



## FEATURED ITEM

PATHFINDER VOL 03  
CITY OF SECRETS TP

The Pathfinder heroes head to the city of Magnimar, and danger isn't far behind. As the wizard Ezren seeks an audience with the Pathfinder Society, his adventuring allies explore the city's ancient magic, well-hidden secrets, and deep political divides. The dangers and opportunities of the big city could bring the adventurers closer together - or tear them apart! Ezren ambushed, Kyra targeted, Merisiel tempted by her past... will the group endure? With a captivating story written by Jim Zub (*Samurai Jack*, *Skullkickers*) and explosive artwork by Leandro Oliveira, this third volume in the *Pathfinder* graphic novel series expands upon the mythos of Paizo's award-winning fantasy world, fiction line, and tabletop RPG. Scheduled to ship in September 2021.

DIA STL119942 .....\$19.99



## SPOTLIGHT ON



## VOLTRON VOL 02 TEN LIONS TP

Can the Voltron Force pilots survive their deadliest challenge yet: the menace of five evil lions, capable of forming an exact copy of Voltron? It's been ten months since the death of the nefarious King Zarkon and the fall of Planet Doom. Now, Prince Lotar - heir to Zarkon's throne and one of the galaxy's most wanted terrorists - has returned with a promise to disarm his forces and make peace. While the Galaxy Alliance welcomes him with diplomacy, Commander Keith Kogane can't shake the feeling that something is wrong... a suspicion proven correct when a near-indestructible Voltron double appears and lays waste to Earth's moon! How will Keith convince his friends that Lotar is responsible, when Planet Doom itself is the evil Voltron's next target? Scheduled to ship in September 2021.

DIA STK528060 .....\$19.99



## FEATURED ITEM

DUNGEONS & DRAGONS  
FORGOTTEN REALMS  
CLASSICS OMNIBUS  
VOL 02 TP

Collecting the comics from the most popular fantasy campaign setting in history, this omnibus contains the *Forgotten Realms* Annual #1 and the final 11 issues of the series originally published by DC Comics. Scheduled to ship in September 2021.

DIA STK645671 .....\$24.99

LOCKE & KEY VOL 03  
CROWN OF SHADOWS TP

The dead plot against the living, the darkness closes in on Keyhouse, and a woman is shattered beyond repair, in the third storyline of the acclaimed series. Dodge continues his relentless quest to find the key to the black door, and raises an army of shadows to wipe out anyone who might get in his way. Surrounded and outnumbered, the Locke children find themselves fighting a desperate battle, all alone, in a world where the night itself has become their enemy. Scheduled to ship in September 2021.

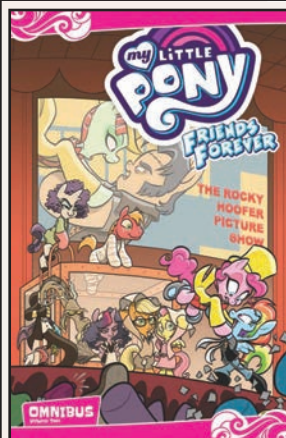
DIA STK438068 .....\$19.99

MY LITTLE PONY  
ART IS MAGIC VOL 02 TP

From the pages of IDW's many popular *My Little Pony* comic book series comes this very special collection. Your favorite artists are back to reveal their secrets and show you more of the pieces they love! See Twilight Sparkle, Rainbow Dash, Pinkie Pie, Rarity, Fluttershy, Applejack, and all their friends throughout Equestria captured in each artist's unique style! Discover what each artist enjoys most about drawing and painting the beauty, kind-heartedness, and fun that is MLP! Scheduled to ship in September 2021.

DIA STL077788 .....\$19.99

## SPOTLIGHT ON

MY LITTLE PONY FRIENDS FOREVER  
OMNIBUS 02 TP

*Friends Forever* celebrates the magic of friendship in these stand-alone tales featuring all of your favorite characters. Share adventures with Princess Luna and Spike, Applejack and Mayor Mare, Twilight Sparkle and Big Mac, Rarity and The Cakes, and many more! Scheduled to ship in September 2021.

DIA STL039655 .....\$24.99





**POWERPUFF GIRLS CLASSICS  
VOL 04 PICTURE PERFECT TP**

They're cute. They're fun. And they're powerful! The Cartoon Network classic *Powerpuff Girls* returns to comics in this collection of comic-book adventures. This fourth volume collects issues #17-22 of the DC series. Scheduled to ship in September 2021.

DIA STK640918.....\$19.99

**TMNT NEW ANIMATED ADVENTURES  
OMNIBUS VOL 02 TP**

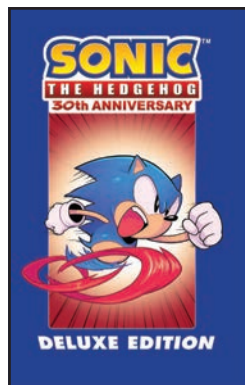
Spinning straight out of the hit Nickelodeon cartoon, *New Animated Adventures* provides all-ages excitement perfect for fans old and new! Follow along as Mikey, Donnie, Raph, Leo, April, and Casey battle villains such as Baxter Stockman, Fishface, The Kraang, Tiger Claw, and more in 21 action-packed tales! Scheduled to ship in September 2021.

DIA STL021907 .....\$24.99

**SONIC THE HEDGEHOG 30TH ANNIVERSARY  
CELEBRATION HC TP**

Celebrate Sonic the Hedgehog's way-past-cool 30th birthday! The classic character comes to life in all-new stories from high-octane creators, some in their Sonic debuts! Try to keep up with Sonic and his friends on adventures inspired by the original 2D games! Plus stories by some of Sonic the Hedgehog's biggest fans and tons of bonus content celebrating the fastest thing alive! This special anniversary collection is the perfect piece of pop culture memorabilia for all Sonic fans! Scheduled to ship in September 2021.

DIA STL190731 .....\$19.99

**TRANSFORMERS VS GI JOE VOL 02 TP**

The biggest space battle ever grows to universal proportions! Will the G.I. JOE team and the Autobots make peace before Cobra and the Decepticons end the war the bad way?! Scheduled to ship in September 2021.

DIA STK684039.....\$19.99

**IMAGE COMICS****ASCENDER VOL 01 TP**

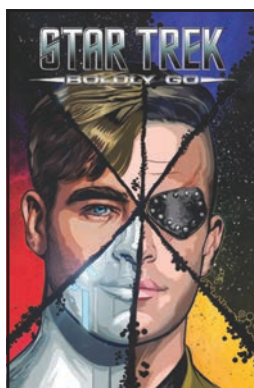
Powerhouse creative team Jeff Lemire and Dustin Nguyen launch an all new series in *Ascender*! Set 10 years after the conclusion of *Descender's* storyline, here magic has taken the place of machinery and the rules are very different indeed... MILA, the daughter of Andy and Effie from *Descender*, spends her days exploring the lonely wilds of the planet Sampson and trying to stay out of the clutches of the evil disciples of the all powerful vampire witch known only as Mother. But like her parents, Mila doesn't like to play by the rules and when a certain robot pal of her dad's shows up, nothing will ever be the same! With all the scope and heart of the sci-fi classic, *Descender*, Lemire and Nguyen reunite to take readers on an unforgettable fantasy quest! Scheduled to ship in September 2021.

DIA STL120024 .....\$9.99

**SONIC THE HEDGEHOG VOL 02  
FATE DR EGGMAN TP**

Following their last battle, Dr. Eggman's been mysteriously absent from Sonic's life. What shocking secret will Sonic discover when he learns the bad doctor's whereabouts? Plus, Sonic isn't the only one looking for Eggman-so's his old rival Shadow the Hedgehog! There are twists and turns in the course of this high-speed, action-packed mystery-adventure! But with a little help from his friends-including a new ally-Sonic's fast enough to overcome any obstacle! Scheduled to ship in September 2021.

DIA STL098790 .....\$15.99

**STAR TREK BOLDLY GO VOL 03 TP**

What if Kirk and the Enterprise crew were robots? What if Klingons founded Starfleet? What if Spock wasn't Vulcan? What if all these realities collided? The *Star Trek* mega-event 'I.D.I.C.' brings together all of these worlds for one huge, universe-threatening adventure. The Vulcan philosophy of celebrating 'Infinite Diversity in Infinite Combinations' is one of acceptance, but can the universe accept the simultaneous existence of multiple realities? Featuring the return of Jane Tiberius Kirk and her gender-swapped crew! Scheduled to ship in September 2021.

DIA STL074436 .....\$19.99

**BATTLE CHASERS ANTHOLOGY TP**

Collecting every issue ever published of one of the most beloved comic book series of all time, this oversized graphic novel is bursting at the seams with adventure! Follow young Gully as she searches for her missing father with the help of Garrison, a legendary swordsman; Knolan, the crafty wizard; Calibretto, an outlawed Wargolem; and the notorious mercenary Red Monika! Assaulted at every turn by a cast of memorable villains, *Battle Chasers* is packed with over-the-top action from cover to cover! Don't miss this definitive collection! Scheduled to ship in September 2021.

DIA STL130279 .....\$24.99

**SPOTLIGHT ON****STAR TREK GREEN LANTERN VOL 02  
STRANGER WORLDS TP**

The galaxy-spanning crossover epic continues in this sequel to the blockbuster *Star Trek/Green Lantern: The Spectrum War*! Captain Kirk and Hal Jordan lead the combined might of Starfleet and the Lantern Corps on an all-new adventure against new foes! Scheduled to ship in September 2021.

DIA STL048596.....\$19.99

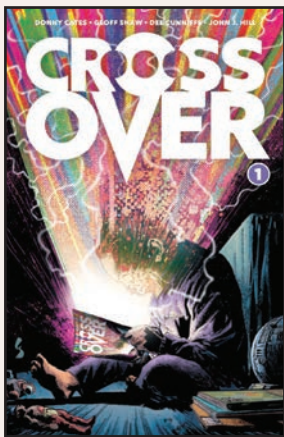
**BIRTHRIGHT VOL 01 HOMECOMING TP**

For the Rhodes family, losing their son was the most devastating thing that could have occurred... but it couldn't prepare them for what happened when he returned. Skybound's newest hit turns fantasy into reality in this all-new series from the creator of *Nailbiter* and *Ghosted*. Scheduled to ship in September 2021.

DIA STL091715 .....\$14.99



# SPOTLIGHT ON



## CROSSOVER VOL 01 TP

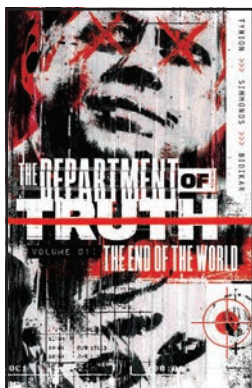
Imagine everything you thought was fantasy... was real. And now join us, in a world where reality is dead...and anything is possible... The powerhouse creative team of Donny Cates (*Venom*, *Thor*), Geoff Shaw (*God Country*, *Thanos Wins*), Dee Cuniffe (*Redneck*), and John J. Hill (*Nailbiter*) have reunited after a string of breakout hits for an all-new, genre-defying series. Collects Scheduled to ship in September 2021.

DIA STL174064.....\$19.99

## DEADLY CLASS VOL 01 MEDIA TIE-IN ED TP

Welcome to the most brutal high school on earth, where the world's top crime families send the next generation of assassins to be trained. Murder is an art. Killing is a craft. At Kings Dominion School for the Deadly Arts, the dagger in your back isn't always metaphorical. Scheduled to ship in September 2021.

DIA STL100283.....\$9.99



## DEPARTMENT OF TRUTH VOL 01 TP

Cole Turner has studied conspiracy theories all his life, but he isn't prepared for what happens when he discovers that all of them are true, from the JFK Assassination to Flat Earth Theory and Reptilian Shapeshifters. One organization has been covering them up for generations. What is the deep, dark secret behind the Department of Truth? From bestselling writer James Tynion IV (*Batman*, *Something is Killing the Children*) and breakout artist Martin Simmonds (*Dying is Easy*)! Scheduled to ship in September 2021.

DIA STL169502.....\$9.99

## DESCENDER VOL 01 TIN STARS TP

One young robot's struggle to stay alive in a universe where all androids have been outlawed and bounty hunters lurk on every planet. A rip-roaring and heart-felt cosmic odyssey that pits humanity against machine, and world against world, to create a sprawling space opera from the creators of *Trillium*, *Sweet Tooth*, and *Little Gotham*. Scheduled to ship in September 2021.

DIA STK678596.....\$9.99



## DIE VOL 01 FANTASY HEARTBREAKER TP

*Die* is a pitch-black fantasy where a group of forty-something adults have to deal with the returning, unearthly horror they only just survived as teenage role-players. If Kieron Gillen's in a rush, he describes it as "Goth Jumanji", but that's only the tip of this critically acclaimed obsidian iceberg. Scheduled to ship in September 2021.

DIA STL108039.....\$9.99



## FIRE POWER BY KIRKMAN & SAMNEE VOL 01 PRELUDE TP

All-New series created by Robert Kirkman (*The Walking Dead*, *Invincible*, *Oblivion Song*) and Chris Samnee (*Daredevil*)! Owen Johnson's journey to China to learn about his birth parents eventually leads him to a mysterious Shaolin Temple. The students there study to rediscover the Fire Power, the lost art of throwing fireballs. A power they claim will be needed soon to save the world. Will Owen Johnson be the first person in a thousand years to wield the *Fire Power*? Scheduled to ship in September 2021.

DIA STL152543.....\$9.99

# SPOTLIGHT ON



## I HATE FAIRYLAND VOL 01 MADLY EVER AFTER TP

From superstar writer and artist Skottie Young (*Rocket Raccoon*, *Wizard of Oz*, *Fortunately, The Milk*), comes the first volume of an all-new series of adventure and mayhem. An *Adventure Time*/*Alice in Wonderland*-style epic that smashes its cute little face against grown-up *Tank Girl*/*Deadpool*-esque violent madness. Follow Gert, a forty-year-old woman in a six-year-old's body, who has been stuck in the magical world of Fairyland for nearly thirty years. Join her and her giant battle-axe on a delightfully blood-soaked journey to see who will survive the girl who HATES FAIRYLAND. Scheduled to ship in September 2021.

DIA STK698145.....\$9.99



## I KILL GIANTS FIFTH ANNIVERSARY EDITION TP

Celebrating the fifth anniversary of a modern classic, this softcover edition of the Eisner-nominated, International Manga Award-winning miniseries includes interviews with the creators, design art, covers and more. Scheduled to ship in September 2021.

DIA STK639858.....\$19.99



## INVINCIBLE VOL 03 PERFECT STRANGERS TP

Back in print! The Guardians of the Globe are dead. The super-hero community is a buzz with the who, what, when, where, why and how. Unbeknownst to him, *Invincible* is at the center of the most dramatic event to hit the superhero community in decades. If you've been waiting for the trade, here it is! Scheduled to ship in September 2021.

DIA STK335727.....\$12.99



## LADY MECHANIKA VOL 01 TP

A newly remastered edition of the steampunk adventure series' first volume, featuring a revised script and updated lettering. In a Victorian world filled with flying dirigibles and clockwork automatons, a young woman searches desperately for the secrets to her past a past that left her with extraordinary, but unnatural, mechanical limbs. Scheduled to ship in September 2021.

DIA STL195685.....\$14.99



# GRAPHIC NOVELS

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JUL 2021

67



**MONSTRESS VOL 01 TP**

Set in an alternate matriarchal 1900's Asia, in a richly imagined world of art deco-inflected steampunk, *Monstress* tells the story of a teenage girl who is struggling to survive the trauma of war, and who shares a mysterious psychic link with a monster of tremendous power, a connection that will transform them both. Scheduled to ship in September 2021.

DIA STL005736 .....\$9.99

**PAPER GIRLS VOL 03 TP**

The multiple Eisner and Harvey Award-winning series from Brian K. Vaughan and Cliff Chiang continues, as newspaper deliverers Erin, Mac and Tiffany finally reunite with their long-lost friend KJ in an unexpected new era, where the girls must uncover the secret origins of time travel... or risk never returning home to 1988. Scheduled to ship in September 2021.

DIA STL045337 .....\$12.99

**RAT QUEENS VOL 01 SASS & SORCERY TP**

Who are the Rat Queens? A pack of booze-guzzling, death-dealing battle maidens-for-hire, and they're in the business of killing all god's creatures for profit. It's also a darkly comedic sass-and-sorcery series starring Hannah the Rockabilly Elven Mage, Violet the Hipster Dwarven Fighter, Dee the Atheist Human Cleric and Betty the Hippie Smidgen Thief. Scheduled to ship in September 2021.

DIA STK634308.....\$9.99

**SAGA VOL 02 TP**

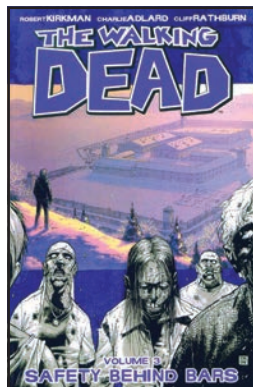
Thanks to her star-crossed parents Marko and Alana, newborn baby Hazel has already survived lethal assassins, rampaging armies, and alien monstrosities, but in the cold vastness of outer space, the little girl encounters her family's greatest challenge yet: the grandparents. Scheduled to ship in September 2021.

DIA STK523870.....\$14.99

**SPAWN ORIGINS VOL 01 TP**

Featuring remastered cover art from creator Todd McFarlane, *Spawn: Origins*, Vol. 1 reprints the stories and artwork that laid the groundwork for the most successful independent comic book ever published, including the introduction Spawn himself, and a number of other memorable and menacing characters. Scheduled to ship in September 2021.

DIA STL118339 .....\$9.99

**WALKING DEAD VOL 03 SAFETY BEHIND BARS TP**

An epidemic of apocalyptic proportions has swept the globe, causing the dead to rise and feed on the living. In a matter of months, society has crumbled: There is no government, no grocery stores, no mail delivery, no cable TV. In a world ruled by the dead, we are forced to finally begin living. This volume follows our band of survivors as they set up a permanent camp inside a prison. Scheduled to ship in September 2021.

DIA STK385432.....\$14.99

**WICKED & DIVINE VOL 01****THE FAUST ACT TP**

Every ninety years, twelve gods incarnate as humans. They are loved. They are hated. In two years, they are dead. The team behind critical tongue-attractions like *Young Avengers* and *Phonogram* reunite to create a world where gods are the ultimate pop stars and pop stars are the ultimate gods. But remember: just because you're immortal, doesn't mean you're going to live forever. Scheduled to ship in September 2021.

DIA STK655814.....\$9.99

**MARVEL COMICS****CAPTAIN AMERICA SAM WILSON COMPLETE COLLECTION VOL 02 TP**

Sam Wilson flies high in the red, white and blue! The events of *Avengers: Standoff* will reunite the current Captain America with two former shield-slingers: Steve Rogers and Bucky Barnes! When the dust settles, will there be two Captains America? Sam is struggling to find his place in a country he seeks to represent, and a second superhuman Civil War won't make that any easier! Scheduled to ship in September 2021.

DIA STL170571 .....\$39.99

**CAPTAIN MARVEL VOL 02 CIVIL WAR II TP**

Old friends face off as bitter enemies in an event that will change Captain Marvels life forever! As a new Civil War erupts, Carol Danvers finds herself at the very forefront of the conflict. But when tragedy hits too close to home, how far will she go to fight for what she believes in? As the rift between her and Iron Man grows ever deeper, Carol and the Alpha Flight recruit more to their cause: changing the future to protect the present. Scheduled to ship in September 2021.

DIA STL030676 .....\$16.99

**CAPTAIN AMERICA SAM WILSON VOL 03 CIVIL WAR II TP**

In the wake of *Standoff*, Steve Rogers is reinvigorated and back in red, white and blue. Sam Wilson still wields the shield, but once again struggles to find his place in the country he seeks to represent. Can the United States handle two Captain Americas? Things may get even worse when Civil War II erupts. Against the backdrop of a deepening crisis, Sam is called upon to honor a fallen hero and speak to a divided nation. But will anyone listen to him? Scheduled to ship in September 2021.

DIA STL027378 .....\$15.99

**DEADPOOL WORLD'S GREATEST VOL 02 END OF ERROR TP**

If you like Deadpool, you'll go crazy for yet more Deadpools! Like the Mercs for Money he's recruited, in their own madcap adventures! And how about Deadpool 2099? You're about to jump decades into the future to meet an all-new Merc with an all-different Mouth! But who is he? Plus: Say hola to Masacre the Deadpool of Mexico! He'll slaughter his way into your hearts in an entirely Spanish-language tale written, drawn and edited by folks who don't speak it! It doesn't get any Deadpooled than this! Scheduled to ship in September 2021.

DIA STL004737 .....\$15.99



# SPOTLIGHT ON



## DOCTOR STRANGE EPIC COLLECTION MASTER MYSTIC ARTS NEW PTG TP

A vain man driven by greed and hubris, Dr. Stephen Strange was a world-renowned surgeon until the night a car accident crippled his hands. Broken and destitute, he journeyed to Tibet to seek a cure from a legendary healer. There he found not a man of medicine, but the venerable Ancient One and the path to the mystic arts! From Doctor Strange's eerie Greenwich Village home, Stan Lee and Steve Ditko created new dimensions and otherworldly terrors unlike anything seen before. These classic first stories remain as influential today as they were to 1960s counterculture. Scheduled to ship in September 2021.

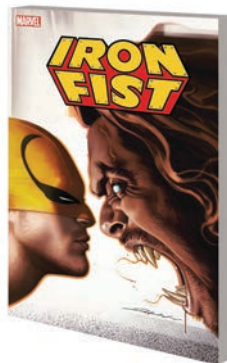
DIA STL187285 .....\$39.99



## GUARDIANS OF GALAXY NEW GUARD VOL 03 CIVIL WAR II TP

When things get rough on Earth, Captain Marvel calls in friends from out of town - way out of town! Iron Man doesn't stand a chance against the Guardians, right? But the team members' allegiances are split down the middle, and tensions have never been higher! And while they're busy on Earth, who's guarding the galaxy? As internal conflicts reach a boiling point, outsiders throw more fuel on the fire - and one member with deep roots on Earth will struggle to hold on to their galactic connections! Scheduled to ship in September 2021.

DIA STL052860 .....\$19.99



## IRON FIST VOL 02 SABRETOOTH ROUND TWO TP

The punches and kicks fly as the man with the Iron Fist teams up with Shang-Chi, the Master of Kung Fu! But what brings these two heroes with the deadly hands together? Oh, nothing much only a murder cult trying to kill Danny Rand! But that's easier said than done just ask the homicidal Sabretooth! Victor Creed first slashed his way into the pages of Marvel comics as an opponent of Iron Fist. But now Danny has a problem only Sabretooth can help him solve! Something is threatening the very existence of Kun-Lun, and the Iron Fist must do whatever he can to protect it even if it means convincing his old enemy to fight by his side. Scheduled to ship in September 2021.

DIA STL072084 .....\$17.99



## MIGHTY CAPTAIN MARVEL VOL 02 BAND OF SISTERS TP

As *Secret Empire* begins, Captain Marvel faces the Chitauri! The savage alien fleet has nearly reached Earth space, and it's up to Carol Danvers to stop it. But taking on an entire armada is a tall order even for our mighty hero and the crew of the Alpha Flight Space Station. Can Carol find a way to inspire her ranks including her battalion of young cadets to rise to the challenge? As Alpha Flight puts its plan into action, an enemy from Carol's past rears its head, threatening to ruin everything! Scheduled to ship in September 2021.

DIA STL065821 .....\$15.99



## MILES MORALES VOL 02 BRING ON BAD GUYS TP

It's time for Miles Morales to slow down and take stock! What do the young web-slingers parents and friends, particularly Bombshell, think of all of that happened? Miles may never get to learn the answers he's about to be captured, tested and observed like a bug under glass by an unknown assailant! Miles will need help to escape this one. Good thing his dad a former Agent of S.H.I.E.L.D.! And there's no price Jefferson Davis wouldn't pay to get his son back. But the decisions this father-and-son duo make may come back to haunt them when one of the most formidable foes that Miles has ever faced returns! Prepare for a mystery dating back all the way to Miles first appearance! Scheduled to ship in September 2021.

DIA STL139475 .....\$15.99



## RUNAWAYS VOL 03 GOOD DIE YOUNG NEW PTG TP

The world as we know it is about to end and the Runaways are the only hope to prevent it! But if our fledgling teenage heroes are to succeed, must they become just as evil as their villainous parents? The Runaways have learned how the Pride, their parents criminal organization, began and now it's up to them to decide how it should end! As the Runaways epic battle against their evil parents reaches its shocking conclusion, the teams mole stands revealed, and blood must be shed. Who will still be standing when the smoke finally clears? This is the story that changes everything (seriously!). Scheduled to ship in September 2021.

DIA STL037891 .....\$14.99

# SPOTLIGHT ON



## MODOK HEAD GAMES TP

A journey into the mind of one of the biggest heads in the Marvel Universe! M.O.D.O.K. is the ruthless and brilliant leader of the terrorist organization A.I.M., outsmarting heroes and outmaneuvering cutthroat colleagues gunning for his position. But haunting memories of a family he never had leave him unsure whether he's losing his freakishly large mind or if there's something more sinister behind these visions. M.O.D.O.K.'s quest to uncover the truth will find him teaming up with the most unlikely of allies: Iron Man! But can M.O.D.O.K. untangle the mystery before his many foes take advantage of his weakness for good? Scheduled to ship in September 2021.

DIA STL187293 .....\$15.99

## SILK OUT OF THE SPIDER-VERSE VOL 02 TP

Spider-Man and Silk have a short, complicated history but they've got to put it behind them fast when they're thrown back in time to shortly before they get their spider-powers! Can Peter and Cindy let bygones be bygones, stop a sinister threat to reality as they know it and avoid accidentally wiping out the moment that gave them their amazing abilities? Then, Spider-Woman becomes a mentor to Silk and Earth-65s Spider-Gwen Stacy, and the trio enjoy a brunch break in Gwen's home dimension. But when nefarious Earth-65s spy organization S.I.L.K. and its leader a certain Cindy Moon notice the interdimensional interlopers, everything quickly goes wrong for the three Spider-Women! Scheduled to ship in September 2021.

DIA STL187296 .....\$34.99



## GRAPHIC NOVELS

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JUL 2021

69





## FEATURED ITEM

**THOR AND LOKI DOUBLE TROUBLE TP**

They're brothers, gods and sons of Odin but Thor and Loki just don't get along! Especially since Loki keeps tricking Thor into doing things that will get him in trouble. Even so, when Loki dares Thor to steal a powerful relic from Odins vault, how can the God of Thunder say nay? As Loki summons a serpent set on city-smashing, Thor has to clean up his mess again! But when the feuding siblings are transported to an alternate universe, they meet a very different Thor: Jane Foster! Can the Goddess of Thunder help these misbehaving brothers find their way home? Mariko Tamaki and Gurihiru the fan-favorite team that brought you *Spider-Man & Venom: Double Trouble* return to unleash anarchy in Asgard! Scheduled to ship in September 2021.

DIA STL191065 ..... \$13.99

**THOR VOL 03 WARS END TP**

Tales of the War of the Realms! Adopted by Odin as an infant, Loki never had a chance to bond with his birth people the fearsome Frost Giants. Now, as the Frost Giants invade New York, Loki spends some quality time with his dear old dad, Laufey! But not the way you'd think. Meanwhile, Odin sent his brother Cul, God of Fear, into the depths of Svartalheim on a vital mission. Will Cul redeem himself at last? And as a young god, Thor pined for a hammer beyond legend. Now his destiny arrives at last for the War of the Realms will reach even here, centuries in the past! Plus: When the war ends, what is left for Thor? The status quo is shattered in the beginning of the end of Jason Aarons legendary run! Scheduled to ship in September 2021.

DIA STL133702 ..... \$15.99

**TONY STARK IRON MAN VOL 02 STARK REALITIES TP**

All-out war on multiple fronts! Arsenal, the monstrous robot that once took on all the Avengers, is back in an all-new way just as Tony Stark changes everything with his virtual world known as the eScape! But who controls the eScape? Who controls the real world? And who controls Iron Man? The answer to at least one of these questions is the vile villain called the Controller. And the answer to the others might surprise you! Iron Man isn't just a suit. It's an idea, born of a genius. And in a place where thought and existence are one and the same, where Tony Stark's imagination is unchecked, what kind of terrifying, all-powerful Iron Man will be born?! Reality, the cyberscape and Tony Stark's heart, mind and soul at stake! Scheduled to ship in September 2021.

DIA STL114459 ..... \$17.99

## ONI PRESS

**CHOOSE YOUR OWN ADVENTURE EIGHTH GRADE WITCH TP**

Choose your own adventure as Rabbit, the new kid on the block, enters a ghoulish world of nightmares, witches, and ghosts. As Rabbit, readers will get to choose which adventure - or nightmare - they'll embark on. From learning about the mysterious witch Prudence Deadly to trouncing through spooky graveyards to meeting ghostly ancestors or channeling some witchcraft with classmates, no one path leads to the same destination. Will you choose a path that leads to the light? Or will the path you choose lead to a gruesome end? You get to decide! Scheduled to ship in September 2021.

DIA STL182042 ..... \$12.99

**INVADER ZIM VOL 02 TP**

Volume 2 of the hit comic series (based on the hit Nickelodeon TV show) *Invader Zim* starts off with a BANG! I mean a BANK! As ZIM takes on the immense task of getting a business loan. From there, things get steadily worse. Then better, then worse yet again. In this collection, ZIM will face foes like those never seen before! (And also Dib. But everyone's seen Dib before.) Scheduled to ship in September 2021.

DIA STL005695 ..... \$19.99



## FEATURED ITEM

**RICK AND MORTY VS DUNGEONS & DRAGONS HC TP**

When Morty asks Rick for help learning how to play *D&D* because he has a crush on a girl, it ends up drawing the entire family into a *D&D* world, where they inadvertently help the 'bad guys' win, but make it right in the end. Then, in the hit series *Painscape*, magical *D&D* adventures come to Earth, and no one will survive the *Painscape*! The worlds greatest role-playing game returns to plague the worlds most dysfunctional animated family, and this time, we can't just rest on brand-name recognition and curiosity to fuel your interest, Morty, because no one gives a d-d-damn about sequels unless they're really good, so no pressure, you hacks! Scheduled to ship in September 2021.

DIA STL182046 ..... \$49.99





### RICK & MORTY VOL 03 TP

The hit comic book series based on Dan Harmon and Justin Roiland's hilarious [adult swim] animated show *Rick & Morty* continues! Catch up on the adventures of degenerate genius Rick Sanchez and his bumbling grandson Morty as they explore the outer reaches of time, space, and anatomy. This volume features writer Tom Fowler in collaboration with series artist CJ Cannon in a three-issue tale of missing heads, galactic doom toasters, and Jerry screwing everything up (of course). Also included is 'Ready Player Morty,' in which Rick takes Morty to a High School Simulation planet, by writer Pamela Ribon and artist Marc Ellerby, as well as a high-action deathball tournament one-shot written and drawn by Tom Fowler. Scheduled to ship in September 2021.

DIA STL009541 .....\$19.99



### RICK & MORTY VOL 04 TP

Catch up on the adventures of degenerate genius Rick Sanchez and his bumbling grandson Morty as they explore the outer reaches of time, space, and morality. This volume features Eisner award nominated writer Kyle Starks (Sexcastle) in collaboration with series artist CJ Cannon in a three-issue story of interplanetary drug rings and star-traveling pickup artists. Also included is 'Rick Burn, Dude,' drawn by artist Marc Ellerby, in which Rick and Morty take a germaphobic planet by storm, a totally swale one-shot drawn by Kyle Starks, and hilarious backup comics about the whole family! Scheduled to ship in September 2021.

DIA STL028661 .....\$19.99

### SAILOR MOON ETERNAL ED TP

The guardians in sailor suits return in this definitive edition of the greatest magical girl manga of all time! Teenager Usagi is not the best athlete, she's never gotten good grades, and, well, she's a bit of a crybaby. But when she meets a talking cat, she begins a journey that will teach her she has a well of great strength just beneath the surface and the heart to inspire and stand up for her friends as Sailor Moon. Features all-new cover illustrations by creator Naoko Takeuchi, a glittering holographic coating, an extra-large size, premium paper, French flaps, and a newly-revised translation! Scheduled to ship in September 2021.

DIA STL079047 .....\$27.99



### SEVEN DEADLY SINS GN VOL 02 TP

Princess Elizabeth has recruited Meliodas the Dragon, Sin of Wrath, to help her seek the other Seven Deadly Sins and save the kingdom from war and the grip of the clever Holy Knights. Traveling deep into the forest, the two find the giant Dianne the Serpent, Sin of Envy. But the old friends' reunion is interrupted by the appearance of the slick and lethal Holy Knight Gildard! Will the trio survive long enough to find the other Sins? Scheduled to ship in September 2021.

DIA STK637184.....\$10.99

## RANDOM HOUSE

## SPOTLIGHT ON



### BATTLE ANGEL ALITA GN VOL 01 TP

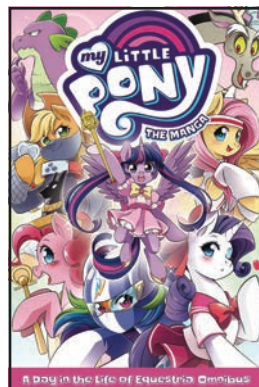
In a dump in the lawless settlement of Scrapyard, far beneath the mysterious space city of Zalem, disgraced cyber-doctor Daisuke Ido makes a strange discovery: the detached head of a cyborg woman who has lost all her memories. He names her Alita and equips her with a powerful new body, the Berserker. While Alita remembers no details of her former life, a moment of desperation reawakens in her nerves the legendary school of martial arts known as Panzer Kunst. In a place where there is no justice but what people make for themselves, Alita decides to become a hunter-killer, tracking down and taking out those who prey on the weak. But can she hold onto her humanity? Scheduled to ship in September 2021.

DIA STL189406.....\$12.99

### MY LITTLE PONY MANGA DAY IN LIFE ESQUESTRIA OMNIBUS TP

The 3-volume manga series set in the world of Hasbro's *My Little Pony: Friendship is Magic*, contained entirely in one omnibus! The world of *My Little Pony* comes alive in this distinctive manga series that spotlights each of the Mane 6 and a host of other characters from the land of Equestria! When Pinkie Pie lends a hoof to help Twilight Sparkle and Spike clean up the castle Library, she discovers a mysterious mirror with the power to gaze into alternate realities. Upon entering the portal-like mirror, Pinkie Pie sets off a chain of events that could spell doom for Equestria! Follow this adventure-and many more-in this hilarious manga for fans of all ages! Scheduled to ship in September 2021.

DIA STL189299 .....\$18.99



### ADVENTURE ZONE VOL 01 HERE THERE BE GERBLINS TP

Once upon a time (a couple of years ago) there were these brothers who had a bunch of really successful podcasts, and they decided to do a new podcast with their dad, where they all played D&D together as a family, and lo, this new podcast was called *The Adventure Zone*, and verily did it get downloaded over 10 million times, and wow did it totally eat the brains of all who listened, because: It was just. That. Rad. Scheduled to ship in September 2021.

DIA STL084788 .....\$19.99

## SCHOLASTIC INC.

### MILES MORALES SHOCK WAVES GN TP

An original middle-grade graphic novel from Graphix starring Brooklyn's Spider-Man, Miles Morales, by bestselling author Justin A. Reynolds and Eisner nominee Pablo Leon! Miles Morales is a normal kid who happens to juggle school at Brooklyn Visions Academy while swinging through the streets of Brooklyn as Spider-Man. After a disastrous earthquake strikes his mother's birthplace of Puerto Rico, Miles springs into action to help set up a fundraiser for the devastated island. But when a new student's father goes missing, Miles begins to make connections between the disappearance and a giant corporation sponsoring Miles' fundraiser. Who is behind the disappearance, and how does that relate to Spider-Man? Scheduled to ship in September 2021.

#### REGULAR EDITION

DIA STL185024 .....\$12.99

#### HARDCOVER

DIA STL185025 .....\$24.99



## ST. MARTINS PRESS



## GRAPHIC NOVELS

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GTW

JUL 2021

71



**MY LITTLE PONY MANGA VOL 01  
DAY IN LIFE EQUESTRIA TP**

The land of Equestria comes alive in this distinctive *My Little Pony* manga series that spotlights each of the Mane 6 and a host of other characters from the exciting world around them! When Pinkie Pie lends a hoof to help Twilight Sparkle and Spike clean up the Golden Oak Library, she discovers a mysterious mirror with the power to gaze into alternate realities. Upon entering the mirror and traveling to alternate realities, Pinkie Pie sets off a chain of events that will bring doom to Equestria! Scheduled to ship in September 2021.

DIA STL115916 .....\$10.99

**VIZ****DEMON SLAYER KIMETSU  
NO YAIBA GN VOL 02 TP**

During final selection for the Demon Slayer Corps, Tanjiro faces a disfigured demon and uses the techniques taught by his master, Urokodaki! As Tanjiro begins to walk the path of the Demon Slayer, his search for the demon who murdered his family leads him to investigate the disappearances of young girls in a nearby town. Scheduled to ship in September 2021.

DIA STL091572 .....\$9.99

**DRAGON BALL SUPER GN VOL 02 TP**

The Universe 6 and 7 Invitational Fighting Tournament continues. Goku faces off against a guy who looks exactly like Freeza. Heck, the guy even has the same transformations and powers as Freeza! Will Goku and the warriors from Universe 7 be able to pull through and win the tournament and its prize—the Super Dragon Balls?! For teen audiences. Scheduled to ship in September 2021.

DIA STL055312 .....\$9.99

**MY HERO ACADEMIA GN  
VOL 04 TP**

The U.A. High sports festival is a chance for the budding heroes to show their stuff and find a superhero mentor. The students have already struggled through a grueling preliminary round, but now they have to team up to prove they're capable of moving on to the next stage. The whole country is watching, and so are the shadowy forces that attacked the academy... Scheduled to ship in September 2021.

DIA STL004278 .....\$9.99

**ONE PUNCH MAN GN VOL 02 TP**

Nothing about Saitama passes the eyeball test when it comes to superheroes, from his lifeless expression to his bald head to his unimpressive physique. However, this average-looking guy has a not-so-average problem — he just can't seem to find an opponent strong enough to take on! He's easily taken out a number of monsters, including a crabby creature, a malicious mosquito girl and a muscly meathead. But his humdrum life takes a drastic turn when he meets Genos — a cyborg who wants to uncover the secret behind his strength! Scheduled to ship in September 2021.

DIA STK685302 .....\$9.99

**SPOTLIGHT ON****DRAGON BALL 3IN1 VOL 01 TP**

Legend has it that if all seven of the precious orbs called 'Dragon Balls' are gathered together, an incredibly powerful dragon god will appear to grant one wish. Unfortunately, the orbs are scattered across the world, making them extremely difficult to collect. Enter 16-year-old Bulma, a scientific genius who has constructed a radar to detect the exact locations of the Dragon Balls. She's on a mission to find all seven orbs, but first she must convince young Son Goku to join her on her quest. With a monkey tail, superhuman strength and a magic staff for a weapon, Son Goku is ready to set out on the adventure of a lifetime. For teen audiences. Scheduled to ship in September 2021.

DIA STK611381 .....\$14.99

**MY HERO ACADEMIA GN  
VOL 05 TP**

The final stages of the U.A. High sports festival promise to be explosive as Uraraka takes on Bakugo in a head to head match! Bakugo never gives anyone a break, and the crowd holds its breath as the battle begins. The finals will push the students of Class 1-A to their limits and beyond! Scheduled to ship in September 2021.

DIA STL012865 .....\$9.99

**SPOTLIGHT ON****POKÉMON ADV BLACK &  
WHITE GN VOL 03 TP**

A precious fossil is stolen from the Nacrene Museum! Can Black track it down by following its tracks? Then, mysterious Team Plasma is one step closer to bringing back a Legendary Pokémon. What are they up to? Probably no good! Plus, will Gigi and Teps relationship survive a major change?! Scheduled to ship in September 2021.

DIA STK632951 .....\$9.99

**DRAGON BALL Z SHONEN J ED GN VOL 03 TP**

Scheduled to ship in September 2021.

DIA STK632379 .....\$9.99





#### POKÉMON ADV BLACK & WHITE GN VOL 04 TP

Pokémon Trainer Black meets White, a Pokémon Trainer who runs a growing talent agency for performing Pokémon. Will Black catch show biz fever too? Meanwhile, mysterious Team Plasma is urging everyone to release their beloved Pokémon into the wild! What are they thinking? A thrilling meeting with one of the Elite Four strains Black's brain. Then, it's opening night for White's Pokémon musical! Will everything go off without a hitch...? Not likely! And what will happen when another Trainer lures away White's star performer, Tepig Gigi? (Scheduled to ship in September 2021.)

DIA STK642927 .....\$9.99



#### POKÉMON ADV COLLECTORS ED VOL 05 TP

The Pokémon Gym Leader exhibition matches have begun. Trainer Gold and Trainer Silver both want to discover the identity of a masked man plotting to invade the stadium. But Silver might have an agenda too! And then, in the first chapters of the Ruby & Sapphire arc, Ruby wants to do what his Gym Leader father never did-win Pokémon Contests! Scheduled to ship in September 2021.

DIA STL161681 .....\$17.99



#### POKÉMON ADV COLLECTORS ED VOL 06 TP

Trainer Ruby must battle his scariest opponent yet his father! Meanwhile, Sapphire is having trouble getting in her quota of Gym battles. One Gym Leader wants to just hand her a badge without a proper fight, and another has been kidnapped?! Behind the scenes, it looks like Team Magma, with a little help from Team Aqua, might be the reason Ruby and Sapphire are on a losing streak! Scheduled to ship in September 2021.

DIA STL175990 .....\$17.99



#### YU-GI-OH 3IN1 VOL 04 TP

The diabolical Player Killer, Pegasus' second gaming assassin, challenges Yugi to a duel of darkness! In the shadow of the 'Castle of Dark Illusions' card, an army of lurking monsters hungers to steal Yugi's life points, and if he loses, his actual life! As the tournament continues the action moves underground. Trapped in the tunnels beneath Duelist Kingdom, Yugi and Jonouchi must conquer the maze of the Meikyu Brothers in a two-on-two duel. Waiting in the Brothers' deck is the Gate Guardian, lord of the underworld and one the most powerful monsters of all. Scheduled to ship in September 2021.

DIA STK686929 .....\$14.99



#### YU-GI-OH 3IN1 VOL 05 TP

The second of the Egyptian God Cards is unleashed! Using one of his brainwashed pawns to fight for him, the mysterious Marik traps Yugi in a deadly cage match against one of the most powerful cards in the world...Slifer the Sky Dragon! Then, duels rage around Battle City, and up first, Jonouchi fights Ryota Kajiki, Duelist of the Sea, on his home turf at the Domino City Aquarium! Then Marik's henchmen, the Rare Hunters, force Kaiba and Yugi into a tag-team duel on top of a skyscraper! But the worst is yet to come when Mai and Jonouchi become possessed by Marik! Now, Yugi must fight Marik's mind inside Jonouchi's body. And the rules of this duel say only the winner comes out alive. Scheduled to ship in September 2021.

DIA STK695185 .....\$14.99

YEN PRESS

## SPOTLIGHT ON



#### FINAL FANTASY LOST STRANGER GN VOL 01 TP

Scoring a job at Square Enix, Sasakis dream of producing a Final Fantasy game finally seems within his grasp! But after he starts, he quickly discovers that the work has nothing to do with his favorite franchise His enthusiasm begins waning despite his sister Yukos attempts to lift his spirits. Their conversation is cut short, though, when a runaway truck suddenly careens toward them! When Shogo comes to, the first thing he sees is a Moogle?! Wait, was that a Cure spell? And chocobos?! Hurlled into a Final Fantasy world, how will an uber-fan survive?! Scheduled to ship in September 2021.

DIA STL092461 .....\$13.00



#### IS WRONG PICK UP GIRLS DUNGEON FAMILIA GN VOL 01 LYU TP

For the skilled former adventurer Ryu, it's another eventful day at the Benevolent Mistress! A certain couple's only daughter has been kidnapped, bringing Ryu out into the streets to search for her, in the name of justice and Astrea. Her investigation of the missing child eventually leads her to a lawless area of the Labyrinth City, the Grand Casino, where money and power decide everything! This is the start of the Gale Wind's tale in the city of Orario, home of the Dungeon and adventure! Scheduled to ship in September 2021.

DIA STL079528 .....\$14.00



#### SWORD ART ONLINE PROGRESSIVE GN VOL 01 TP

The manga adaptation of the best-selling anime and light novel phenomenon! Yuuki Asuna was a top student who spent her days at cram school and preparing for her high school entrance exams but that was before she borrowed her brother's virtual reality game system and wound up trapped in Sword Art Online with ten thousand other frightened players. As time passes, Asuna fears what will become of her life outside the fantasy realm. Unwilling to wait on the sidelines for more experienced gamers to beat the game, Asuna employs her study habits to learn the mechanics of game and swordplay. Her swiftness impresses Kirito, a pro gamer who invites Asuna to join the best players on the front lines. Is Asuna ready to swap class rankings for player rankings and join Kirito? Scheduled to ship in September 2021.

DIA STK659030 .....\$13.00



#### SWORD ART ONLINE PROJECT ALICIZATION GN VOL 02 TP

In Underworld, a virtual land from which there seems no escape, Kirito meets Eugeo, an NPC destined to follow his Calling - his life's goal that must be achieved before he can follow his own path. What awaits Kirito in this new land? Scheduled to ship in September 2021.

DIA STL176043 .....\$13.00



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2021

73



# MAGICAL KITTIES

YOU ARE **CUTE**, YOU ARE **CUNNING**, YOU ARE **FIERCE**... AND IT'S TIME TO **SAVE THE DAY!**



## MAGICAL KITTIES SAVE THE DAY! RPG

ATG AG3110 ..... \$24.95 | Available Now!

Every magical kitty has a human. Every human has a problem. In the *Magical Kitties Save the Day* RPG, you're a magical kitty who uses your special power to solve problems and save the day. But kitties live in hometowns that are filled with witches, aliens, hyper-intelligent raccoons, and other foes. They make human problems worse and are a real pain in your tail, so kitties go on adventures to stop them!

### WHAT IS MAGICAL KITTIES SAVE THE DAY?

*Magical Kitties Save the Day* is the new all-ages roleplaying game that **SOLD OUT** in a matter of months after its original release in January. Now Atlas Games is bringing it back this summer as a second printing. It comes as a big boxed set packed full of goodies, like a set of six translucent blue dice, 48 double-sided Kitty Treat tokens, and a pad of 50 full-color character sheets. Add the core *Rulebook*, the *River City* hometown and poster map, and a graphic novel that introduces the game system, and you've got a recipe for some very happy kitties — and happy kiddies, too!

*Magical Kitties Save the Day* has it all:

- It's a roleplaying game **designed for all ages** to enjoy, that's purr-fect as **an introduction to the hobby**.
- The **elegantly simple rules system** puts the **emphasis on storytelling**.
- Its setting and characters are **already familiar to players**, who love them from the start.

### THE PURR-FECT INTRO TO ROLEPLAYING!

If you've been looking for a way to introduce your friends and family to roleplaying games, *Magical Kitties* is the perfect game to do it! When you open the box, sitting right on top is *The Big Adventure*, a solo-play graphic novel adventure. This action-packed comic book



is also a full scenario. Within moments, you'll create your magical kitty and go on an amazing adventure that will also teach you how to play the game.

After that, older players can game master for kids as young as six years old (and everyone else who loves kitties). *Magical Kitties* also includes tools and guidance for kids to start running it on their own, as their first GMing experience!

### HOW TO BE A MAGICAL KITTY

Playing *Magical Kitties* is easy! You have 3 attributes — **Cute**, **Cunning**, and **Fierce**. You also have a **Talent**, a **Flaw**, and a **Magical Power**. When your kitty is trying to do something difficult, you'll build a pool of six-sided dice with:

- Dice equal to Cute, Cunning, or Fierce (whichever one you're using)
- An extra die if you're using your Talent
- Two extra dice if you're using your Magical Power

The GM sets a **difficulty** from 3 to 6, and then you roll your dice pool. Each die that rolls equal to or higher than the difficulty is a success. The number of **successes** you rolled determines the outcome:

SUCCESS	RESULT
0 Failure	You do not do what you wanted, and you may have a complication.
1 Success, but...	You do it, but there's a complication.
2 Success	You do it just like you hoped.
3 Success, and...	You do it and get a bonus.
4 Super success!	You do it and get a super bonus.





In *Magical Kitties Save the Day*, it's not just about whether or not you succeed; It's about HOW you succeed. The **complications** and **bonuses** generated by rolls drive the action forward in unexpected and exciting ways, as you discover the story together.

*Magical Kitties* emphasizes the fun of roleplaying without sacrificing the rules:

- 🐾 Character generation takes **just 5 minutes**.
- 🐾 The **dice are always in the players' hands**, not the GM's.
- 🐾 Players get **Kitty Treats that let them change the story**. You earn Kitty Treats by roleplaying your Flaw.
- 🐾 **No one ever dies** in *Magical Kitties*. If you take too many Owies, you're just knocked out or "incapacitated" for the scene.
- 🐾 You get **XP when you fail a roll**. And for saving the day, of course!

### ALL-NEW KITTY TOYS!

With the reprint, new *Magical Kitties* releases are also making their debut:



The **Power Up!** sourcebook features all-new powers, epic stunts and foes, and high-level adventures for taking your game to the next level. There are even guidelines for designing your own Magical Powers!

**Fantastica** is the fairytale hometown that's a sanctuary for all that is magical. Here, kitties don't need to hide their powers as they try to foil the evil Queen Carnelian, whose magic hunters prowl the kingdom in secret. If you can't stop them, they'll corrupt the source of all magic!



The **Series Workbook Pack** includes one (1) *Our Hometown Workbook* for GMs and four (4) *My Kitty Workbooks* for players. These full-color journal-sized workbooks record your hometown details and track your kitty crew's progress with a deluxe character sheet. They're the perfect gift for a new GM, making running your first game as easy as turning the page!

### ALL THE EXTRA KITTY TOYS!

Don't fur-get these extra "kitty toys" for *Magical Kitties Save the Day* already in print:

**Character Sheet Pad:** Did your magical kitties claw up all your character sheets? This extra pad of 50 full-color pre-printed character sheets will muffle their mewling for more.

**Kitty Paw Dice Set:** This set of six BIG 20mm dice is a magical translucent blue with sparkles and custom-engraved kitty paws. It's the purrfect addition to your game!



**Kitty Treat Tokens:** The 16 premium wood Kitty Treat tokens in this set are a fur-tastic upgrade for your *Magical Kitties* game!



**Kitty Cards:** A deck of 108 full-color Talent, Flaw, and Magical Power cards, designed to speed up character creation and provide quick reference during play.



**Mars Colony Hometown:** Troubles are tougher on the Red Planet. Living in the first colony on Mars puts your humans in danger from sand worms, mysterious alien artifacts, and even trans-dimensional beings!

**Wild Ones Hometown:** This full-color hometown supplement takes the magical kitties out of suburbia and into the dark forests and vast plains where the Wild Ones live, without any humans to help at all!

**Alien Invasion Hometown:** The magical kitties in Happy Glade spend their lives like kitties in any other big city. They laze in the sun, chase mysterious red dots, and occasional thwart alien invasions!

Find out more about *Magical Kitties Save the Day* at [atlas-games.com/magickitties](http://atlas-games.com/magickitties).

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*Michelle Nephew is co-owner and Chief Creative Officer of Atlas Games. She's also Magical Kitties Save the Day's biggest fan, and saved the workbooks' graphic design for herself because she knew she'd be using them a LOT.*



*Justin Alexander is RPG Producer at Atlas Games, where he develops award-winning games like Feng Shui, Over the Edge, Unknown Armies, and Ars Magica. He also co-designed the Infinity RPG and created The Alexandrian website.*



# AMIGO'S MONSTER SERIES

## GARFIELD AND PFISTER AND MONSTERS, OH MY!



### RICHARD GARFIELD'S CARNIVAL OF MONSTERS

AGI 19718..... \$39.99 | Available Now!

Last year, the team at AMIGO Games released into the world something as elusive and impressive as any mythical monster or beast: a game design from Richard Garfield, the designer of *Magic: The Gathering* and many other fan favorites such as *RoboRally*, *King of Tokyo*, and *Netrunner*. (Don't forget Filthy Rich! — Alex) The game was *Carnival of Monsters*, and it features a marriage between card drafting and engine building.

*Carnival of Monsters* immerses players in a universe of dangerous animals, fantastical lands, and the characters and events that lead to one player earning the final spot in the exclusive Royal Monstrological Society. Each turn, you choose a card from your hand before passing the remainder to the next player. Cards often feature land—one of six different exotic worlds where monsters lurk. Monsters are also available in the deck, to be captured if you have sufficient land of the required type. Staff and specials can increase your income or hunters, but be careful that you don't capture too many dangerous animals because they can break loose and cause havoc (and cost you a pretty penny to cover damages). In a delightful twist, you can obtain secret goals, which may propel you to victory at the last moment.

The game inspired another question: With a pedigree like this, what kind of art would we want to have in the game? And the answer was, of course, all the art, and with an extra side of art. Each of the seven artists — Franz Vohwinkel, Michael Menzel, Oliver Schlemmer, Claus Stephan, Martin Hoffmann, Loic Billiau, and Dennis Lohausen — are accomplished in their own right in games, graphic novels and illustration, and their rich, captivating work brings the fabulous beasts to life in the game.

With the success of *Carnival*, it only seemed right to continue to explore the mythology and zoology of the setting with a second game. *Monster Expedition* comes to us by way of designer Alexander Pfister, another designer with multiple hit games under his belt. This time, you are focusing on three specific lands, hoping to muster enough strength from their campsite and equipment to both capture monsters and improve their hunting capabilities. Each turn, you will roll dice based on the campsite you select, reserving all dice of one value before rerolling the remainder. Each value you reserve must be different from previous choices, and if you can't reserve a die, you lose your highest value die from your reserved dice.

### MONSTER EXPEDITION

AMI 21755 ..... \$19.99 | Available Now!



Rolling high is good in *Monster Expedition*, since the sum of your dice determines how many points you have to capture monsters. You might also choose to keep lower numbers, since your low-value dice are used to improve your campsites... allowing you to roll more dice and capture bigger monsters each turn. And some monsters give you special benefits, with sets of captured monsters increasing the number of dice you can roll each turn.

The game is a thematic return to the world of *Carnival of Monsters*, but all-new game mechanisms deserve all-new art. Three of our all-star artists return to apply their monstrous skills to illustrate the new game, so the games look terrific side-by-side.

*Monster Expedition* also features ten solo campaigns, each with different rules modifications and challenges. Overcome each challenge in order to establish a new outpost for the Royal Monstrological Society!

Both games are available now, and both are terrific additions to every game library. *Carnival of Monsters* is for players who like drafting games and the ability to get increasingly powerful over the course of the game; *Monster Expedition* will appeal to fans of push-your-luck dice games combined with a race to use the most dice and capture the most monsters. And, in both cases, you'll appreciate the art as much as the games!

...

Alex Yeager has been a fan of AMIGO Games for years, and once lured a group to play *Bohnanza* with six different expansions mixed together. Everyone learned valuable lessons that day, most notably "Ask Alex what he wants to play BEFORE you sit down to play."





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# WONDER BOOK



## WONDER BOOK

DVG 9042..... \$79.90 | Available October 2021!

You will be as surprised and excited as when you were little: your parents just gifted you a brightly colored book. You think it's just like all the other books, but, for the first time you open it, you see the shapes and colors coming at you in all three dimensions. You can move objects, pull tabs, and reveal secrets. It's your first "pop-up: book and you can't put it down. This won't be a book you just read. You are part of the story now, you decide what happens, and this interactive experience will remain in your memories for the rest of your life. Few childhood memories can beat your first pop-up book.

Welcome to *Wonder Book*, the new game from dV Giochi.

*Wonder Book* is a cooperative, narrative-driven game with a branching storyline and dungeon crawler mechanics with a twist: the game board is an outstanding and interactive 3D pop-up book!

In *Wonder Book* you play as kids entering a storybook for the first time going on an extraordinary adventure filled with pop-up creatures, terrain, and secrets. You have to build your Hero's abilities and expand them during the adventure; they will reflect your gameplay style: each time you get an upgrade, you have the opportunity to choose one new powerful skill. You'll start playing the game on the book cover itself until you are mysteriously transported inside the *Wonder Book*.

Now with the book open you'll interact with the environment in over 6 different chapters and multiple bonus content gaining abilities and growing up. The specially engineered pop-up will surprise you with an unforgettable immersive experience. Miniatures will interact with the 3D pop-up scenery: you will climb objects, attack creatures and perform daring tasks to complete the story of *Wonder Book*. Physical skills like flicking your fingers are just as important as game granted abilities provided by your dazzling array of powers and skills. You will need all this to pass through the challenges revealed by the *Wonder Book*. Over time, you might just find a way to get home,

but not before you experience everything *Wonder Book* has in store for you.

*Wonder Book* is a pop-up adventure board game for 1 to 4 players in which each player takes the role of a teenage kid in a group of adventurous friends. This is a cooperative game, where **you all win or lose together as a team**. Featuring finely sculpted miniatures that you will be able to paint yourself and a ton of full color paper engineered "pop-up" terrain *Wonder Book* will hit all the right notes for you and your family and invoke all those happy moments when colors, shapes, and 3 dimensions met your love of reading.

*Wonder Book* is arranged in **chapters**, each associated with a specific deck of pre-sorted cards that contain the rules, the story, and the challenges you'll have to face. Watch out! The enemy deck will evolve as you go deeper into the story: one card after another, each chapter plunges you deeper into the adventure, revealing a unique overarching story, created as you go based on the decisions **you** make! As you delve deep into the majestic world of Oniria, each scenario will plunge you deeper into the adventure, letting you discover **different paths** of the story: each of your choices will have consequences!

Your Hero attacks and abilities are strong enough to defeat most enemies but work best when combined with your friends to maximize the team strategy. Don't be shy to experiment your skills and find powerful combos! Thanks to a deck specifically designed to manage the enemies behaviour, no two combats will feel the same.

Use teamwork to defeat challenges, embrace growing up, and find ancient treasures to save Oniria.

But the adventure doesn't stop there. dV Giochi has created a website dedicated to the story and lore of the world as well as a few other surprises so the game is both an analog and digital experience ([www.wonderbook-boardgame.com](http://www.wonderbook-boardgame.com)). Slated for October of this year this is a don't miss board game: *Wonder Book* is summoning you to its aid.

...



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# HEY STEVO, HOW DID YOU BREW UP THIS GAME?



**BREW**  
PAN 202108 ..... \$29.95 | Available June 2021!

*Pandasaurus teammates Stevo Torres (Head of Graphic Design, designer of Brew) and Danni Loe (Marketing Manager) spent some time chatting about the upcoming release Brew — a game for 2 to 4 players, ages 10+, which takes between 45 and 90 minutes to play. It was available through game stores now!*

## Let's talk about Brew! Can you give us a brief overview of gameplay?

There's no one mechanic that defines *Brew*. It combines dice placement, area control, a dash of set collection, and a heavy dollop of player interaction. Thematically, players are druids using their magical abilities to bring back to the forest that is all out of whack. The time-of-day changes on a whim and all four seasons are happening at once. They'll have to brew powerful potions, train woodland creatures, and spread their influence throughout the forests to return nature to its normal state.

## People constantly compare the art to the whimsy of the Studio Ghibli movies. What notes did you give to artist Jake Morrison about the look you wanted for *Brew*?

Jake already has a very distinct visual style, which we really liked. I found him on Instagram (@jakemorrisonart) and I literally described his style as Ghibli meets *Adventure Time* when sharing his profile with the team. His style and imagination brought this game to life and provided a whimsical look that really stands out.

He has a lot of experience with world-building and creating characters with lots of personality, so it was a perfect fit for this fantasy-adjacent setting of *Brew*. Jake created the player characters, creatures, potions, landscape — actually, pretty much everything!



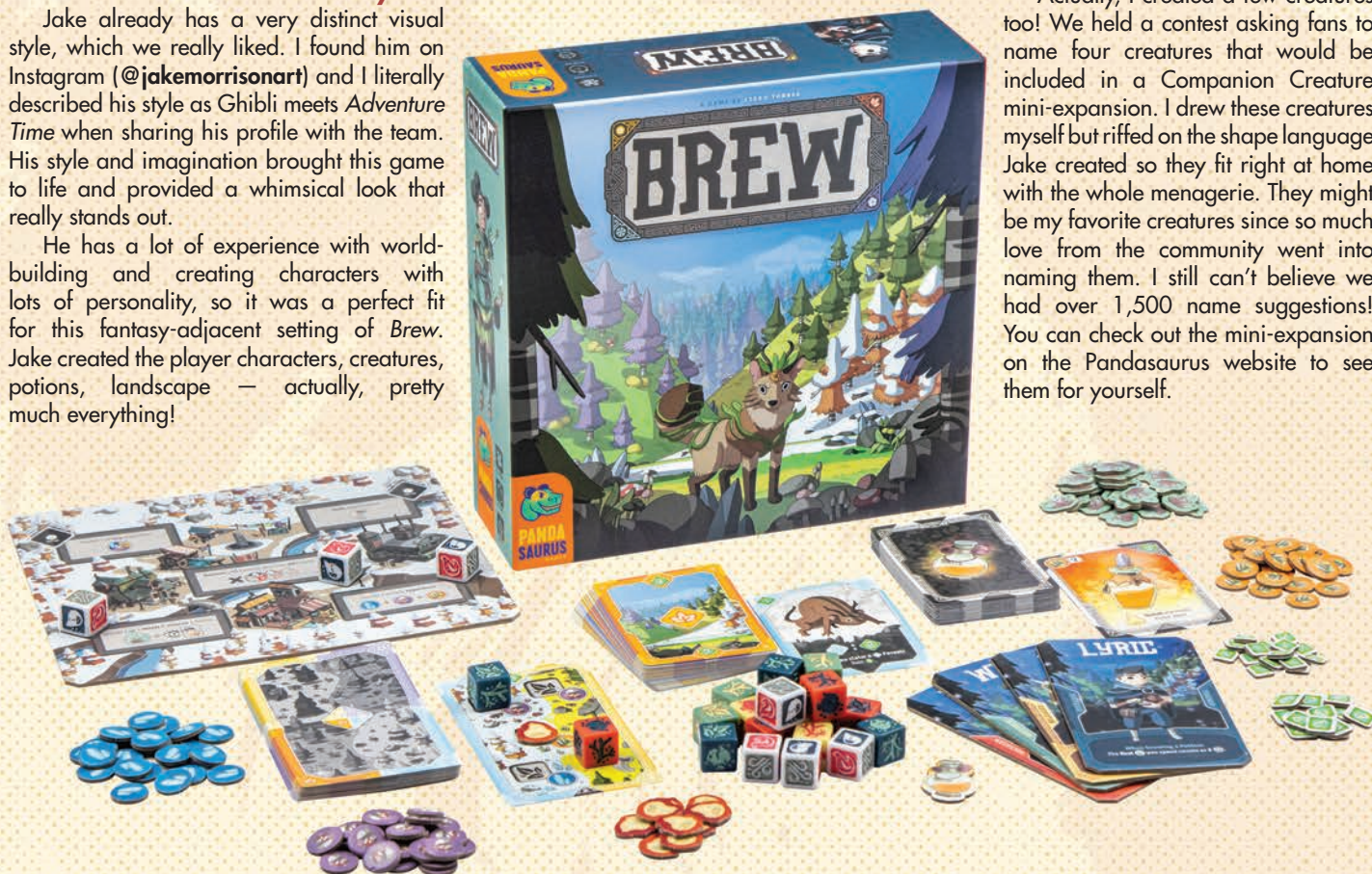
## How did the artists come up with all of those whimsical woodland creatures? Everybody loves them!

I worked directly with Jake establishing the world. Initially I gave him a spreadsheet that listed two different animals I wanted him to combine. Then we

took a "sprite sheet" approach to the illustrations, similar to what one might do when creating an isometric video game. Jake created a set of base illustrations then added additional features to them. We wanted every critter to be unique and fit into a specific season, but still clearly part of a set.

Since we needed so many creatures, we hired an additional artist, Andrew Thompson, to create more variations to the initial creatures Jake made. These "base creatures" made it really simple for Andrew to add additional details that connected the theme and mechanics. He also worked off the "sprite sheet," creating more isometric illustrations to help complete the world.

Actually, I created a few creatures too! We held a contest asking fans to name four creatures that would be included in a Companion Creature mini-expansion. I drew these creatures myself but riffed on the shape language Jake created so they fit right at home with the whole menagerie. They might be my favorite creatures since so much love from the community went into naming them. I still can't believe we had over 1,500 name suggestions! You can check out the mini-expansion on the Pandasaurus website to see them for yourself.







**It's so fun that fans were able to name those Companion Creatures! But how did you decide on the names for the four Characters in the base game?**

The Characters are actually taken from the real names of people in my life. Myla is my stepdaughter, Lyric is my stepson, and Wren is my niece. Lello is actually me! When Lyric was younger, he couldn't pronounce Stevo so I was always called Lello. The player powers used to be somewhat tied to everyone's real life personalities, but that shifted and changed over time.



**The rulebook layout has gotten a ton of praise from excited fans! Did you approach the graphic design differently than other projects, since this is your very own game design too?**

I didn't take a different approach from my other game projects; I always want to do the best work I can. I think the main difference is that I spent so much time creating different versions of the rulebook for my prototype playtesting. With my professional experience, it was really easy for me to knock out a new, fully fleshed rulebook before a playtest session, so it ended up going through multiple iterations. Having lots of eyes on it for longer than a usual project really helped work out all the kinks in readability and usability.

**Were there any challenges you faced by being so involved in the production of your own game design?**

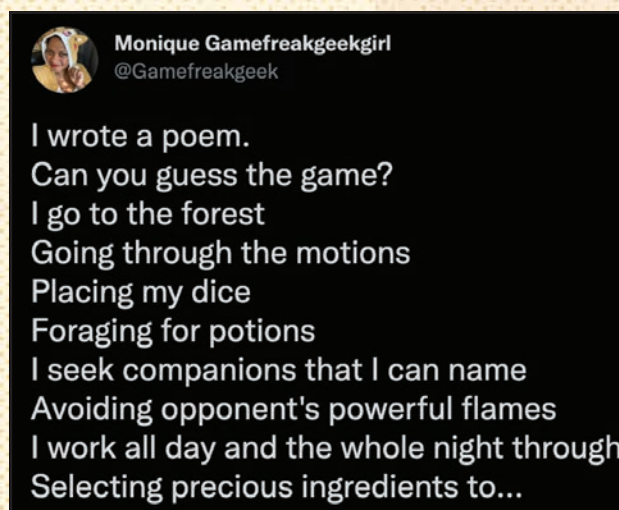
My perfectionism came out in full swing with this project since I felt ownership over so much of it. As we approached the print deadline, I just wanted to keep working on it. With every review, I noticed something I wanted to tweak.

I was very critical of my work and worried people wouldn't like it. Of course, I knew they would be drawn in by Jake's amazing art, but that meant the gameplay and graphic design would have to be of the same caliber, which was intimidating. Thankfully, reaction from fans and press who played it on Tabletopia have been overwhelmingly positive!

**It's true — fans have just been raving about the game! How do you feel about everything they've been sharing?**

I'm honestly still pinching myself. I don't know what I'll feel once it officially releases and even more people get to play it. It doesn't seem possible to be even more proud and excited about the final version of *Brew*!

Something that stood out to me, from all of the positive reviews and comments, is that Monique (@Gamefreakgeek on Twitter) loved



the game so much they wrote a short poem about it. I told my friends and they didn't believe me. They totally thought it was a joke until I pulled the tweet up on my phone and showed them!

**Is there anything else people should know about *Brew*?**

I wanted to thank Jeff Fraser and Jonathan Gilmour for the development they did on the gameplay. I can't believe how far *Brew* has come. And it's available now! Ask your local game store to order a copy for you. I hope you have fun bringing balance back to the forest!





# RIFTFORCE



## RIFTFORCE

CSG FB4210..... \$29.95 | Available October 2021!

### THE BEGINNING...

*The Rifts changed our world. Villages were torn apart, Riffforce emerged from it and spread across the land. What seemed lifeless before started to rise and wake. Flames left campfires and waves poured out of their riverbeds. Even the sun and moon leave their footprints in the ground. We learned how to control those living elementals and formed guilds to perfect this knowledge. While competing for Riffforce the guilds forged temporary alliances to share their unique abilities and guard the access to the Rifts.*

Now it is your time! Choose your guilds, combine their powers and rush into battle. Gain Riffforce from the land you control and all the elementals you destroy until you have enough to ascend into a higher state of power.

Riffforce is the newest addition to the Capstone Games Family Brand. The new Family Brand includes games that are accessible and easy to learn, but still retain that familiar hint of strategy that Capstone was founded on. This is the first fantasy 2 player card game that will be in the ever-expanding catalog at Capstone Games! Riffforce plays in about 30 minutes, ending with the first player to reach 12 points and dominate the Rift. This game is simple but addicting as you try and forge the best alliances with each guild.



### GAMEPLAY

In Riffforce, the two-player duel card game, each player starts by drafting four of the ten different guilds, each with a unique power, to forge their own asymmetrical alliance. Every game of Riffforce gives you a chance to discover new synergies between guilds which will greatly influence your overall strategy and strengths.

The guilds' elementals are the lifeblood of the game — they are your troops and at the same time the resource necessary to attack. Soon you will find yourself wondering how to

use them best. Do you want to strengthen your position at the Rift, sacrifice elementals for powerful combo attacks, or gather support for your next turn, possibly earning you points at the same time?



Choose one of three actions when planning your strategy:

1. Play new elementals with the same number or the same guild.
2. Discard a matching card of the same number to perform powerful combo attacks with your played elementals
3. Choose the right time to draw and gain Riffforce for each of your controlled locations

What guilds will you be loyal to? Can you combine the flexible and mobile Water guild with the all-consuming Fire elementals who even harm their allies as they unleash their full potential? Or will you combine the Earth elementals to give damage whenever you lay a card down with the brute strength of the Crystal guild? The possibilities are endless: with 10 different guilds to choose from, there are over 210 combinations to perfect and challenge your opponents with. Form alliances that work best with your strategy!

Gain Riffforce by destroying the elements of your opponent and by controlling locations along the Rift. Only then will you ascend and win the game. Discovering new synergies between the different guilds, clever gameplay combos and the deeper layers of strategy will keep you coming back to enjoy the game again and again. The first player to reach 12 points wins the game. Will you be the first to ascend into the higher state of power?

### ACCESSIBILITY

Riffforce is the perfect introduction to players who are interested in the world of Magic: The Gathering and any LCG. The game is complete out of the box without any additional content to buy! Each guild comes with a general card that explains the power the guild holds, and there are three player aid cards to go over each action a player can take in a round.

Form alliances with guilds and build a strategy in Riffforce from Capstone Games, available at your Friendly Local Game Store in September, as well as at Gen Con and Origins Game Fair this year!





# THE HUNGER

RICHARD GARFIELD

Hunt your prey with vampiric might,  
but return to the castle before the sun rises!



FIRST  
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INCLUDED!

**The Hunger is a deckbuilding game:** Race across the board to hunt your prey, but beware that some hunts may slow you down! Search crypts for Missions and find the eternal rose. Hunt the right cards to fit your strategy and build your deck!

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2-6 Players 60 Minutes Ages 12+

RGS02241

MSRP \$50

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# ZOMBIE PRINCESS

## AND THE ENCHANTED MAZE

ONCE UPON A TIME SHE WAS LOOKING FOR LOVE... NOW SHE'S LOOKING FOR LUNCH!

WIZKIDS

### ZOMBIE PRINCESS AND THE ENCHANTED MAZE

WZK 87514 ..... \$39.99 | Available August 2021!

*You hear a scream... It draws you towards a mysterious dark hedge that forms the perimeter of maze. You enter — knowing that whoever made that noise needs your help. But something is not right. The maze appears to have a life of its own... growing, shifting, twisting. A malevolence exists within. Whoever needed your help can no longer be rescued. You must escape and not get caught by the evil that lurks inside.*

As a child I grew up near the famous hedge maze at Hampton Court Palace and mazes held a particular fascination for me. I always dreamed of a maze you could build and manipulate yourself; this dream came to life in the form of my first boardgame, *Zombie Princess and the Enchanted Maze*.

Mazes are puzzles, but puzzles on a grand scale that you can enter and be part of. They take over your senses and envelop you; bewildering you yet enticing you to go further. Your field of vision is limited, and you are forced to focus on the immediate. Sounds are muffled by the thick hedging that surrounds you and even your sense of smell is limited to the evergreen scent of the yew and the dry earth beneath your feet. They trick and disorientate you which brings an enticing mix of pleasure and fear. You can control your immediate decisions and movement, but the maze controls your destiny and sets you a challenge that begs to be overcome.

With *Zombie Princess and the Enchanted Maze*, I decided to create a game that I would have done anything to get hold of as a child. A maze game seemed an obvious place to start. I knew that I wanted the game to be simple and that the maze had to be built and manipulated by the players. This would encapsulate both the exploration aspect of mazes but also the element of the unknown. I knew that the maze would have to grow and expand as the game progressed to reflect the players expanding knowledge as they explore. But I also wanted the maze to change, to simulate the disorientation you experience when immersed within the green walls. The game would be highly visual, have simple mechanics, and above all, no victory points!

A square based grid was an obvious starting point. Every maze has a centre (the elusive goal) and people always enter the maze somewhere on the perimeter. With these aspects fixed I developed a system of 2x2 square tiles, each

depicting a different configuration of hedges. These tiles could be laid in an any configuration to create a huge number of different mazes. The maze starts out blank, with just the four corners and the centre

in place and you gradually place tiles to build the maze yourself, simulating the exploration into the unknown. As the maze is explored you manipulate it by rotating the tiles and creating a constantly shifting environment, opening up and closing paths to help yourself and hinder others.

Mazes are disorientating and scary places to be, but I wanted my maze to have another reason to be afraid; I needed an antagonist. Wandering around the maze at Hampton Court I would imagine nasty things lurking around every corner. What I couldn't see became a vivid nightmare in my imagination.

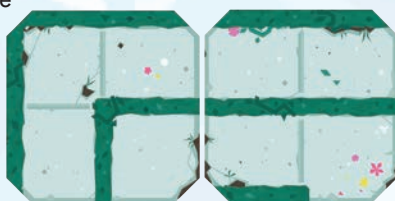
The strange rustling noise on the other side of the hedge became an unknown evil waiting to pounce. The *Zombie Princess* was born! In the same way as the maze gives players some control over an unpredictable system, I wanted the *Zombie Princess* to have a degree of unpredictability whilst being manipulated by the players themselves.

She can move, but's its often limited. She's a threat that may or may not pounce. She may be just on the other side of that hedge yet at the same time very far away. Increasing the fear and tension leads to greater excitement. Courage will often be rewarded, and hesitation can bring about your demise.

All good adventures have a beginning, a middle and an end. *Zombie Princess and the Enchanted Maze* is no different. At the start the path forward is unknown, ready to be discovered. The choices available are limited and simple. As the game progresses and the maze is explored, more choices become available. Which path should I take? Should I help myself or try and hinder my opponents? Where is the *Zombie Princess*? At the end of the game, the maze is complete but still shifting, and it's a race to get to the centre without being caught by the *Zombie Princess*.

There is one more thing... If you do get caught by the *Zombie Princess* then everything changes. You are now a zombified shell of your former self and the other players better beware! Will you make it out alive...?

...







**"WELL, I'LL BE A SUNBATHIN' GATOR AT MIDNIGHT,**  
Strap on yer boots 'n pour a glass o' juice, cuz it looks like we got  
ourselves a Bayou Bash!" the announcer blares across the swamp.  
As Gremlins climb on rocks and wade in puddles to catch a glimpse  
of the race, their favorite racers gear up at the starting line.

Bayou Bash is a racing game for 2-4 players filled with fighting,  
rolling barrels, and hazardous terrain. Each player takes control  
of a racer and must battle their way toward the finish line while  
gaining fans for their outrageous antics. The player with the most  
fans at the end of the race wins!

**Coming June 2021**

**\$55.00 WYR11501**





# Southlands

**5E** **WORLDBOOK** **KOBOLD Press**

## SOUTHLANDS: WORLDBOOK HARDCOVER (5E)

PZO KOB9054 ..... \$49.99 | Available August 2021!

I was thrilled to work as the lead designer on the *Southlands Worldbook*, updating this vast region of Midgard to the 5th Edition rules system of the world's most well-known roleplaying game! I've been writing for Kobold Press for over 12 years and I've revisited the Southlands several times, both in the *Midgard Worldbook* and in adventures set there. I have fallen in love with the setting. Inspired by tales of ancient Egypt, Arabia, and Africa, Southlands offers endless adventures and excitement for your fantasy campaign.

Characters can set sail across the Crescent Desert on a fast-moving sandship under the pitiless heat of the midday sun, climb a hidden, vine-choked stairway to reach the top of Black Lotus Mesa where the Celestial Waterfall pours from the sky, or head south to explore the ancient titan ruins of the Abandoned Lands in search of sparks of divinity.

The Southlands are enormous — stretching over 5,700 miles north to south — so we start the book with a useful overview of the nine main regions of the continent, its millennia-spanning history, and its peoples. We advanced the timeline 10 years to bring the Southlands in line with the *Midgard Worldbook*, and I enjoyed putting together a comprehensive chronology.

This chapter also explains the unique features of the setting — including the six World Trees whose branches link Midgard to mighty Yggdrasil and the other planes of the multiverse; the ley lines, rivers of magical energy which crisscross the continent, allowing wizards and geomancers to tap their power; and the divine sparks left behind by the titans when their great empire fell, there for the taking for those who are brave enough.

In each of the nine regional chapters, Kelly Pawlik, Basheer Ghouse, and I made sure there are tons of adventure seeds: interesting NPCs and terrifying monsters, conflict and intrigue, and perilous ruins and other adventure sites. Characters can explore the ancient pyramids and trap-filled tombs of the God-Kings in Nuria Natal or get caught up in conflicts between rival gnoll tribes in Dabu. In the Abandoned Lands, the players can dive down to the ruined marid city of Ammalsine deep beneath Lake Debari, home to the monstrous, sleeping Lukwata, or battle against the angry hives of the tosculi, voracious wasp-like creatures that serve the arch-devil Arbeyach, Prince of Swarms. And in the far south, there are dinosaurs, lizardfolk

waiting to see if the giant Egg of Veles will hatch, and an island ruled by xorn and inhabited by mischievous lemurfolk.

The final chapter, written by Midgard creator and Kobold-in-Chief Wolfgang Baur, covers the many gods of the Southlands — including the ancient deities of Nuria and those who rose to prominence when the titans' empire of Glorious Umbuso collapsed. Like gods elsewhere in Midgard, the gods of the Southlands wear different masks, going by multiple names and switching gender and appearance when it suits them.

We've included appendices with new Southlands monsters (including the huge ankole cattle, kijani plantfolk, ravening minotaurs, and werecrocodiles), new generic NPC stat blocks (including high level clerics, the field commander, and the merchant captain) and new magic items (including the *ankh*

of Aten, *mbira* of strong emotions, and the *saddle of the cavalry casters*). We round out the book with a table of suggested encounters for each region and a comprehensive index.



Last, and by no means least, the *Southlands Worldbook* features awesome artwork throughout and comes complete with a stunning poster map created by Anna Meyer of the entire region. Because we added so many new locations to the map, there are close-up maps of each region — as well as over a dozen city maps — throughout the book too.

I hope you all enjoy adventuring in the Southlands as much as I have!

...

*Richard Green is the author and publisher of Parsantium: City at the Crossroads, a city sourcebook for use with all editions of D&D and Pathfinder. Freelance design credits include the Midgard Worldbook, Empire of the Ghouls, and Southlands Worldbook for Kobold Press, and work for D&D Adventurers League and Raging Swan Press. Richard lives in London, UK with his wife Kate and two cats. When he isn't playing and writing RPGs, he likes to watch Crystal Palace FC try to win football matches. You can find him on Twitter: @richgreen01.*

Previews continued on Page 88





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## NURIA NATAL

**Ruler:** God-King Thutmoses XXIII  
(LG human male **apostle** of Aten;  
see page 281)

**Royal Heir:** Perititi (LG female  
human **mage**)

**Monarchs:** Reborn Queen-Goddess  
Meskhenit, Mother of Destiny and  
Defender of the Realm (NE female  
**lich**); God-Wizard Kuluma-Siris (CE male **lich**); God-King  
Sut-Akhaman (LN male **mummy lord**); God-King Irsu  
Thanetsi Khamet, Eye of Anu-Akma and Warden of the Red  
Portal (LE male **mummy lord**)

**Important Personages:** High Priestess Nafrini (CN female  
basteti **apostle** of Bastet); Zuberi the Wise, Keeper of Per-Xor  
(LG male human **first servant** of Aten; see page 282); Saint  
Hafsah, Golden Daughter of the Prophet (LG female human  
**first servant** of Aten); High Priest Hishtu Inneqtal (LG male  
dwarf **apostle** of Ptah); Ekibe of the Barley, Matron Keeper  
of Corremel (CG female dwarf **cleric of the brew** of Ninkash,  
*Creature Codex*, p. 399); Ukwa Ushteq, Beloved of Horus  
(LG male heru **apostle** of Horus); Old Khenses, wandering  
preacher (LG male human **apostle** of Horus); the Wingless  
One, Grandmaster of the Talons of Horus (LN male heru  
**war priest** of Horus, *Creature Codex*, p. 411); Ashabtilach,  
Shellwright of Modest Virtue and Maker of Retrievers (LE  
male dwarf **gear mage**, *Creature Codex*, p. 401)

**Population:** 13,495,000 (12,360,000 humans, 501,500 gnolls,  
351,050 dwarves, 130,390 heruti, 110,000 minotaurs, 22,060  
gearforged, 21,000 other)

**Capital:** Nuria, population 226,000 (152,500 humans, 26,000  
dwarves, 19,000 gearforged, 18,000 gnolls, 4,500 subek, 1,000  
heruti, 5,000 other)

**Cities:** Corremel (94,000), Per-Kush (66,500), Per-Bastet  
(66,150), Per-Xor (40,000), Laksor (25,000)

**Towns:** Avaris, Banosh, Battari, Djanot, Herak, Highgate,  
Horem-gatra, Memphar, Nebr, Nefferro, Per-Anu, Ushanti;  
populations all under 5,000

**Great Gods:** Anu-Akma, Aten, Bastet, Horus, Ninkash, Set,  
Thoth-Hermes

**Trade Goods:** barley, cattle, hemp, jewels, linen, papyrus,  
perfumes, spell scrolls, wheat



To the west of the river, the Crescent Desert extends to Dabu in the west, to the Dominion of the Wind Lords in the north, and to the Mbazha Mountains to the south. The Crescent is notable as a source of salt as well as for the number of sandships running to and from the free city-state of Saph-Saph.

To the east of the River Nuria lies the Sarklan Desert, which provides a necessary natural barrier between Nuria Natal and its hated enemies in the Mharoti Empire. Trade caravans ply the Mhalmet Road from Per Bastet to the Free City of Siwal and beyond to Mhalmet, carrying gems and other luxury goods while their guards and other mercenaries discourage or fend off raiders.

The climate is dry and arid in the deserts, with temperatures ranging from 32 to 65 degrees Fahrenheit in winter and 45 to 110 degrees Fahrenheit in the summer. Rainfall is almost unheard of in the summer and is not excessive in the winter. Most rain falls along the coast of the Middle Sea and the northern portion of the river, with Horem-gatra holding the distinction of the wettest city in the kingdom. The river floods frequently from Goldflower through Harvest Tide as the snow and ice of the Mbhaza Mountains melts and causes it to surge.





Nuria Natal is rich in resources, trading in goods as diverse as linen and grain, jewelry and perfumes, and spell scrolls. Nurian goods can be found all across the Middle Sea due to the nation's excellent mercantile connections and the high quality of its exports.

## desert terrain

Away from the river's environs, Nuria Natal's landscape is made up of four primary terrain types.

Windswept sand dunes called ergs comprise less than half the terrain, though these dry areas are what outsiders typically envision when they think of the desert. Captains propel their sandships along the trade routes of the Crescent and Sarklan deserts, gaining speed from the wind blowing across the ergs. The dunes change shape regularly due to the movement of the wind, sometimes swallowing or threatening to bury oases and villages that lie along trade routes.

The pebble-strewn landscapes known as hamadas also make up a great part of the desert environment. These areas are extremely dry and stony, often stretching for miles with no shade, water, or protection. All of Nuria Natal's salt mining operations are located in hamadas.

In a few places across the desert, outcrops of stone rise from the ground in long, tall, wall-like structures that run parallel to one another. Each of these jagged formations, called stoneworks, usually measures 20 feet or less across, though some are as much as 100 feet wide. The distance between the formations is similarly varied. Narrower channels between the stoneworks allow the wind to funnel through, sometimes producing small whirlwinds.

Oases and wadis are the least common environment in the desert. A wadi might be a pleasant pool of water surrounded by date palms and long grass, or it might take the form of a shallow ditch running among ferns and kudzu, a stony riverbed that briefly holds water after a rain, or a muddy pit hidden under windswept sand. Bandits sometimes take over a wadi to extort travelers who need to replenish their water.

## culture and customs

From the moment the first god-kings attained near divinity by taming the magic of the River Nuria and the ley lines running the same course, the people of Nuria Natal knew they were part of something that the people of every other nation would covet. Nurian mages and scholars devised mountainous resurrection tomb-engines, powered and enhanced by ley lines, which the slumbering god-kings of the past could use to return in times of upheaval.

## SANDSTORMS AND SILTSTORMS

When strong winds blow across the desert, they carry sand with them. A creature caught in a sandstorm has disadvantage on ranged weapon attack rolls and on Wisdom (Perception) checks that rely on sight. The winds extinguish open flames, disperse any fog, and make nonmagical flight impossible. Even a creature flying with the aid of magic must land at the end of its turn or fall. A creature can't gain any benefits from finishing a short or long rest in a sandstorm.

Siltstorms, which carry very fine dust and sand aloft, are even more dangerous. In addition to the effects of a sandstorm, creatures that don't have half cover or better during a siltstorm take 1d6 bludgeoning damage each hour. In addition, they must succeed on a DC 15 Constitution saving throw each hour or gain 1 level of exhaustion from the inhalation of these particulates. A creature reduced to 0 hit points by a siltstorm is knocked unconscious rather than killed, but an unconscious creature automatically fails any Constitution saving throws to avoid exhaustion.

Most sandstorms or siltstorms last only a few hours, though in the winter, one can rage for days and alter the landscape across hundreds of miles. **Earth elementals** and **dust mephits** are immune to the storms' effects and can often be found frolicking in the storms and their aftermath.

The citizens see themselves as the protectors of their enchanted river, and the construction of stone monuments, monolithic statues, and sphinxes are among the ways they express their love of the river and their devotion to it. Intricate temple complexes are built in veneration of their chosen gods, Anu-Akma, Aten, Bastet, and Thoth-Hermes, and the people know they are as important to these deities as the river and the land are. The god-kings and god-queens who rule them are worshiped as living deities. When they die, their bodies undergo a series of magical rituals and spiritual preparations before they are interred in elaborate pyramidal tombs. During

## TAMASHEQ LITHAMS

In winter, when sandstorms and siltstorms are furious, the Tamasheq nomads often cover their mouths and noses with these lithams, which are made of layered linen and cotton. While wearing one, a creature has advantage on Constitution saving throws to avoid gaining levels of exhaustion during a siltstorm. A Tamasheq litham costs 1 gp.





# PAINTING HAPPY LIL MINIS

WITH DAVE TAYLOR



## EPISODE #37: THE POWER OF COMMUNITY

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

You can also see Dave painting live each week on our *Game Trade Media* Facebook page (and our YouTube and Twitch channels) — Thursdays at 7pm EST. Dave is joined by co-host Gretchen Settle, and occasionally by other painters who each bring great painting advice and their own style to the table.

### WHEN COMMUNITY COMES TOGETHER

This month's article is going to be a little different...ok, a LOT different. Rather than highlight a painting technique or a particular type of miniature, I'd like to talk about one of the greatest things about your local hobby community. Obviously having a strong, diverse, and

inclusive community is incredibly important to keep things fresh and interesting and full of activity, but when that community can come together to support a cause bigger than any of us... that's just fantastic!

I'm talking about when your community rallies around something that's very important to them and uses their hobby skills to organize

This Holy Orders warband from *Infinity* by Corvus Belli has been painted for this year's NOCF Raffles by PHLM community member Chris Gorka.





This Ahriman from Games Workshop was painted by regular PHLM guest Jeff Jenkins (@rogueshader) a couple of years ago.



a gaming event (like Foodhammer) or a series of charity auctions or raffles (like the NOVA Open Charitable Foundation or NOCF). These are things that can really have a positive impact on people in your local, national, and global communities. Let me give you an example of the impact you can have:

For nine years now I have been involved in the NOCF, creating minis/units/armies to be raffled off to raise money for Doctors Without Borders (a global organization bringing relief to millions in wartorn and devastated regions), the Breast Cancer Research Foundation (a US-based organization directing funds to various research efforts), and the Fisher House Foundation (an organization that helps the families of veterans when they need to be hospitalized for various treatments). Friends of Painting Happy Lil Minis have painted countless models, from individual goblins to might Warlord Titans, and they continue to do so year after year.

The NOCF is set up as a 501 (c3) charity and has been running these raffles since 2013. Thanks to the efforts of dozens (hundreds, maybe) of people from the broader hobby community, has been able to raise more than \$460,000 over that time.

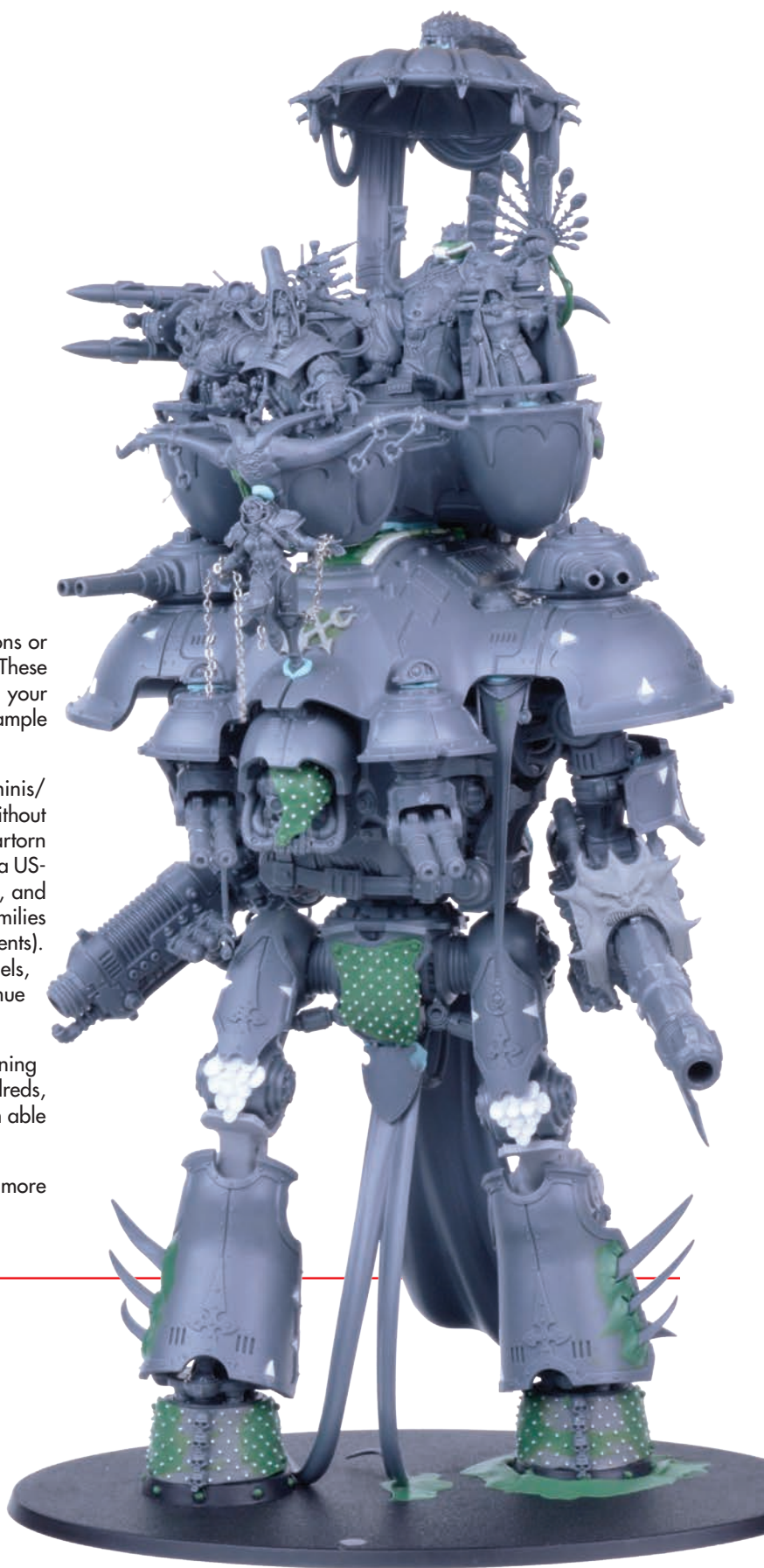
The 2021 raffles should be live soon, and you can find out more about them on the NOCF website now:

[novaopenfoundation.org](http://novaopenfoundation.org)

## WHAT CAN YOU DO LOCALLY?

When you are next chatting with members of your local hobby community, why not see who might be up to champion a local event (tournament, painting competition, auction) that can positively impact a charitable organization in your local area?

The Foodhammer events required gamers to bring canned foodstuffs along to tournaments to gain bonuses, with the local food pantries benefitting. Other charity events have benefitted Toys for Tots. Regardless of what you choose to do, the satisfaction of bringing together your local community to benefit others is tough to beat.



This massive Slaaneshi Knight Tyrant is being converted and painted by me for this year's NOCF raffles. This image is at 75% actual size!



**DUNE IMPERIUM (DWD 01000)**

From Dire Wolf Digital, reviewed by Eric Steiger

 14 & Up	 2 - 4 Players
 60 - 120 Minutes	 \$50.00

"Hybrid" games, featuring two (or more) different core mechanics, can be hit or miss. When they're bad, they can be an unintelligible complicated jumble, blending too many ideas together into a mess. But when they're good, they can become a whole greater than the sum of their parts; *Dune Imperium* is an incredibly intricate deckbuilding and worker placement game, that takes a lot of moving parts and combines them into a fascinating and fulfilling experience.



Like in most deckbuilders, you begin with a starter deck of 10 cards that you will want to upgrade and replace as soon as possible. Like in most worker placement games, you begin with too few workers ("Agents") to do all the things you want with them, and the opportunity to gain another (which will still be too few) during play. The turn order itself is relatively straightforward — on your turn, you play a card from your hand with an icon matching an empty space on the board, then deploy an Agent to that space to take the action printed on it. That action could be gaining some of several different kinds of resources (money, water, spice, or troops), deploying troops into the round's conflict, trashing a card from your hand or discard, or taking an Intrigue Card (which can give you bonuses during the turn, during the conflict, or at the end of the game). If you played an Agent into one of the four different factions you can ally with (Fremen, Bene Gesserit, Spacing Guild, or Imperium), you gain an influence with that faction, eventually granting victory points and/or bonus resources.

If you can't (or, rarely, choose not to) play any more Agents, you take a Reveal turn instead, using the Persuasion resource printed on the bottom of the cards remaining in your hand to buy one or more new cards from the face up row available to everybody, which replenishes after each purchase. Like in most deckbuilders, there are some fixed upgrade cards that are always available, including "The Spice Must Flow", which is the most expensive card available, but grants an automatic VP upon purchase.

After all players have taken their Reveal turn, you proceed to resolving the round's conflict, in which troops in the conflict and knife icons revealed by the players' Reveal turns are totaled, and the winner of the conflict receives a benefit. In early rounds, this benefit is resources or a single VP, but later on, conflicts gain value, often granting the winner 2 VP or more, as well as permanent control over a space on the board, giving you a passive benefit each time a player selects that space. At the end of the round, if any player has reached 10 VP (or the most, in case of a tie), that player wins. If not, and there are still any conflicts remaining, you continue to the next round.

The basic gameplay is simple enough, but many of the cards and board spaces have special rules associated with them, such as giving additional Persuasion with which to buy cards, drawing additional cards into your hand, and more. Furthermore, your cards may offer different benefits depending on whether you use them to place an Agent or save them for your Reveal turn. Finally, each player has a leader of a great House, with a unique and asymmetrical benefit. Each of these things lends delicious complication and opportunity to your decisions.

As in most deckbuilders, you will quickly realize you need to upgrade your deck if you don't want to get outpaced by your opponents. But as in most worker placements, you will also realize there are far more things you want to do than you have Agents to do them, and gaining board position, troops, and resources means tearing focus away from upgrading your deck. Additionally, you will almost certainly be limited in where you can place your Agents based on the cards in your hand at the time, and you will often face a difficult choice between using a card because you need it to put an Agent where you want and saving it for its Reveal benefit.

*Dune Imperium* lives up to the hype — it is a strategic, fascinating experience combining the best elements of deckbuilding and worker placement games and demands repeat play while you gain familiarity with the cards and board spaces and develop strategies.

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





## UMBRA VIA (PAN 202011)

From Pandasaurus Games, reviewed by John and Isaac Kaufeld

 14 & Up	 2 - 4 Players
 30 - 60 Minutes	 \$39.95

Let's begin with an important tip: When you invite someone to play *Umbra Via* (Pandasaurus Games), tell them it's a cool abstract strategy game with a two-stage auction, some area control, and plenty of "screw your neighbor" opportunities. Leave out the thematic storyline because it will just confuse them.

So what is *Umbra Via*? It's different, but in a good way. Let's explore the top five mysterious powers and abstract secrets you need to know about the game.

## IN THE TILES, ALL THINGS BEGIN

At the beginning of the game, make a messy pile with the path tiles so they get thoroughly mixed and rotated. From there, convert the pile into an orderly draw stack and begin the game.

The first stage of each round is the tile auction. Tiles enter the auction in groups of four on the auction board (the "altar"). If you shuffled well, the tiles will face in various directions. Players have to maintain that orientation when they move the tiles from the auction to the game board.

## FLOWERS HOLD VALUE AND POWER

Every player receives a bag with a mix of bright "Energy Flowers" and subdued "Soul Flowers" in their color. These are the currency used for auction bidding and tile control.

The two bidding rounds of each auction begin with all players secretly drawing three flowers from their bags. Energy flowers count as one point toward winning a bid on a tile. Soul flowers count as two, but with a delicious catch: After determining who wins a tile, all of the soul flowers used as bids on it are removed from the game, never to be seen again.

You can't hold any flowers back on a turn. You must use them all.

## COMPLETING A PATH TO THE SOUL

If the tile completes a path, all of the energy flowers on the path determine who gets the lion's share of rewards for it.

Speaking of rewards, here's another point where things get wild in *Umbra Via*. During setup, you put nine soul flowers from your bag onto your "soul tile". Those flowers and the tile they sit on are the end of game trigger.

When a path is completed (what the game calls a "summoning"), all players are ranked by the number of energy flowers they have on the path.

The player with the most flowers on the path takes one soul flower from their soul tile for every tile in the path and puts it into their bag, along with all of their energy flowers from the path. The second place player takes half that many, and so on. Tiles in a completed path are discarded after scoring.

If you run out of flowers on the soul tile but still need to draw more, you win the game.

## MIXING THINGS UP WITH SPECIAL TILES

Once you get the hang of *Umbra Via*'s ebb and flow, try disrupting the norm by introducing the three special tiles. Each one breaks the normal rules in a subtle but wicked way.

The Block tile takes up space in the auction, reducing the number of tiles up for bid. The Void tile lets a player put flowers onto an empty board space. When a tile lands on that space, all the flowers move onto it.



Finally, the Four Point tile carries flowers to the board, but the player who places it immediately moves all of its flowers to an adjacent tile. (Oh, you thought you controlled that path? Surprise!)

## MORE PLAYERS = BETTER GAMES

Although *Umbra Via* says it plays with two to four players, we highly recommend sticking three or four for the best game experience. With that many, you get thoughtful (or chaotic, depending on your opponents) interactions that make you think outside the norm. *Umbra Via* performs well in that environment.

We can't say the same thing about it as a 2-player game. Although we initially thought that adding the same neutral color to both bags was a clever way to simulate a ghost player, it didn't pan out that way. The neutral player won path after path, usually triggered game end, and had a far better time overall than either of the live players did.

## VERDICT

With solid abstract gameplay implemented through well-loved mechanics and clever innovations, *Umbra Via* will hit your table again and again. There's a lot for abstract strategy fans to like as they unpack how the game's layers fit together and influence each other.

Because the path tiles come up randomly, they keep each game unique enough to be fresh without creating complete chaos. Likewise, the random draws of energy and soul flowers combined with the auction's two bidding rounds make you constantly adapt your strategy on the fly.

The fact that soul flowers help you win a tile but don't help you control it adds a surprising level of direct player competition to the game. We didn't expect it to be so cutthroat, but it definitely proved us wrong.

...

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?





**BACK TO THE FUTURE: DICE THROUGH TIME (RVN 60001883)**

From Ravensburger, reviewed by Brian Herman

 10 & Up	 2 - 4 Players
 45 - 60 Minutes	 \$39.99

The *Back to the Future* franchise contains some of my most beloved memorable moments in cinematic history. A disgraced nuclear physicist and a teenager in high school traipse through time in a series of wacky adventures, most of the time just trying to get back home. Throughout the franchise, "Doc" Brown consistently preaches caution when time traveling to Marty, citing the dangers of creating a paradox. In part 2 of the series, we get to see what this would look like as the villain Biff absconds with the time machine and steals a sports almanac that he gives to his younger self, creating an entire alternate reality. In *Back to the Future: Dice Through Time*, Biff has stolen many artifacts from the series and sprinkled them throughout 4 different time periods. 2-4 players must work together playing as different versions of Doc and Marty trying to navigate through the different eras of time to collect each item and put it back where it belongs, all the while trying to stem paradoxes and avoid versions of themselves. The result is sheer fun as all players attempt to keep the timeline from collapsing.



During setup, you can see the care and attention to detail Ravensburger put into designing a game spanning 3 different movies in the franchise. The board consists mainly of the 4 different main timelines explored in the movies (1885, 1955, 1985, and 2015), each with 5 locations. Each player picks a starting color that comes with a player board, a DeLorean miniature, and custom dice. Each player places his DeLorean at the "Clock Tower" square in the timeline that matches their color. An "Outatime" marker is placed on a tracker above the board in the "start" position; if this tracker ever moves to the "Game Over" position, the players lose. A deck of Event cards is shuffled and put in the space marked on the board, and a varying number of Item cards based on the game's difficulty level chosen are also shuffled and put in the space provided in each time period. These are the items the players need to retrieve and place back in the appropriate timeline to defeat the game. A "Biff" standee is placed in each timeline at the starting position indicated on the board, in every timeline he will cause trouble for our players. Finally, a face down pile of "Einstein" tokens and a pile of "Paradox" tokens are

placed within easy reach of all players. A first player marker is passed to the player who has traveled the furthest in time (the oldest), and the game is ready to begin.



Gameplay follows the outline every turn until the players have either advanced the "Outatime" marker to the Game Over position or have returned all the items to their appropriate timeline. First, a number of Event cards are drawn based on the number of players. These cards can sometimes affect the entire turn with a global affect, but most often are placed at a particular location in a particular timeline to represent critical moments in history (or the future). Some cards have a "Biff" logo, indicating that timeline's Biff standee will move to that location to interfere with the players, preventing them from attempting that Event while he is there. Next, all players roll all 4 of their dice, and starting with the first player, take turns "spending"

those dice one at a time for a variety of effects. This can include traveling to a different timeline, moving within their timeline, moving Biff to a different location, or completing Event cards. If a player does complete an Event card, they are awarded with an Item card that has been misplaced in that timeline and can store it in one of two spots on their player board. Once all players have done all they can, the "Outatime" marker progresses one spot per event left on the board in the timeline with the most events. Then, paradox tokens are added to the board in each place in that timeline with an Event card, which will make the marker travel again on a future turn if not dealt with.

As a diehard fan of the series, I enjoyed *Dice Through Time* tremendously. It plays like a love letter to the trilogy of movies, with each Event and Item card a callback to a particular moment of defeat or triumph. For a cooperative game, the difficulty level is extremely balanced with each game presenting an entirely new challenge for players to work together to complete. This combined with Ravensburger's usual high level of production materials, makes this game a must-play for fans of the series.

...

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*.





**TINY EPIC TACTICS (GLG TET)**

From Gamelyn Games, reviewed by Thomas Riccardi



14 &amp; Up



1 - 4 Players



30 - 60 Minutes



\$30.00

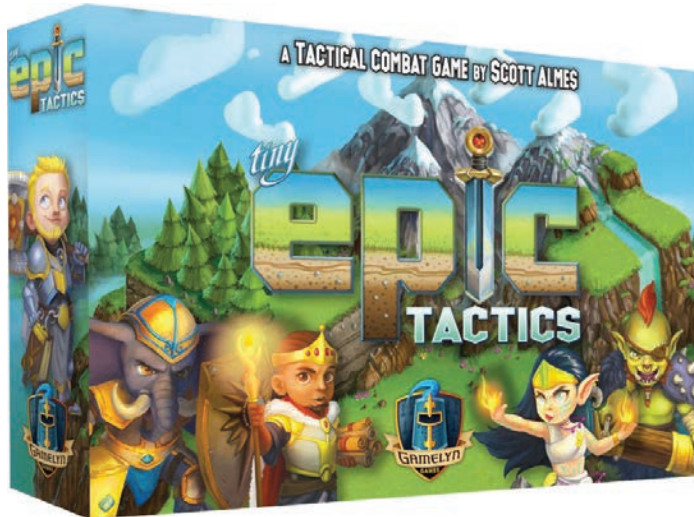
Long ago, in lands that have been long since forgotten, man existed alongside beast and wielded powerful magic. You have assembled a team of adventurers to explore the unknown and reap the rewards, but beware! There are other teams looking to do the same and these lands are also home to many dangerous creatures! This is the setting in Gamelyn Games' *Tiny Epic Tactics*.

One of the first things that amazes me about this product is how they manage to pack so much stuff inside of a tiny box! Everything that you need to play this game is literally contained in this small box — in fact, the box is also part of the terrain! The game consists of a map board, terrain, meeples that represent the various heroes in the game, cards, dice and tokens.

What I love about this game is there are a variety of game modes to play which keeps things interesting and the game re-playable. *Tiny Epic Tactics* can be played with 2-4 players and it can either be a total free-for-all or divided into two teams. There is also a way to play the game solo along with co-operative solo play. These modes are different from the original game as you will be exploring the lands and caves, and you will be fighting enemies which spawn on the map.

All of these play modes are a great feature of the game; even if you can't find anyone else to play with you can still get a great experience from *Tiny Epic Tactics*.

Your team is composed of four heroes, each with various strengths and weaknesses. There is the stalwart Fighter who has a strong melee attack as well as a short-ranged missile attack that can deal a powerful blow. Wizards are very powerful but are not that robust, and have various magical attacks that range from high damage to the ability to hit more than one target. If you are looking for fast and agile then look no further than the Rogue who can hit targets from long range and move to another target quickly. And last but not least are the hulking Beasts who have a strong melee attack (at the expense of no



ranged options! Players set up their teams as well as trackers for three of their stats (Health, Ammo, and Mana).

Players then take turns issuing orders to their team of four heroes: they can either move or engage in either melee, missile, or spell attacks. The stats of each of these heroes are on their respective cards.

For movement you can move the number of spaces on your card and that is either horizontally or vertically. If you move into various terrain such as water or climbing onto another part of terrain it is +1 to your move score.

Melee attacks are different from other games; if you are close to initiate one you immediately deal that damage to that target. Each character has a reactive trait on their card so when they are attacked, that effect triggers (so you need to plan your attacks carefully). Missile attacks must be rolled for and paid for with an ammo counter. Spells are resolved the same way but you can also power up your spells by paying the corresponding mana, which could be crucial to dealing a final blow to one of your opponents.

The object of the game is to gain control of areas on the board. The game ends depending on how many people are playing (for example: in a two-player game it ends when one flag is captured but in a four-player game it is all three). Once the game ends, points are tallied with how many units are alive and captured flags; the player with the most victory points wins.

*Tiny Epic Tactics* packs a lot of great gameplay in a small package with easy-to-learn rules and very detailed gameplay. In my opinion, this is definitely a game that should be on your shelf. For more information on this and other great games head over to <https://www.gamelyngames.com> and get ready to rule the battlefield.

...

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





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