

SUMMER UPDATE VERSION

FANTASY FLIGHT GAMES

SPRING CATALOG 2004

WAR OF THE RING

Based on The Lord Of The Rings trilogy by
J.R.R. Tolkien



COMING
AUGUST





The world of the Blue Moon is in chaos. Blue Moon City lies in ruins. In the ruins of the great city, the creative Mimix seek to dominate by their machinations, while deep below, the fiery Vulca seek victory through molten force and the heat at the heart of the world.

In this original 2-player game, each player takes control over one of the BLUE MOON peoples in their quest for dominance. Players will find the BLUE MOON experience unique and addictive, as they will keep returning to the game to customize their strategy, or add one of the new expansion races to the game.

BLUE MOON BASE GAME

KN08 \$24.95

BLUE MOON EXPANSION

KN09a Flit \$9.99

KN09b Mimix \$9.99

KN09c Khind \$9.99

KN09e Terrah \$9.99

(August)

(August)

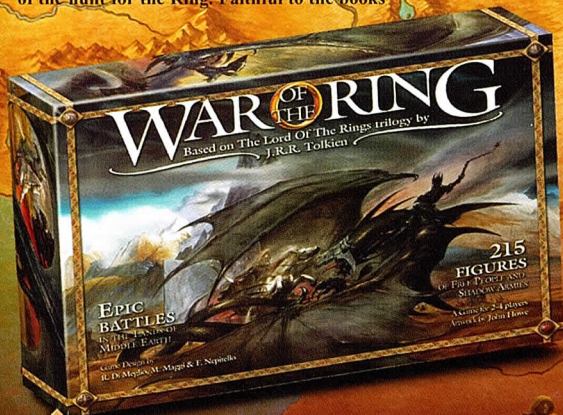


WAR OF THE RING

Based on The Lord Of The Rings trilogy by
J.R.R. Tolkien

The "WAR OF THE RING" boardgame is a grand-strategic simulation of Tolkien's "THE LORD OF THE RINGS" trilogy. While the Fellowship of the Ring advances towards Mordor, the Dark Lord Sauron tries to find the location and purpose of the Ring-bearer, at the same time unleashing his armies against the last strongholds of the Free Peoples. The Free Peoples player must use his characters wisely, as they are needed both to raise and lead the Free Peoples armies and to help the Ring-bearer in his quest. The Dark Lord must balance his political and military action against the search efforts needed to hunt the Ring-bearer and uncover his true purpose. Both players can win a military victory or a victory based on the final outcome of the hunt for the Ring. Faithful to the books

and to the epic flavor of the stories, characters and strongholds play a major role in the flow of the game and represent the main focus of the action. A simple and fun, dice based, "resource management" mechanism is used to determine the various types of action possible for each player. Very original and smooth mechanics have been devised to handle the hidden movement of the Fellowship of the Ring and the Hunt for the Ring. Events from the books and possible alternate events are introduced both indirectly (through the game mechanics themselves) and directly with the use of a set of action/event cards which the players can use to "turn the tide" of the events in their favor.



WAR OF THE RING

LTR07 \$59.95 (August)

WARCRAFT

THE BOARD GAME

The magical world of Azeroth is being torn apart by a bloody, devastating war. The Orc hordes are on the rampage once more, trying to reclaim their lost glory. The Human Alliance has gathered to face the Orc menace, but is being troubled by mysterious plagues and death cults. Driven by the terrible Lich King, the Undead Scourge is spreading plague across the land and swelling its ranks with the corpses of the fallen. The mysterious Night Elves, protectors of the forest, fight to defend their home against those who would defile it.

Warcraft is an exciting strategy boardgame for 2 - 4 players, playable in 60 to 90 minutes.

WC01 \$39.95



NEW

Now expand your game with the new Warcraft The Boardgame expansion.

WC02 \$34.95 (August)

George R.R. Martin's A GAME OF THRONES™ THE BOARDGAME

Enter the world of George R. R. Martin's best-selling *A Song of Ice and Fire* fantasy series and take control of one of the great houses of Westeros vying for control of the Iron Throne. Behind the careful placement of troops and ferocious battles lurks a world of intrigue, treachery, and betrayal. Amidst the scheming, winter is coming ...and with it a threat from the north that looms.

A Game of Thrones war game of strategy, diplomacy, and resource management for 3-5 players.

VA03 \$49.95



Now expand your game with the new Clash of Kings expansion.

VA06 \$34.95 (August)

A GAME OF THRONES™

Collectible Card Game



Set in George R. R. Martin's bestselling *A Song of Ice and Fire* book series, this fast paced, visceral card game puts players in control of one of the great Houses in a struggle for control of the Iron Throne.

Using a customized deck of plotcards that determine your resources and offensive capacity from turn to turn, you must best your opponent during an exciting array of military, intrigue and power challenges...each with its own unique rewards and penalties.

WESTEROS PREMIUM STARTER

GOT04 \$19.95

ICE AND FIRE EDITION PREMIUM STARTER

GOT09 \$19.95

ICE AND FIRE EDITION STARTER

GOT06a Stark \$9.99
GOT06b Lannister \$9.99
GOT06c Baratheon \$9.99
GOT06d Greyjoy \$9.99
GOT06e Targaryen \$9.99

ICE AND FIRE BOOSTER

GOT07 Display \$118.44
GOT07a Booster \$3.29

THRONE OF BLADES BOOSTER

GOT08 Display \$118.44
GOT08a Booster \$3.29

CROWN OF SUNS BOOSTER

GOT11 Display \$118.44
GOT11a Booster \$3.29

DRAFT PACKS (May)

GOT12 Display \$53.73

VALYRIAN EDITION STARTER (August)

GOT13 Display \$99.90
GOT13a \$9.99

VALYRIAN EDITION BOOSTER (August)

GOT14 Display \$118.44
GOT14a Booster \$3.29

A GAME OF THRONES CARD COFFIN

GOT10 9.95



CALL of CTHULHU[®]

COLLECTIBLE CARD GAME



**"PH'NGLUI MGLW'NAFH
CTHULHU R'LYEH WGAH'NAGL FHTAGN!"**

"In his house at R'lyeh dead
Cthulhu waits dreaming."

Investigators battle horrors from beyond time and space, risking life and sanity while conspiracies of cultists and malign servitors seek gateways for their outer gods to return. In the Call of Cthulhu CCG, players take on the roles of intrepid investigators trying to solve their cases and the servants of the Mythos seeking to carry out their vile conspiracies. Construct exciting decks from the 235+ cards available in the Call of Cthulhu Arkham Edition base game set.

Every player will need a Call of Cthulhu CCG Starter Deck, and can expand their game with Call of Cthulhu CCG Booster Packs.



CTHULHU ARKHAM EDITION STARTERS *(June)*

CT01 Starter Display	\$99.90
CT01a Investigators	\$9.99
CT01b Mythos	\$9.99

CTHULHU ARKHAM EDITION BOOSTERS *(June)*

CT02 Booster Display	\$118.44
CT02a Booster Pack	\$3.29



In RNEBOUND, you and your friends play heroes in a fantasy realm full of monsters, perils, and treasure. The world is yours to explore as you wish: Visit the Mountains of Despair, brave the Whispering Forest, or shop for magic items in the Paradash Bazaar. Wherever you go, adventure awaits you, and because the game changes each time you play it, you'll never have the same adventure twice. RNEBOUND is a fantasy adventure board game for 2-4 players.

VA05

\$49.95



Now expand your game with the new Runebound expansion.

VA07

\$34.95 (October)



NEW



FIREBORN

The Fire Within

An original non d20 Role Playing Game.

In the long-ago Age of Saga, dragons ruled the skies. Defenders of mankind, monsters of legend, warriors of spirit, and explorers of renown . . . the dragons were all these things, and more. But even they could not fight the inevitable tide of chaos and corruption. In a final epic battle the dragons disappeared.

But the stars have aligned above 21st-century London, and magic has returned. The dragons, reborn in human form, are beginning to remember. They are the scions. They alone remember their former enemies . . . enemies that, knowingly or unknowingly, are servants of the taint. Mankind's and the dragons' only hope is for the scions to recall their powers and gather their hoards before their enemies do.

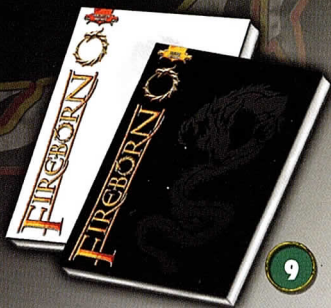
Fireborn tells not only the story of the dragons reborn, but also takes place simultaneously in the Age of Saga. Fireborn takes players from the height of a fantastic civilization to a modern day on the brink of destruction, from a time of primal powers and limited technology to a modern world of science being encroached upon by dark magical forces.

FIREBORN: PLAYERS HANDBOOK




FB01 \$29.95 (August)

FIREBORN: GAME MASTERS HANDBOOK

FB02 \$29.95 (August)



MIDNIGHT



Enter a world where evil rules and darkness has fallen across the land. Fight for hope and justice in a realm where desperation and despair hang like a death shroud over shattered empires. Explore an ancient world with a terrible legacy where gods are silent and magic ebbs like the tide retreating from a dark shore. Embark on an epic journey in a land where heroes are condemned and the elder races are hunted to the brink of extinction.

MIDNIGHT CORE BOOK

MN01 \$34.95

AGAINST THE SHADOW

MN02 \$21.95

CROWN OF SHADOW

MN03 \$14.95

MINIONS OF THE SHADOW

MN04 \$14.95

CITY OF SHADOW

MN05 \$14.95

SORCERY AND SHADOW

MN06 \$14.95 (June)

UNDER THE SHADOW

MN07 \$14.95 (July)

FORGE OF SHADOW

MN08 \$14.95 (July)

FURY OF SHADOW BOXED SET

MN09 \$49.95 (August)

DAWNFORGE

CRUCIBLE OF LEGEND

It is the height of an age of glory. Great races are at the pinnacle of their craft. Living magic throbs in the world like the breath of a God. The great colonizations of the far reaches have finally begun. It is an age of Legendary Heroes, Lendgandary Magic and Legendary Power. Yet, somewhere, into the heart of wisdom, a darkness creeps! The Dawnforge core setting book is a 256-page hardcover including detailed information on the geography, history, legends, villains, heroes, monsters, and magic of this epic land.

DAWNFORGE CORE BOOK

DF01 \$34.95

AGE OF LEGEND

DF02 \$21.95

PATH OF LEGEND

DF03 \$14.95



REDLINE

HR01 \$14.95

GRIMM

HR02 \$14.95

VIRTUAL

HR03 \$14.95

SPELLSLINGER

HR04 \$14.95

MECHAMORPHOSIS

HR05 \$14.95 (June)



Each HORIZON book is a complete, self-contained d20 RPG. Use it for a month-long diversion; use it for occasional one-off adventures; or use it for an epic campaign that you'll be talking about for years. HORIZON books feature new and concise rules for use in your regular game, as well as detailed and creative setting information into which your regular game may be easily imported.

H O R I Z O N
NEW ROLEPLAYING FRONTIERS





THE LORD OF THE RINGS® BOARDGAME

The Lord of the Rings boardgame is a unique and original game in which players must work together to defeat the game itself, a daunting task that will challenge even the most experienced players. The cooperative play style immerses players into the game, as they cheer their success and curse the foul turns of fate that force them into corruption.

LTR01 \$44.95

FRIENDS AND FOES EXPANSION



Friends & Foes adds a whole new dimension to the gameplay, giving you more choices but making your task no less difficult or perilous. Friends & Foes provides two completely new scenario boards, Bree and Isengard, as well as

13 new feature cards, Tom Bombadil, Glorfindel, Treebeard, Strider, and many more. In addition, this expansion introduces 30 dark foes ready to bedevil your journey. Face the evil Spiders of

Mirkwood, Orcs of the Red Eye, Cave-trolls, Wolf Riders, and Barrow Wights.

LTR02 \$24.95

SAURON EXPANSION

The second expansion for THE LORD OF THE RINGS® boardgame adds a whole new dimension to the gameplay. With the SAURON expansion, the fellowship of Hobbits are no longer competing solely against the game and its boards. In SAURON, a player will take the role of the Dark Lord and seek to thwart the fellowship's crucial mission.

LTR05 \$24.95



LORD OF THE RINGS® TRIVIA GAME

Test your knowledge of JRR Tolkien's Lord of the Rings®! Race your friends along the path to Mt. Doom, using your wits to defeat Shelob, Orcs, the Balrog, and other obstacles as you collect the resources you need to destroy the One Ring. More than a thousand questions allow you to play again and again, and three difficulty levels let you customize the game to your knowledge level. The ultimate challenge for any Lord of the Rings® fan!

LTR06 \$19.95



THE CONFRONTATION

Using hidden movement, each player controls nine vital characters from The Lord of the Rings® such as Ringwraiths, Orcs, the Balrog, and all the characters from the Fellowship. The player controlling the Fellowship seeks to move Frodo from The Shire to Mordor and the player controlling Sauron seeks to prevent Frodo from doing so. By using each character's unique special skill, clever cardplay, and strategic movement, the best player will decide the fate of Middle Earth. THE CONFRONTATION is a complete 2-player boardgame.

LTR04 \$19.95



THE HOBBIT® BOARDGAME

Will you trade your jewels for adventure points? Can you successfully answer the riddles or recite the songs? Do you have the courage to steal a jewel from right under Smaug's nose? On this adventure, you'll travel through the Edge of the Wild, the Misty Mountains, the Carrock, Mirkwood, Long Lake, and finally confront the Desolation of Smaug. Each terrain will yield magical encounters and valuable treasure. All your wit, luck, and skill will be tested.

LTR03 \$29.95





Each DragonShield standard sleeve box contains 100 tough polypropylene sleeves made to fit both casual and competitive play, and are absolutely PVC free. The DragonShield mini sleeves come in packs of 50 sleeves. Don't forget to check out the all new DragonShield clear plastic card boxes!

STANDARD SLEEVES

DSH01 Clear	\$9.99
DSH02 Black	\$9.99
DSH03 Blue	\$9.99
DSH04 Green	\$9.99
DSH05 White	\$9.99
DSH06 Gold	\$9.99
DSH07 Red	\$9.99
DSH08 Silver	\$9.99
DSH09 Purple	\$9.99
DSH10 Fusion	\$9.99



MINI SLEEVES

DSH11 Clear	\$4.49
DSH12 Black	\$4.49
DSH13 Blue	\$4.49
DSH14 Green	\$4.49
DSH15 White	\$4.49
DSH16 Gold	\$4.49
DSH17 Red	\$4.49
DSH18 Silver	\$4.49
DSH19 Purple	\$4.49

CARD GAME BOX

DSH20 Clear Card Game Box	\$2.49
DSH21 Blue Card Game Box	\$2.49

CARD COFFINS™

BY CHEESE WEASEL LOGISTICS

The Card Coffin is an all-in-one accessory for storing, transporting and separating collectible card game decks and systems. Larger than other deck boxes, the Card Coffin includes a plastic insert separating the container into four distinct compartments customized for the components of any collectible card game system: a large, center compartment for a main playing deck of up to 80 cards in protective sleeves, two narrower compartments for side bars or cards-to-trade, and a compartment for counters or dice.



CARD COFFIN™

CW01 Black	\$8.95
CW02 Hunting Season	\$9.95
CW03 Sack of Vikings	\$9.95



COLOSSAL ARENA



NEW



Reiner Knizia's Colossal Arena is a reprint of the classic *Titan: The Arena*, formally published by the Avalon Hill game company. Colossal Arena features four brand new creatures (that were not included in the original version) making Colossal Arena a new and unique game experience. In this exciting game, players place bets on the fantasy creatures they think will triumph. But beware, each creature is bestowed with individual skills, and you must cleverly manage the spectator cards while guiding your bets to maximum pay-off. Tension is high as one creature is eliminated every round. Colossal Arena is for 3-5 players and can be played in 1 hour.

KN10 \$19.95 (July)

MINOTAUR LORDS

Reiner Knizia's Minotaur Lords is a card game for two players in which each player is a Minotaur Lord vying to control the heart of an empire. You must use your minions, strongholds, and the favor of the gods to achieve military, economic, and religious victory. Minotaur Lords is the second release in Reiner Knizia's and FFG's series of "Lords" games. All games in this series are complete stand-alone games, but use the same rules system, and contain new cards and factions making for a unique game experience in every installment. Furthermore, it is possible for players to field factions from any of the "Lords" games against each other. Minotaur Lords is a card game for two players, ages 12 and up, and can be played in 20-40 minutes.

KN11 \$19.95 (July)



NEW



SENATOR

For the Glory of Rome!

Players take on the roles of Senators struggling with the five issues or catastrophes facing the Empire, trying to take credit for as much as they can while burying their opponents in contradictory agendas.

During every round of play, several random agendas are placed out for the Senators to bid upon. Each agenda grants a special ability to the Senator who outbids his fellow players as well as advancing his position in the Senate. You must cleverly bid enough influence to win the agendas you want, but also avoid being given agendas by other players that can ruin your plans! All the while, a new critical Event card is revealed every round to change the environment or the rules of bidding!

Will you be able to promote yourself to Caesar through the intrigues of Rome's senate, or will you only be known for your part in the Empire's destruction? For 3-5 players. Playing time 45 minutes to 1 hour.

MA11 \$19.95 (July)



NEW



FRENZY!

In Frenzy!, you take on the role of the general of a fantasy army and must maneuver your troops quickly through 3 rounds of play to overrun your opponent. The winner of each round raids his opponent's Supply Line, making off with untold riches, while the loser licks his wounds, biding his time until the next round.

Frenzy! is a game for 2 players that can be played in approximately 5-10 minutes.

VA04	Display	\$79.60
VA04a	Dwarf	\$9.95
VA04b	Human	\$9.95
VA04c	Orks	\$9.95
VA04d	Undead	\$9.95



NEW

WRECKAGE

In Wreckage, each player controls one of eight different vehicles and equips it with weapons, armor, and other equipment of his choice. By playing cards from their vehicles' steering decks, the players drive their vehicles around the play area, collecting gas and blowing each other's cars to scrap metal.

Wreckage is a fast-paced game of turbo-charged mayhem for 2-4 players ages 10 and up, and can be played in 20-60 minutes.



MA07 \$19.95



MUTINY!

In Mutiny!, each player bids for the right to use the special abilities of the five most senior crew on the ship.

However, they must be careful not to bid too heavily on any one crew, because bids

linger from turn to turn, making it difficult to adapt to the other players' changing strategies. Worse, the ship

might sail to an island filled with danger for the crew they've just spent their hard-earned bribes on, costing them the advantage they've just gained, or worse.

Mutiny! is a bidding game of pirates, backstabbing, and rum for 2-5 players, playable in 45-60 minutes.

MA09 \$19.95

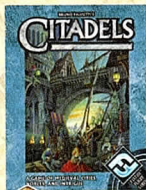
CITADELS

by Bruno Faidutti

Nominated for the German Game of the Year in 2000, Citadels has finally arrived in an English language edition. Game enthusiasts of all genres will be enchanted by this wonderful game of bluffing, deduction, and city-building.

Wrapped in a medieval theme and gorgeously illustrated, players seek to be the first to complete a grand city of their own. Each game round, players secretly take the roles of either the King, Magician, Architect, Assassin, Thief, Bishop, General, or Merchant and seek to use the powers of these offices in their efforts to win the game. As an additional bonus, the English version presents 10 new cards designed by Bruno Faidutti himself. These cards feature new locations and new characters to make your game of Citadels even more diverse than the original German version.

MA04 \$19.95



MAG-BLAST 2ND EDITION

Interstellar war has never been so much fun! A fast, furious, space-combat (non-collectible) card game set in the *Twilight Imperium* universe. Protect your flagship while blowing your opponents to smithereens.

2-6 players. Mag-Blast is best served hot, loud, and crazy.

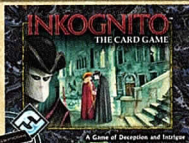
VA02 \$19.95

INKOGNITO

In Inkognito: The Card Game, each player is assigned the role of one of four secret agents: Lord Fiddlebottom, Colonel Bubble, Agent X, or Madame Zsa Zsa, and must deduce who the other players are by arranging meetings with them to share tidbits of information. The players may also meet up with "the Ambassador" to gain valuable knowledge about the other spies. The first player to deduce the identities of the other agents and meet up with their partner wins the game.

Inkognito: The Card Game is a deductive card game of secrets, lies, and investigation for 2-5 players, playable in 20-30 minutes.

MA10 \$19.95

**KING'S GATE**

You and your opponents are playing the feudal lords, trying to secure your claims by surrounding the most important locations in the capital (such as the palace, the royal library, and the wizard's tower) with shops, barracks, and other city districts under your control.

Watch where you place your districts, however, because your opponents may build their neighborhoods over yours, or worse, send the dragon to burn your territory down. King's Gate is a fast-paced board game of strategy and city-building for 2 to 4 players, ages 9 and up. King's Gate is playable in 20 to 40 minutes.

KN05 \$19.95

**ARENA MAXIMUS**

Pit your team against your opponents' charioteers on a track complete with traps, pitfalls, and other hazards. Race to be the first to finish, but remember, the faster you

go, the more likely you are to crash! If you find yourself falling behind, call upon your arsenal of spells to skirt the dangers of the arena and get back in the running. However, don't fall too far behind, as there's only so much magic can do.

ARENA MAXIMUS is a chariot racing game filled with thrills, spills, and spells for 2-5 players, playable in 45-60 minutes.

MA08 \$19.95

**MAGDAR**

In Magdar, each player controls a team of dwarves prospecting for riches on a board that is slowly destroyed during the course of play. Should you run back to safety with what

few gems you have, or do you risk Magdar's wrath and dig deeper in search of more treasure?

Magdar is a board game of prospecting, claim-jumping, and greed for 2-4 players, playable in about 20 minutes.

MA05 \$19.95



QUICKSAND

In Quicksand, each player controls one of six explorers racing to discover the hidden temple. Play cards to move your explorer closer to the temple, move your opponents' explorers onto quicksand, or discover secret treasures to help you win the game.



MA06
\$19.95

LOCO!

Loco is a fast and zany card game from Reiner Knizia, the award-winning designer of the Lord of the Rings and Kingdoms board games. Fast-paced and easy to learn, Loco! is simple enough to play with your family but strategic enough to satisfy your inner gamer.



Loco! is destined to become "The game that takes 30 seconds to learn!" In other words: it's crazy easy! Loco! is suitable for 2-5 players ages eight and up and can be played in 15 minutes.

KN06 \$6.95

ATLANTEON

The undersea city of Atlanteon is under attack! Take command of an army of aquatic warriors, powerful wizards, and fantastic water beasts as you battle for control of the capital of the deep. Send your forces to capture the Emperor's palace, Neptune's palace, and the Sea



Hag's tower, but beware! If your king is captured, you'll lose the game.

18

In the tradition of Kingdoms, Maginor, King's Gate, and Scarab Lords, Reiner Knizia continues his brilliant series of board games for FFG.

KN07 \$19.95

KINGDOMS

by Reiner Knizia
Kingdoms, players assume the roles of rival kings trying to increase their wealth by establishing castles across the land. By building castles in the richest regions, you stand to reap the most gold. But build carefully! For those regions may be infested with dragons, trolls, or other hazards that rob your kingdom of its riches.

Kingdoms is a fast-paced, strategic game for two to four players, ages 9 and up. Kingdoms is playable in 20 to 40 minutes.

KN03 \$19.95

**MAGINOR**

by Reiner Knizia
Maginor is a clever board game of skill, cunning card-play, and a bit 'o' luck. Maginor includes rules in the English, German, French, and Scandinavian languages.

KN02
\$19.95



**MAELSTROM**

In Maelstrom, you play a Master of the Void, fighting your opponents for control of the Vortex. Build your army of minions and strongholds, summon them to the battle, and unleash them against your opponents' forces.

Maelstrom is a complete fantasy battle game for two players, ages 12 and up.



VR06 \$19.95

ORCZ: DA BOARDZGAME

Take control of a tribe of warring Orcs and compete for the favor of your Dark Lord. If you do better than the other tribes in battle, you will be rewarded with goblin slaves. But be careful! If you fight too much with the other tribes, you may lose the battle and incur the Dark Lord's wrath!



MA02 \$19.95



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WWW.FANTASYFLIGHTGAMES.COM

TWILIGHT IMPERIUM

THIRD EDITION

Twilight Imperium 3rd Edition has been announced! The 3rd "Ultimate Edition" of Twilight Imperium will be released in summer of 2004. In the months leading up to the release FFG will be giving an unprecedented look into the design and development process, as well as working closely with Twilight Imperium fans. FFG is seeking input into all aspects of the game, hoping to work together with the TI community to create the ultimate Twilight Imperium edition.

All progress reports and articles related to the development process will appear on the

Fantasy Flight Games webpages -- be sure to check there often for new reports! To talk with the development team, head over to the message boards where TI:3 developers will be posting regularly and answering questions.

Pax Magnifica Bellum Gloriosum.

TI03 \$79.95 (September)



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