



## UGG NEWS

Hello everyone and welcome to 2012! This year promises to be a great for us here at Unique Gifts and Games and more importantly you folks at home!

To kick off the new year I'd like to let everyone in on some of things to expect from Unique Gifts and Games in 2012!

- 1. Magic: the Gathering Singles:** That 's right, UGG is finally going to have a great selection of reasonably priced MTG singles for you!
- 2. Candy Bars:** These are a returning favorite that will again be behind the counter available with our drinks.
- 3. Battle Reports:** Every few months one

the employees with jot down a few notes, take a few pictures, and explain an entire game to you!

**4. Tactics:** Similar to the Battle reports, these will come once every few months, but will provide great insight to your favorite miniature, board, and card games!

**5. Modeling tricks & tips:** New to the newsletter, we will show you step by step how we tackled some of our hobby projects.

**6. Small game support:** Have models for MERCS, malifaux, and any game from spartan, but never get to play? This year we aim to fix that with free play days and possible le-

ages starting up!

**7. Independent Game Masters:** We are always looking to fill up the gaming tables and we have a few game masters wanting to start regular game nights. Rumors of Deathwatch, Pathfinder, Flames of War, and others are possible.

**8. MtG feature Matches:** Check the website and watch our Friday Night tournaments on camera!

**9. Friday Night Magic every week:** That is correct, we will now run Friday Night Magic every Friday. Also look for casual magic events a couple times every month.

### Champions' Corner- December's Winners

- Dec. 9th Friday Night Magic: Kyle Dalton
- Dec.10th Warhammer 40k tournament: Dale Walker
- Dec 11th MtG Legacy tournament: Brad Carey
- Dec 23rd Friday Night Magic: Michael Lindh

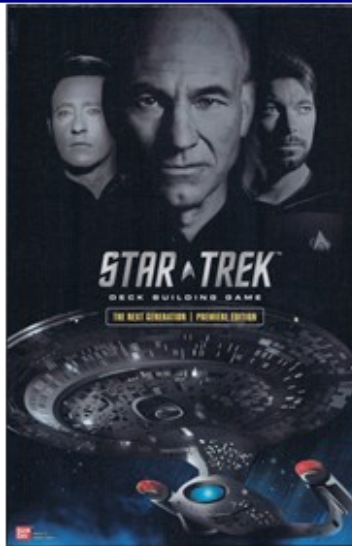
# January 2012

| Sun  | Mon                                  | Tue  | Wed  | Thu                                    | Fri   | Sat   |
|--|--------------------------------------|--|--|--|---|---|
| 1<br><br>CLOSED<br>For New Years   | 2<br><br>Old School<br>D&D<br>6-9pm  | 3<br><br>Game Demo<br>Night<br>5-9pm (call)  | 4<br><br>Warmachine<br>Hobby Night<br>5-9pm<br><br>D&D Encoun-<br>ters<br>7-9pm  | 5<br><br>Board Game<br>Night<br>6-9pm  | 6<br><br>Friday Night<br>Magic<br>6-10pm  | 7   |
| 8<br><br>Warmachine<br>Domination<br>Event<br><br>12-8pm<br>(extended<br>hours)        | 9                                    | 10<br><br>Game Demo<br>Night<br>5-9pm (call) | 11<br><br>Warmachine<br>Hobby Night<br>5-9pm<br><br>D&D Encoun-<br>ters<br>7-9pm | 12<br><br>Board Game<br>Night<br>6-9pm | 13<br><br>Friday Night<br>Magic<br>6-10pm   | 14  |
| 15<br><br>Magic the Gath-<br>ering<br><br>Com-<br>mander/EDH<br>Casual Event<br>12-5pm | 16<br><br>Old School<br>D&D<br>6-9pm | 17<br><br>Game Demo<br>Night<br>5-9pm (call) | 18<br><br>Warmachine<br>Hobby Night<br>5-9pm<br><br>D&D Encoun-<br>ters<br>7-9pm | 19<br><br>Board Game<br>Night<br>6-9pm | 20<br><br>Friday Night<br>Magic<br>6-10pm   | 21  |
| 22   | 23                                   | 24<br><br>Game Demo<br>Night<br>5-9pm (call) | 25<br><br>Warmachine<br>Hobby Night<br>5-9pm<br><br>D&D Encoun-<br>ters<br>7-9pm | 26<br><br>Board Game<br>Night<br>6-9pm | 27<br><br>Friday Night<br>Magic<br>6-10pm   | 28<br><br>Magic the<br>Gathering Pre-<br>Releases<br>12-5pm<br>5-10pm |
| 29<br><br>Magic the Gath-<br>ering Pre-<br>Release<br>1-6pm                            | 30<br><br>Old School<br>D&D<br>6-9pm | 31<br><br>Game Demo<br>Night<br>5-9pm (call) |  |  | Open dates are<br>available for<br>open gaming!!<br>Call ahead if<br>any questions! |   |

# Star Trek Deck Building Game

By: Bandai

In **Star Trek [Deck Building Game]: The Next Generation**, players take on the role of Captain of a salvaged Starship. They will search for new allies such as Picard, Data, and other famous Characters. They will Explore space to complete Missions, Encounter Events, and meet Starships that could be friend or foe.



The goal of each game varies. While some simply require a point threshold, another game's goal might be to simply survive.

The Game ensures to be loved by any trek-kies out there and with 3 different modes of play, this looks to be endless hours of fun! Order yours today!

# Star Wars: The Card Game

By Fantasy Flight Games

*Daring Rebel spies have uncovered a weak point in the Galactic Empire's defenses. Tensions run high as the Rebels assemble a strike team with one chance to set back the Empire's quest for total galactic domination, but with zero margin for error! Coordinating hit-and-run attacks to distract the Imperials, the Rebel Alliance relies upon a handful of heroes to undertake a vital mission...*

Star Wars: The Card Game is a co-



operative LCG that puts 1-4 players\* in command of the Rebel strike force and mission team. Players will launch fleets of starships and direct some of the most famous heroes in the Star Wars galaxy as they confront the might of the Empire. By working together, players can fend off Imperial assaults and complete their mission.

Pre-Order yours today!

# Flames of War: Version 3

This year hails a brand new version of the Flames of War rulebook. This updated, revised, and “mini” rulebook runs 294 pages long and is the entire full set of rules. The book is described to have less word and more diagrams, making learning and understanding

certain rules easier and more fun for everyone. None of the army books, army lists, or models will be phased out due to the release of this book. The best part of this is that if you own a hardcover, simply bring it in, get a sweet sticker for it and get a copy

of the new rules, Free! That’s right it is that simple. This new rulebook should arrive to us by mid February or so and along with it the large Hard Cover Copy will be released as well. Got any questions? Pre-Order your hard cover today or if you have any questions on the small rulebook, give us a call or shoot us an E-mail!

## Gamers' Corner— By: D. Tumminello

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*Welcome to Gamer's Corner. I take this as my monthly chance to show off what's going on here at the store, what products have caught my eye; generally anything I believe my fellow gamers may find interesting.*

Hey everyone this week the discussion will be on the game **Quarriors!** Quarriors! is a game for two to four players. It's a very fun and fast paced game, which is easy to learn but becomes more challenging as you and your friends begin to learn the nuance and strategy. Each player summons their own creatures and spells in order to fight their enemies and ultimately achieve victory.

Quarriors!'s gaming mechanic is based off of a very popular one used in card games; deck building. Instead of cards

though, players have a pool of dice representing spells, monsters and the game's energy source, quiddity.

Each player starts off with twelve dice; eight quiddity and 4 assistants. Each player has their own dice sack and randomly draws six dice. Depending on the roll players can summon creatures or spells, buy creatures and spells, and attack the other players. Should your creatures survive till your next turn they give you glory. Mechanically glory acts as victory points. The first player to reach the victory point limit wins the game.

This may sound simple and it is, but once players begin to see combinations and tactics with the creatures and spells the game takes on a whole new life.

Quarriors!'s quick game play allows for a gaming session when other games would be prohibitive. During Fridays, here at the store, many players who show up for FNM play this game, while they wait between rounds. It has picked up a steady following, and many players enjoy the game and take note of its simple mechanics. Allowing them to understand the rules quicker and have a more enjoyable and challenging experience.

Look out for the first expansion of Quarriors! **Quarriors! Rise of the Demons!**

*Got any questions or comments about these games? Shoot us an e-mail or give us a call! Until next time!*

## Board Game Spotlight:

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Risk: Legacy offers you a new and exciting way to play the board game we all love. In this version you and your group decide the fate of an alternate reality earth. Giving abilities and weapons to each faction as the game progresses, each version played will be a little different than



The others. The game goes so far as even to make you tear up the other options for your decisions, making all of them final. After about 15 or so games, your copy will be its own unique version of the classic game. Risk Legacy retails for \$60.99 and is available today!

## New this Month

Just a few of the new releases you can find in store this month... Pre-Orders Welcome!!

### UNIQUE GIFTS AND GAMES

82 Center Street  
Grayslake, IL. 60030

Phone: 1-847-548-8270  
Email-keonard@comcast.net

#### Hours

Monday thru Saturday– 11 am to 9 pm

Sunday– 12 pm to 5 pm

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

Be sure to visit the *City of Gamers* forum, link in our resource section.

- Vampire Counts release from Games workshop returning some popular old characters and some great new plastic kits.
- Privateer Press brings forth the massive Throne of Everblight and alongside it comes the minion Boneswarm, Mercenary Plastic kit, and Nicia, the tear of Vengeance.
- Check us out on Facebook for updates of new products as we receive them!!

## In Case You Missed It...

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Just in case you missed it, here's a recap of December...

- Lord of the Rings pre-painted HeroClix
- Pathfinder pre-painted miniatures
- Mage Knight Board Game
- Quarriors Expansion Pack: Rise of the Demons
- Hordes Celestial Fulcrum
- Beastmen Creatures including the Jabberslythe, Cygor, and Gorgan. Also from Gamesworkshop the Mangler Squigs.
- Lord of the Rings Living Card Game deluxe expansion: Khazad-Dum
- Dwarf kings hold hit stores, a game from Mantic that mixes the fun of board games with the creativity of hobbying.
- Risk Legacy. It's risk, but with special cards and board changes that occur between games! Can you say Risk Campaign?!?
- Super Dungeon Explore to meet your Manga/Miniatures fix.
- Flash Point, a fire-fighting boardgame
- Field Commander Rommel Boardgame