

Issue #39

January 2013



FUN STARTS HERE!

Unique Gifts and Games

UGG NEWS

Welcome to the January Issue of UGG news!

The end of month will be a pre-release weekend for the next Magic the Gathering set: Gatecrash. It is a follow up to Return to Ravnica and will follow the same style tournaments with “guild packs” of each of the 5 new guilds. Look for an email with details. Sign up now and reserve your guild!!

Those of you interested in the Iron Kingdoms RPG and/or Warmachine, will soon see fiction novels based on the Iron Kingdoms story line. The novels will start at the time period when Llael fell. That is just before the

Iron Kingdoms RPG and a little before the current WM installment. The short stories in all the rule-books have been awesome, so I am looking forward to this one!

The crazy busy season is just past, so we can now focus on more events in the store! We still bring you Pathfinder RPG, Dungeons and Dragons 4.0, many Magic the Gathering events, monthly Warmachine and Hordes events as well as weekly Wednesday meet up nights! Coming soon may be a Blood Bowl league, and we are in talks with hosting a stand alone Hobbit: Battle

of the Five Armies event! We also continue to host Board Game Thursday Nights every week. We have a solid following of players showing up. Our demo game inventory is growing and we added more shelving to hold them! Learn to play them or just see what’s in the box before you buy! (you can check them out anytime we have open play space, not just on Thursdays) Lastly, Kathleen, Tanya, and I would like to thank all of our customers for a busy holiday sales season. We strive to make you happy, because without you, we wouldn’t be here! **Thank You!**

Champions’ Corner– December Winners

- December 7th FNM: Reed Splett
- December 9th Warmachine: Kevin Packer
- December 14th FNM: Andrew Jumper
- December 15th MtG Pauper: Ali Heldt
- December 21st FNM: Mac Hutchinson
- December 28th FNM: Antonio Ramirez

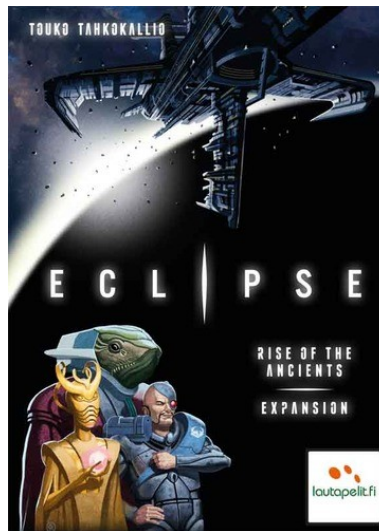
January 2013

Sun	Mon	Tue	Wed	Thu	Fri	Sat
		1	2	3	4	5
		<u>CLOSED</u>	<i>Warmachine Hobby Night 5-10pm</i>	<i>Board Game Night 6-9pm</i>	<i>Friday Night Magic 6-10pm</i>	
6	7	8	9	10	11	12
<i>Firestorm Armada Open Play 12-5pm</i>	<i>D&D Lair Assault 6:30-9:30</i>	<i>D&D Private Groups x2 7-9pm</i>	<i>Warmachine Hobby Night 5-10pm</i>	<i>Board Game Night 6-9pm</i>	<i>Friday Night Magic 6-10pm</i>	<i>Pathfinder RPG 5-9pm (FULL)</i>
13	14	15	16	17	18	19
	<i>Pathfinder RPG 5-9pm (FULL)</i>	<i>D&D Private Groups x2 7-9pm</i>	<i>Warmachine Hobby Night 5-10pm</i>	<i>Board Game Night 6-9pm</i>	<i>Friday Night Magic 6-10pm</i>	<i>Warmachine Tournament 11:30-5pm Pathfinder RPG 6-10pm</i>
20	21	22	23	24	25	26
	<i>D&D Lair Assault 6:30-9:30</i>	<i>D&D Private Groups x2 7-9pm</i>	<i>Warmachine Hobby Night 5-10pm</i>	<i>Board Game Night 6-9pm</i>	<i>Friday Night Magic 6-10pm</i>	<i>Magic the Gathering Pre- Releases (2) 12-6pm 6-11pm</i>
27	28	29	30	31		
<i>Magic the Gath- ering Pre- Release 1-6pm</i>	<i>Pathfinder RPG 5-9pm (FULL)</i>	<i>D&D Private Groups x2 7-9pm</i>	<i>Warmachine Hobby Night 5-10pm</i>	<i>Board Game Night 6-9pm</i>		<i>Open dates are available for open gaming!! Call ahead if any questions!</i>

Eclipse: Rise of the Ancients

by Asmodee

Eclipse: Rise of the Ancients, the first full-size expansion for Eclipse, introduces several new additions to the base game, such as Rare Technologies, Developments, Alliances, Ancient Homeworlds and Warp Portals. There are also three new player boards with four new different alien species to choose from. New components allow up to nine players in one session. Due to the modular design, you can use all of these additions or just some of them in any game of Eclipse, according to your preferences and play style.



The Ancients are rising. Will your civilization rise to the occasion and emerge victorious? *While the galactic conflict escalates and several new factions are trying to get a foothold on the galaxy, the adversaries suddenly need to find allies among themselves to face the rising threat. The systems previously thought to be empty are suddenly swarming with Ancients – whole worlds of them, with ship capabilities way beyond anything seen before. They are not willing to negotiate.*

DreadBall: the futuristic sports game

by Mantic

DreadBall: The Futuristic Sports Game is the hyper-kinetic sci-fi sports game of unparalleled speed and ferocity – a fast, fun and tactical miniature sports board game written by Jake Thornton and created by Mantic Games. Two coaches compete for victory with teams of beautiful miniatures on a stunning sci-fi pitch. The game is easy to learn, yet challenging, with carefully orchestrated plays and counter attacks



hinging on positioning and the mercy of the dice gods.

Created by the finest sculptors, artists and game designers, DreadBall: The Futuristic Sports Game is the first in a series of visually stunning sci-fi sports games, to be supported with expansions introducing new teams and exciting new game play, building on the already impressive 84-page full-colour A4 rulebook.

Mansions of Madness: Call of the Wild expansion

"Briefly summarized, it hinted at a hidden race of monstrous beings which lurked somewhere among the remoter hills – in the deep woods of the highest peaks, and the dark valleys where streams trickle from unknown sources. These beings were seldom glimpsed, but evidences of their presence were reported by those who had ventured farther than usual up the slopes of certain mountains or into certain deep, steep-sided gorges that even the wolves shunned." –H.P. Lovecraft, "The Whisperer in Darkness"



Venture into the unknown with Mansions of Madness: Call of the Wild! Five new scenarios and eleven double-sided board tiles plunge investigators into the mysterious backwoods, shaking the foundations of what players have come to expect. The keeper has even more surprises at his disposal, and at times must solve ritual puzzles and seek out clues. A focus on outdoor maps encourages non-linear exploration, and new Allies assist in combat while driving the macabre narrative. Survive the wilderness in Call of the Wild! Due in January!

Sherlock Holmes: Consulting Detective

by Ystari Games

Having just played this game with my wife, I can honestly say this is the best detective around.

It is not your conventional board game. In fact, aside from a map of downtown London, there really is no board. The rules are simple. You are provided with a book listing hundreds of locations within London and their numbered locations on the map. On the back of the rulebook is a quick listing of Holmes' most known friends that he consults with, many of the familiar names for those of you into the world of Sherlock Holmes. (I have very limited knowledge) The game contains 10 "modules" or crimes that you must solve. You are given a short description of the crime with a few leads to follow. **Taking notes is a must!** You simply decide where you want to go to ask questions, ie: the widow's house. You look up her name in the directory, find the corresponding location, look it up within

the current module you are playing and if the lead is legitimate, it will give a description with a good chance of more clues and information!

Scoring is done when you have finished following leads. In the back of the module will be a few questions about the crime, like who was the perpetrator and what was the motivation. Secondary questions are also asked like maybe what type of weapon was used exactly, etc.

After questions are answered, the correct answers garner points scored. Then Holmes gives you the answer to the crime. You tally your score and compare the number of leads followed to Holmes'.

We had a ton of fun playing. We were taking notes, following leads and thought we had a good idea who the criminal was! After reading the questions, we realized we were a bit off, and after seeing the answers we ended up

scoring a 17 /100 points. Boy were we off, **it is not a cake walk investigation to be sure**, but we felt like if we just went in a slightly different direction our investigation would have been spot on! We loved it!

You can play solo, as a team, or individually by comparing scores to determine a winner. The 10 scenarios provide plenty of fun for the dollars spent on the game. **And there is no need to know the world of Sherlock Holmes! You can dive right in as if it was any detective game!**

If you want something different that everyone can play, this is it!



Star Trek Hero Clix Tactics: Series 2

by Wiz Kids games

Star Trek HeroClix: Tactics 2 puts you in command of some more Federation and Klingon vessels, and also adds a range of new races like Romulan, Cardassian, Dominion, Ferengi, and Vulcans. Is 100% compatible with the HeroClix core rules system. Tactics 2 and Tactics 1 are intended as a standalone game system. So even though Tactics operates by the same rules and Powers and Abilities that other HeroClix minitature games are played with, it is played as its own game. (Eg. No Spiderman Vs USS Enterprise. There's Herolix: Away Team for that)



Due in January!!

Tactics 2 features more than 30 pre-painted ships and will be available for sale in both a 4-Ship starter product and single figure boosters.

New this Month

UNIQUE GIFTS AND GAMES

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Phone: 1-847-548-8270
Email-UGGken@gmail.com

Hours

Monday thru Saturday– 11 am to 9 pm

Sunday– 12 pm to 5 pm

www.uniquegg.com

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

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

- Mansions of Madness: Call of the Wild expansion
- Deathwatch RPG: Ark of Lost Souls
- Talisman: The City expansion
- Only War RPG: Final Testament
- Pathfinder Battles miniatures: Shattered Star boosters
- Star Trek HeroClix Tactics: Series 2 starter
- Magic the Gathering: Gatecrash (pre-release in January, for sale early February) boosters, intro packs, fat packs
-

We BUY and SELL *Magic the Gathering* singles!!

LIKE us on Facebook for updates of new products as we receive them!!

In Case You Missed It...

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

- Pathfinder RPG: NPC codex
- Black Crusade RPG: The Tome of Blood
- Netrunner LCG: What Lies Ahead data pack expansion
- Star Wars: the card game
- Rogue Trader RPG: Stars of Inequity
- Star Wars RPG: Edge of the Empire beginner game
- Iron Kingdoms RPG: Urban Adventure
- Legends of Andor board game
- Doctor Who Monopoly
- Dread Ball
- Sherlock Holmes: consulting detective game
- Quarriors base game 2nd edition
- Marvel Legendary deck building game
- Only War RPG
- Descent: Lair of the Wyrms expansion
- Locomotive Werks board game
- Several models for War-machine and Hordes
- Super Dungeon explore expansion: caverns of Roxor
- Timeline: Diversity