



Unique Gifts and Games

UGG NEWS

Welcome to the June Issue of UGG news!

The month of May saw our 5th year anniversary of Unique Gifts and Games! We just wanted to thank everyone for making our dreams come true! Look for free anniversary dice to be given away to our customers! Unfortunately, they will arrive in a couple months.

This month is Free RPG Day! See the calendar! Free giveaways from several role playing game manufacturers!

We have something special for you this month! Three game designers wish to playtest their games here! One is here for

play any time, and the second, Battle-born Legacy, is scheduled for June 23rd, and the third is Battle!, scheduled for June 30th, see the calendar! The first game is called Star-tropolis, and is a resource management game that has players building a space station and reaping the credits! Email coming soon!

Privateer Press is rolling out an unusual ad campaign for their new game design background called "Level 7". The companies' owner produced a fake letter defending his company from the "Alien enthusiasts that think Priva-

manipulated by the government." Conspiracy theories to promote the Level 7 theme. Looks like the games produced under this guise will be Alien based! No specific game announcement....yet.

Coming soon: our new UGG website! There are a few changes, nothing huge, but most important is a new calendar of events!

Wil Wheaton and friends produce a series of youtube videos teaching the layman how to play board games. **TableTop** is the name of the series. They have covered several games including Ticket to Ride!

Champions' Corner- May Winners

- **May 4th FNM: Rich Comiskey**
- **May 11th FNM: Henry Scipio**
- **May 18th FNM: Blair Splett**
- **May 25th FNM: Henry Scipio**
- **May 26th Magic Game Day: Clayton Burt**
- **Honorable mention: May 18th: Jacob Boguszewski**

June 2012

Sun	Mon	Tue	Wed	Thu	Fri	Sat
<p>Open dates are available for open gaming!! Call ahead if any questions!</p>	<p>Warmachine League Starts: May 2nd Ends: June 6th</p>				<p>1 Friday Night Magic 6-10pm</p>	<p>2</p>
<p>3 Firestorm Armada Open Play 12-5pm</p>	<p>4</p>	<p>5</p>	<p>6 Warmachine Hobby Night 5-10pm</p>	<p>7 Board Game Night 6-9pm</p>	<p>8 Friday Night Magic 6-10pm</p>	<p>9</p>
<p>10</p>	<p>11 D&D Lair Assault 6:30-8:30</p>	<p>12</p>	<p>13 Warmachine Hobby Night 5-10pm</p>	<p>14 Board Game Night 6-9pm</p>	<p>15 Friday Night Magic 6-10pm</p>	<p>16 FREE RPG DAY Events: 12-4pm 5-9pm</p>
<p>17</p>	<p>18 Pathfinder RPG 5-9pm Call to reserve a seat!</p>	<p>19</p>	<p>20 Warmachine Hobby Night 5-10pm</p>	<p>21 Board Game Night 6-9pm</p>	<p>22 Friday Night Magic 6-10pm</p>	<p>23 Battleborn Legacy 1-6pm Be part of the playtest!</p>
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Planechase 2012

This June heralds the return to Planechase. For those of you unfamiliar with Planechase, it is a multiplayer format that uses giant sized cards, as seen in the picture to the right, to change the game based on where you are. The game allows for a fun experience that is sure to be different every time. The re-release of Planechase is also bring forth a cycle of 5 different multicolored legendary creatures, perfect for all you commander players. This edition of planechase also brings new giant sized cards, called Phe-

MAGIC The Gathering® PLANECHASE™



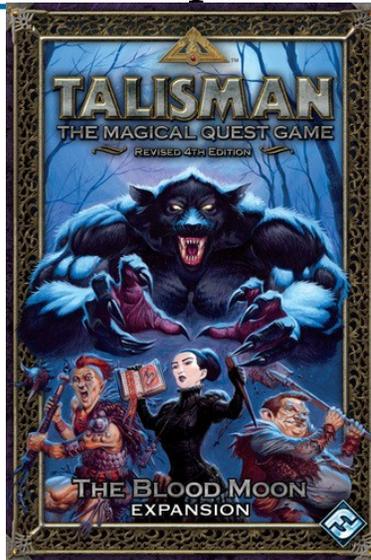
nomenons. These phenomena will permanently change something about the game, then suddenly jump you to an all new plane. Planechase 2012 features 4 different types of decks: Chaos Reins, Night of the Ninja, Primordial Hunger, and Savage Auras. New cards will be featured in each that are legal in eternal formats.

Planechase 2012 releases June 1st and retails for \$19.99

Talisman: The Blood Moon Expansion

With over 100 Adventure Cards, plus new spells, characters, and alternative endings, **Talisman: The Blood Moon** adds a gripping layer of gothic horror to your quest for the Crown of Command.

In addition to a host of new challenges, including a bloodthirsty Werewolf that prowls the land, time alternates between "Day" and "Night" under *The Blood Moon*. The new Time Card flips between its Day and Night sides to indicate the inexorable passage of time.



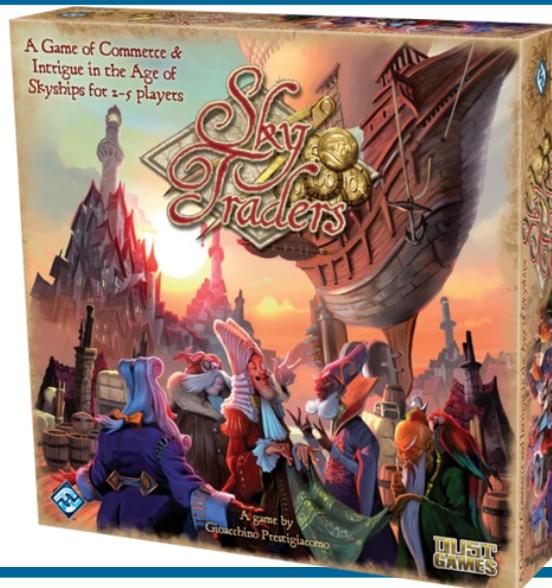
Whenever a player draws one or more Events on his turn, he flips the Time Card, a seemingly minor change with a range of game-altering consequences. Whereas creatures are slightly weaker in the cold light of day, they grow bolder at nightfall.

In stock now!

Sky Traders

Command your own skyship and become a master merchant in **Sky Traders**, a board game of commerce and intrigue for two to five players. Evade the ruthless Wind Pirates as you collect influence with the powerful Sky Guild. Manipulate the commodity market using your powers of persuasion. Through clever trades and resourceful captaining, you can seize the title of Master of the Sky Guild.

As captain of your own skyship, you'll have to decide each turn how to best service your needs.



Buying cargo at one port and delivering it to another city where the goods are highly desired is a great way to turn a profit. However, a captain also must consider hiring new crew, checking the ship's phlogiston (fuel for skyships) levels, repairing damage sustained in pirate attacks, and undertaking other important tasks to keep the ship running at peak performance. When money is tight, haul toxic sludge or collect minerals from the countryside to make some quick money.

Expected release date is June 2012.

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.

Red November is cooperative game where you and your friends play as Gnomish sailors manning a submersible that is constantly falling apart. Players must work together to keep the vital areas of the sub together, losing any of these vital systems spells doom for the brave gnomish sailors.

A unique mechanic of the game is how "time" passes. In Red November players do not continue the round by passing turn to the next player, as in so many

other games. The player who is furthest back on the time track continues to take turns until they are no longer the last in line.

This keeps players together on the track and does a great job of simulating that the gnomes are working throughout the submarine simultaneously.

Along the time track there are red stars and blue cogs. When passing over a red star, that player draws an event card. These cards are usually bad ranging from a blocked door to a kraken attack. The best you can hope for is that nothing happens. The blue cogs are items that the player gets to draw. These range from grog, gnomish liquor, to fire extinguishers and crowbars.

Red November is a game

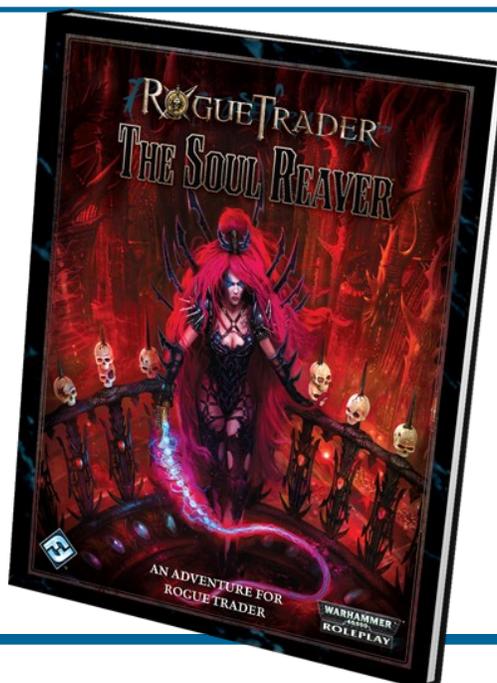
for 2 to 8 players. The more players you can get makes for a more enjoyable gaming experience, since the feeling of panic and anxiety really set in.

Overall I really enjoy this game and the light hearted play style. The rules are not very difficult to understand, which allows for a larger and more diverse group of people to play. This game is especially fun for a casual gaming night and doesn't take very long to set up, play or tear down. This makes sense because Red November falls under Fantasy Flight's Silver Line edition games. These are family friendly games that are easy on the wallet. I whole heartedly suggest you pick up Red November and give it a try; stop by the store, we have a demo copy.

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

Rogue Trader: The Soul Reaver

The Dark Eldar are a plague upon the Koronus Expanse; raiders, slavers, pirates, and even Rogue Traders suffer at their barbed lashes and blades. Any who cross the Maw and sail the void of the Koronus Expanse learn to fear the wicked silhouettes of their ships and their seemingly endless cruelty towards all life, including their own. Only vigilance and firepower keep the worst depredations of these terrible raiders at bay, though from the dens of Footfall to the commerce halls of Port Wander



there are countless tales of crew lost and ships savaged in their sudden attacks...

Fantasy Flight Games is pleased to announce the upcoming release of *The Soul Reaver*, an adventure in three parts for *Rogue Trader*! This epic campaign is a chance for daring Explorers to look deep into the twisted heart of Dark Eldar society in the Koronus Expanse, and pull the greatest heist of their careers.

Due out June 2012

New this Month

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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.

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

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

- The return of Planescape with Planescape 2012. Four different kinds of decks with new cards in each!
- The Lord of the Rings LCG: Shadow and Flame Adventure Pack
- Warhammer Invasion: Vessel of the Winds Battle Pack
- Deathwatch RPG: Honour The Chapter
- Black Crusade RPG: The Tome of Fate
- Lord of the Rings: Nazgul board game is here!
- Dixit: Journey board game expansion
- **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 May...

- Adaddon board game
- Dungeon Crawl Classics RPG core book
- More new Necron Models from Games Workshop, in finecast!
- Avacyn Restored Event Decks for Magic the Gathering.
- Hordes: Battlegroup starter boxes! In Plastic!
- Beast and Jack kits for both Warmachine and Hordes!
- Heroclix: Marvel Avengers minis!
- Catan Junior! For young Settlers of Catan fans
- Gamemastery Flip Mat: Town Square from Steel Sqwire!
- New playmats for Magic the Gathering!
- Expansion packs for Lord of the Rings card game and Warhammer Invasion.
- Bugs, Hearing Cats, Launch Pad, Ticked Off, Micro Monsters, Two by Two, Go Shop!, Seven Dragons board and card games!
- Timeline card game! Learn history while you play! Demo copy available!