



## UGG NEWS

Welcome to the February Issue of UGG news!

Good news! The second wave of Star Wars: X-Wing ships are scheduled to arrive in late February! We expect to receive the Fantasy Flight event kits soon, and plan on hosting frequent events for this title! Sadly, no word on the second printing of the core set....

And speaking of Star Wars, the new edition of the Role Playing Game will be demoed here at UGG on Saturday the 9th. It will be a one day one-shot to introduce you to the system! Limited seating, sign up now!!

Pandemic from Z-Man games is getting

a facelift! Also included are two new characters and a few extras not included in the previous edition. The expansion, On the Brink will be redone as well. Word of a second expansion pack will be announced soon.

Games Workshop has snuck in a new book and models for the Warriors of Chaos. Warhammer Fantasy will never be the same. This was released on the 1st, and we have books and product in stock.

We have retained a game enthusiast, part time, to demo games and host a miniatures painting class for beginners

(paint class starting in March). He will be open to getting people involved in a wide range of games. I would like your suggestions! Any board games that you would like to try out before you buy? Shoot UGG an email and we will try to schedule the most wanted titles!

An expansion for the Arena combat game based in ancient Rome: Spartacus, titled Serpents and the Wolf is due out this month. Not only do you have gladiators fight in the arena, but you are the owner of a house, with the economics and scheming that brings to become the most powerful player in the games!

### Champions' Corner- January Winners

- January 4th FNM: Spencer Freeman
- January 11th FNM: Joseph Woodward
- January 18th FNM: Jeremy Knaack
- January 19th Warmachine Tournament: Tony Faber
- January 25th FNM: Blair Splett
- January 26th Gatecrash Pre-Release 1: Alex Crabtree
- January 26th Gatecrash Pre-Release 2: Antonio Ramirez
- January 27th Gatecrash Pre-Release 3: Jacob Woodward

# February 2013

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1	2
					Friday Night Magic 6-10pm	
3	4	5	6	7	8	9
	D&D Lair Assault 6:30-9:30  DCC RPG 6-9pm	D&D Private Groups x2 7-9pm	Warmachine Hobby Night 5-10pm	Board Game Night 6-9pm	Friday Night Magic 6-10pm	Star Wars RPG Demo/one shot 12-5pm  Pathfinder RPG 5-9pm (FULL)
10	11	12	13	14	15	16
	Pathfinder RPG 5-9pm (FULL)	D&D Private Groups x2 7-9pm	Warmachine Hobby Night 5-10pm	Board Game Night 6-9pm	Friday Night Magic 6-10pm	Star Wars X-Wing Miniatures event 12-5pm
17	18	19	20	21	22	23
Warmachine Tournament 12:30-5pm	D&D Lair Assault 6:30-9:30  DCC RPG 6-9pm	D&D Private Groups x2 7-9pm	Warmachine Hobby Night 5-10pm	Board Game Night 6-9pm	Friday Night Magic 6-10pm	Pathfinder RPG 5-9pm (FULL)
24	25	26	27	28		
	Pathfinder RPG 5-9pm (FULL)	D&D Private Groups x2 7-9pm	Warmachine Hobby Night 5-10pm	Board Game Night 6-9pm		Open dates are available for open gaming!! Call ahead if any questions!

# Two expansions for new popular Fantasy Flight Games

## Android Netrunner: Exodus Data Pack

In Cyber Exodus, the third Data Pack in the Genesis Cycle, the high-stakes of cybercrime in Android: Netrunner The Card Game push runners and corporations to find the latest and greatest advancements in stealth and security. As the game's seven factions fixate on bleeding edge technology, they find upgraded ice, new hardware for runners, new research, and ambushes. This new tech derezzes the limits of the possible while it reinforces the efficiency of each faction's standard methods of operation. **Due in February!**

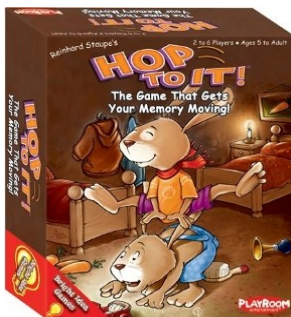


## Star Wars LCG: Desolation of Hoth Force Pack

The battle for Hoth begins! The first Force Pack for Star Wars™: The Card Game is inspired by the early scenes from The Empire Strikes Back. The Desolation of Hoth brings you iconic new creatures, droids, snowspeeders, and characters like Wedge Antilles and Darth Vader. As Rebel forces and their allies establish their defenses, and the Empire scours the galaxy for signs of their hidden base, the frozen wastelands of Hoth set the stage for the game's future battles. **Due in February!**

# Educational Games for younger people!

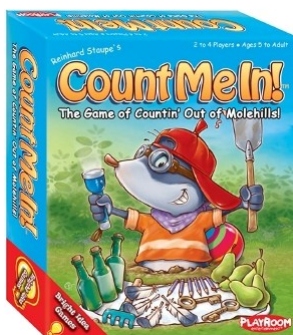
Playroom Entertainment has a line of educational games for ages 6+. The all take about 10 minutes to play and involve 2 or more players! They are designed to teach and practice **Memorization**, like *Hop to It*



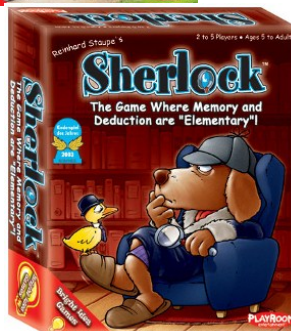
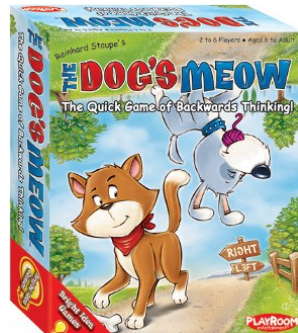
(remember the row of tiles), *Catch the Match*, or *Monkey Memory* (what is missing?). **Numbers**, **Number**

*Chase* (ask questions to deduce the secret number) or *Count Me In* (number sequencing).

There are other great titles that incorporate **abstract thinking** such as *Dog's Meow* (do the opposite of

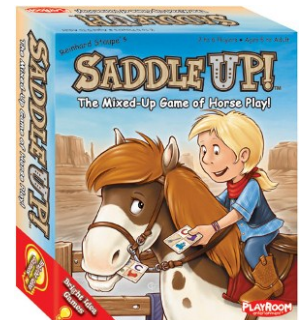


what the card says). How about **Cataloging** with *Gopher It* (gathering different items of the same type without going over the limit or having the exact same item twice). In *Saddle Up!* you use **visual matching** to find the different items! Use your powers of **deduction** in *Sherlock* (memory/deduction skills).



Every title they make in the series is to promote learning skills.

They each have a different theme that all young children can relate to and find interesting. These are games that keeps a young person engaged, and rewards them for thinking! Help teach your children while having fun with them! Each title is priced at \$10 and makes a great gift, donation, or even school aid!





# Magic the Gathering: The Dragon's Maze next April Pre-Release

The next pre-release event will have a completely new format: When you walk in to a *Dragon's Maze* Prerelease, you'll get to select your favorite guild from among all of the ten guilds of Ravnica! That guild pack will have a secret allied guild, **which will share one color with your chosen guild**, and also always be from the opposite set as your chosen guild.

So let's look at an example: You're a Dimir player, so that's the guild you pick. That guild pack might have *Return to Ravnica's* Azorius as its secret ally (although it could also be Izzet, Rakdos, or Golgari). That guild pack would have four *Dragon's Maze* booster packs, one *Gatecrash* Dimir guild Prerelease pack, and one *Return to Ravnica* Azorius guild Prerelease pack. The two guild packs will be the same as they were in their original Prerelease, but will not have that set's Prerelease promo for those guilds. The guild Prerelease packs will not contain a Spindown life counter,

sticker, or guild welcome letter.

Everyone who plays in a *Dragon's Maze* Prerelease will get the same alternate-art promo foil card, while supplies last. This card will *not* be playable in your Prerelease deck.

There's also a maze! Players (that's you) will work collectively to advance their chosen guild through the Implicit Maze each round.

There are prizes for each guild that gets all the way through the maze, and special prizes for the first guild that does it. And when the maze is completed, all participating players will receive a premium (foil) basic land promo card!

The fifteenth card in all *Dragon's Maze* packs isn't basic land; it's nonbasic land. All ten guildgates will be showing up (with the *Dragon's Maze* expansion symbol), as will all ten shocklands from *Return to Ravnica* and *Gatecrash* (with

their *Return to Ravnica* or *Gatecrash* symbols). You are about half as likely to open a shockland in *Dragon's Maze* as in *Return to Ravnica* and *Gatecrash* and, since this is for all ten shocklands rather than five, that means you are about a quarter as likely to open a specific one. There's also a mythic rare land from *Dragon's Maze* that will show up there sometimes!

An announcement will be sent out in the month of the pre-release, that is when we will be taking reservations for a seat to play! We have a maximum capacity of 36 players per event. Unfortunately we had to turn away players for our recent *Gatecrash* pre-release, so when you get that email or see the facebook announcement around April, sign up asap!



## Keyflower

by R&D Games

Keyflower is a game for two to six players played over four rounds. Each round represents a season: spring, summer, autumn, and finally winter. Each player starts the game with a "home" tile and an initial team of eight workers, each of which is colored red, yellow, or blue. Workers of matching colors are used by the players to bid for tiles to add to their villages. Matching workers may alternatively be used to generate resources, skills and additional workers, not only from the player's own tiles, but also from the tiles in the other players' villages and from the new tiles being auctioned.

In spring, summer, and autumn, more workers will arrive on board the Keyflower and her sister boats, with some of these workers possessing skills



in the working of the key resources of iron, stone, and wood. In each of these seasons, village tiles are set out at random for auction. In the winter, no new workers arrive, and the players select the village tiles for auction from those they received at the beginning of the game. Each winter village tile offers VPs for certain combinations of resources, skills, and workers. The player whose village and workers generate the most VPs wins the game. Keyflower presents players with many different challenges, and each game will be different due to the mix of village tiles that appear in that particular game. Throughout the game, players will need to be alert to the opportunities to best utilize their various resources, transport and upgrade capability, skills, and workers. Due out in Jan/Feb.

# New this Month

## UNIQUE GIFTS AND GAMES

82 Center Street  
Grayslake, IL. 60030

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](http://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!!

- Magic the Gathering: Gatecrash. Boosters packs, Intro packs, and Fat Packs! (Event decks end of February). We also have a selection of single cards for the new set!
- Pathfinder miniatures packs: Shattered Stars boosters
- D&D Dungeon Command miniatures game: Blood of Gruumsh (orcs)
- 1st ed. Dungeons and Dragons: Unearthed Arcana
- Warhammer Fantasy: Warriors of Chaos army book, and several new models!
- Warmachine and Hordes: new models including the new battlebox for Retribution of Scyrah

**LIKE us 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 January:

- Magic the Gathering: Gatecrash boosters, fat packs, and intro packs
- Talisman: the City expansion
- New models from Privateer Press: Colossal Gallion, Warborn Alpha, Razor Boars, Rask and the new No Quarter magazine
- Flip Mat: watch station
- Ascension: Immortal Heroes
- Themed card deck boxes for the new Magic the Gathering: Gatecrash
- Mansions of Madness: Call of the Wild expansion
- Warhammer 40k Deathwatch RPG: Ark of Lost Souls
- Board Game: Serenissima from Asmodee games
- Doctor Who: Yahtzee
- Sentinals of the Multiverse
- Agricola: All Creatures Great and Small expansion
- Board Game: Urbanization from Queen Games
- The Magic the Gathering pre-release weekend for Gatecrash!
- Android Netrunner LCG: Trace Amounts