Coming 2011 Ogre



The giant tank rumbles toward its target ... its guns are destroyed, its movement slowed, but only a few defenders are left. Will they stop the robot juggernaut, or will it crush the Command Post beneath its cruel treads?

Ogre was Steve Jackson's first game. Originally published in 1977, it became a hit as the first "Microgame," and is now considered a classic. Over 25 years after its release, it earned a spot in James Lawder's popular book "Hobby Games: The 100 Best."

Now the Ogre is back . . . in a gigantic new "designer's edition" that will be the crown of any game collection. Three giant-sized mapboards cover *Ogre* and the follow-on *G.E.V. Shockwave*. The game features oversized full-color counters for regular units . . . and the Ogres and buildings are huge 3-D constructible models!

The rules have been completely revised and reorganized into a rulebook, a separate scenario book, and a handy player reference sheet.

Yet *Ogre* remains easy to learn and quick to play. The basic game takes only a half-hour . . . but you'll

want to play again and again. And, with the two geomorphing *Ogre* maps and the new overlays, an infinite number of scenarios are possible.

Description: A giant, beautiful box with vacuum-formed counter tray, three massive gameboards (two double-sided), 14 sheets of durable chipboard counters including 3-D Ogres and buildings, rulebook, scenario book, reference sheets, Ogre record sheets, dry-erase marker, and two dice.

Related Products: While this is the biggest and most beautiful product that SJ Games has ever done, any gamer who appreciates heavy, high-quality components with great art will also like *Munchkin Quest* and *Frag Gold Edition*.











Conforms to CPSIA and EN71 safety requirements.

Made in China

STEVE JACKSON GAMES

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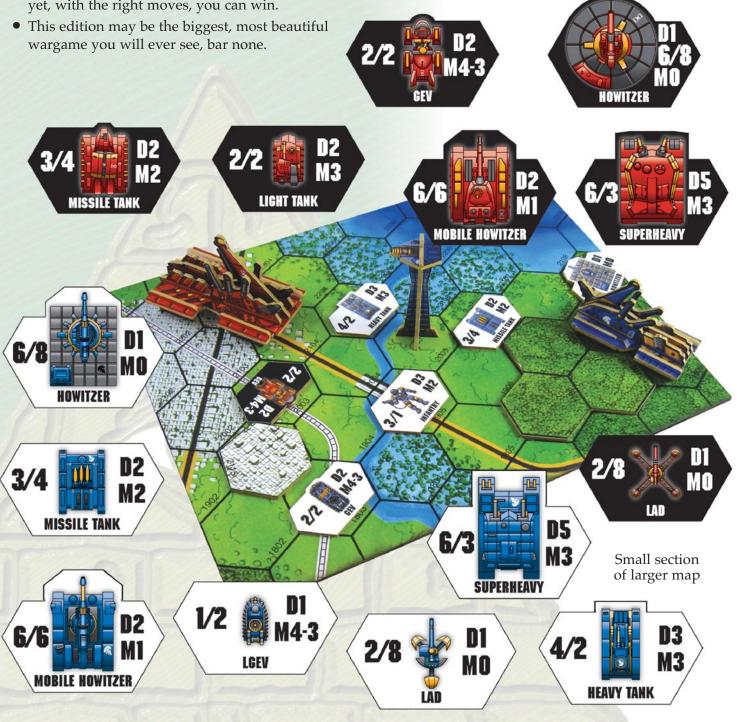


Tell the Players

- If you've ever played this classic wargame, you know what it's about.
- If not . . . pick a side. You can be the giant robot tank, the Ogre, ruthlessly crushing the humans in your way. Or you can be the defending side, with tanks, hovercraft and power armor that are suddenly fragile before the giant Ogre . . . yet, with the right moves, you can win.

Trade Sales Points

- The huge box, with its bold graphics, will dominate the shelf and draw attention.
- It weighs almost 12 pounds.
- Many of your customers first learned *Ogre* 20 or even 30 years ago, in high school or in the service. They'll welcome it back like an old friend.



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