

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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