

## Table of Contents

Waggle Dance.....	1
Cornish Smuggler.....	3
Terralith.....	5

## Waggle Dance

### Copy (724 words):

In order to survive in nature, you have to be as busy as a bee.

A cold, sharp winter is about to befall a hive of bees. It is your job as a forebee to ensure that your hive is the one that stays standing when the chill blows over. The only problem is, neighbouring hives are vying for the same goal. Everyone has their eyes on the same resource; the precious nectar needed to make honey!

*Waggle Dance* is a board game for 2-4 players. It was designed by Mike Nudd and Grublin Games in Penzance, Cornwall, and won the Best Family Game award during UK Games Expo 2015. A game can last from anywhere between 30-90 minutes, depending on if you pick a 'short', 'medium', or 'long' game. When communicating the location of nectar-filled flowers, a honey bee will perform a waggle dance to its hive-mates; they collect nectar which is then turned into honey. In this unique tabletop game players collect nectar from flowers and turn it into honey – Waggle Dance was the perfect name.

To win, you have to earn the winning amount of honey comb tokens by the end of a round. This can be five, seven, or nine tokens, depending on how long you'd like your game. Each player receives six die of their colour, which represents the bees in their hive. During the game, players can earn more dice by hatching eggs, which increases their hive's population. By rolling this hand of dice, you determine what action each bee will perform for the sake of its hive – and your score! Each die comes with a special bee-marked face, which is used to perform specific actions on the game board.

Alongside its family-friendly theme, *Waggle Dance* sports strategic gameplay to keep tabletop enthusiasts intrigued. When your bees have their numbers assigned to them, it's time to send them out on a job to ensure your sweet-tasting victory. You can have them build the hive larger, hatch or claim eggs, collect the nectar needed to keep the hive ticking over, or even consult the queen bee who can bestow upon you special powers and abilities to help you with your quest.

You're not the only hive striving for survival, however. As the other players assign bees to their jobs, the spots available for them become less and less available. Do you assign your bee onto the task you need to perform the most? Or place them on a spot you believe your opponent will take, in hopes of stymieing their production? The competitive strategy as the players fight over spots for precious resource gives this game a real sting in its tail.

We noticed that *Waggle Dance* received a lot of attention from people all over the world. Thankfully, the design philosophy we used for *Waggle Dance* made localisation a breeze. *Waggle Dance* has been designed to be language independent, so game play relies on numbers and artwork to portray information. This helps players enjoy *Waggle Dance* regardless of their language, and makes it easy for the whole family to join in. It's fun, it's creative, and allows the fantastic artwork of [MateuszSzulik](#) to really shine– what's not to love?

In each box of *Waggle Dance*, you will find the following:

- 90 wooden nectar cubes (6 sets of 15)
- 72 unique custom bee dice (18 per player, 4 colours)
- 48 Honeycomb hexes
- 42 Queen cards
- 12 Action cards
- 18 wooden egg counters
- 1 Volunteer Bee Dice
- 4 Rulesheets in English, German, French and Polish

*Waggle Dance* is a surefire success no matter who you play it with. Its simplicity makes it the perfect gateway game for family members and board game newcomers to enjoy, while the in-depth mechanics will keep those who enjoy worker placement games pondering their next move.

If you need any more convincing that this game is a ton of fun, why not check out when *Waggle Dance* won the award for [Best Family Game in 2015](#), awarded by the UK Games Expo? 14,000 tabletop geeks and a panel of judges can't be wrong – it left the Expo buzzing with excitement!

Buy *Waggle Dance* today, whether you're looking for the ideal game to play with the family, or searching for the next resource-spending game to add to your collection.

# Cornish Smuggler

## Copy (635 words):

With entire communities depending on their every move, the Cornish smugglers had to act with subterfuge. But with the law hot on their tail, it wasn't going to be easy.

*Cornish Smuggler* is a tabletop game designed for 2-5 players, with a recommended playing time of 30 minutes per player. In this game, you take on the role of a smuggler trying to make a name for themselves in historical 18<sup>th</sup> Century Cornwall.

Cornish Smuggler is a historically authentic game, everything you can do is based on real places, and real things smugglers did in 18th Century Cornwall.

The aim of this board game is to be the player with the highest amount of gold and reputation when the game comes to an end. In order to earn them, you're going to need to spend a little. The language of the smuggler's network is gold, but it's not your only way of getting things done; you can use your influence to 'help' things go your way. Use both coin and influence to move your ship, barter with merchants, influence your smuggling network, hire new members to work for you, move contraband through the towns and villages of Cornwall, and even bribe the customs officers to your will!

At the start of the game, the player who last smuggled something gets the first pick of the draw. Everyone picks a unique ship, two characters – the Religious, the ones in Trade, the Unskilled and the corrupt Officials – and a home base on the coast of Cornwall. With that all set, it's time to smuggle!

Players who smuggle a lot of goods to highly-populated places will see themselves earning a pretty penny, but not without risking the attraction of the customs officers dotted around the map, who become increasingly vigilant as the game progresses. The more you smuggle, the richer you get, but more customs officers are employed until smuggling becomes impossible. Players will have to bribe their way past the law and strike a balance between acting subtly and earning a big score, or else risk losing all of their hard-earned goods to the law!

As you may have noticed by now, we haven't talked very much about the combat within this game. The simple reason for this is this; there isn't any. *Cornish Smuggler* is not a game about wearing eyepatches, shooting cannons and plundering booty; the aim of the game is to be covert in your plans, work out how to transport your goods to where it needs to go, and mess up your friend's schemes to secure your place as the top Cornish Smuggler. If you're searching for a more stealth-oriented game to add to your collection, this might just be what you're looking for!

Within each box of *Cornish Smuggler*, you'll find we've managed to sneak the following past customs:

- 1 Fully Illustrated 600 mm x 540 mm (23.5 x 21 inches approx) game board

- 60 x Secrets Cards
- 60 x wooden Influence Counters
- 58 Gold Counters
- 52 Reputation Counters
- 50 Wooden player counters
- 48 x unique Character Cards
- 25 Customs Bribe Markers
- 16 x unique wooden Goods Shapes
- 12 x Storehouse Cards
- 10 Wooden Customs counters
- 10 x Ship Cards
- 5 Wooden ship counters
- 2 x Reference cards per /player
- 1 Rule Book

*Cornish Smuggler* comes with its own soundtrack, perfect for an immersive smuggling experience. You can stream or download it for free on our [Soundcloud page](#).

If you're looking for a stealth-focused board game with high stakes and big risks, buy *Cornish Smuggler* today and re-create the iconic, tense times of 18<sup>th</sup> Century Cornwall with your friends.

And if you'd like to see more about the game, why not watch this [video from GMS Magazine?](#)

# Terralith

## Copy (618 words):

We at Grublin Games know the power dice bring to the tabletop gaming scene. It dictates everything from checking the accuracy of a weapon to scouting for pirates on the high seas. While the game pieces have become more detailed and the boards more well-designed, the humble die has maintained its status as just a cube with numbers on it. That got us thinking; surely there's some way we can show some love and support for them? They dictate if your beloved dwarven warrior gets eaten by a dragon, after all.

If you think your dice pool deserves a little more character (perhaps acting as a reserve for when you *really* need to roll that critical hit *right now*), our range of metal *Terralith* dice is what you need for your collection. We know full well the importance of a die being 'truly' random, so we've mathematically designed the die to produce random results every time. *Terralith* aims to put a spin on an old gaming tradition, with a unique and eye-catching design that will have people around your gaming table saying 'pass me the dice, no, the *other* ones'.

What kind of customisation can you see with *Terralith* dice? If you're someone who enjoys a variety of colours in their dice pools, you'll be pleased to hear, that these die come in a variety of different styles to suit your needs. You can select from a galvanic finish (Black Zamak, Old Brass, Old Copper, Old Silver), or a Battle Finish (White & Black Zamak, Blue & Brass, Red & Brass, Green & Copper, and Purple & Silver). The Battle Finishes come with coloured edges that make each side more visually striking, so everyone on the table will know how well you rolled – or how badly!

Our goal with *Terralith* was to create die that excelled in both quality and character. We knew they would be a hit with gamers around the world, so we set out on Kickstarter to prove to ourselves that *Terralith* are just what the people want. You all responded in kind, giving us over *three times* the amount we originally asked for, which helped make *Terralith* a reality! The additional funding met our stretch goals, unlocking five Battle Finishes and fudge dice too: Purple with Silver edges, Red with Brass edges, and Blue with Brass edges. If you roll a critical hit with one of those, be sure to thank the drive of others for your success; it couldn't be done without them!

We're not alone on our quest to put great-looking dice on the tables of game nights everywhere. We teamed up with Irondrake, an Italian business who shared our inspiration for extraordinary dice. They've been making award-winning metallic game miniatures for five years now, worked with Armani and other leading fashion brands. They approached us with the idea for *Terralith*, and when we saw the designs, we knew they were onto something great. With two game enthusiasts behind *Terralith's* design and production, you can be sure that these die are made to top-quality standards.

You can grab a full set of these metal marvels for [Set Store Price], which includes a D4, D6, D8, D10, D12, D20, and a D10%. If you'd prefer to just buy a single die instead, you can also do that for [Individual Store Price]. This would be the ideal choice if you were, say, getting some D20 dice to enhance your tabletop roleplaying games, so you can show those dragons you *really* mean business.

With *Terralith* die on the table, players bring an immersive aspect to their games that regular die can't achieve. Buy *Terralith* today, and bring that same feeling into your own gaming nights.