

# SPECS: 13 MONSTERS – THE GAME

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## ENGLISH DESCRIPTION (OFFICIAL)

13 Monsters is a tabletop game that requires skill, memory and just a bit of luck. Devise the perfect strategy while you collect, battle or barter for the parts you need to create your own ultimate monster. Not much of a fighter yet? Just keep searching for monster parts on the playing field but always watch your back! Other players will stop at nothing to build their own army of perfect monsters, even if it means attacking everything you've built so far. Will you be able to build your monsters on time to defend what's yours and conquer your opponent? Or will your bad strategy cost you an arm and a leg?

## DUTCH DESCRIPTION (OFFICIAL)

13 Monsters is een prachtig geïllustreerd, hectisch gezelschapsspel dat draait om tactiek, je geheugen en een klein beetje geluk. Bedenk de perfecte strategie terwijl je zoekt, vecht en onderhandelt voor de monsterset die je nodig hebt om je monster(s) zo compleet mogelijk te maken. Nog niet klaar om te vechten? Blijf gewoon rustig zoeken naar passende onderdelen (monstersets) op het speelveld, maar wees altijd op je hoeden! Andere spelers zullen alles op alles zetten om zo snel mogelijk hun eigen perfecte monster leger te bouwen en jij kan zomaar het doelwit zijn. Ben je instaat om op tijd je monsters te bouwen om jezelf te verdedigen en je aanvaller af te weren? Of kost één slechte beslissing je een arm en een been?

## PRODUCT DETAILS

Because we'll be offering our games as rewards directly from ourselves to backers, we're able to offer them at a reduced cost for the duration of our Kickstarter campaign. Once our game gets picked up by retailers, the price of the game will be determined by them, according to our Suggested Retail Price.

### 13 MONSTERS – THE GAME

- Dimensions: 32cm (L) x 25cm (W) x 5cm (H)
- Weight: 980 grams
- Price: €20,00 (Kickstarter)
- MSRP: €27,95 (Retail)

### 13 MONSTERS – TRAVELER'S EDITION

- Dimensions: 32cm (L) x 25cm (W) x 12cm (H)
- Weight: 1370 grams
- Price: €35,00 (Kickstarter)
- MSRP: €42,95

### 13 MONSTERS – GOLD EDITION

- Dimensions: 32cm (L) x 25cm (W) x 25cm (H)
- Weight: 2400 grams
- MSRP: Kickstarter only – not available for retail

## SOCIAL MEDIA

<https://www.facebook.com/13monstersthegame/>

<https://www.instagram.com/13monstersthegame/>

<https://www.twitter.com/13monstersgame>

<https://www.youtube.com/channel/UCgcSGXboY3npMFPobjpwHdw>

## VIDEO

### TRAILER

<https://www.youtube.com/watch?v=Z3xgY9cyGgc>

### HOW-TO PLAYLIST

[https://www.youtube.com/playlist?list=PLPtBDfiNzjvNLQAdl9NUZZ4\\_RFtyhC1eJ](https://www.youtube.com/playlist?list=PLPtBDfiNzjvNLQAdl9NUZZ4_RFtyhC1eJ)

## KICKSTARTER

Please use the following URL to share our KICKSTARTER CAMPAIGN on social media. This link will allow us to track which channels are most effective.

### **Social media / Newsletters**

(official channels, but also to friends and family so that they'll share the same link).

<https://bit.ly/13MonstersKS>

### **Print / Press**

(This url is easier to remember and promotes our official website. Tracking from print isn't that important)

<https://13monsters.nl/kickstarter>

## BOARD GAME GEEK

Link to our official BGG page for 13 Monsters – The game. Please request as many people as people with an account to leave their feedback, reviews, pictures, video's etc. on this page.

<https://13monsters.nl/BGG>

**OR**

<https://www.boardgamegeek.com/boardgame/292354/13-monsters>

#### PUBLISHER: TWISTED STRANGER B.V.

At **Twisted Stranger B.V.** our love for creative independence has inspired us to branch out into one of the most creative yet challenging and subjective markets we could think of. Physical (tabletop) games! Why?!

We're an international design agency that's sort of famous for our illustrative work. We've successfully worked with huge organizations like *Disney*, *Warner Bros.* and the *Dutch government*, but secretly, we've always wanted to play by our own rules and release the games we love playing in our free time.

Art has always driven us forward, but sadly the commercial world isn't ready to be taken over by monsters just yet. So we figured we'd start our own division to develop new design techniques and keep moving ahead.

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