



## DATE 14-12-2011

**My eyes sting from the vapors billowing forth from Arnunnian foundries as we work hard to churn out as many X610Z: Living Card and Board Games as can possibly fit unto our Cargo Beasts.**

Much has changed since you last visited the dangerous world of X610Z!

In the aftermath of the Catalyst wars, four factions have risen to prominence. The Pirate Confederacy rules the trade routes, the Red Barbarian Brotherhood howls in furious protest, the Arnunnian Alliance clings to the dying embers of an empire, while the Undead Legion bows to the might of a God-king.

### Subjects:

- In *From the Arnunnian Archives* Pirken the librarian reads the tale of a noble Sky Captain.
- Curious about the X610Z: Living Card and Board Game? Take a peak inside the laboratories of our arcane engineers in *What will Tomorrow Bring?*
- In *Interview with a Rogue Sky Captain*, we talk about player rewards and challenges in the upcoming Organized Play scenarios.
- We dig our meat hooks deep into the belly of Denial to discuss each gory detail in Twanx' Card Dissection Corner.



Have fun reading this month's newsletter!  
If I survive stuffing myself full with Arnunnian ale, Pirate pastries, Undead onion sauce and Red Barbarian roasted boar, I'll probably see you all again next year!  
Happy Seasons Ending!

The Rule Bender



## FROM THE ARNUNNIAN ARCHIVES

The tale of a Sky Captain,  
by Arrie ten Wolde and John Lopez

Pirken's heart skipped a beat at the sight of his beloved library doors lying in ruin on the floor. He made his way towards his desk while muttering curses. Did he forget to activate the protective catalyst this morning? His new task serving the Council of Four Factions as loremaster had left him forgetful. Someone had risked banishment from the city of Arnunna by vandalizing his office.

Between the hastily discarded books and scrolls he found a stunning beauty. A female warrior, dressed in tattered rags, looked at him with eyes as fierce as they were beautiful. Her muscled body was covered in red tribal tattoos, but they were not completely colored in as most Red Barbarian tattoos were. Pirken couldn't help but notice the two axes strapped behind her back. "You are the keeper of knowledge of this place?", she asked hoarsely.

Pirken tried his best to control unsteady nerves. His voice rose awkwardly, "No need for violence my lady. I would be happy to help you..." The blond warrior relaxed as she heard the fear in Pirken's voice and calmly presented her battle helmet in an almost formal manner. Pirken immediately recognized the distinctive draconian engraving on the helmet. In the past, such helmets were only worn by captains of the Arnunian Sky Corps!



"My name is Elinor the Lioness, warrior of the Red Barbarian Brotherhood. Judging by the way you stare at my helmet, you know that I am a rogue Sky Captain." She walked up to him slowly and confidently. "I am looking for my brother Endrin.", she whispered softly. "He was a fellow Sky Captain. We lost sight of each other during the final decisive days of the Catalyst Wars. For years I have lived in uncertainty regarding his fate.", her voice trembled as she tried to contain her feelings.

Pirken certainly recognized the name Elinor the Lioness! She had been one of the Sky Captains who had rebelled against Sky General Zod when he ordered the mass execution of all Red Barbarians: men, women and children. This moment had been pivotal in the history of Arnunna and the Catalyst Wars. Her fellow rogue Sky Captains had joined other factions, or lived in shame of what they had once been a part of.

The still loyal remainder of the Arnunian Sky Corps had used all records to hunt down those Sky Captains they considered traitors. Elinor's voice took a far deadlier tone. "Unfortunately, my brother was loyal to Sky general Zod. I recently found out he still draws breath." Pirken swallowed hard as she leaned dangerously closer. "I need the records in the old Sky Corps vaults to find and kill him. His actions during the Catalyst Wars cannot go unpunished." •





## WHAT WILL TOMORROW BRING

By John Lopez

The Living Card and Board Game is entering in its final stage of completion and will be available very soon!

Last month we gave visitors to Spiel 2011 a sneak preview of the X610Z: Living Card and Board Game. A lot of you asked us how a game such as X610Z is made. Well, by combining a lot of frantic deadlines with an insane amount of production value!

We really listened to our players and included lots of content to ensure that your money will be spent wisely. Consequently, we had some exciting but ultimately funny moments during production! Lets just say we go above and beyond to make sure that everything was included in the box:

**Click here for 4 ready-to-play faction decks**

Including a selected preview of the upcoming Act 3: Soulrage.

**Click here for Foldable game board**

Players now have their own map of the X610Z world to track their adventures.

**Click here for Book of rules**

Our guide to playing X610Z combines gorgeous artwork with a clear and concise ruleset.

**Click here for 4 sets of colored playing pieces**

Everything needed to represent the monstrous creatures and brave allies that aid in your battles.

**Click here for Quick reference rules sheet**

Always handy to have near your gaming table.

**Click here for "What's in the box" Youtube video.**

**Promo card flyer: Energy Sublimation Apparatus**

Every box in our first print run includes this special promo card. Can the High Magistrate's invention restore the Arnunnian Alliance to former glory?



Available very soon

EXYZA

X610Z  
EXISTENZ

On the  
*Ruins of Chaos*  
The living card & board game





## INTERVIEW WITH A ROGUE SKY CAPTAIN

Future Organized Play,  
by John Lopez and Arrie ten Wold

We want to stay true to the core of X610Z, while improving and adding to the way players experience the game. By creating four different factions we offer players an identity within a more developed game world. But, we went even further in developing this experience.

In this article, X610Z concept developers John and Arrie talk about the upcoming story based Organized Play system.

### What are the major changes to the X610Z Organized Play system?

John: We want to give players the opportunity to do more than just sit down, play a game, and register results. A lot of games only take that approach. A game of X610Z should be an interactive experience you want to tell your friends about. To achieve this, our OP system enables players to play actual scenarios in the larger story of X610Z.



**OP SUPPORT**

### Explain the role of story and scenarios in Organized Play.

Arrie: Players will be able to play in different scenarios during each period of Organized Play. The outcome of one scenario determines the next scenario. For example, the Red Barbarian Brotherhood might ransack an important Pirate Confederacy port to deny them resources during a later scenario.

### Will I still be able to play competitively or in casual pick-up games?

John: Absolutely, the new system allows for both casual pick-up games and competitive ranking. The only difference is that the outcome of your game now contributes towards a goal within the game world. In addition, you will be able to play special 'scenario games' with their own challenges and rewards.

### What role do players have in the new Organized Play system?

Arrie: It's all about choices. We want players to have an active role in shaping their playing experience. Correspondingly, the choices you make in one scenario will affect both the larger outcome and the actual way you play your next game. As you see, players will have an active role in shaping the story of X610Z. •





## TWANX' CARD DISSECTION CORNER

By Bas de Vaan and John Lopez

*Right, pay attention or risk losing 'yer fingers! In this second anatomical dissection session we'll take apart the not quite so humble Denial! Lean forward for some finger lickin' goodness as I pick through the guts and gore of this card!*

### The story behind the card

Denial represents the ultimate refusal to comply with Sky General Zod's desperate order to kill all Red Barbarians. After the Catalyst Wars, Arnumnian Sky Corpsmen hunted down all they considered to be traitors to Zod. The brave decision to go against Zod's orders cost many rogue Sky Captains their lives.

### The inner workings

While Denial looks like a pretty straight forward card, it is surprisingly versatile. People often forget that it can target any card on the stack, including your own cards! Why would I want to do that? Well, sometimes it can be good to pull one of your cards that is on the stack back to your hand!



### An example:

You play a Rogue Sky Captain, and have 1 non-activated Mystic Crystal in play and a Denial in hand. Your opponent plays his last card: a Decoy, to make your Rogue Sky Captain go to his life base! He has enough energy to re-cast it, if you use the Denial on his Decoy.

The best play is to target your Rogue Sky Captain with the Denial. This way, the Decoy will 'fizzle', due to loss of the target, and you are safe to cast the rogue sky captain without fear of that Decoy.

*"This was today's dissection, thank 'ye for 'yer attention and don't forget to wash 'yer face on the way out!"*

Twanx,  
owner of the  
Mad Miracle Shop



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