



# New boardgame by Ankama: Monster Slaughter

Ankama Boardgames Gearing Up for **Monster Slaughter** Kickstarter at **Gen Con**

**Roubaix, France - August 8th, 2017** - Ankama Boardgames is proud to announce the arrival of **Monster Slaughter**, a board game inspired by horror movies, with a Kickstarter campaign slated for late 2017.

The team will be at the **50<sup>th</sup> annual Gen Con** in Indianapolis taking place **August 17<sup>th</sup> to the 20<sup>th</sup>**; specifically they'll be in **Hall C** to present the game and have attendees try it out.



**Play as a family of monsters and go after five teens hiding in a cabin in the woods!**

At the start of the game, each player predicts what order the teens will die in, and then they try to make that happen. A bloodbath is in store!

The monsters have to smash the doors to pieces, search the house, and try and devour the teens – or defend them if they're not supposed to die yet.

**Werewolves, zombies, vampires, golems...**

Which will become their living nightmare? That's for you to find out!

## Characteristics

- Inspired by **80's horror films**

- - 2 to 4 players
- Games last 45 to 90 minutes; varied choices and consequences promote replay
- Fantastic illustrations by **Edouard Guiton** (lead character designer for **Rackham**, **Zombicide**, **Massive Darkness**, **Krosmaster** and more)
- A monstrous **3D** game board!
- The base game comes with **17 unique figurines!**



More details on:

[WWW.MONSTER-SLAUGHTER.COM](http://WWW.MONSTER-SLAUGHTER.COM)

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<https://twitter.com/AnkamaPress>

#### **About the Ankama group**

Ankama is an independent company which creates, publishes and distributes works of entertainment worldwide. From video games to board games, from animations to mangas, it controls the production chain of its creations from A to Z. Known for its MMORPGs and the animated series DOFUS and WAKFU, part of a vast universe called the Krosmoz, it achieved its first full-length feature film in 2016, DOFUS – Book I: Julith. Among the many strings of its bow: the board game Krosmaster Arena, its figurines and its online version; the video games Tactile Wars, King Tongue, and DOFUS Pogo, on smartphone and tablet; but also mangas and comics such as Mutafukaz, Maliki, City Hall, Radiant, and Freaks' Squeele. Indeed, since 2004, following the principles of transmedia, the Ankama teams have been creating universes developed through several stories and in several formats, thereby offering their communities of players, readers and spectators a full and immersive narrative experience across all popular platforms. At Ankama, every story is unique, but they are all interconnected.

To get an idea of what's going on at Ankama, you should take a look at: DOFUS Touch, tablet and smartphone version of DOFUS, released in late 2016; Krosmaga, a collectible card game mixing combat and strategy, planned for the first half of 2017; and the animated series WAKFU, whose fans will be presented with a third season in late 2017.

<http://www.ankama.com/>

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