



The Walking Dead: No Sanctuary



1-4



15+



60 min

Key Selling Points

Play as your favorite characters from the TV show across 6 unique Scenarios.

Unique Leader mechanics add pressure and tension.

Highly-detailed miniature figures.

Designed by Adam and Brady Sadler.

Do to the extended manufacturing time to make this minis-based game, we are soliciting this game early.

**Release Date:
July 2017**



ART NOT FINAL

The Walking Dead: No Sanctuary—designed by the award-winning team of Adam and Brady Sadler—is the game fans of *The Walking Dead* have been waiting for! Cryptozoic is proud to introduce this intense new 1-4 board game based on the hit AMC TV show. The game redefines the survival horror genre with gameplay that emulates the group dynamics from the series, as one player takes on the reins of Leadership and the other players can decide whether or not to support his or her choices. With stunningly detailed miniatures, get ready to play as your favorite characters: Rick Grimes, Glenn Rhee, Andrea Harrison, Merle Dixon, Shane Walsh, Theodore “T-Dog” Douglas, and—of course—Daryl Dixon.

Contents Summary

- 34 Custom Plastic Mini Figures
- 192 Cards
- 77 Mini Cards
- 8 Dice
- 6 Map Tiles
- 132 Tokens
- 11 Oversized Cards



(MINIS NOT FINAL AND SUBJECT TO CHANGE PENDING APPROVALS.)


This isn't your typical survival horror game in which you attempt to eliminate each other and take out as many of the undead as possible. In **The Walking Dead: No Sanctuary**, you have to work together to win. One player becomes the Leader and tries to get the others to follow his or her Approach. If the other players defy their Leader, Trust falters and Stress builds. This can result in a new Leader taking over and in Group Tension, which can reduce Morale. If Group Morale hits zero, you all lose. Likewise, if one of the survivors dies, the entire team loses. In other words, you better find a way to work as a team!



Marketing Support

- Taste-maker playthroughs from Rahdo and WatchItPlayed
- Online and print media advertising on consumer and retail trade sites including boardgamegeek.com.
- Promotion on Social Media sites like, FB, Twitter, and sneak peeks on Cryptozoic's Blog.
- Contests and/or giveaways held on social media.
- Videos to discuss box contents, how to set up the game, and how to play the game.
- Press release to industry media.
- Game reviews and press coverage across major hobby, comic, and gaming media outlets to support game launch including IGN, boardgamegeek.com, and more.
- Review copies sent to online media enthusiast outlets (hobby gaming, comic and general pop culture) for expanded consumer exposure and to generate buzz.
- Heavily promoted at consumer event shows throughout the year, including Gen Con and Origins.

Ordering Information- Available to ship: Worldwide

Item Description	Contents	UPC	ISBN	Preliminary Dimensions
Game: Survivor Tier	1 Game	 8 14552 02070 2	978-1-61768-570-5	11.5"W x 11.5"H x 2"D (29.2 x 29.2 x 5 cm) 2 lbs (1 kg)
Case: Survivor Tier	6 games/case	 8 14552 02094 8	N/A	25.67" x 12.36" 7" (65.2 x 31.4 x 16.5 cm) 12-15 lbs (6.35 kg)
Game: Base Tier	1 Game	 8 14552 02095 5	978-1-61768-571-2	11.5"W x 11.5"H x 2"D (29.2 x 29.2 x 5 cm) 2 lbs (1 kg)
Case: Base Tier	6 games/case	 8 14552 02096 2	N/A	25.67" x 12.36" 7" (65.2 x 31.4 x 16.5 cm) 12-15 lbs (6.35 kg)



Expansions

Game: What Lies Ahead Expansion	1 Game	 8 14552 02097 9	978-1-61768-572-9	11.5"W x 11.5"H x 2"D (29.2 x 29.2 x 5 cm) 2 lbs (1 kg)
Case: What Lies Ahead Expansion	6 games/case	 8 14552 02098 6	N/A	25.67" x 12.36" 7" (65.2 x 31.4 x 16.5 cm) 12-15 lbs (6.35 kg)
Game: The Killer Within Expansion	1 Game	 8 14552 02099 3	978-1-61768-573-6	11.5"W x 11.5"H x 2"D (29.2 x 29.2 x 5 cm) 2 lbs (1 kg)
Case: The Killer Within Expansion	6 games/case	 8 14552 02100 6	N/A	25.67" x 12.36" 7" (65.2 x 31.4 x 16.5 cm) 12-15 lbs (6.35 kg)