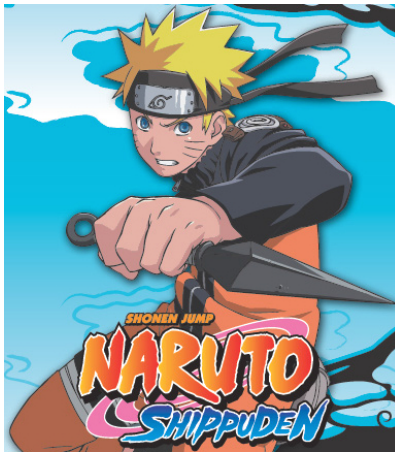


CRYPTOZOIC™ ENTERTAINMENT

Order Due Date: 3/7/14

Release Date: July 2014



Naruto Shippuden™ Deck-building Game

Contents Summary:

- 200+ Cards
- 7 Oversized Character Cards
- Rulebook

Game Summary

The *Naruto Shippuden™ Deck-building Game* unleashes fast-paced ninja action! Play as the number one unpredictable ninja, Naruto or one of his Hidden Leaf comrades. Confront S-rank criminals such as Orochimaru and members of the Akatsuki as you explore distant lands to become the greatest ninja ever! While you begin only with basic abilities, you'll gain allies, earn equipment, build chakra and master new powerful techniques, with the goal of defeating as many Archenemies as you can. The *Naruto Shippuden™ Deck-building Game* will put your skills to the test!

This game introduces Chakra, which is a new source of energy for your Character and many of the cards you play. The main resource of the game is still Power, just as with other Cerberus Engine games.

When you play a card from your hand, if your Character has that card type as one of its Chakra Points, you may play that card into that Point! Simply place the card next to that edge of your oversized Character card. The four edges of your Character card have colors (and reminder text) of the various card types. When you play a card into one of your Chakra Points, you generate +1 Chakra for the turn. Since each Character has four Chakra Points, you can generate up to +4 Chakra this way during each of your turns. These cards are discarded as usual at the end of your turn.

For example, if you play an Equipment card into one your Character's Equipment Chakra Points, you generate +1 Chakra for the turn. You could not play another Equipment into this filled Chakra Point this turn.

Each of the Characters that you may play as has a unique built in Chakra ability. Pay the Chakra cost of that ability and you get the benefit. Many main deck cards also have Chakra abilities. If you have enough Chakra, paying for multiple Chakra abilities in a turn will greatly benefit you, but you may use each Chakra ability only once per turn.

There are some cards that also generate Chakra, so you are not limited to just the four that your Character can generate. One of the best ways to generate Chakra is with Hand Signs. A stack of 12 Hand Sign cards, with a cost of just 1, sit next to the Kicks. Hand Signs give you +2 Chakra for your turn when played. However, at the end of your turn, Hand Signs that you play are returned to the stack. Great for a temporary burst of Chakra to increase your Character's potency!

Will you focus your deck-building on maximizing your Chakra Points? Will you try out new innovations in the game such as Positive Attacks and cards that give you a bonus as soon as you buy them? Naruto fans will love all of the thematic touches in the game, while experienced Cerberus Engine players will be excited by all of the new innovations. *Put your skills to the test!*

Key Selling Points

- Introduces **Chakra!** Play cards into Chakra Points to power up your character and other cards.
- Introduces **Positive Attacks!** These very powerful cards will bring you great fortune, unless one of your opponents can stop you.
- Cards feature art from the Naruto Shippuden animated series.
- Built on the deck-building game **Cerberus Engine!**

Marketing Support

- Online media advertising on consumer and retail trade sites including boardgamegeek.com and ICV2.com.
- Game reviews and press coverage across major hobby, comic and gaming media outlets to support game launch.
- Heavily promoted at major gaming and hobby events throughout the year including GenCon and PAX Prime, Anime Expo, Comic Con and Board Game Geek.Con via live play demos and promo card giveaways.
- Review copies sent to online media ranging from enthusiast outlets (hobby gaming, comic and general pop culture) to video game outlets (GameSpot, IGN, Kotaku) for expanded consumer exposure.
- Launch expanded product page Cryptozoic.com and constant online media presence on the Cryptozoic Entertainment Facebook page to announce game, run special promotions and introduce new cards and artwork on a continued basis up until launch
- Cross-promotions with Viz, Shonen Jump Magazine and Namco Bandai via fan engagement, promo-cards and inserts as well as announcements on the Viz Naruto web page and Facebook page and at conventions/special events.
- Exclusive gameplay promo cards that will be distributed via events and special consumer and retail promotions.



At a Glance

- Number of Players: 2-5 Players
- For Ages: 15 and up

- Playing Time: 30-45 Minutes

Ordering Information:

Available to ship: North America

Item Description	Contents	UPC	ISBN	MSRP	Preliminary Dimensions
Game		 8 15442 01764 2	978-1-61768-350-3	\$40.00	12.25"x8"x3" (31.1 cm x 20.3 cm x 7.6 cm) Estimate: 2 lbs (.9 kg)
Game Case	6 Games/Case	 8 15442 01765 9	NA	\$240.00	18.9"x 12.8"x 1.2" (48x32.5x22cm) Estimate: 12.2lbs (5.5kg)