

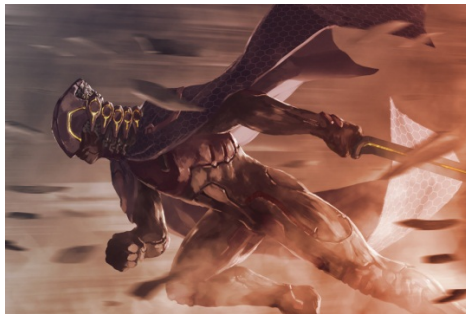
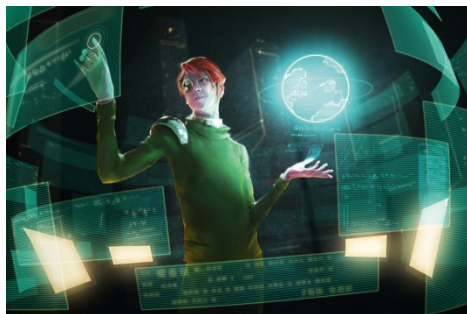
CORE WORLDS: REVOLUTION

Core Worlds: Revolution, the second expansion to the critically-acclaimed deck-building game *Core Worlds*, showcases the rich background story of the *Core Worlds* universe, focusing on the Heroes of the galaxy!

Players will be able to employ *Heroic Tactics* keyed to specific Heroes. Each Hero will command 3 unique *Heroic Tactics* kept in a separate Heroic Deck beside the players' regular draw decks. The expansion also features 3 new Heroes (Captain Alexander, the Prophet, and Duke Magnus), each complete with his own set of Heroic Tactics.

Also, new *Advancements* can now be built on players' conquered Worlds, including *Cosmic Terraformers*, *Wormhole Generators*, and *Dark Energy Power Cores*, customizing their Empires for the *Revolution*!

Core Worlds: Revolution includes nearly 100 new cards that magnify the richness and excitement of the *Core Worlds* universe!



Sales Points

- Increases the thematic richness already established for the *Core Worlds* universe.
- Continues in the *Core Worlds* tradition of amazing artwork as well as great gameplay.
- New mechanics to integrate with the base game or 1st expansion, *Core Worlds: Galactic Orders*.

Core Worlds: Revolution expansion contains:

- 97 Cards
- 12 Revolution Tokens
- 10 Core World Tokens
- 1 Central Zone Plaque
- 1 Rulebook



Expansion to Base Game

Size: 8.1"L x 8.1"W x 2.0"D
Players: 2-5
Ages: 10+
Time to Play: 60-120 mins
Complexity: Medium
Stock #: SG-3003
MSRP: \$29.95
Shelf Date: October 2014

