



FACTSHEET

Developer:
Ankama BoardGames
Based in Roubaix, France

Kickstarter campaign launch:
October 31st, 2017

Website:
<http://www.monster-slaughter.com/>

DESCRIPTION

Challenge the rules of 1980's horror films with Monster Slaughter, a board game with miniatures! As the head of a family of monsters (werewolves, vampires, zombies, as well as golems), you'll have to hunt down and slay insufferable teens who are holed up in a house in the woods. The hardest part? Deciding when to eliminate who... and then sticking with it!

FEATURES

- Inspired by 80s horror movies
- 2-4 players
- Games of 45 to 70 minutes, where variation in choices and consequences encourage multiple playthroughs
- Gorgeous artwork by Edouard Guiton (the main character designer for Rackham, Zombicide, Massive Darkness, Krosmaster, etc.)
- An awesome 3D game board!
- The main box contains 17 unique miniatures!

VIDEOS

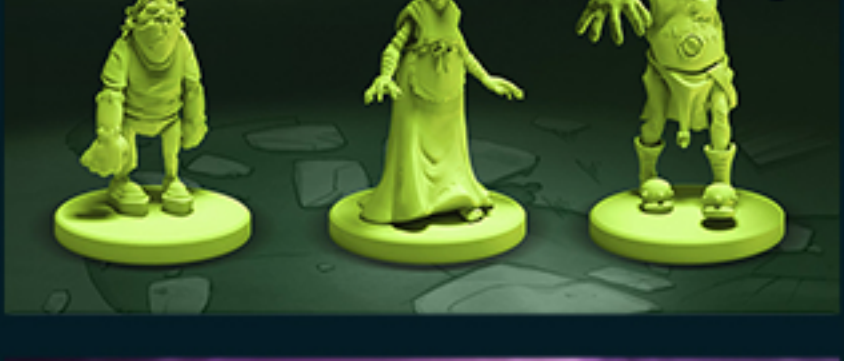
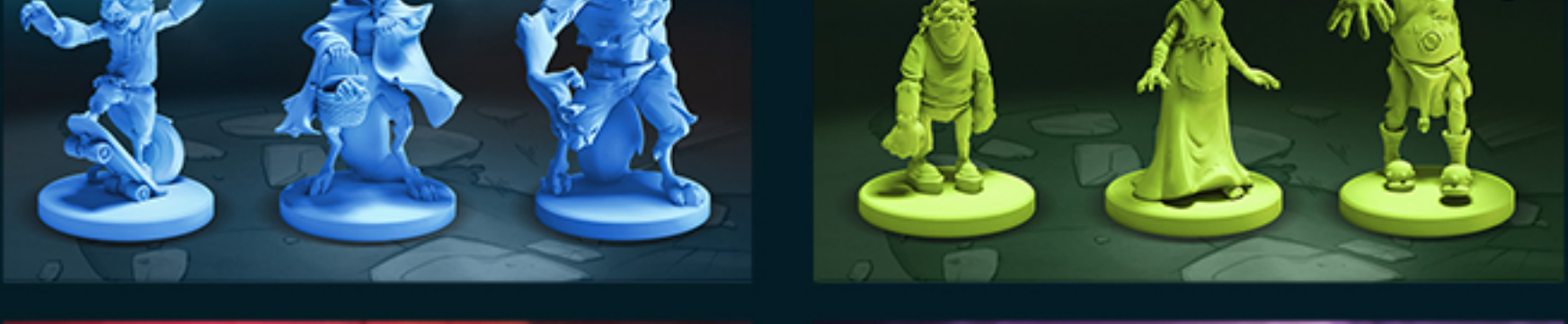
YouTube Trailer



Review by Board to Death tv



IMAGES



LOGO & ICON



SELECTED ARTICLES

• "The mechanics feel clean, comprehensible and easy to understand around your preferred play strategy."
<https://kotaku.com/finally-a-horror-board-game-where-you-are-the-monster-1797990547>

• "Ankama's *Monster Slaughter*, looks absolutely killer. I mean, it's just badass. Look at the eye candy below.
<http://www.dreadcentral.com/news/248770/badass-new-boardgame-monster-slaughter-teens-menu/>

• "don't be surprised to see it meet and surpass its goal quite easily, especially with a premise based on something as fun as hunting down pesky teens using a variety of classic monsters"
<http://www.cinemablend.com/games/1694189/new-board-game-monster-slaughter-lets-you-be-the-bad-guys>

ADDITIONAL LINKS

Gamakna
<https://www.ankama.com/gamakna#project/3f0bfabc-7bfc-495a-a5e8-4a62ebdc4c44/view/gamakna3.en/article/boardgames-monster-slaughter-en.gmk3>

MONSTER SLAUGHTER CREDITS

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<http://www.monster-slaughter.com/>

ABOUT ANKAMA

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 same 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; but also mangas and comics such as Mutafukaz, 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, the tablet and smartphone version of DOFUS, released in late 2016; Krosmaga, a collectible card game mixing combat and strategy; and the animated series WAKFU.

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