

The Ankama Boardgames Massacre

Ankama Boardgames is happy to announce the official release of *Monster Slaughter*, the board game inspired by 1980s horror movies whose 2017 Kickstarter campaign was funded at over 500%.

Roubaix, France – December 20, 2018: Presented this year at French and international trade fairs, this slasher movie turned board game has **earned the enthusiasm of players and the press**: "An experience that'll thrill fans of '80s slasher movies", **Kulture Geek**; "It feels like a likely hit for fans of '80s horror classics", **Kotaku**; "Monstrously nice", **Tric Trac**; "The components are absolutely incredible. I loved it right away!" **Marcus**.



In this horror-themed board game, each player **plays a family of monsters hunting five students** in a **cabin in the woods!** The players determine the order in which they want their victims to die and must try to make it happen during the game. **Bloodbath guaranteed!** The monsters will shatter doors, unmask students in the cabin, try to devour them, and sometimes even defend the victims from their opponents to make things happen in the order their strategy predicted. **Werewolves, zombies, vampires, golems, and more...** Which ones are the students' worst nightmare? Find out soon...

CHARACTERISTICS

- Inspired by '80s horror films.
- 2 to 5 players.
- Games last **45 to 60 minutes** and are full of choices and consequences that generate high replay value.
- Superb illustrations by **Édouard Guiton** (lead character designer for *Rackham*, *Zombicide*, *Massive Darkness*, *Krosmaster* and more).
- A *monstrous* 3D game board!
- **31 unique miniatures** in the base game!



About the Ankama Group

Ankama is an independent company that 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 Krosnoz, it released its first full-length feature film in 2016, *DOFUS – Book I: Julith*. Its many other creations include: the *Krosmaster Arena* board game and figurines; the mobile video games *Tactile Wars*, *King Tongue*, *DOFUS Pogo*, *Nindash*, *WAKFU: The Brotherhood* for smartphones and tablets; and manga and graphic novels such as *Mutafukaz*, *Shangri-La*, *City Hall*, *Radiant*, and *Freaks' Squeele*. Indeed, since 2004, the Ankama teams have been applying the principles of transmedia and creating universes that they develop through multiple stories in multiple media, 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, take a look at: *DOFUS Touch*, the tablet and smartphone version of *DOFUS*, released in late 2016; *Krosmaga*, the collectible card game combining combat and strategy; season 3 of the animated series *WAKFU*, aired on France 4 and Netflix France in 2017 (and worldwide from April 2018); and the feature film *MUTAFUKAZ* with Orelsan, Gringe, and Redouane Harjane, released in theaters in France on May 23, 2018. <http://www.ankama.com/>