



# WIZ KIDS™

2002

## ABOUT WIZKIDS

WizKids, LLC WAS FOUNDED IN JULY 2000 BY TWENTY-YEAR INDUSTRY VETERAN AND AWARD-WINNING GAME DESIGNER JORDAN WEISMAN, AND HIS WIFE, DAWNE. THEIR GOAL WAS TO DEVELOP A GAME THAT REDUCED THE LARGE BARRIER OF ENTRY INTO TRADITIONAL MINIATURE GAMING. THEY WANTED TO CREATE GAMES THAT ARE BOTH AFFORDABLE AND PLAYABLE RIGHT OUT OF THE BOX.

WITH THIS OBJECTIVE IN MIND, JORDAN DESIGNED THE PATENT-PENDING COMBAT DIAL. THE WIZKIDS COMBAT DIAL HAS REVOLUTIONIZED MINIATURE GAMING BY INCORPORATING GAME STATISTICS AND RECORD KEEPING INTO A SIMPLE MECHANISM ON THE BASE OF EVERY FIGURE. THE COMBAT DIAL ELIMINATES THE NEED FOR CUMBERSOME CHARTS AND SOURCEBOOKS.

WIZKIDS' FIRST RELEASE, *MAGE KNIGHT REBELLION*, LAUNCHED WORLDWIDE ON NOVEMBER 1ST, 2000. GONE FOREVER WERE MINIATURES THAT HAD TO BE ASSEMBLED AND PAINTED, TABLES TO REFERENCE, AND NUMBERS TO TRACK. PLAYERS COULD NOW FOCUS MORE ON THE FUN OF MINIATURE GAMING WITH A SIMPLER AND FASTER PLAYING SYSTEM. *MAGE KNIGHT REBELLION* TOOK THE INDUSTRY BY STORM, WITH MORE THAN 40 MILLION FIGURES SOLD IN THE FIRST 14 MONTHS.

WIZKIDS IS DEVELOPING AN EXCITING NEW LINE OF GAMES FOR 2002. *MAGE KNIGHT DUNGEONS* INTRODUCES A BRAND-NEW WAY TO PLAY *MAGE KNIGHT*, BY INCORPORATING A DUNGEON MAP THAT SERVES AS A PLAYING SURFACE. ALSO IN 2002, WIZKIDS WILL LAUNCH A LINE OF GAMES CALLED *HEROCLIX*, BASED ON THE CHARACTERS FROM THE MARVEL AND DC COMICS UNIVERSES, AS WELL AS THE MUCH-ANTICIPATED *MECHWARRIOR: DARK AGE* FROM THE FAMED BATTLETECH UNIVERSE.

## WHAT IS A COLLECTABLE MINIATURES GAME?

A COLLECTABLE MINIATURES GAME (CMG) IS A NEW TYPE OF GAME THAT COMBINES COLLECTABILITY AND PRE-PAINTED MINIATURE FIGURES INTO A GAME WITH THE FUN AND CHALLENGE OF CHESS.

ALL CMGs ARE SOLD IN "STARTER SETS" AND "BOOSTER PACKS" AND ARE PLAYED BY TWO OR MORE PLAYERS. A TYPICAL TWO-PLAYER GAME TAKES LESS THAN ONE HOUR. ONE PLAYER CAN BUILD AN ARMY OUT OF A SINGLE STARTER SET AND CAN ADD TO HIS COLLECTION BY PURCHASING BOOSTER PACKS.

LARGER GAMES ARE POSSIBLE, WITH SCENARIOS TAKING FROM 30 MINUTES TO TWO HOURS. FAST GAME-PLAY IS POSSIBLE DUE TO THE INNOVATIVE COMBAT DIAL ON THE MINIATURES. EACH COMBAT DIAL HAS ALL OF A FIGURE'S STATISTICS: ATTACK, DEFENSE, MOVE, DAMAGE, AND SPECIAL ABILITIES. THIS MEANS PLAYERS DON'T HAVE TO CROSS-REFERENCE NUMBERS IN CHARTS OR RULEBOOKS.

THE COMBAT DIAL BASE ALSO DOES AWAY WITH BOOKKEEPING, BECAUSE THE FIGURE'S STATISTICS CHANGE AS THE DIAL IS ROTATED DURING THE GAME.

THE PLASTIC FIGURES ARE CREATED BY THE BEST SCIENCE-FICTION AND FANTASY SCULPTORS IN THE INDUSTRY, AND EACH FIGURE IS INCREDIBLY DETAILED. THERE ARE OVER 100 FIGURES IN EACH RELEASE, WITH SIX LEVELS OF RARITY RANGING FROM COMMON TO RARE.

CMGs SUCCESSFULLY COMBINE A VISUAL "WOW" FACTOR WITH COLLECTABILITY AND A GREAT GAME EXPERIENCE.



## TABLE OF CONTENTS

ABOUT WIZKIDS.....	2
WHAT IS A COLLECTABLE MINIATURES GAME?.....	2
MARVEL HEROCLIX: INFINITY CHALLENGE.....	4-5
DC HEROCLIX: HYPERTIME.....	6-7
MAGE KNIGHT.....	8-9
MAGE KNIGHT DUNGEONS.....	10-11
MECHWARRIOR: DARK AGE.....	12-13
PRODUCT OVERVIEW.....	14
RETAILER SUPPORT & PROMOTIONS.....	15
CONTACTS & WIZKIDS INFORMATION.....	16



2002

WIZKIDS

# MARVEL™ HEROCLIX™ —Infinity Challenge—



Spider-Man™ vs. Hobgoblin™  
The X-Men™ vs. Magneto™ and the Brotherhood of Evil Mutants™  
The Avengers™ vs. The Masters of Evil™

The heroes and villains of the Marvel Universe are yours to control! Players put together the team they've always dreamed of and challenge their friends to a game of mayhem in the mighty Marvel tradition! There are an almost infinite number of teams that players can design and strategies that they can employ in this simple yet complex game of comic-style combat.

*Marvel HeroClix: Infinity Challenge* is a game that uses fully assembled, collectable miniatures you can play anyplace within minutes of opening the box. Each figure is already painted and stands on a unique dial that contains all the information you need to play! There are no complicated charts, tables, or record keeping for *Marvel HeroClix: Infinity Challenge*; it's all on the dial! *Marvel HeroClix: Infinity Challenge* is self-contained, with easy-to-understand rules.

The game plays on full-color maps of classic Marvel environments, making movement easy. The combat is fast and elements such as "probability control," "knock-back," and using parked cars to smash opponents help the game capture the unique flavor of the Marvel Universe. The rules only take about 20 minutes to learn and a typical game lasts about 1 hour!

Players can collect all 150 different characters available in *Marvel HeroClix: Infinity Challenge*, and build the team they've always wanted to see!



May 2002 Marvel HeroClix: Infinity Challenge Starter Set WZK3100 \$19.95  
May 2002 Marvel HeroClix: Infinity Challenge Booster Pack WZK3200 \$6.95  
Oct 2002 Marvel HeroClix: Expansion 1 WZK3201 \$6.95

©2002 Wizards, LLC. HeroClix is a trademark of Wizards, LLC. www.MarvelHeroClix.com. Marvel and Spider-Man are © & TM of Marvel Characters, Inc. © 2002 Marvel Characters, Inc. All rights reserved. www.marvel.com



# HEROCLIX

Hypertime

Batman vs. The Joker  
Superman vs. Doomsday  
The Justice League vs. The Injustice Society

Play as your favorite heroes and villains of the DC universe! Put together the team you've always dreamed of and challenge other players to a game of fun and adventure with DC's new and classic heroes! There are an almost infinite number of teams that players can design and strategies that they can employ in comic-style combat adventures.

*DC HeroClix: Hypertime* is a game that uses fully assembled, collectable miniatures that you can play anytime within minutes of opening the box. Each figure is already painted for you and stands on a unique combat dial that contains all the information you need to play! There are no complicated charts, tables, or record keeping for *DC HeroClix: Hypertime*; it's all on the dial!  
*DC HeroClix: Hypertime* is self-contained, with easy-to-understand rules.

The maps of Gotham and Metropolis make movement simple, and game elements such as "super-strength," "levitation," (not to mention using handy lampposts to bash villains) bring the fury of DC combat to life. The rules only take about 20 minutes to learn and a game lasts about 1 hour!

Players can collect over 150 different characters available in *DC HeroClix: Hypertime*, and build the team they've always wanted to see!



Sept 2002 DC HeroClix: Hypertime Starter Set WZK4100 \$19.95  
Sept 2002 DC HeroClix: Hypertime Booster Pack WZK4200 \$6.95

# MAGE KNIGHT™

COLLECTABLE MINIATURES GAME

## ENTER THE FANTASTIC WORLD OF MAGE KNIGHT

### THE MAGICAL REVOLUTION HAS BEGUN!

For generations, the powerful wizards ruled the Land with unquestioned supremacy. The Atlantis Guild with their magical machines, the Elemental League harnessing the power of nature, and the Necropolis Sect commanding legions of the dead, had fought to a standstill. This dangerous balance of power was shattered by the Black Powder Rebels, whose inventions of steam power and gunpowder gave non-magical people powerful weapons with which to fight their overlords.

You can take control in this time of turmoil and chaos! Assemble your army of trolls, orcs, wizards, knights, golems, and Draconum, and lead them into battle. Choose a faction, or become a Warlord and fight to create your own empire!

*Mage Knight* uses fully assembled, collectable miniatures that you can play on any tabletop within minutes of opening the box. Each figure is already assembled and painted! Each one stands on a unique combat dial with all the information needed to play printed on it. There are no complicated charts, tables, or record keeping in *Mage Knight*; it's all on the dial! *Mage Knight* is self-contained, with easy-to-understand rules. It only takes about 20 minutes to learn and a game lasts only about 1 hour!



### CURRENTLY AVAILABLE



Mage Knight  
Whirlwind Expansion  
WZK203 \$6.95



Mage Knight:  
Knights Immortal Chariot  
WZK405 \$24.95



Mage Knight:  
Black Powder Rebel Tank:  
Dwarven Steam Engine  
WZK407 \$34.95



Mage Knight:  
Polar Ice Dragon  
WZK401 \$24.95



Mage Knight:  
Venomous  
Shadow Dragon  
WZK403 \$24.95



Mage Knight:  
Atlantis Guild  
War Machine:  
The Fist of Tezla  
WZK408 \$34.95

### 2002 RELEASES THROUGH MAY



March 2002  
Mage Knight  
Unlimited Starter Set  
WZK102 \$17.95

March 2002  
Mage Knight  
Unlimited Booster Pack  
WZK204 \$6.95



March 2002  
Mage Knight Castle Wall Pack 1  
WZK409 \$15.95



March 2002  
Mage Knight Castle Tower  
WZK410 \$24.95



March 2002  
Mage Knight Castle Wall Pack 2  
WZK411 \$15.95

- APRIL 2002 MAGE KNIGHT SINISTER EXPANSION WZK0205 \$5.95
- APRIL 2002 MAGE KNIGHT CONQUEST (LARGE SCALE BATTLES) WZK0800 \$19.95
- APRIL 2002 MAGE KNIGHT CASTLE GATE WZK412 \$29.95
- APRIL 2002 COLLECTOR'S GUIDE TO MAGE KNIGHT, VOL. 1 WZK0801 \$15.95
- MAY 2002 MAGE KNIGHT: RADIANT LIGHT DRAGON WZK402 \$24.95
- MAY 2002 COLLECTOR'S GUIDE TO MAGE KNIGHT, VOL. 2 WZK0802 \$15.95

# MAGE KNIGHT

## DUNGEONS

ENTER IF YOU DARE!

*MAGE KNIGHT DUNGEONS* IS A FUN, FAST-PACED GAME OF HEROIC BATTLES AGAINST TERRIFYING MONSTERS. YOUR HEROES TRUDGE THROUGH UNDERGROUND TUNNELS AND CAVERNS, KNOWING THAT THE MORE MONSTERS THEY SLAY THE STRONGER THEY BECOME, BUT IN ORDER TO WIN THE GAME THEY NEED TO FIND TREASURE AND ESCAPE THE DUNGEON FASTER THAN THE OTHER HEROES SEARCHING THE CAVERNS. THE CHESTS THAT HOLD THE TREASURE (OR TRAPS) VARY EACH TIME YOU PLAY, MAKING EVERY GAME A UNIQUE EXPERIENCE.

*MAGE KNIGHT DUNGEONS* IS A NEW KIND OF GAME THAT USES THE INNOVATIONS OF *MAGE KNIGHT*, THE SIMPLICITY OF A BOARD GAME, AND THE CHARACTER ADVANCEMENT OF A ROLEPLAYING GAME TO CREATE AN ENTIRELY NEW TYPE OF GAMING EXPERIENCE. DESIGNED FOR TWO TO FOUR PLAYERS, THE RULES TAKE ABOUT 20 MINUTES TO UNDERSTAND AND GAMES TAKE ABOUT AN HOUR TO PLAY.

*MAGE KNIGHT DUNGEONS* IS A COLLECTABLE MINIATURES GAME IN WHICH EVERY PLASTIC FIGURE COMES PAINTED AND ASSEMBLED FOR YOU. ALL THE GAME INFORMATION NEEDED TO PLAY IS ON THE FIGURE'S UNIQUE COMBAT-DIAL BASE. ALL *MAGE KNIGHT* FIGURES CAN BE USED IN *MAGE KNIGHT DUNGEONS* AND *DUNGEONS* FIGURES CAN BE USED IN STANDARD *MAGE KNIGHT*.



CURRENTLY AVAILABLE



MAGE KNIGHT DUNGEONS  
BOOSTER PACK  
WZK202 \$6.95



MAGE KNIGHT DUNGEONS  
BUILDER'S KIT  
WZK903 \$14.95



MAGE KNIGHT DUNGEONS  
STARTER SET  
WZK101 \$19.95



FEB 2002  
MAGE KNIGHT DUNGEONS  
ARTIFACTS 1  
WZK904 \$14.95



FEB 2002  
MAGE KNIGHT DUNGEONS  
ARTIFACTS 2  
WZK905 \$14.95



# MECHWARRIOR™ DARK AGE

A Dark Age has befallen mankind.

A darkness that followed the light of two generations of peace, during which armies and their BattleMechs were decommissioned and converted to help in the reconstruction of the Inner Sphere.

A darkness that started with the mysterious silencing of interstellar communications, leaving each of the 2,000 planets of the Inner Sphere isolated, afraid and vulnerable.

A darkness fueled by suspicion, anger, and greed has exploded into a thousand wars across as many planets, as people lose the trust built over the last sixty years and fall prey to the motivations that led to centuries of conflict.

It is a Dark Age of chaos and death. Who will you fight for: the Royal House or Clan of your ancestors? Or will you grab this opportunity to create your own interstellar empire?



*MechWarrior: Dark Age* is a collectable miniatures game that features fully assembled and painted figures ready to play immediately upon opening the box. Collect, design and field your army of infantry, power-armor troops, armored vehicles, and powerful BattleMechs. Managing combined arms is the secret to success in this game. Each unit comes on a combat dial, specific to that unit type, that contains all the game information needed: there are no complicated charts, tables, or record keeping for *MechWarrior: Dark Age*; it's all on the dial! *MechWarrior: Dark Age* is self-contained, with easy-to-understand rules that provide complex game play.



Aug 2002 MechWarrior: Dark Age Starter Set WZK2100 \$19.95  
Aug 2002 MechWarrior: Dark Age Booster Pack WZK2200 \$8.95  
Nov 2002 MechWarrior: Dark Age Expansion 1 WZK2201 \$8.95



WIZKIDS

2002

## PRODUCTS

MAGE KNIGHT WHIRLWIND EXPANSION	WZK203	\$6.95
MAGE KNIGHT: KNIGHTS IMMORTAL CHARIOT	WZK405	\$24.95
MAGE KNIGHT: ATLANTIS GUILD WAR MACHINE: THE FIST OF TEZLA	WZK408	\$34.95
MAGE KNIGHT: BLACK POWDER REBEL TANK: DWARVEN STEAM ENGINE	WZK407	\$34.95
MAGE KNIGHT: POLAR ICE DRAGON	WZK401	\$24.95
MAGE KNIGHT: VENOMOUS SHADOW DRAGON	WZK403	\$24.95
MAGE KNIGHT DUNGEONS STARTER SET	WZK101	\$19.95
MAGE KNIGHT DUNGEONS BOOSTER PACK	WZK202	\$6.95
MAGE KNIGHT DUNGEONS BUILDER'S KIT	WZK903	\$14.95
MAGE KNIGHT DUNGEONS ARTIFACTS 1	WZK904	\$14.95
MAGE KNIGHT DUNGEONS ARTIFACTS 2	WZK905	\$14.95
MAY 2002 MARVEL HEROCLIX: INFINITY CHALLENGE STARTER SET	WZK3100	\$19.95
MAY 2002 MARVEL HEROCLIX: INFINITY CHALLENGE BOOSTER PACK	WZK3200	\$6.95
OCT 2002 MARVEL HEROCLIX: EXPANSION 1	WZK3201	\$6.95
SEPT 2002 DC HEROCLIX: HYPERTIME STARTER SET	WZK4100	\$19.95
SEPT 2002 DC HEROCLIX: HYPERTIME BOOSTER PACK	WZK4200	\$6.95
MARCH 2002 MAGE KNIGHT UNLIMITED STARTER SET	WZK102	\$129.95
MARCH 2002 MAGE KNIGHT UNLIMITED BOOSTER PACK	WZK204	\$6.95
MARCH 2002 MAGE KNIGHT CASTLE WALL PACK 1	WZK409	\$15.95
MARCH 2002 MAGE KNIGHT CASTLE WALL PACK 2	WZK411	\$15.95
MARCH 2002 MAGE KNIGHT CASTLE TOWER	WZK410	\$24.95
APRIL 2002 MAGE KNIGHT SINISTER EXPANSION	WZK0205	\$5.95
APRIL 2002 MAGE KNIGHT CONQUEST (LARGE SCALE BATTLES)	WZK0800	\$19.95
APRIL 2002 MAGE KNIGHT CASTLE GATE	WZK412	\$29.95
APRIL 2002 COLLECTOR'S GUIDE TO MAGE KNIGHT VOL. 1	WZK0801	\$15.95
MAY 2002 MAGE KNIGHT: RADIANT LIGHT DRAGON	WZK402	\$24.95
MAY 2002 COLLECTOR'S GUIDE TO MAGE KNIGHT VOL. 2	WZK0802	\$15.95
AUG 2002 MECHWARRIOR: DARK AGE STARTER SET	WZK2100	\$19.95
AUG 2002 MECHWARRIOR: DARK AGE BOOSTER PACK	WZK2200	\$8.95
NOV 2002 MECHWARRIOR: DARK AGE EXPANSION 1	WZK2201	\$8.95

WizKids, LLC  
15821 NE 8TH ST. #100  
BELLEVUE, WA 98008  
PHONE +1 (425) 641-2801 FAX +1 (425) 641-6071

DOMESTIC SALES MANAGER RAY WEHRS EXT. 105  
RAY@WIZKIDSGAMES.COM  
INTERNATIONAL SALES MANAGER MORT WEISMAN EXT. 104  
MORT@WIZKIDSGAMES.COM

PRESS CONTACT  
JEFF RUTHERFORD (212)725-2295 JEFFRU@TRYLONCOMMUNICATIONS.COM  
WWW.WIZKIDSGAMES.COM

2002

WIZKIDS

## STORE & PLAYER SUPPORT

### STORES

WizKids offers product support specifically designed to help stores promote and sell more games. Stores are invited to register online at the official WizKids Website, [www.wizkidsgames.com](http://www.wizkidsgames.com), to become an official WizKids venue.

Venues receive a variety of sales materials, including free banners, posters, P.O.P displays, bag stuffers, window clings and tournament kits that include scenarios and free prizes. They also get fun extras like holiday and thank you gifts.



### PLAYERS

WizKids provides our fans and players with ongoing releases of our popular Mage Knight line, and new products featuring Marvel and DC heroes, MechWarrior, and more planned for the future. For each new release, WizKids sponsors tournaments. Players can register online at [www.wizkidsgames.com](http://www.wizkidsgames.com) to play in these tournaments and win special limited edition figures as prizes.



Tournaments take many different forms, including store events, marquee tournaments, and national and world championships. Registered players are eligible for invitationals and are part of our worldwide rating and ranking system.

Most importantly, registered players are part of a huge network of fans they can locate and socialize with at tournaments and stores.



### VOLUNTEERS

Some of WizKids' most loyal fans volunteer to be "Warlords." Warlords run demonstrations and events at stores and conventions throughout the year. Warlords earn many special perks as volunteers, including free figures, points they can put toward free product, and more.

Warlords are an important part of WizKids because they run and judge events around the nation and the world, something that WizKids couldn't do without their help.





## WizKids CONTACT INFORMATION

IF YOU HAVE ANY QUESTIONS ABOUT WIZKIDS  
OR ANY OF THE GAMES IT PRODUCES, PLEASE  
FEEL FREE TO CONTACT US AT:

### WizKids, LLC

15821 NE 8TH ST., SUITE 100  
BELLEVUE, WA 98008  
PHONE +1 (425) 641-2801  
FAX +1 (425) 641-6071

### WizKids TOY FAIR SHOWROOM

1115 BROADWAY SUITE 403  
NEW YORK, NY 10010  
PHONE +1 (212) 691-3738  
FAX +1 (212) 691-4070

### DOMESTIC SALES MANAGER

RAY WEHRS EXT. 105  
RAY@WIZKIDSGAMES.COM

### INTERNATIONAL SALES MANAGER

MORT WEISMAN EXT. 104  
MORT@WIZKIDSGAMES.COM

### PRESS CONTACT

JEFF RUTHERFORD (212) 725-2295  
JEFFRU@TRYLONCOMMUNICATIONS.COM

**WWW.WIZKIDSGAMES.COM**

© 2002 WizKids, LLC. MAGE KNIGHT, MAGE KNIGHT DUNGEONS, HEROCLIX, BATTLETECH, MECHWARRIOR, DARK AGE, MECH, the MechWarrior logos, and the Mage Knight logos are trademarks of WizKids, LLC. All rights reserved.

Marvel, Spider-Man and all related Marvel characters and the distinctive likeness(es) thereof are trademarks of Marvel Characters, Inc., and are used with permission. Copyright © 2002 Marvel Characters, Inc. All rights reserved.

The DC Bullet and all DC Characters, names, and indicia are trademarks of DC Comics © 2002. All rights reserved.