

RIW HOBBIES & GAMES

SUMMONER

RIW GRAND OPENING

RIW Is Pleased To Announce Its Grand Opening Weekend: July 17, 18 And 19 at 29571 Five Mile. Stop In And See The Unbelievable Deals.

Gather your adventuring party to witness the new store in all of its glory.



- Bigger store!
- More games and supplies!
- A larger play area for your collectible card games, board games and table top miniature games.
- Expanded board game library
- Miniature game demo tables

During the Grand opening weekend we will have a BBQ grill

cookout in appreciation for all of our loyal customers who have stood by our side in our transition to our new home. Items include:

- Hotdogs
- Hamburgers
- Assorted Pop

Take a free spin on our prize wheel. Raffles by category—you choose which one to enter:

- Magic the Gathering
- RPG's
- Board Games
- Mini's

Tome of Knowledge

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JULY IS THE MONTH OF TOURNAMENTS

Compete For Prizes, Test Your Mettle, And Just Plain Have Fun.

This July we are hosting a plethora of tournaments for everyone to enjoy; CCG's, board games and miniature games. All tournaments come complete with prize packaged tournament kits. Tournaments will start promptly at the designated times below:

July 11th

- Warmachine Weekend Qualifier—10:00

July 18th

- Magic the Gathering —12:00 Origins fat pack sealed (entry \$25.00) - 5:00
- Splendor —12:00
- DBZ—12:00
- Ticket to Ride —3:00
- Doom Town—5:00
- Machi Koro—6:00

July 19th

- Magic the Gathering —12:00 Origins fat pack sealed (entry \$25.00) - 5:00

Additionally, grand opening specials to include:

- Standard Boxes 90.00
- Modern Masters 175.00
- Standard Packs 3/8.00



The aggressive, metal-on-metal WARMACHINE game is set in the Iron Kingdoms, an environment that combines the richness of traditional fantasy with the excitement of steam power and gunpowder. Across the realm, ancient rivalries among nations are exploding into all-out conflict, setting the stage for WARMACHINE and other Iron Kingdom products.

In this 30 mm tabletop miniatures battle game, each player controls an elite soldier-sorcerer who leads an army into battle to fight for king, country, or simply coin. These warcasters are formidable and experienced combatants, and the warjacks they control represent the pinnacle of military might in the Iron Kingdoms.

WARMACHINE puts players directly onto the battlefield as warcasters and their armies clash. A game is fought with the thundering cannons, ripping iron claws, and crushing hammer blows of the giant steam-powered warjacks as well as the devastating spells wrought by the warcasters themselves and the lethal weapons of their warriors. When the dust settles, one side is victorious—and the other is nothing but smoking scrap metal!

WARMACHINE players take on the role of warcasters as they lead their titanic forces into battle. Warcasters possess significant martial prowess of their own as well as having hardened warriors and magical spells to bring to bear. Players collect, assemble, and paint fantastically detailed models representing the varied warriors, machines, and creatures in their armies. WARMACHINE is fully compatible with its feral twin, the monstrous miniatures combat game of HORDES.

A WARMACHINE warcaster's true strength lies in his ability to control and coordinate the mighty combat automatons at the heart of his forces—his warjacks. Each and every warjack is a looming ironclad behemoth, a coal-fired engine of destruction with a primitive magical brain in addition to its unique weapons and capabilities. On its own a warjack is capable of only the most rudimentary actions, but when controlled by a warcaster its efficiency and deadliness increase dramatically. Using his warjacks wisely can decide a battle for a seasoned warcaster.

A crucial component to a player's strategy in WARMACHINE is how he uses his warcaster's focus points to boost his army's abilities. Focus points can be used to enhance a 'jack's already impressive combat power or spent on powerful spells to decimate opposing units or provide powerful benefits to a warcaster's own troops. Properly allocated, a warcaster's focus points can turn his army into a momentous engine of destruction.



INDY

GEN CON

THE BEST FOUR DAYS IN GAMING!

Gen Con:

Gen Con is the largest tabletop-game convention in North America by either attendance or number of events. It features traditional pen-and-paper, board, and card games, including role-playing games, miniatures wargames, live action role-playing games, collectible card games, and strategy games.

Gen Con is a blast, but it's also huge: Around 30,000 people attend each year, and the con spans not only the convention center but multiple hotels

and other buildings downtown. Whether you've gone once or 20 times, there will always be new tips, tricks, and ideas you haven't heard before.

Want to find out how to have a hot, steamy the most fun at Gen-Con? Read on!

Coordinate with your friends: If you're going with a group, make a prioritized list of the stuff you want to get into most, including fallbacks in case your first (or second, or third) choices aren't available. Each account can only buy two tickets per event, so if you need more than two you'll have a bit of extra coordination to do beforehand – and two or more people registering, of course!

Set aside time to register: With the current RUBI registration system, once you have a badge you can drop events into your cart before you can actually buy them, which is a great time saver. Plan to be in front of your computer right when registration opens, and if the system hangs (which has gotten better over the years), don't give up.

Having event tickets is NOT the key to a great GenCon: If you haven't gotten registered for games, don't fret. Walk around the areas where gaming goes on as there are usually open games or people looking to throw down for an impromptu game. You'll probably find a lot of nifty games you hadn't thought of trying. This holds true for bigger events as well. If you don't mind not being with your group, True Dungeon sessions usually always have one opening or a few no-shows that they try to fill.

Generics are nice: A "generic" is an event ticket that isn't associated with an event. You can show up at an event you'd like to play and ask the GM if they have any open slots, or if they're willing to accommodate an extra player; depending on the event and the GM, this can often work out nicely.

BGG Hotness

- Splendor
- Camel Up
- Marvel Dice Concept
- Thebes
- Blue Moon Legends
- Istanbul
- Android: Netrunner
- Planes
- Concordia
- Rococo
- Maharani
- Star Wars: X-Wing
- Star Realms
- Potato Man
- Myth
- Eldritch Horror
- Blood Bound
- Caverna
- Lewis & Clark
- Terra Mystica
- Samurai Spirit
- Descent
- Robinson Crusoe
- Star Trek: Attack Wing
- Sanssouci
- Geister, Geister
- Mage Knight Board Game
- Battle Sheep
- Through the Ages
- LOTR: Card Game
- Yardmaster
- Flizz & Miez
- Richard Ritterschlag
- Unconditional Surrender
- Love Letter
- Praetor
- Marvel: Legendary
- Machio Koro
- Eclipse
- Twilight Struggle
- Heroes of Normandie
- Cosmic Encounter
- Russian Railroads
- 7 Wonders
- Dead of Winter
- SOS Titanic
- Sentinels of the Multiverse

CONFUSIOUS SAY “TO DO WELL IN FUTURE COMPETITIONS, YOU MUST BRING TO MIND THE PAST”



What Is *Magic Origins*?

Magic Origins is a set that explores what it means to start out on a magical journey, and how we change as we progress through our lives. It focuses on five of *Magic's* most prominent characters, letting you explore their backstories and transformations as they became Planeswalkers. You'll get to see their home worlds, learn about the joys and crises of their early lives, and discover how they became the Multiverse-traveling Planeswalkers we know today. *Magic Origins* is designed to be accessible to introductory players, like a core set, but with new mechanics that express these themes of growing over time. *Magic Origins* also plants the seed for *Magic's* future storylines, allowing you an insider's glimpse of what's to come. *Magic Origins* serves as the prologue for some epic stories, and it's your chance to be there at the start.

Why These Five?

Magic Origins focuses on five Planeswalker characters: Gideon Jura, Jace Beleren, Liliana Vess, Chandra Nalaar, and Nissa Revane. We chose these five Planeswalkers because they will all take a central role in *Magic's* story in the near future. We felt it was important to go back and explore their origins, to see the tales of what made them who they are, so their motivations and life histories will be known before launching into the next phase of the storyline.

...Did You Say Ten Worlds?

Yes. *Magic Origins* showcases ten different planes in its cards. Each Planeswalker's origin story involves two planes: his or her home plane—the world of that Planeswalker's birth—and his or her "first planeswalk" world—the first plane to which each one planeswalked just after his or her spark ignited. Five different Planeswalkers, ten different worlds.

Most of these ten worlds will be planes we've already seen in past *Magic* sets. For example, it's already been established that Nissa's home plane is Zendikar. Zendikar will be one of the planes showcased in *Magic Origins*, because it's relevant to Nissa's origin story.

Some of the ten will be glimpses of worlds that so far have been unknown or only barely mentioned. Chandra's home plane, for example, will be entirely new to you.

Magic Origins will showcase these ten planes to help tell the Planeswalkers' origin stories. But note that you don't need to be an expert in these worlds to play *Magic Origins*. When you build decks at the Prerelease, you'll be able to combine cards and strategies from across any of the worlds depicted in the set.

Michigan's Leading Game and Hobby Store

RIW HOBBIES

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We're on the web



THE NEW AND IMPROVED RIW NEWS LETTER

I am pleased to announce that starting this June RIW Hobbies will be producing a newsletter, dubbed the "Summoner". The "Summoner" will be released the first week of every month plus supplemental publishing's for special events.

What you can expect to see with every release are:

- * New Releases
- * Calendar Of Events
- * Articles Written By The Staff
- * Previous Month's Tournament Winners
- * Special Featurette's With In-Depth Game Reviews Or Tips

ABOUT US

We're here in part because we love games as much as our customers do. To this end, we order from a variety of suppliers, are open to alternate sources of supply, and strive to stay informed of trends and new developments in any areas our customers are interested in.

Our customers are the most important of the many Communities we belong to. We strive to go to extraordinary lengths to make them feel welcome, valued, and satisfied. We cultivate our gamer community by providing a clean safe environment for our customers to play games. We want to meet and exceed their expectations every time they set foot in our store.

Vision
Mission
& Values