

The White Box™

A game design workshop-in-a-box.

Key Selling Points

- Contains hundreds of components for game prototyping and a 208-page book of essays detailing every facet of tabletop game design and publishing.
- A one-stop product you can recommend to any customer who asks about designing or publishing their own game.
- Priced to move at \$29.95.
- The only product of its kind.

What It's About

We think making games is one of the most challenging, fun, and rewarding things you can do. For everyone who's thought about making a game of their own, we want to help.

They say everyone has a game inside them. *The White Box* helps aspiring game designers and publishers get the games out of their heads and onto the table.

Contents

- *The White Box Essays*, a 208-page book with 24 essays about every facet of game design and production.
- 3 counter sheets with 71 pre-printed and 49 blank counters
- 150 small wooden cubes in six colors
- 36 wooden meeples in six colors
- 6 giant wooden cubes in six colors
- 12 six-sided dice in six colors
- 110 plastic disks in eight colors



Vital Stats

- Stock AG2903, ISBN 978-1-58978-182-5, MSRP \$29.95.
- Box size 8" x 10" x 2.5", case count 6.



This product's ISBN-13 Bookland barcode



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(651) 638-0077 • info@atlas-games.com

