



# SILVER COIN

Age of Monster Hunters

Start your epic adventure with  
the upcoming board game  
and don't miss its crowdfunding campaign!

PRESS INFO  
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# SILVER COIN AGE OF MONSTER HUNTERS

**Silver Coin: Age of Monster Hunters** is the first board game from Bona Fide Games, playable in solo, cooperative or competitive mode, for 1 - 5 players. Travel the 6 kingdoms while slaying the monsters that plague the lands of Atosia, the great continent that spans the known world.

## In short

Set in the fantasy realm of Atosia, **Silver Coin: Age of Monster Hunters** will make sure to take you on a journey like no other.

Combining a **true adventure-like feeling with strong eurogames mechanics**, **Silver Coin: Age of Monster Hunters** offers a unique gaming experience. Bid for your character, starting location and initial resources, while putting your Victory Points on the line. Now you are ready to start your journey.

Set off and keep your eyes on the contracts offered by the various kingdoms. Plan carefully and prepare, as over 30 monsters you may face will each offer different challenges and get stronger depending on when and where you will face them. Come unprepared and you may face

## SUMMARY

**#1. A great game presence with a grand immersive universe**

**#2. Different game modes offering different gaming experiences**

**#3. Unique monsters and hunts offering high replay value  
& The Bona Fide Games team**

**Silver Coin : Age of Monster Hunters**

**Publisher: Bona Fide Games**

**1-5 players**

**45-60 min per player**

**Age : 14+**

**Discover the world of Silver Coin: Age of Monster Hunters**

**Read the rulebook**

**Contact the media team**

**Support and follow the game on BoardGameGeek**



# A great game presence with a grand immersive universe

The game is set in the fantasy realm of Atosia, a great continent that spans across the known world. It is divided into six big kingdoms, each carrying its own history, culture, and mysteries.

The world has survived a great calamity, the Ashgar plague. In the 80 years since the plague, the continent has seen the rise of creatures old and new, terrible things, nightmares that lurk the villages, bloody the forests, devouring the local population.

**At the same time, individuals have appeared who took advantage of this situation and will do anything, including slaying these so-called monsters, if it means they get a bag of coins in return.**

You are what this land needed, but you are not their savior. You, and others like you, do it for one thing and one thing only: you do it for those silver coins.

## The Game Map



Creating the map has been a challenge the designers were happy to take up!

After a lot of research, they carved it out and designed it inch by inch. Just like the journey players take, it was also an adventure to make this game into what it is.

The map and the world of Atosia is inspired by **the vision of a grand world where options are many and distances matter**. Designers wanted to create a world that feels epic and you could immerse yourself into. The result is here, with **a map that is dynamic and feels different every single time you traverse it**. Here, there's no final or definitive path, players have to adapt to the ever-changing game state and to the different mechanics that lead you through Atosia. Mechanics such as accepting contracts and starting a hunt will call out to you and give you a sense of direction. In the end, there's only one thing to do: enjoy the adventure, try to optimize your journey and find the path towards victory.

## KINGDOMS OF ATOSIA



Oldemor

Capital: Olde far - Symbol: A crown



Lys Blanc

Capital: Lillac - Symbol: A White Lilly



Abaris

Capital: Lemuria - Symbol: A Crab with a ship

flying on a golden arrow inside of it



Jorvik

Capital: York - Symbol: A Black Horse



Fabula

Capital: Mantygern - Symbol: Grapes in a Circle made of Diamonds



Morahan

Capital: Gobekli Tepe - Symbol: An all-seeing sun



# Different game modes offering different gaming experiences

**Experience and pursue different game plays while playing various characters each offering unique abilities and asymmetrical play styles. Find the optimal path towards victory with a variable setup and constantly changing game state. The replayability will be high.**

Players will be able to play the game as a **solo, cooperative or competitive experience**. Each will be different but will follow a similar game round pattern.

While competitive mode focuses on getting the most coins/VPs, solo and cooperative offer multiple scenarios with different Winning and losing conditions.

**The game starts with an auction phase**, while players bid for their starting character, starting location and initial resources, putting their Victory Points on the line.

Each game round will start with a Preparation phase where players will be presented with 3 simple options. Draft, play or replace Kingdom cards.

Then it's time to take action. During the Action Phase, players will be using their Player Action Tokens in a good old Action Selection fashion to choose one of the possible actions on their player boards or from the available Global Actions: **move, take a location action or perform a combo, replace one of your cards or transform your flow**.

Depending on the location, **players will be able to do plethora of things**, from gathering herbs in the wild to learning Knowledge, **taking up missions at the capitals of the 6 kingdoms or encounter a monster and fight!**

While some actions are uncontested, others require players to beat opponents to the spot.

The game is played for **2 in-game years, represented by 24 rounds**, all different depending on the weather conditions, day and moon cycles and the type of rounds you are playing. Some rounds may offer a chance for the players to gain new skills, but the bidding mechanic will determine in what order, while others may boost your character's unique abilities.

**Be resourceful, be strong, take the long road or the shortest path, the easy way or the hard one, but most of all, make sure that when the game comes to an end, you are the one with the biggest bag of those silver coins.**

TRAVEL THE WORLD

FIGHT THE MONSTERS

COMPLETE MISSIONS

GAIN COINS

WIN

HOW TO PLAY VIDEO



# CHARACTERS

**Shael Ra the Natural Chaos**



Natural Chaos is a member of the Order of Chaos, practicing magic and using the Magical flow, opening portals through time and space.

**Brageland the Seeker**



Coming from far north, Brageland is a Master of pathfinding and seeker of Tilgangur, the Gift of Life.

**Azalea the Fighter**



She is a not so gentle flower of Lys Blanc. Before, she was a Mercenary for hire, but now, she is nothing less than a ruthless Monster Hunter and master of Sword.

**Vakkash the Chronomancer**



He saw his own monster hunter's destiny during one of the visions that guide his path. Now, he lets them lead him, while manipulating the time to his will.

**Rhea the Shapeshifter**



Shapeshifting is not always a gift: Rhea uses her curse as a tool with which she defies the darkness, being able to shapeshift into the creatures she has slain.



# Unique monsters and hunts offering high replay value

The world of Atosia is full of monsters... During your journey through the continent, get ready to encounter **30+ monsters, all different and split into 3 difficulty levels!** Their physicality is reflected in mechanics, for example the Water nymph is stronger near the water source. Depending on the monsters you meet and challenges thrown your way, each journey will offer its own interesting puzzle to solve.

All the Monster Missions are **unique to each game**, as they mix together a Monster Card and a Mission Card, making the game modular and always different. **Battle conditions such as monsters' and hunters' characteristics are affected by different parameters from the weather, season, location...**

Will you be strong enough to fight the Water Horror, Manticore, or even the almighty Atosian Dragon?

## BATTLE

In **Silver Coin: Age of Monster Hunters**, each battle round will damage the monster... or the hunter.

Each battle is made of different phases, starting with a **pre-battle phase, to have a look at the global monster strength** regarding all mission parameters, and allowing the hunter to activate all kinds of abilities that can give them an advantage in the battle.

Then, you enter the battle rounds: each of them will end by a damage taken by the monster or the hunter, until one of them has no more health, or simply chooses to flee!

Each battle round, the hunter rolls the dice in their possession to define their strength, and can choose to activate some of their abilities. Then, by comparing the hunter's strength to the monster's, check if you won or lost.

But in this game no one fights for free! If you are victorious and manage to slay the monster, do not forget to take all your rewards: coins, for sure, but also reputation and experience, those will come in handy and allow you to advance on the Reputation track to gain new skills.

### † PRE - BATTLE

#### How well did you PREPARE to face the MONSTER?

Check Monster's characteristics. Does it get STRONGER or WEAKER? Determine its final strength.

### † BATTLE

#### FIGHT the MONSTER!

ROLL your BATTLE DICE and COMPARE the result to the MONSTER'S STRENGTH.

Rolled too poorly? Worry not, as your EXPERIENCE and ABILITIES will help you mitigate the poor rolls.



### END OF BATTLE

#### GAIN YOUR REWARDS

Have you WON the battle? Gain your hard earned COINS, REPUTATION and EXPERIENCE Have you LOST? In this game, you CANNOT DIE, however losing will still cost you TIME and RESOURCES

# THE TEAM

Gal, Lan, Marko and Rok: these 4 passionate board gamers started the Silver Coin adventure 3 years ago. Combining multiple skills such as game design, art, communication, they all work together and with the community to improve the game, its mechanics and design. Along the way, they were joined by a full team of enthusiasts and professionals, helping them to make **Silver Coin: Age of Monster Hunters** a dream come true.

Now, we are all ready to present it to the public and the community who supports Silver Coin: Age of Monster Hunters. Let's meet in 2022...

