

EXHIBIT A

The Doom That Came To Atlantic City!

by The Forking Path, Co.

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[📍 Portland, OR](#) [🎮 Tabletop Games](#)

Funded! This project was successfully funded on June 6, 2012.



1,246

backers

\$122,874

pledged of \$35,000 goal

0

seconds to go



Project by

The Forking Path, Co.
[Portland, OR](#)

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A light hearted Lovecraftian game of urban destruction, for two to four players. By Lee Moyer, Keith Baker and Paul Komoda.



The End Is Very Nigh! Pledge now to get bring Doom to the planet Earth!

We've been watching the project with KickTraq and [you can too](#).

Reality Shattering Quick Links:

[History of the Game](#) | [Mechanics Walkthrough](#) | [Latest Updates](#)

FAQs are at the bottom of this page.

No more building, a lot more smashing...

Once people came to Atlantic City to seek their fortune, to construct fine hotels and

Pledge \$25 or more

🎯 20 backers

Our undying appreciation and a high resolution digital download of "Cthulhu Risen", a great desktop background, by Lee Moyer. Access to all backer updates. A t-shirt with the game's logo, Beauty & The Tentacle, on the front. (For international shipping add \$10.)

Estimated delivery: Oct 2012

Pledge \$50 or more

🎯 163 backers

A copy of the core game shipped out as soon as we get them from the printer. Figures not included, comes with printed cardboard character markers. (For international shipping

establish powerful monopolies. But you're not here to build, you've come to destroy!



You're one of the Great Old Ones – beings of ancient and eldritch power. Cosmic forces have held you at bay for untold aeons, but at last the stars are right and your maniacal cult has called you to this benighted place. Once you regain your full powers, you will unleash your *Doom* upon the world!

There's only one problem: you're not alone. The other Great Old Ones are here as well, and your rivals are determined to steal your cultists and snatch victory from your flabby claws! It's a race to the ultimate finish as you crush houses, smash holes in reality, and fight to call down *The Doom That Came To Atlantic City!*

add \$25.)

Estimated delivery: Nov 2012

Pledge \$75 or more

602 backers

A copy of the game with Paul Komoda's figures in pewter. The Beauty & The Tentacle shirt has been moved up to the \$100 tier and will not come with this level. See the FAQs for details on the change.

Estimated delivery: Nov 2012

Pledge \$100 or more

145 backers

A copy of the game with Paul Komoda's figures in pewter. (For international shipping add \$25.)

Estimated delivery: Nov 2012

Pledge \$105 or more

181 backers

A copy of the game with Paul Komoda's figures in pewter. Plus an ADDITIONAL set of all 8 pewter pieces. (For international shipping add \$35.)


Estimated delivery: Nov 2012

Pledge \$150 or more


45 backers

A copy of the game, with Paul Komoda figures in pewter and t-shirt with your choice of Old One concept art in Inkodye. No two shirts will be exactly the same. (For international shipping add \$25.)




Estimated delivery: Nov 2012



**GATE TO
R'LYEH**

GATE TOLL 

**Reroll your Destruction roll and advance
your doubles counter by one:**

With 1 Gate	
With 2 Gates	
With 3 Gates	

**If you control all of
the gates to R'lyeh you
automatically succeed at
any Destruction attempt.**

You may use this power once during your turn.

The Architects of Your Doom...

The Doom is a labor of love and terror from three exceptional talents. It is the brainchild of artist [Lee Moyer](#), inspired by his love of the Cthulhu Mythos and disdain for a certain board game that shall not be named. Game designer Keith Baker is best known for the Origins Award winning card game [Gloom](#), and he brings the same dark sense of humor to the devastation of Atlantic City.

Keith and Lee have enlisted the help of their friend Paul Komoda to design some of the more eldritch visual elements of the game. His talents can be seen on-screen in the prequel to John Carpenter's *The Thing* and *Cabin In The Woods*. He brings that vision and long association with H. R. Giger to his designs of the Great Old Ones.



Pledge \$200 or more

 10 backers All gone!

The game, Paul Komoda's figurines in pewter, and a pack of signed Lovecraftian art prints by Lee Moyer. A "Thanks To..." credit in the printed rulebook. (For international shipping add \$35.)

Estimated delivery: Nov 2012

Pledge \$205 or more

 13 backers

BY BACKER REQUEST: A copy of the game, with Paul Komoda figures in pewter and t-shirt with your choice of Old One concept art in Inkodye. No two shirts will be exactly the same. One Beauty & The Tentacle shirt. THIS TIER AND HIGHER ALSO GET: The sticker pack from our 3rd stretch goal plus a signed and numbered limited edition print of The Call of Cthulhu called 'Cthulhu Rising'. (For international shipping add \$25.)

Estimated delivery: Nov 2012

Pledge \$250 or more

 17 backers Limited (3 left of 20)

A copy of the game with pewter figurines by Paul Komoda. A piece of original game card art from Lee Moyer, signed and mounted on thick card stock. A "Thanks To..." credit in the printed rulebook. (For international shipping add \$35.)

Estimated delivery: Nov 2012

Pledge \$375 or more

 9 backers

For brick-and-mortar retail stores only! You get 6 games with pewter sets. Each game will come with a personalized card overlay for one street of your choice on the board. This street card can be personalized with the name of your store or the street your store is located on, with an logo or image of your store, to be used in place of one of the street names on the board. Plus 6 Beauty & The Tentacle shirts and 1 large Inkodye canvas for you to hang in your store. We will be verifying the existence of

Paul intensely focused on Juliette for the 2011 prequel to *The Thing*

In the box:

- 1 Game Board
- 2 Dice
- 4 Reference Cards
- 8 Plastic figurines of Paul Komoda's sculpts
- 8 Mythos Role Cards
- 16 Dooms
- 24 Gate Cards
- 40 Gate Markers
- 45 Chants Cards
- 45 Providence Cards
- 50 Wooden Cultists
- 60 Wooden Houses

And now also included thanks to **your** help in reaching our stretch goals:

- 8 Wooden Hotels
- 16 Tome Cards
- 8 Wooden Claws to track Doubles Rolled & Gates Opened

Backers who invest at least \$75 receive a set of eight playable **pewter** miniatures sculpted by Paul Komoda in addition to the base game.



Be Rewarded for Your Sacrifice...

By backing this project you'll be bringing *The Doom That Came to Atlantic City* to retail shops, game tables and frothing cultists around the world. With your contribution we'll be able to go a long way towards the development of an expansion or two.

an actual store. If we can not verify this you will only get 4 copies of the game with pewter pieces, at full retail price.

Estimated delivery: Nov 2012

Pledge \$500 or more

7 backers

You'll get a copy of the game with the pewter Old One pieces, signed Lovecraftian art prints by Lee Moyer, a Beauty and the Tentacle t-shirt and your choice of Old One concept art printed in Inkodye on a hangable canvas. A "Special Thanks To..." credit in the printed rulebook. (International shipping included in this and higher tiers.)

Estimated delivery: Nov 2012

Pledge \$1,000 or more

3 backers Limited (17 left of 20)

Custom art for a Great Old One role card from game artist Lee Moyer and YOU. This card can be based on your likeness or on any real or fictional character of your choice. Lee says: "I'll create the portait you want and match it with any existing Old One Power!" Plus the game, the figures in pewter, the Beauty & The Tentacle shirt and "A Special Thanks to..." credit in the rulebook.

Estimated delivery: Jan 2013

Pledge \$2,500 or more

1 backer Limited (4 left of 5)

Game designers Keith Baker and Lee Moyer will host an afternoon of gaming for you and your BFF and then will take you both to dinner at a fancy restaurant in Portland, Oregon. Lee will design a custom, playable Great Old One role card for you both. You will get the game with pewter figures, an additional game for your friend with pewter figures, t-shirts for you both and "A VERY Special Thanks to..." credit in the rulebook. (Travel and other room and board not provided.)

Estimated delivery: Mar 2013

Funding period

We have fantastic rewards for our backers:

May 7 2012 - Jun 6 2012 (30 days)

- Copies of the game
- Pewter Paul Komoda sculpted game pieces
- Monochrome [Inkodye](#) shirts and hangable pop art style canvas prints
- Signed Lovecraftian art packs by Lee Moyer
- Original concept art by Lee Moyer
- An afternoon of gaming with Lee and Keith
- A custom, playable Old One role card based on your likeness

Shirt sizes, art preferences and shipping details will be sorted out via a post-campaign survey.



How The Old Ones Roll...

While elements of *Doom* are reminiscent of a certain real estate trading game, the gameplay is completely different. Instead of playing a puny mortal building a city or closing gates to save the world, you play one of the Great Old Ones, seeking to tear down the city, open gates, and destroy the world.



As an Old One, you have mutable traits reflected by Providence cards. So Hastur begins as The King In Yellow, but as the game progresses he could gain Flabby Claws and Membranous Wings. When you begin the game, your primary resources are your cultists, who keep you anchored to the world; however, certain actions call on you to sacrifice your cultists, and you can beat up other Old Ones to steal their cultists. Should you lose your last cultist, you will be banished until you can build up enough followers to return.



The second resource in the game are houses. As you move around Atlantic City, you destroy houses. The power you gain in this process allows you to perform the rituals known as Chants. When you destroy the last house on a space, you open up a gate on it. Gates add additional movement options and also grant their owner an additional

power (though using this power requires the sacrifice of houses or cultists). Beyond this, opening gates is the key to victory. When you open your sixth gate, you win the game.



Image is of a prototype board and does not represent quality of final product.

However, every Old One also has a unique path to victory: Their doom. This is a strategic shortcut you can take that gives you a reason to use specific tactics in your choice of Providence and Chants cards, and something that adds replay value to the game. So there are houses on Boardwalk - but your goal is to destroy them, open a gate to Yuggoth, and ultimately to pull off the Ultimate Sacrifice.

STRETCH GOAL #1: \$55,000 HAS BEEN HIT!



Cthulhu without the Necronomicon is like Boardwalk without a hotel. Our first stretch goal solves both of these problems by adding hotels into the game. Hotels are more difficult to destroy than houses, but destroying a hotel carries a considerable reward: a

tome. These books hold secrets no mortal was meant to know, and they enhance the power of your existing gates. What terrible truths will you unearth from the ruins of Park Place?

The *Shadow over Boardwalk* goal went into effect when we reached \$55,000. The components of the base game have been expanded to include 8 wooden hotels and 16 tomes.

STRETCH GOAL #2: \$75k HAS BEEN HIT

For our next trick we announce *The Gate and The Key*, a stretch goal for **\$75,000**. In the original base game all doubles rolled and gates opened were tracked using a spare wooden house at the top of your role card. Now that this new goal has been reached we'll add custom wood "Claws of Doom" to help you keep track of the destruction.

To top it off we're also including shiny custom dice with our Beauty & The Tentacle logo where the single pip would be. All backers (of a tier including the base game) will receive the gate counters, custom dice, plastic figurines and our previous stretch goal, *The Shadow Over Boardwalk*.

STRETCH GOAL #3: \$100k HAS BEEN HIT

We thank you for your ongoing involvement in your Doom and we are pleased to announce your selections from the dusty Archives!

For everyone backing at \$100 or above, you will receive these three stickers of DOOM!



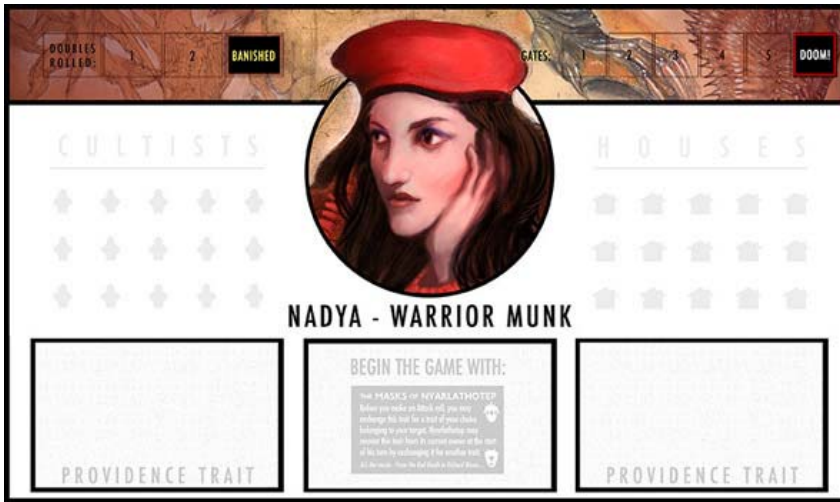
All backers at 200 and above will additionally receive this signed and numbered limited edition print of *The Call of Cthulhu* called 'Cthulhu Rising'.



You can declare your love of the game right now on BoardGameGeek.com.

With twenty years of gestation, play testing and reworking, **The Doom** has become a sharply honed work of fun-to-play satire.

Huge thanks to [Coilhouse](#), [io9](#), [Wired's GeekDad](#), [Quarter to Three](#), [The Gaming Gang](#), [Geek.com](#) and [Nerd Approved](#) for notifying the masses of their impending Doom!



This card is not included in the game. It's an example of our custom playable Role Cards, from the \$1k tier, as a "thanks" to Nadya Lev of Coilhouse!

"Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn."

FAQ

- ▶ [Credits](#)
- ▶ [How does one purchase an additional copy of the game or its pieces?](#)
- ▶ [Why did the \\$50/75/100 tier rewards change? What are the differences?](#)

Ask a question

Report this project to Kickstarter