



Rick and Morty: The Ricks Must Be Crazy Multiverse Game



2 - 4



17+



30-45 min

Key Selling Points

Engine-building and multiverse-exploiting as only *Rick and Morty* could do it

Competitive game with variable player abilities

Easy to learn



Contents Summary

- 60 Game Cards
- 32 Build/Control Tokens
- 5 Action Tokens
- 4 Oversized `Verse Tiles
- 4 Oversized Character Cards
- 4 VP Tracking Tokens
- 4 Character Standees
- 1 First Player Token w/ Bases
- 1 Power/VP Track
- 1 Power Tracking Token
- Rules

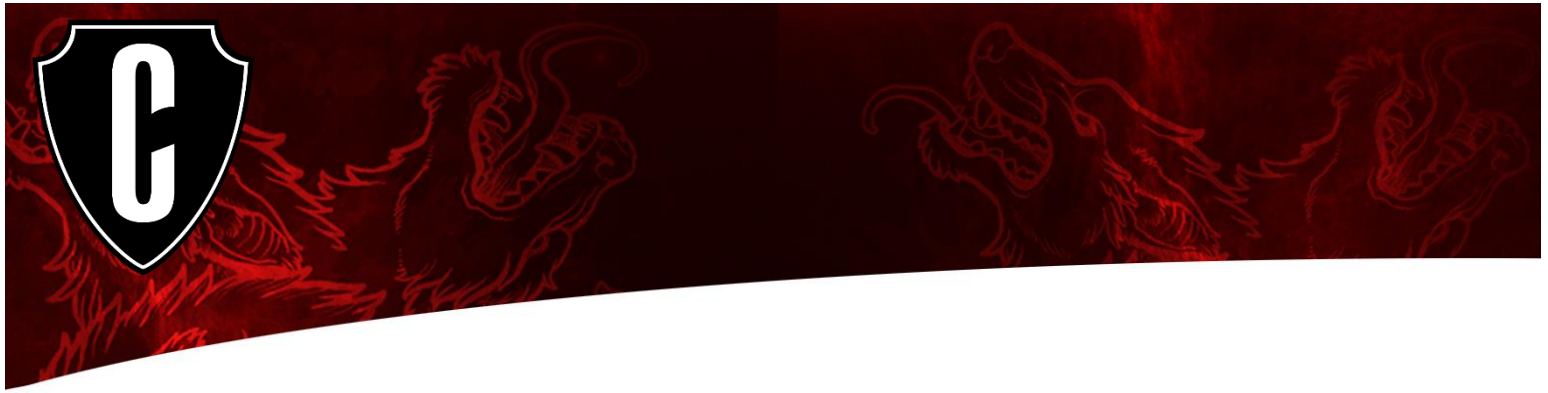
Take on the roles of Rick, Morty, Zeep, and Kyle and introduce wondrous Power-making technology to the worlds you've created ... and then steal most of it for yourself. That is, if your opponents don't get to it first!

This is an engine-building game (of sorts) that takes place in the four locations ("`Verses," we call them) from the popular episode "The Ricks Must Be Crazy": the Rickverse, Microverse, Miniverse, and Teenyverse. Due to time dilation and other pseudo-scientific malarkey, the lower you travel in the `Verses, the greater number of Actions you'll have each round. But some of those lower `Verses are a bit primitive, so the Contraptions you build to use all that sweet Power might not work so well!

During your turn, you'll spend your Actions to build Power Supplies and Contraptions and even move to a new `Verse to take advantage of some excess Power there. At the end of each round, the Power generates from the bottom `Verse up, and players can use that Power as it travels from `Verse to `Verse to play One-Shot abilities, use Character Abilities, and power-up their Contraptions. Player order matters in each `Verse, so hopefully your opponents left you some Power to use!

Release Date:
April 2018

CRYPTOZOIC
ENTERTAINMENT



Marketing Support

- Online and print media advertising on consumer and retail trade sites including **boardgamegeek.com**
- Promotion on social media sites, including Facebook and Twitter, and sneak peeks on the Cryptozoic Blog
- Contests and/or giveaways held on social media
- Videos to discuss box contents, how to set up the game, and how to play the game
- Press release to industry media
- Game reviews and press coverage across major hobby, comic, and gaming media outlets to support game launch including **IGN**, **boardgamegeek.com**, and more
- Review copies sent to online media enthusiast outlets (hobby gaming, comics, and general pop culture) for expanded consumer exposure and to generate buzz
- Heavily promoted at consumer event shows throughout the year, including **Gen Con** and **Origins**
- Cross-promotions with **Cartoon Network** via giveaways, contents, and announcements on the Cartoon Network website and Facebook page and at conventions/special events

Ordering Information

Available to ship: Worldwide

| Item Description | Contents | UPC | | Preliminary Dimensions |
|------------------|---------------|--------------|--|--------------------------------|
| Game | 1 game | 814552026612 | | 7.00 x 5.00 x 1.50 0.75 lbs |
| Case | 12 games/case | 814552026629 | | 12.28 x 10.32 x 8.35 10 lbs |