TERRORBULL GAMES

Cambridge based TerrorBull Games announce the release of their first game, WAR ON TERROR, THE BOARDGAME, due OCT 2006.

How often have you wished you could join in the fight for truth, justice and a decent slice of oil-rich land? Well now you can.

War on Terror, the boardgame was conceived on the eve of the Iraq war. Inventors, Andrew Sheerin and Andrew Tompkins, long frustrated by world events, saw a link between the machinations of global power-politics and the mechanics of a good board game. All the ingredients were there: lies, deception, hypocrisy, secret deals, power, money, influence, changing sides... Naturally, the Axis of Evil had to be a spinner in the middle of the board.

It soon became clear that no existing publisher was going to touch a game that involved funding and fighting terrorism. The only option was to self-publish and TerrorBull Games was born. Teaming up with award-winning local illustrator and cartoonist, Tom Morgan-Jones, the game started to take life. Three years of hard work, late nights and countless rule revisions later and it was finished.

War on Terror, the boardgame is for 2-6 players and comes with a free 'Evil Balaclava'. The basic premise is that every player starts as an empire, with the aspiration of liberating the world from terrorism. In the process, empires frequently resort to funding terrorism in order to eradicate the greater threat of errant empires.

Arguments errupt out over oil-rich land and the occasional nuke is dropped. If an empire gets knocked out, they become a terrorist player, taking control of the terrorist units on the board. Suddenly the remaining empires find themselves targeted by the very thing they funded.

It's been called "the game of our time", "the game that Voltaire would have made" and "absolutely deplorable" and it's not even released yet. Needless to say, opinion is heavily divided.

War on Terror, the boardgame will be available to buy online and through selected high street shops who have the balls to stock it.

TerrorBull Games was founded on the principle of "playing with your mind" and is on a mission to create satirical board games that challenge, surprise and entertain.

"Since our first prototype for the Axis of Evil spinner, we've had three years of war in Iraq, suicide bombers in London and the only weapons of mass destruction I've spotted are being used by the 'coalition of the willing'. Some people suggest that turning the War on Terror into a board game is a tad insensitive. I always reply that starting a war is insensitive, a board game is just fun for all the family."

Andy Tompkins
Director, TerrorBull Games

"Is terrorism taboo? Sure you can talk about it, but only within a pre-approved framework of goodies and baddies. Playing this game breaks free of that framework and asks some awkward questions. It doesn't play by the rules."

Andrew Sheerin
Director, TerrorBull Games

For more information, artwork and rules: www.waronterrortheboardgame.com
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