

# The Ninth World: A Skillbuilding Game for Numenera – The Future Is Yours

by LONE SHARK GAMES



*Lone Shark and Monte Cook Games had a wealth of talented and creative experts come together to form a new kind of game, supported by the rich story you usually only see in a roleplaying game. With Monte Cook and his team of game and world builders combined with Lone Shark's creatives, it's no surprise that The Ninth World evolved into the exciting, groundbreaking new game that it is.*

*"I got really lucky to find myself at the intersection of one of the all-time great RPG worlds and a fantastic new game concept from designers Paul Peterson and Bo Radakovich," Selinker says. "We were able to do something no one had done before, in an environment where everything is magical and strange. It is certainly one of the most interesting games I've ever worked on."*

Gameplay for *The Ninth World* is an innovative blending of technology tree advancement, bidding, and deck-building called skillbuilding.

Coming June 20 from Lone Shark Games, *The Ninth World: A Skillbuilding Game for Numenera* is a card game set a billion years into the future, after civilization has come and gone eight times. Based on the incredibly popular roleplaying game from Monte Cook Games, players take on the roles of clever Jacks, stalwart Glaives, and powerful Nanos to explore the mind-bending world of Numenera in competitive, cooperative, and solo games.

In as little as 30 minutes, 1-5 players can crack open *The Ninth World* and explore a mystifying landscape of bizarre creatures and unfathomable technology. This world is enriched not only by the tabletop RPG world of *Numenera*, but also by a line of fiction, many supplements, and a digital RPG – *Torment: Tides of Numenera*.

*"We Sharks have loved Numenera since the day Monte first came up with it," says Lone Shark president Mike Selinker, who co-designed the game. "It's a vastly exploratory setting with a super-clever system behind it. The first syllable of the game doesn't lie: everything is new in Numenera."*

*"A skillbuilding game is a bidding game where you explore, trade, quest, fight, and advance a character over the course of the game," Peterson says. "Each player has a hand of five cards, each of which can be improved over the course of the game. They use that hand of cards to bid on actions they wish to take during the turn. The high bidder in each phase gets to choose first how they want to spend the points they bid to perform actions in the game such as revealing new cards, or fighting a creature, or advancing their skills. Each action generates valor points, and the player with the most valor points at the end wins!"*

While *The Ninth World* started out as a competitive game, it quickly evolved into a game that was most like its RPG roots, and at its most challenging as a cooperative game.

*"We originally designed this solely as a competitive game," Selinker says. "But the fans told us that they really wanted to play it cooperatively as well. So we went to dinner and designed the co-op and solo modes over tacos. Suddenly we had three times the gameplay, and everyone loved it even more."*

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*“The best part is that the competitive mode is light and non-confrontational—you never fight each other, just try to be the best hero you can be,” Selinker continues. “But the co-op mode is the opposite—the world really is trying to kill you, and leaving anyone behind will cause everyone to lose. We really flipped the script on co-op and competitive in this game.”*

Enter *The Ninth World*, fight beasts from the depths of your imagination and interact with technology so advanced it might as well be magic. Step into the future now.



### The Ninth World Playmap

*The Ninth World Playmap* is an essential gameplay aid for *The Ninth World: A Skillbuilding Game for Numenera*. One side is a gorgeous map of the Steadfast, allowing players to track their progression through all the adventures in the base set. On the other is a playmat with spaces for all the card decks. You can post it on your wall or lay it on your table for all your Ninth World games.

#### The Ninth World:

**A Skillbuilding Game for Numenera:** LSG20201, \$49.95

**The Ninth World Playmap:** LSG20203, \$14.95



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