



DUST™

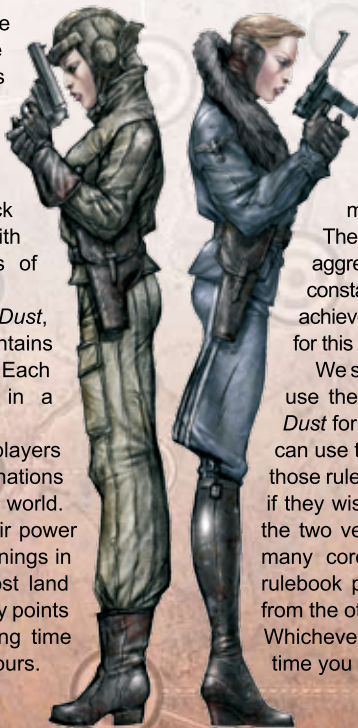
STRATEGY BOARD GAME

One Amazing World... Two Great Games!

You are about to enter the world of *Dust*, an alternate history where the Axis powers of World War II have harnessed alien technology to defeat the Allies and Sino-Soviet Union. New advances allow the superpowers to attack anywhere in the world, with mechanized forces the likes of which have never been seen.

As you prepare to play *Dust*, you'll notice that the game contains two separate rulebooks. Each allows you to enjoy *Dust* in a different way.

The "Epic" version allows players to attempt to expand their nations as global war seizes the world. Players battle to increase their power structures from meager beginnings in an attempt to control the most land and sea areas, accruing victory points to dominate the globe. Playing time for this version is four to six hours.



Alternately, Fantasy Flight Games' "Premium" version places the players in the roles of established superpowers vying for newly discovered power sources essential to producing and powering the mechanized military units of *Dust*.

The Premium rules encourage more aggressive play, as the nations must constantly assault one another to achieve the upper hand. Playing time for this version is two to three hours.

We suggest that new players should use the Premium rules when playing *Dust* for the first time. Afterwards, they can use the core concepts presented in those rules to transition to the Epic rules, if they wish. To ease transition between the two versions — which have a great many core rules in common — each rulebook presents the text which varies from the other version in a different color. Whichever version you choose each time you play, enjoy *Dust*!

Will the World Be Yours?