

GRYPHON FORGE™

THE GAME FOUNDRY™

Gryphon Forge – The Game Foundry
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FOR IMMEDIATE RELEASE

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GRYPHON FORGE™ – THE GAME FOUNDRY™ ANNOUNCES RELEASE OF HIGHLY ANTICIPATED WIZARD'S GAMBIT™



February 8th, 2008 (BELLEVUE, WA) – Gryphon Forge, LLC, announces the release of Wizard's Gambit, a non-collectable card game for two to five people, ages eight and up.

First debuted at Gen Con 2007 in at Play-test events, Wizard's Gambit was received with overwhelming excitement by players. In this non-collectable card game Wizard's cooperatively build Spells with Magical Components then compete to claim them while thwarting each other with arcane Incantation powers. As the game progresses, Wizards' abilities constantly evolve to provide an entertaining balance of strategy and luck.

Wizard's Gambit is the first of a series of games by Gryphon Forge that take place in the land of Hyrathia, a realm of magical races that are united against an ancient enemy called *The Fallen*. Each game depicts a different race of Hyrathia and their efforts to defeat *The Fallen*. Although the games will be stand-alone, they combine to create a storyline that encompasses the entire world of Hyrathia.



Designed by Eric Drever and Matthew Stipes, Founders of Gryphon Forge, LLC, Wizard's Gambit was developed with elements that mix strategy, luck, and politics to create a fun game that engages players again and again.

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Suitable for family entertainment and gaming groups alike, Wizard's Gambit has stunning artwork and unique game mechanics that provide a truly memorable game experience.

To learn more about Wizard's Gambit or Gryphon Forge, LLC, visit www.gryphonforgegames.com. You can also contact the Founders at theforge@gryphonforgegames.com or by calling (425) 329-3411.