

MacGowan & Lombardy's *The Great War*™

A Fast-Playing
Card Game
for 1 or 2
Players

FPC
System



How will you use these cards to
win World War One in an hour?

MacGowan & Lombardy's *The Great War*™ is a collaborative effort of game industry Hall of Fame graphic artist Rodger B. MacGowan and award-winning game designer Dana Lombardy. Intended for quick play, there is just one double-sided page of rules, plus Quick Play instructions to let you start mobilizing your forces right away.



1914
♦
1918



Includes nearly all of Rodger MacGowan's dramatic World War I illustrations.

EXTRA BONUS – Two basic 54-card decks have standard suits, symbols, and numbers so they can be used to play poker, bridge, and other traditional card games.



Symmetric warfare



Asymmetric warfare



New technologies



Combined arms

Force multipliers

Espionage & sabotage

GAME CONTENTS

- ♦ 200 poker-size cards denote weapons and key personalities representing almost 20 nations.
- ♦ Rules for 2-players, solitaire, and the special expansion.
- ♦ Quick Play Outline
- ♦ 1 Decks & Discards Mat
- ♦ 1 Battle Mat to keep track of turn winner and cumulative points
- ♦ One 10-sided die to keep track of turns
- ♦ One 6-sided die to resolve random events
- ♦ PLUS – cards and rules for a science fiction expansion with a direct link to *The Great War*.

GAME SCALE



PLAYING TIME:
60-90 minutes per game



AGE: 14+ Years



PLAYERS: 1-2

GAME CREDITS

Game Designer
Dana Lombardy
Game Developer
Mark Kaczmarek
Art Director
Rodger B. MacGowan

Card Designer
Mark Schumann
Graphics
Don Zillion
Package Design, Cover Art, Card Art & Logos
Rodger B. MacGowan
RBM Studio ©2021

GAME METER

9	HIGH	9	HIGH
8		8	
7		7	
6	MEDIUM	6	MEDIUM
5		5	
4		4	
3	LOW	3	LOW
2		2	
1		1	

LS™
Lombardy Studios

RBM
Studio

Game trademark ™ and © 2021 Copyright
Lombardy Studios & Rodger B. MacGowan
LombardyStudios.com Published in the U.S.A.

Dana Lombardy, founder of Lombardy Studios

The founder of Lombardy Studios, Dana Lombardy created his first company, SDC (Simulations Design Corporation), in 1972 to publish his game *Dunkerque – 1940*, which utilized an innovative diceless system. He went on to design such award-winning games as *Streets of Stalingrad* (Charles S. Roberts Award, 1980) and *Russia's Great War, 1914* (Bronze Award in the Educational Board Game category, Serious Play Conference, 2019)—this game is available as part of our [World War One mini-game series](#).

Beyond creating innovative game designs, Dana has a closet full of hats he's worn during his extensive career: author, magazine publisher, marketing director for a historical video company, cartographer, event consultant, researcher, featured guest speaker, and on-screen expert in several documentary series for *The History Channel* (now HISTORY), including multiple episodes of *Tales of the Gun*. His multi-faceted experience led to consulting work on products for companies other than his own and on historical events and projects. Dana contributed to the founding of GAMA and was an early member of the board.

MacGowan and Lombardy's *The Great War* card game resulted from Dana's long professional and personal friendship with game industry Hall of Fame graphic designer Rodger B. MacGowan, and Dana's work as historical consultant for a series of 100th anniversary banners installed in the San Francisco War Memorial Veterans Building, a major complex that includes the War Memorial Opera House and was built to honor America's World War One veterans.



Dana with his multiple award-winning board game *Streets of Stalingrad* (3 editions since 1979).



Dana's Serious Play award for his minigame *Russia's Great War: 1914*



Dana and his daughter "Iggy" in the lobby of the War Memorial Veterans Building with four of the eight World War One 100th anniversary banners shown in the background.