



FUTURE WORLD  
CREATOR

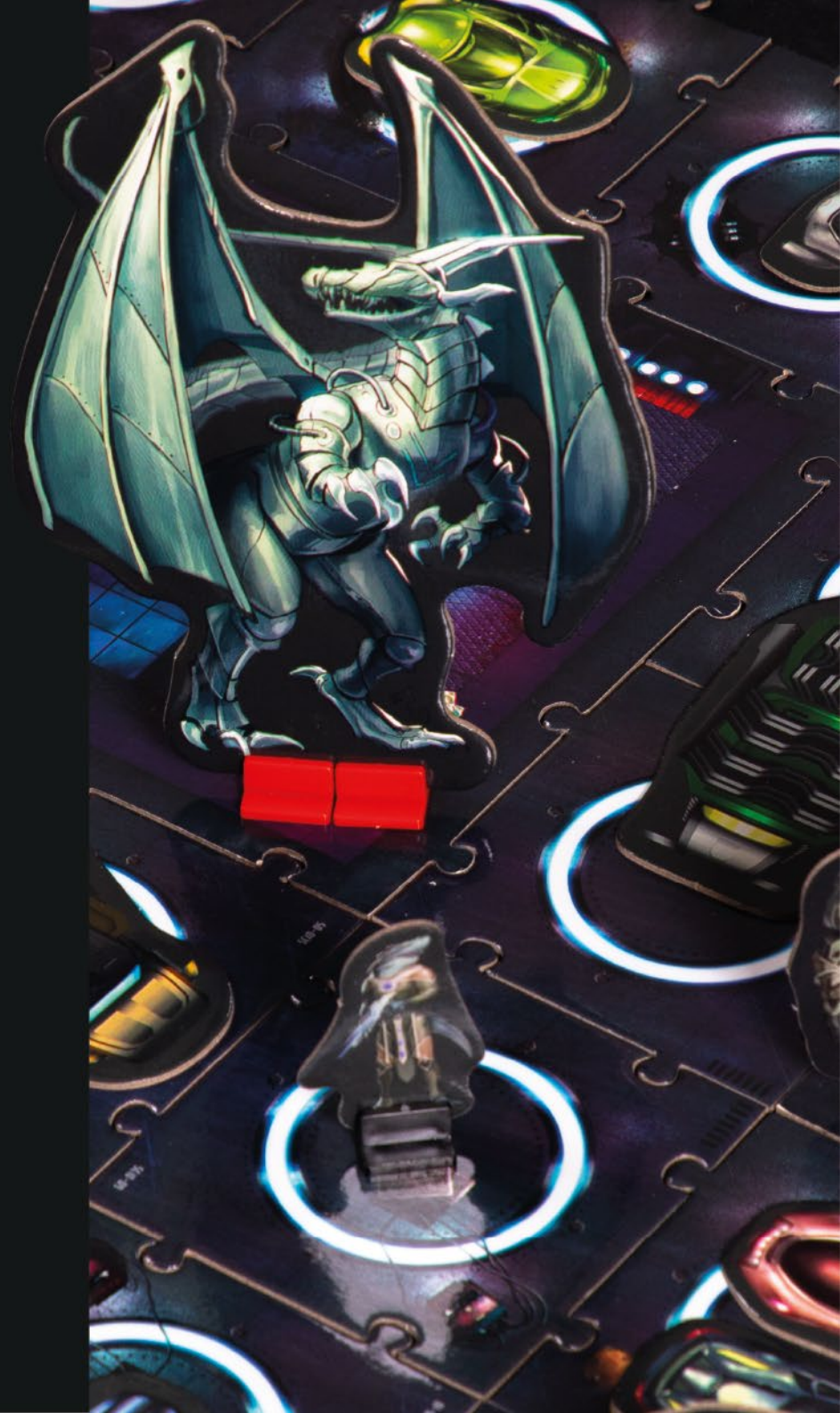
# INTRO

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Imagine that for the first time you can explore the boundaries of your adventures like never before.

**Future World Creator** will allow you to visit planets with futuristic metropolis, post apocalyptic territories, alien worlds or space bases.


**Future World Creator** is designed to visually support all Sci-Fi role playing games.





# IN THE BOX

## The box contains

- 58 Settings Tiles  20<sup>SQUARE</sup> FEET
- 24 Building Tiles
- 350 Character pawns
- 216 Status tokens
- 32 Vehicles tokens
- 20 Barricades tokens
- 18 CCTV + Server tokens
- 1 Tabletop Game Manual
- 1 Adventure Book
- 1 Web App Access Code



# SETTING TILES

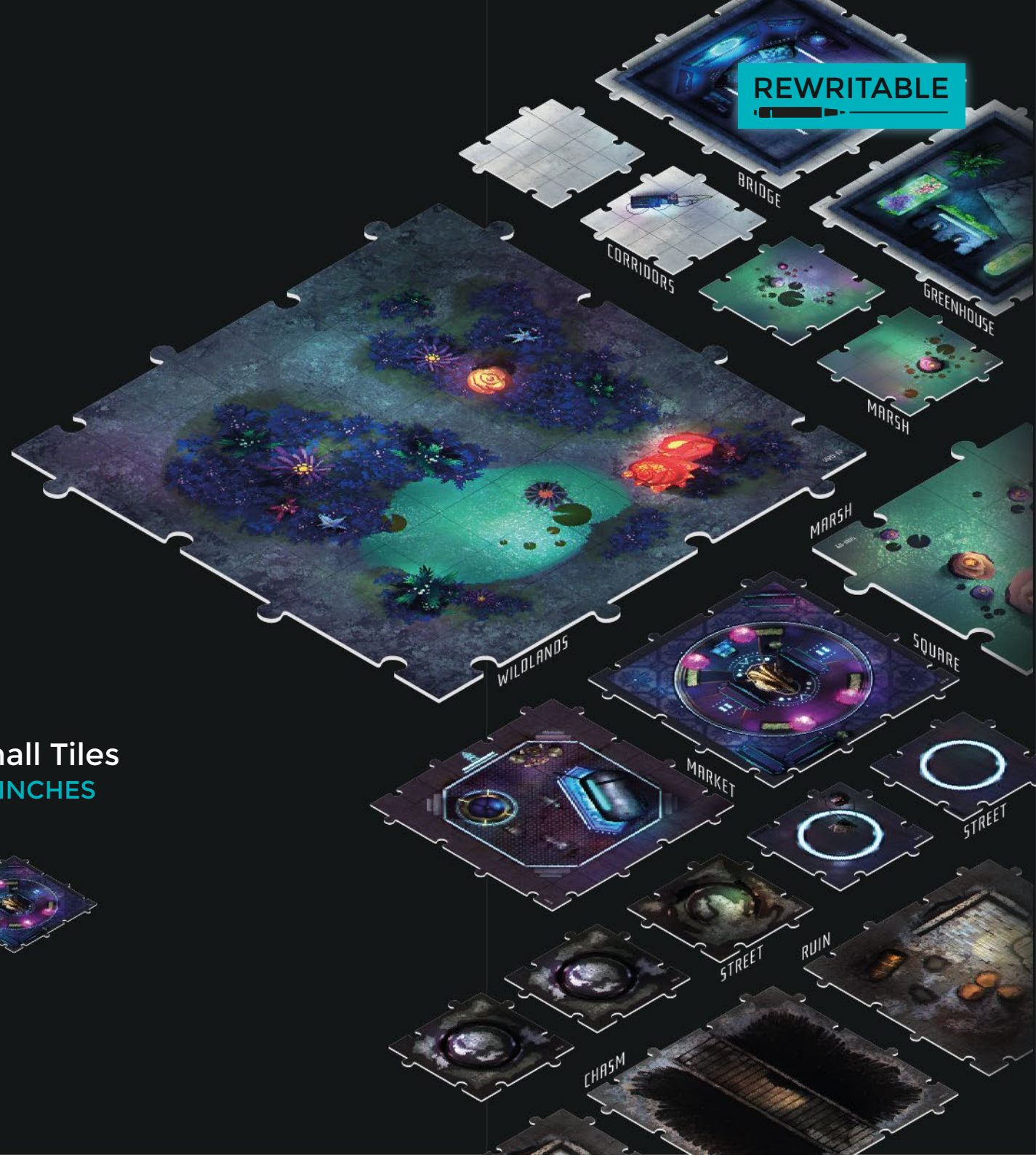
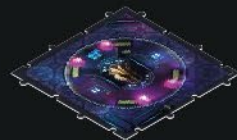
**58**  
INTERLOCKING  
TILES

ORIGINAL ARTWORKS  
1MM THICKNESS  
REWRITABLE SURFACE  
INTERLOCKING SYSTEM

**18 Large Tiles**  
**8 X 8 INCHES**



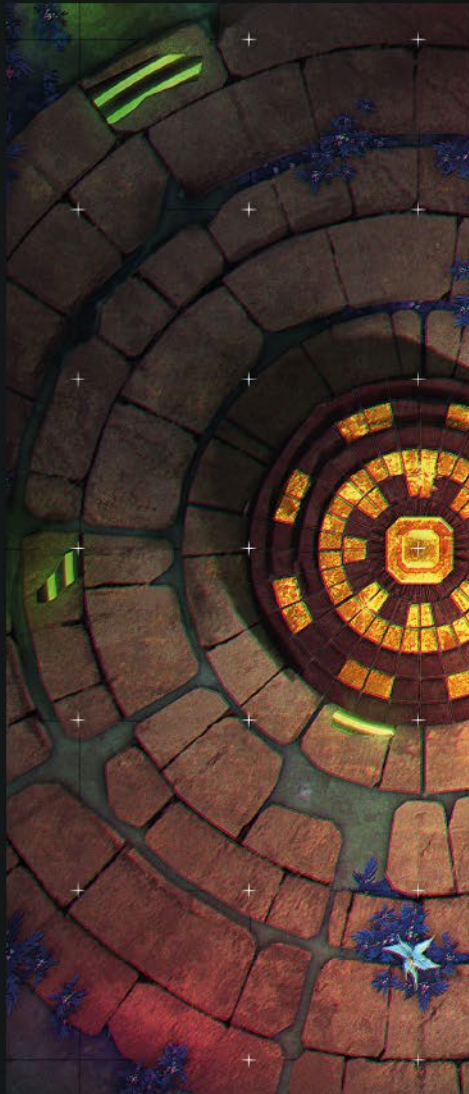
**40 Small Tiles**  
**4 X 4 INCHES**



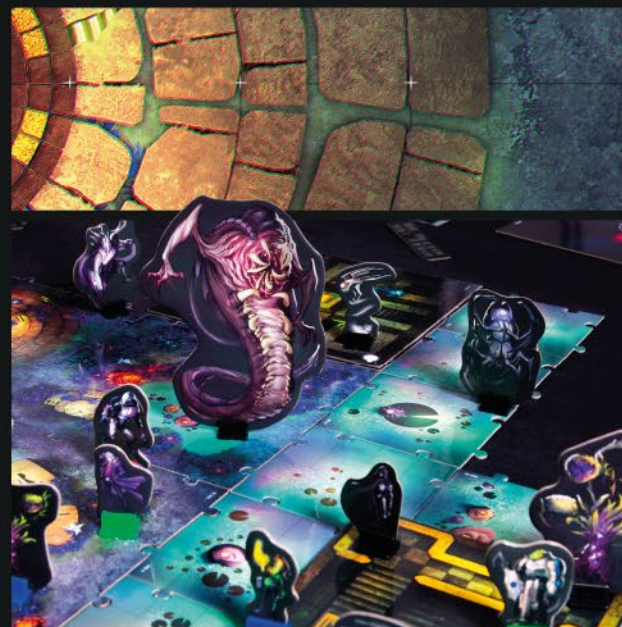


# SETTING TILES

## 4 ENVIRONMENTS



THE CITY



ALIEN PLANET



SPACE CITADEL AND STARSHIP



POSTAPOCALYPTIC

REWRITABLE



# SETTING TILES

REWRITABLE





# BUILDING TILES

24  
BUILDINGS  
TILES

ORIGINAL ARTWORKS  
1MM THICKNESS  
REWRITABLE SURFACE  
FLOOR INDICATOR

12 Large Tokens  
8 X 8 INCHES



12 Regular Tokens  
6 X 6 INCHES



REWRITABLE

SPACE CITADEL

ALIEN PLANET

THE CITY

POST  
APOCALYPTIC

# BUILDING TILES

REWRIPTABLE

## MULTILEVELS CUSTOM BUILDINGS

1. Write the floor number  
with the dry eraseable  
marker (included)

2. Overlay  
the tokens  
to create  
buildings

3. Disassemble the  
stack and play inside



Regular Tokens - Side A + Side B



# BUILDING TILES

REWRITABLE



Large Tokens - Side A + Side B



# CHARACTER PAWNS

REWRITABLE

# 350 CHARACTERS

ORIGINAL ARTWORKS  
REWRITABLE SURFACE  
CUTOUT SHAPE  
ORIGINAL ARTWORKS  
SCALE 1:50  
14 BLANK PAWN  
STANDS INCLUDED





# CHARACTER PAWNS

REWRITABLE

14 blank  
customizable  
pawns

4 colors  
stands



# CHARACTER PAWNS

REWRITABLE

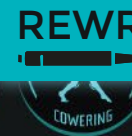




# STATUS TOKENS

## 216 STATUS TOKENS

ORIGINAL ARTWORKS  
DOUBLE SIDE GRAPHICS  
REWRITABLE SURFACE  
CUSTOMIZABLE



REWRITABLE



Customizable  
Status Tokens



# VEHICLE TOKENS

REWRITABLE

## 32 VEHICLES TOKENS

ORIGINAL ARTWORKS

DOUBLE SIDE GRAPHICS

REWRITABLE SURFACE

NEW/DESTROYED VERSION

side A: New Vehicles

side B: Destroyed Vehicles





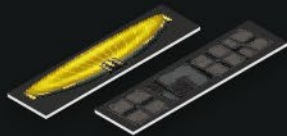
# BARRICADE TOKENS

REWRITABLE

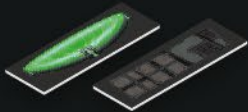
# 20 BARRICADES TOKENS

ORIGINAL ARTWORKS  
DOUBLE SIDE GRAPHICS  
REWRITABLE SURFACE  
3 SIZES

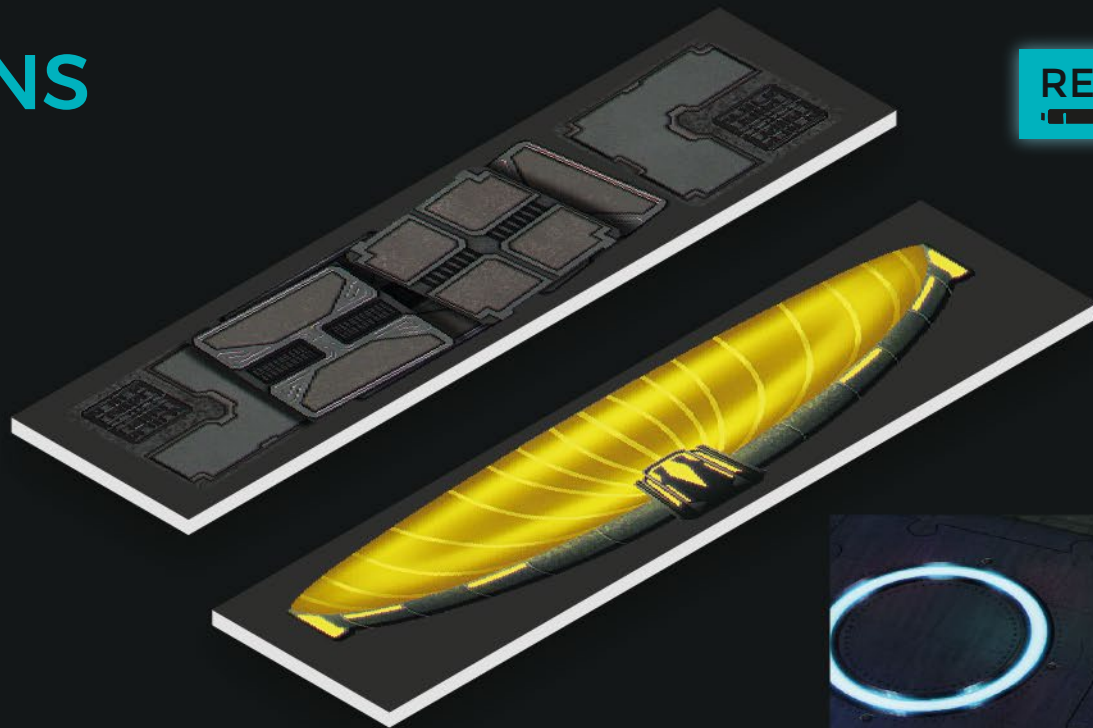
4 Long Barricades  
4x1 inches



4 Regular Barricades  
3x1 inches



12 Small Barricades  
1x1 inches





# CCTV + SERVER TOKENS

REWRITABLE

# 18

## CCTV + SERVER TOKENS

ORIGINAL ARTWORKS  
DOUBLE SIDE GRAPHICS  
REWRITABLE SURFACE



12 CCTV Tokens



6 Server Tokens





# TABLETOP GAME

## TABLETOP GAME MANUAL

### FUTURE WORLD CREATOR: THE TABLETOP GAME

by Jonathan Gilmour  
& Sarah Addison

1 to 4 player rogue like game that uses the  
multilevel buildings system of Future World.

The player should, starting from the road,  
reach the top of the building by fighting  
opponents, avoiding cameras and other to  
defeat the final boss.

The rulebook will use all the material of  
Future, including the expansions, not  
forgetting the App: it will be used both to  
add maps to the game, and to allow users to  
share own custom adventures.



**Jonathan Gilmour: Game designer.**

- "Dead of Winter" series,
- 2015 Origins Award: Best Board Game
- "Wasteland express delivery" series
- "Dinosaur island" series

**Co-Designer: Sarah Addison**



# ADVENTURE BOOK

## ADVENTURE BOOK

### FUTURE WORLD CREATOR: **THE TABLETOP GAME**

by Jonathan Gilmour  
& Sarah Addison

The adventure will be a mini campaign that will have as background all the Future World Creator environments and will use the available content.

#### 1. RULES AGNOSTIC

Any RPG system could be used. When there are challenges or monsters the user can insert their own values. This retains the ideology behind Future World Creator to be a universal system.

#### 2. ONE HOUR SESSION

The adventures can be played in an hour or less per 'stage' so that people can quickly play one game, or run them together to play a longer session.



#### **AUTHOR:**

Guy Sclanders (Avid role player since 1989. Guy has competed as a GM at local and national conventions, taking 1st place in 2012 and 2013 at nationals. His channel "How to be a great game master" is dedicated to improving the roleplaying experience as a Game Master or Player Character by offering advice, guides, roleplaying tips and how to's on a wide range of topics including storytelling, world building, character creation, gm tips and campaign design).

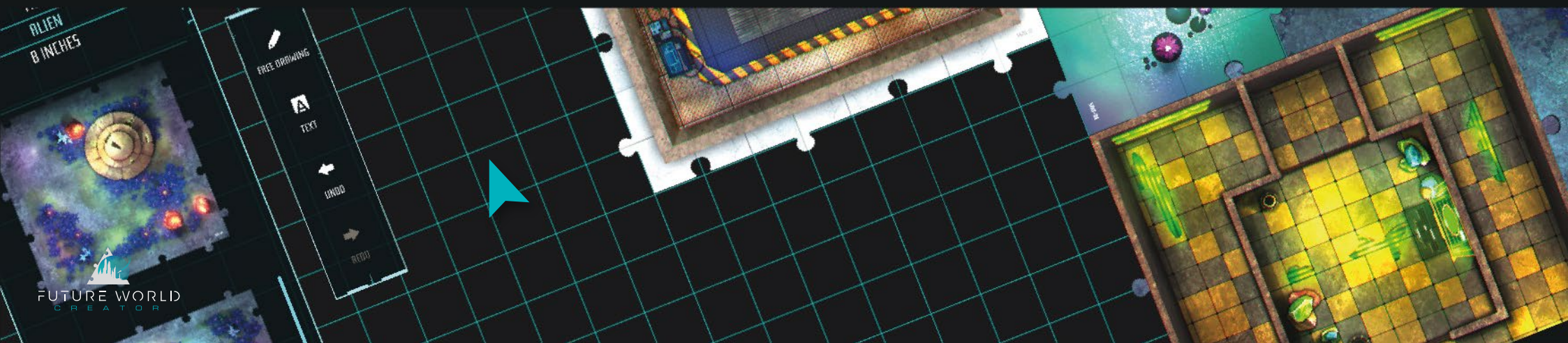


# WEBAPP ACCESS CODE

The provided WEB-APP will allow you to create campaigns that can always be updated in every detail.

Share your adventures with the community or use those already shared by other users.

- 1 PLAN YOUR ADVENTURE
- 2 COMPOSE THE MAPS
- 3 PLACE THE MONSTERS
- 4 FINALIZE THE DETAILS







 **20** SQUARE FEET

MORE THAN  
**600 ITEMS**

**MULTILEVEL**  
CUSTOM BUILDINGS

**REWRITABLE**  
MARKERS INCLUDED

**350**  
CHARACTERS PAWNS

**WEB APP**  
INCLUDED

**ADVENTURE**  
BY GUY SCLANDERS



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