

Press release

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THE ART OF ARKHAM HORROR IS AVAILABLE THIS MONTH FROM DARK HORSE BOOKS



Asmodee Entertainment is excited to announce that The Art of Arkham Horror, Asmodee's second art book in collaboration with Dark Horse Comics and Fantasy Flight Games Studio, is planned to release at local comic shops on June 30th, 2021, and in bookstores and digitally on July 6th, 2021.

The book is the second published as part of the partnership between Dark Horse and global games publisher Asmodee to create licensed art books for three of Asmodee's leading tabletop gaming properties – *Android*, *Arkham Horror* and *KeyForge*. The first, *The Art of KeyForge*, is available now where books are sold.

The Art of Arkham Horror sends readers to the bizarre and terrifying town of Arkham, Massachusetts, where courageous townsfolk, initiates of magic, and curious academics seek to understand the unknowable ancient entities that dwell at the edge of our reality. This full-color hardcover collection showcases dynamic illustrations of the investigators and their allies, as well as the monsters directly inspired by the Cthulhu Mythos--even the Ancient Ones themselves! Alongside the eldritch creatures and intrepid investigators, each brooding location is



beautifully rendered in a large, lush format so that readers can examine every amazing detail.



Come and explore the mysterious and pulp-action world of Arkham Horror with this expansive tome that showcases material from the hit tabletop board and card games produced by Fantasy Flight Games Studio!

The Art of Arkham Horror is available where comics and books are sold. For more details visit the [Dark Horse Comics website](#).

For all business contacts feel free to reach out to us using licensing@asmodee.com.

About Dark Horse Comics

For more than thirty years, Dark Horse Comics has proven to be a solid example of how integrity and innovation can help broaden a unique storytelling medium and establish a small, homegrown company as an industry giant. Founded in 1986 by Mike Richardson, the company is known for the progressive and creator-friendly atmosphere it provides for writers and artists. In addition to publishing comics from top talent, such as Mike Mignola, Geof Darrow, Gail Simone, Stan Sakai, and Guillermo del Toro, and comics legends such as Will Eisner, Milo Manara, Kazuo Koike, Neil Gaiman, and Frank Miller, Dark Horse has developed its own successful properties, such as *The Mask*, *Ghost*, *X*, and *Barb Wire*. Its successful line of comics, manga, and products based on popular properties includes *The Umbrella Academy*, *Stranger Things*, *Dragon Age*, *Critical Role*, *The Legend of Zelda*, *Halo*, *The Witcher*, *Game of Thrones*, and *Avatar: The Last Airbender*. Today, Dark Horse Comics is the largest independent comic book publisher in the US and is recognized as one of the world's leading entertainment publishers.

About Asmodee Entertainment

Asmodee Entertainment is a platform of games publisher and distributor Asmodee. Its mission is to extend Asmodee's leading intellectual properties into TV/film, book and comics publishing, location based-entertainment, consumer products and interactive games, working in parallel with sister platforms Asmodee Boardgames and Asmodee Digital. Asmodee Entertainment will reach many new audiences and further delight existing fans through the creation of compelling story and character content set in Asmodee's vibrant game universes. By establishing best-in-class partnerships across the full spectrum of opportunities, Asmodee Entertainment aims to create truly global intellectual properties and brands.

About Fantasy Flight Games Studio

Fantasy Flight Games (FFG) is a pioneering publisher of board games, Living Card Games®, roleplaying games, miniature games, and digital games. Established in 1997, FFG has earned a reputation for its top-level production values, epic themes, and immersive gameplay. Many of FFG's most popular titles are based on beloved licenses such as *Marvel*, *Star Wars*, *George R.R. Martin's A Song of Ice and Fire*, and *J.R.R. Tolkien's The Lord of the Rings*. In addition, FFG has its own proprietary licenses such as *Arkham Horror The Card Game*, *Android* and *KeyForge*. Throughout the course of the company's history, FFG has published games in over thirty languages and distributed games to more than fifty territories. Fantasy Flight Games is a subsidiary of Paris-based Asmodee Group, a leading global publisher of games. For more information, visit www.FantasyFlightGames.com.



About Asmodee

Asmodee Group is a leading international games publisher and distributor committed to telling amazing stories through great games with over 34 million games sold in more than 50 countries. Through our portfolio of iconic game titles, including *Catan*, *Ticket to Ride*, *Pandemic*, *Arkham Horror*, *Splendor*, *KeyForge*, *Dobble/Spot it!* and *Star Wars: X-Wing*, we create a dynamic transmedia experience for players across a variety of digital and physical platforms. Asmodee also creates inspiring and innovative products in partnership with leading entertainment and technology companies. Asmodee operates in Europe, North America, South America and Asia and is headquartered in Guyancourt, France. Learn more at corporate.asmodee.com.

Press Contacts at Asmodee Entertainment

Vanessa Jack: v.jack@asmodee.com