

## Games come in boxes, creative design shouldn't

People love to play games— board games, card games, strategy games, educational games, role playing games, miniature games, and more. Families and friends bond over games and children learn from games. But the way that games are physically created, promoted to customers, and distributed has evolved so that the creative game designers need to have MBAs and legal degrees to sell them. The business of bringing a game to market can be a barrier to a great product ever making it to the public.

### Sandstorm is in the business of play

We are a game-industry business resource provider and publisher that offers back-end business support services to premium creative game studios. These services include capital financing, production management, sales and marketing, event management, customer support, bookkeeping and administrative services. This enables creative studios to focus on making great games, while Sandstorm focuses on making them successful in the marketplace.

Our executive team has been working in the toy and game industry for decades and knows how to manage the business of creative manufacturing and product distribution.

Companies that partner with us are free to create the most entertaining new games of this decade. Gone is the stress of running a dream on a shoestring budget. With money and administrative worries put aside, today's creative geniuses can make awesome products. Together we'll make awesome profits.

### Games have rules. We do too

*Our hallmark:* respect our partner companies.

*Our mission:* operate with the highest level of ethics, professionalism, integrity, and reliability.

*Our goal:* bring the games we care about, the ones we think the public will love, to market successfully.

*Our caveat:* seek out and invite only the best creative game studios to work with us.

And always, *always*, keep it fun.

## Creative Minds Set Free: Our Studio Partners

### Closet Nerd Games

Find your inner nerd with high quality, humorous games that favor strategy and tactics over luck and chance. Great game mechanics and high replay value ensure ongoing value and fun.



### Posthuman Studios

With its innovative setting, stellar production, and Creative Commons licensing, this studio's Eclipse Phase is the winner of the 2010 Origins Award for Best Role Playing Game and 3 ENnie Awards.



### Giant Tree House

Get kids up and moving inside and outside when then they are bursting with energy. This studio's fun, creative and confidence building activities are designed for ages 3+.

### WildFire LLC.



Step into the creative world of the ENnie Award-winning and Origins Award nominated CthulhuTech role-playing line. Look for a CthulhuTech Miniatures Skirmish Game in 2011.

### Glowfly Games

"Let's play again!" is what kids say with this studio's board and card games. And a happy yes follows from adults who look forward to fun games that they can enjoy too.



### WildThing

Casual games with a sense of humor are the hallmark of this WildFire imprint. Poo: the Card Game won the 2010 Origins Award for Best Card Game. Look for new games in early 2011, starting with the card game Nuts!



## Game Force: Our Executive Team

David Stansel-Garner, President  
Jessica Blair, V.P. Sales and Marketing  
Neal Applefeld, V.P. Business Development  
Julie Haehn, Operations Manager

Our executive team of dedicated game enthusiasts has over 50 years of industry experience with Xbox, Hasbro / Wizards of the Coast, Zipper Interactive, Elmers, Sandlot Games, Games Workshop, WizKids, Looney Labs, Catalyst Game Labs, Cheapass Games, and Fantasy Productions.

Media Contact:

Jessica Blair  
206-832-5454

[Jessica@SandstormLLC.com](mailto:Jessica@SandstormLLC.com)

[www.SandstormLLC.com](http://www.SandstormLLC.com)