

深淵密謀™

CONSPIRACY

—ABYSS UNIVERSE—

翻譯：馬健鈞

校對：童士晉

監修：何仲焜

美術：Machai

在深海之處的深淵之國，陰謀與腐敗乃是日常生活中的主旋律。而深海議會則正是這種永恆的權力鬥爭的核心舞臺，各方勢力都密謀著打擊對手，獲取更多影響力。你必須搶在你對手之前匯聚最具威望的深海領主們，並且確保你的議會內閣井然有序。

你是否能夠成功建立你的威信，從而成為議會的至高統治者呢？

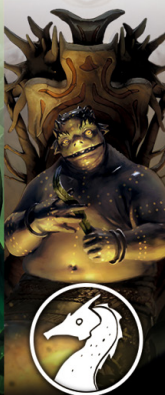
在深淵之國中生活著五種不同的種族；每個種族都有一個對應的顏色和所屬的領主公會徽章：



政治領主公會



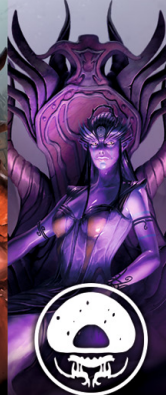
商業領主公會



農業領主公會



軍事領主公會



法術領主公會

遊戲配件

➤ 60 張 領主牌 ♡ (每種顏色各 12 張)



在領主牌上，你會看到以下資訊：

- A 領主牌的顏色，表明了他們的種族和所屬公會。
- B 領主牌的影響力點 (IP)。
- C 領主牌的能力。能力共有6種 (詳見說明書最後的領主牌能力詳解)。

- 24 張 地點牌 ♡ (詳見說明書最後的地點牌詳解)
- 20 枚 族徽標記，共4套各有5個顏色
- 1 張 珍珠大師標記
- 1 張 珍珠記錄牌
- 1 枚 珍珠記錄指示物

遊戲目標

盡可能召集領主來加入你的內閣，組建在議會中最具影響力的議會內閣，保證能夠掌控深海議會的權力。想要達成這個目標，你必須依靠：

- 你每種顏色影響力最高的領主。
- 你所控制的地點。
- 你最大的同色領主聯合體。
- 你所擁有的珍珠。

遊戲設置

- 1 將領主牌面朝下洗勻疊好，形成牌庫，然後放置在桌子中央。為5種不同顏色的棄牌堆預留足夠的空間。
- 2 將地點牌面朝下洗勻疊好，形成牌庫，並將其放置在領主牌庫旁，接者翻開最頂端的地點牌。
- 3 將珍珠大師標記和珍珠記錄牌放置在桌子中央，將珍珠記錄指示物放置在0的位置。
- 4 每位玩家獲得一套5枚族徽標記（每種顏色1枚），將剩餘的標記放回遊戲盒中。
- 5 隨機選擇一位起始玩家開始遊戲。

範例



遊戲流程

玩家們按照順時針的方向，從起始玩家開始，輪流進行回合。在你的回合中，你必須按照順序執行以下步驟：

- ➊ **招募領主**：選擇從領主牌庫或棄牌堆中拿取一張或更多的領主牌。
- ➋ **擴大你的議會內閣**：將你所選的領主牌按照規則放入你的議會內閣中，並且執行它們的效果。

招募領主

你可以招募一張或更多的領主：

➤ 可以來自於領主牌庫

1. 選擇從領主牌庫頂抽取1張、2張或3張牌，一但抽取結束，不可以再追加抽取，然後把它們在桌面上翻開進行檢視。
2. 從中選出一張來加入你的議會內閣。
3. 剩餘的牌將根據它們的顏色分別放入不同的棄牌堆。因此最多可以有5個棄牌堆，每種顏色一個。每個棄牌堆的領主牌都會根據棄牌的次序從上往下放置，但要露出每張牌的影響力點和能力。

➤ 或者 來自於一個棄牌堆

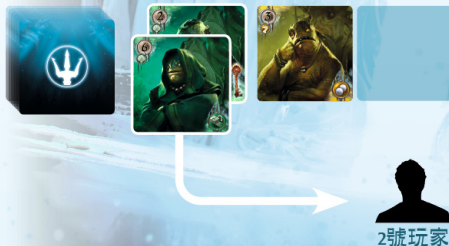
選擇一個顏色的棄牌堆，拿取該棄牌堆的所有領主牌。

範例

A



B



A

- 1 1號玩家從領主牌庫抽取3張牌。
- 2 該玩家選擇其中一張加入議會內閣。
- 3 剩餘的兩張牌會根據顏色放入對應的棄牌堆，並且保證其影響力點和能力都可見。

B

因此1號玩家會使得下一個行動的玩家可以選擇在其回合中，從棄牌堆拿取2張綠色領主牌加入他的議會內閣。

擴大你的議會內閣

將你所選擇的領主牌按照以下放置規則加入你的議會內閣。
如果你招募了不止一張領主牌，可以將它們以任意順序放置。



玩家必須將其獲得的
領主牌按照以下方式
放置：
從左至右 ➤
並且從上至下 ▼
最終會形成圖示的倒
金字塔形。

使用你新放置的領主牌的能力（詳見說明書最後的能力詳解）然後更新你的內閣狀態。當然，也可能出現沒有可發動的能力，或沒有需要更新狀態的情況。

放置與移動族徽標記 ➡

- ▶ 如果你剛剛放置的領主牌的顏色是首次出現在你的議會內閣中，那麼將對應顏色的族徽標記放到該張牌上。
- ▶ 如果你剛剛放置的領主牌的顏色已經在你的議會內閣中出現過，那麼檢查這張新的領主牌的影響力點 (IP)：如果其影響力點高於之前族徽所在的領主牌，那麼將族徽標記改放到這張新牌上。

重要提示：族徽標記必須放在每種顏色影響力點最大的領主牌上。因為在遊戲結束時，只有在玩家議會內閣中每種顏色影響力點最高的領主，其牌面上的影響力點數才會被計入遊戲得分。

控制一個地點 ➡

擁有1點影響力的領主牌會給你一把銀鑰匙，擁有2點影響力的領主牌會給你一把金鑰匙。

想要控制一個地點，必須要使用兩把相同的鑰匙。

當你加入一張新的領主牌使你獲得第二把鑰匙時，檢查你的兩把鑰匙：

- ▶ 如果它們是相同的，你可以立即控制一個地點。
- ▶ 如果它們是不同的，那麼只有在你獲得第三把鑰匙（無論這把鑰匙的顏色是什麼）才能控制一個地點。

範例



當你擁有兩把相同的鑰匙或者三把任意鑰匙的時候，你必須按照下列步驟來控制一個地點：

❶ 選擇一個地點，你可以：

- 選擇從地點牌頂抽取1張、2張或3張牌，一但抽完不可再追加抽取。選擇其中一張，將其餘的牌正面朝上放置在地點牌庫旁。
- 或者從正面朝上的地點牌中選擇一張。

提示：在遊戲開始時，只有一張正面朝上的地點牌可選。當所有正面朝上的地點牌都被拿走後，不會自動翻出一張作為補充。

② 將你獲得的地點牌放在最新加入你的議會內閣的領主牌上，覆蓋掉所示的鑰匙的那一部分。如此你所擁有的鑰匙數量會歸零，在地點牌之前的鑰匙不允許再被使用。只有當你再次獲得對應的鑰匙，才可以用來控制另外的地點牌。

③ 使用你剛剛獲得的地點牌的能力(詳見說明書最後的地點能力詳解)。

成為珍珠大師

擁有3點影響力的領主會給你2顆珍珠，擁有4點影響力的領主會給你1顆珍珠。

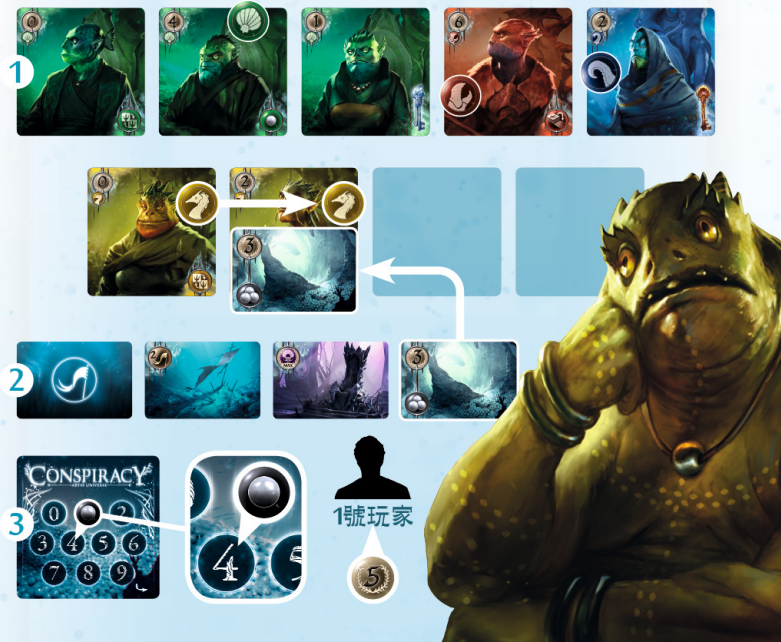
第一位獲得珍珠的玩家將拿取珍珠大師標記，並且將珍珠記錄牌上的珍珠記錄指示物移動到其所擁有的珍珠數量對應的數字上。如果該玩家在之後獲得更多的珍珠，那麼珍珠記錄指示物也會隨之移動。

- 如果另一位玩家獲得了與當前持有珍珠大師標記的玩家一樣多的珍珠時，該玩家會立刻搶走珍珠大師標記。
- 如果另一位玩家獲得了比當前持有珍珠大師標記的玩家更多的珍珠時，該玩家除了會搶走珍珠大師標記外，並且需將珍珠記錄牌上的珍珠記錄指示物移動到對應的數字上。

在遊戲結束時，持有珍珠大師標記的玩家會獲得額外的5點獎勵影響力。

提示：珍珠記錄指示物所處格子的數字，必須總是與持有珍珠大師標記的玩家所擁有的珍珠數量一致，這樣可以保證其他玩家都清晰地知道需要收集到多少珍珠，才可以搶到珍珠大師標記。

範例



當前玩家在加入了一個2點影響力的黃色領主，並且獲得一把金鑰匙後，更新其議會內閣的狀態：

- ❶ 該玩家将黃色的族徽標記放置到這張新的黃色領主牌上，因為其影響力點數比之前議會中的同色領主牌要高。
- ❷ 這張領主牌也給了他第三把鑰匙（由於前兩把鑰匙顏色不同，所以想要控制地點這把鑰匙是必須的），從而讓他能夠控制一個地點。他決定抽取2張地點牌然後選擇了一張有3點影響力和3顆珍珠的地點；他將其放置在新的領主牌上。另一張地點則正面朝上放置在地點牌庫旁，這張牌可以在後續的回合中被任何人獲取。
- ❸ 在獲得了3顆珍珠後，他的珍珠總數達到了4顆，比當前持有珍珠大師的玩家要多，因此他搶走珍珠大師標記，並且將珍珠記錄牌上的珍珠記錄指示物移動到數字4的格子上。

聯合體 →

擁有族徽標記的領主、地點以及珍珠都會讓玩家獲得影響力點。

但還有第四種，也就是最後一種獲得影響力點的方法：盡可能合理組織化你議會內閣的結構。相鄰的同色領主牌會形成聯合體，你最大的聯合體的規模越大，那麼你在遊戲結束時獲得的影響力點也越多。（詳見「遊戲結束」部分的規則）。

遊戲結束 ➡

當有任何一位玩家在他的議會內閣中放入第15張，也就是最後一張領主牌後，遊戲就會結束。除了觸發遊戲結束的玩家外，所有其他玩家會再進行一個回合。

提示：如果一位玩家選擇從棄牌堆招募領主，而該棄牌堆的牌數目比其議會內閣所剩餘的空格還多時，玩家需選擇正好能放入議會內閣空格數目的領主牌，並將剩餘的領主牌以面朝上的方式放回棄牌堆。

每位玩家此時計算他們的影響力點，分別來自於：

- ① **你的領主：**所有擁有族徽的領主的影響力點總和（你的議會內閣中每種顏色影響力點最高的領主會擁有族徽標記）。
- ② **你的地點：**你控制的所有地點的影響力點總和。
- ③ **你最大的領主聯合體：**找出擁有最多相鄰同色領主的區域，該區域中每擁有一張領主牌，玩家的總影響力增加3點。
- ④ **珍珠大師：**擁有珍珠大師標記的玩家獲得5點影響力。

擁有最高影響力點的玩家獲得勝利！

若出現平手，則平手玩家中擁有較多珍珠的玩家獲勝，若再出現平手，則他們共享勝利。

範例

1 3+3+2+6+3= 17

2 2+3= 5

3 3×5= 15

4 5

42

領主能力詳解



擁有0點影響力的領主 (每種顏色1張)

當這領主加入你的議會內閣時，你內閣中任意兩張領主牌（包括這張牌）可以互換位置，但不能改變擁有鑰匙的領主牌的位置。



擁有1點影響力的領主

(每種顏色4張)

這領主會給你1把銀鑰匙。



擁有2點影響力的領主

(每種顏色2張)

這領主會給你1把金鑰匙。



擁有3點影響力的領主

(每種顏色2張)

這領主會給你2顆珍珠。



擁有4點影響力的領主

(每種顏色2張)

這領主會給你1顆珍珠。



擁有6點影響力的領主 (每種顏色1張)

當這領主加入你的議會內閣時，將領主牌庫頂的1張牌放入對應的棄牌堆中。

地點能力詳解



遊戲結束時，這地點價值7點影響力。



立即獲得1顆珍珠。

遊戲結束時，這地點價值5點影響力。



立即獲得2顆珍珠。

遊戲結束時，這地點價值4點影響力。



立即獲得3顆珍珠。

遊戲結束時，這地點價值3點影響力。



遊戲結束時，你的議會內閣中每有1把銀鑰匙，無論該鑰匙是否被使用過，這張地點牌都會價值1點影響力。



遊戲結束時，你的議會內閣中每有1把金鑰匙，無論該鑰匙是否被使用過，這張地點牌都會價值2點影響力。



遊戲結束時，你每有2顆珍珠則這地點價值1點影響力，影響力點會向下取整。

例如，你有4顆珍珠則這張地點牌價值2點影響力；若只有3顆珍珠則這張地點牌只價值1點影響力。



遊戲結束時，你每控制1張地點牌則這張地點價值2點影響力。



直到你的下個回合開始，每個對手都必須透過抽取領主牌庫的第一張牌的方式來擴大其議會內閣。
遊戲結束時，這地點價值3點影響力。



立即將所有領主牌的棄牌堆洗入領主牌庫中。
遊戲結束時，這地點價值3點影響力。



直到遊戲結束，想要控制一個地點，只需要2把鑰匙，即使這兩把鑰匙的顏色並不相同。
遊戲結束時，這地點價值3點影響力。



遊戲結束時，這張地點牌的影响力與對應顏色擁有族徽標記的領主牌的影响力相同。



直到你的下個回合開始，每個對手都必須透過抽取領主牌庫的前兩張牌，保留一張棄掉另一張的方式來擴大其議會內閣。
遊戲結束時，這地點價值3點影響力。



立即將所有可用地點牌洗入地點牌庫中。
遊戲結束時，這地點價值3點影響力。



直到遊戲結束，每當你要控制一個地點時，改為直接從整副牌庫進行選擇，而非使用原先的選擇方式；當你選擇完畢後，將整副地點牌庫面朝下洗勻疊好放回原處。遊戲結束時，這地點價值3點影響力。



遊戲結束時，該地點價值1點影響力，並且議會內閣中每有1張對應顏色的領主牌，則這張地點牌額外增加1點影響力。

**提示：地點牌的影响力點不會改變
放置這地點牌的領主的影响力點。**



栢龍玩具有限公司
Broadway Toys Limited
http://www.broadwaygames.com.hk
domestic@longshore.com.hk
Tel: +852 23631998

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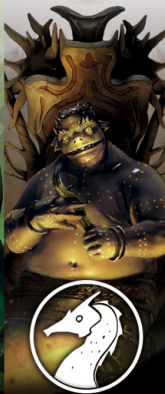
Within the ocean depths of Abyss' kingdom, intrigue and corruption are the rhythm of life. The Oceanic Senate Assembly is at the heart of this permanent power struggle, where opponents tirelessly scheme against each other to gain influence. Rally the most advantageous Lords before your opponents turn them against you and organize your Senate Chamber in the best way possible. Will you succeed in establishing your power and reigning supreme over the Assembly? In the kingdom of Abyss, five different races of creatures live together; each associated with a color and affiliated to a guild of Lords:



the Politicians
Lords



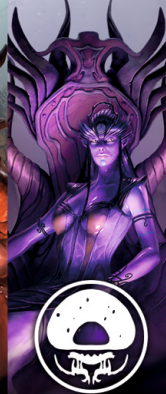
the Merchant
Lords



the Farmer
Lords



the Military
Lords



the Mage
Lords

CONTENTS

- 60 Lord cards ♡ (12 cards for each of the 5 colors)



On the Lord cards, you will find:

- A** The color of the Lord, indicating their guild and people.
- B** The Influence Points (IP) of the Lord.
- C** The Lord's Power. There are 6 different powers (see description at the end of the rulebook).

- 24 Location cards ♡ (see description at the end of the rulebook)
- 20 Coat of Arms tokens, 4 sets of 5 different colored tokens
- 1 Pearl Master token
- 1 Pearl track card
- 1 Pearl track marker

OBJECT OF THE GAME

Rally the Lords to your cause, to form the most influential Senate Chamber of the hemicycle and ensure control over the Oceanic Senate Assembly. To do this, you will rely on:

- Your most influential Lord of each color;
- The Locations under your control;
- Your greatest coalition of Lords of the same color;
- The Pearls in your possession.

GAME SETUP

- 1 Shuffle the Lord cards and form a deck placed face down in the center of the table. Leave enough space for 5 different discard piles, one of each color.
- 2 Shuffle the Location cards and form a deck placed facedown next to the Lord deck. Reveal the top card of the Location deck.
- 3 Place the Pearl Master token and the Pearl track with its marker at 0 in the center of the table.
- 4 Each player receives a set of 5 tokens (one of each color). The remaining tokens, if any, are replaced in the box.
- 5 The first player, chosen at random, starts their turn.

EXAMPLE



GAME OVERVIEW

Players take turns, moving clockwise. During your turn, you must carry out the following steps, in order:

- ➊ **Recruit Lords:** choose one or more Lords to add to your Senate Chamber.
- ➋ **Extend your Senate Chamber:** place your chosen Lord(s) in your Senate Chamber and apply the effects of the cards you have just placed.

Recruit Lords

You can recruit one or more Lords:

➤ **EITHER with the Lord deck**

1. Draw 1, 2 or 3 cards at the same time from the top of the Lord deck, and then place them on the table in plain view for the time it takes to review them.
2. Choose ONE CARD ONLY to add to your Senate Chamber.
3. The remaining cards are discarded faceup and divided according to their color in the different discard piles. There can therefore be up to 5 discard piles, one of each color. The Lords of the same discard pile are placed on top of each other so that the IPs and powers of each are visible.

➤ **OR with one of the Lord discard piles**

Choose a discard pile of one color; take ALL the Lords to add to your Senate Chamber.

EXAMPLE

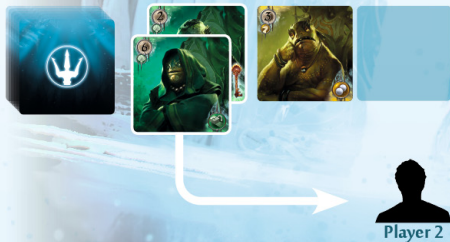
A



A

- 1 Player 1 takes 3 cards from the Lord deck.
- 2 They choose one to add to their Senate Chamber.
- 3 The two remaining Lords are discarded according to their color, placed so the IPs and powers of each are visible.

B

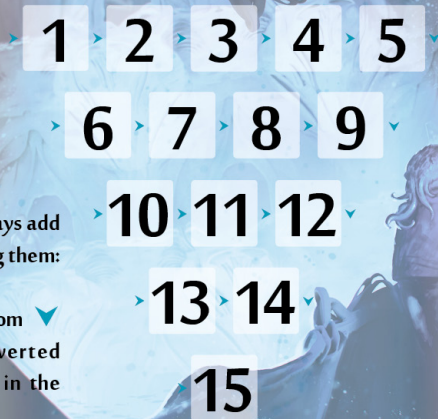


B

By doing this, player 1 allows the next player to take the two blue Lords in the discard pile and add them to their Senate Chamber during their turn.

◀ Extend your Senate Chamber ▶

Place the chosen Lord(s) in your Senate Chamber, following the placement rules.
If you recruit more than one Lord, choose the order in which they are placed.



The player must always add the Lord(s) by placing them: from left to right ➤ and from top to bottom ▼ so creating an inverted pyramid, as shown in the diagram.

Apply the powers of your new Lords (see Description of the Lords' Powers at the end of the rulebook) and update your Senate Chamber. It is possible that there may not be any powers to apply or update.

PLACING AND MOVING THE COAT OF ARMS TOKENS ➡

- If you add a Lord of a color that is not yet present in your Senate Chamber, place the corresponding Coat of Arms token on the new card.
- If you add a Lord of a color already present in your Senate Chamber, check the influence points of the new Lord: if these are higher than those of the Lord that currently has the Coat of Arms token, move the Coat of Arms token to the new Lord.

Important: The Coat of Arms tokens must always be on the most influential Lord of each color. At the end of the game, it is only the IP of the most influential Lord of each color in each player's Senate Chamber that are counted.

TAKING CONTROL OF A LOCATION ➡

Lords with 1 and 2 Influence Points respectively give you a silver key or a gold key.

To take control of a Location, two identical keys are required.

When you add a Lord that gives you a 2nd key, check the two keys in your possession:

- if they are identical, you immediately take control of a Location;
- if they are different, you will take control of a Location only after gaining a 3rd key, whatever its color.

EXAMPLE



So, when you have either two identical keys, or three keys, you must take control of a Location by following these steps:

❶ Choose a Location. To do this, you can:

- EITHER draw 1, 2 or 3 Location cards at the same time. Choose one of them, then place the rest faceup, next to the Location deck, making them available for later turns.
- OR take 1 of the available faceup Locations.

Remember: at the beginning of the game, there is one available faceup Location. When the last available Location is taken, do not reveal another one.

② Place your Location on the Lord you have just added to your Senate Chamber, so as to mask the last key revealed. By doing this, your key count is reset to zero: none of the keys placed before a Location can be used. You can take control of another Location if you succeed in obtaining other keys.

③ Apply, where necessary, the power of the Location (see the Description of the Locations' Powers at the end of the rulebook).

BECOME THE PEARL MASTER



Lords with 4 and 3 Influence Points respectively give you 1 and 2 Pearls.

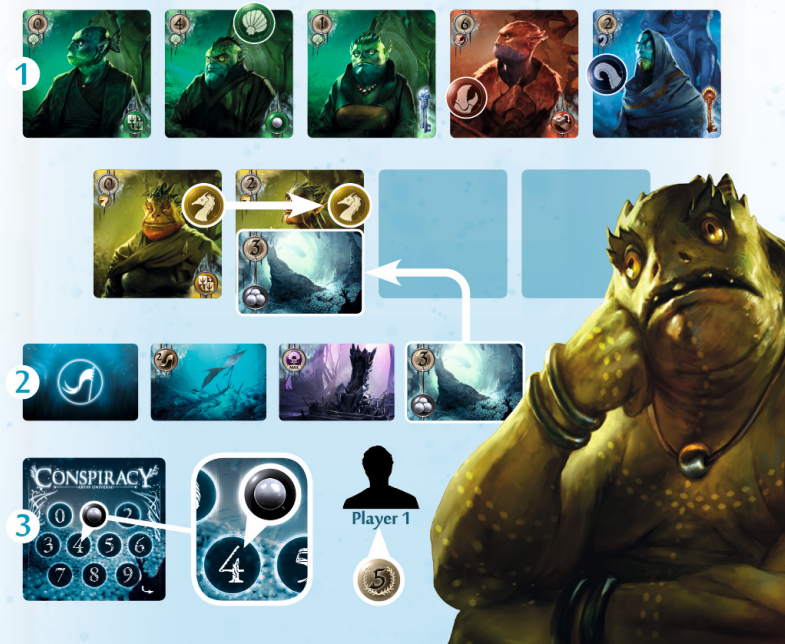
The first player that gains one or several Pearls takes the Pearl Master card and places the marker on the Pearl track to correspond to the number of Pearls that they possess. If they gain more Pearls later, the marker is moved forward on the track.

- if an opponent reaches the same number of Pearls as held by the Pearl Master, they steal the Pearl Master token from them.
- if an opponent has more Pearls, they steal the Pearl Master token then move the marker forward to the number of Pearls in their possession.

At the end of the game, the player possessing the Pearl Master token gains a bonus of 5 Influence Points.

Note: The Pearl track marker must always show the number of Pearls owned by the Pearl Master, so that the other players know exactly the goal to reach to steal the title by taking the card.

EXAMPLE



The active player updates their Senate Chamber after adding a yellow Lord with 2 IP and a gold key.

- 1 The player moves the yellow Coat of Arms token onto this card as this new yellow Lord has more IPs than the one already in their Senate Chamber.
- 2 This Lord also gives them a third key (necessary as the two first keys were different), which now allows them to take control of a Location. They decide to draw 2 cards and choose the one worth 3 IPs and 3 Pearls; they then place it on their Lord. The second Location is discarded next to the already available Location, so it too is available for the following turns.
- 3 With the 3 Pearls they have just gained; they now have 4 Pearls which is more than the current Pearl Master. The player steals the Pearl Master token and moves the marker forward to number 4 on the Pearl track.

COALITION

Lords with the Coat of Arms tokens, Locations and Pearls allow players to gain Influence Points.

There is a fourth and final way to gain points: by organizing the Lords in your Senate Chamber in the best way possible.

Adjacent Lords of the same color form a Coalition. The larger your greatest Coalition, the more points you score at the end of the game (see chapter «End of the Game»).

END OF THE GAME

The game ends when a player completes their Senate Chamber by placing their 15th and final Lord. Each opponent then gets to play one last turn.

Note: if a player chooses to recruit Lords using a discard pile that contains more cards than free spaces in their Senate Chamber, they choose enough cards to complete their Chamber and replace the remaining cards face up in the discard pile.

Each player then calculates their Influence Points. Points come from:

- 1 Your Lords: the total of Influence Points from the Lords with the Coat of Arms tokens (the most influential Lord of each color in your Senate Chamber).
- 2 Your Locations: the total of Influence Points from the Locations you control.
- 3 Your greatest Lords Coalition: THE biggest area of adjacent Lords of the same color is identified and 3 points are scored for each Lord within it.
- 4 The Pearl Master: the player who has the Pearl Master token gains a bonus of 5 Influence Points.

The player with the highest IP score wins the game!

In case of a tie, the tied player with the most Pearls wins. If there is still a tie, the victory is shared.

EXAMPLE

1 3+3+2+6+3= 17

2 2+3= 5

3 3x5= 15

4 5
42

← LORDS' POWERS →



Lord with 0 Influence Points (1 per color)

When this Lord is placed in the Senate Chamber, two Lords in this Chamber (including this one) can be swapped places, except those with keys.



Lord with 1 Influence Point

(4 per color)

This Lord gives you 1 silver key.



Lord with 2 Influence Points

(2 per color)

This Lord gives you 1 gold key.



Lord with 3 Influence Points

(2 per color)

This Lord gives you 2 Pearls.



Lord with 4 Influence Points

(2 per color)

This Lord gives you 1 Pearl.



Lord with 6 Influence Points (1 per color)

When this Lord is placed in the Senate Chamber, the top Lord card is taken from the Lord deck and placed in the corresponding discard pile.

LOCATIONS' POWERS



At the end of the game, this Location is worth 7 IP.



Immediately gain 1 Pearl.
At the end of the game, this Location is worth 5 IP.



Immediately gain 2 Pearls.
At the end of the game, this Location is worth 4 IP.



Immediately gain 3 Pearls.
At the end of the game, this Location is worth 3 IP.



At the end of the game, this Location is worth 1 IP per silver key held in your Senate Chamber, regardless of whether or not it has been used to take control of a Location.



At the end of the game, this Location is worth 2 IP per gold key held in your Senate Chamber, regardless of whether or not it has been used to take control of a Location.



At the end of the game, this Location is worth 1 IP per pair of Pearls in your possession.

For example, if you have 4 Pearls you get 2 IP; with 3 Pearls you get 1 IP.



At the end of the game, this Location is worth 2 IP per Location in your control.



Until your next turn, each opponent **MUST** only increase the size of their Senate Chamber by taking the first Lord from the deck.

At the end of the game, this Location is worth 3 IP.



Immediately replace all the discarded Lords in to the Lord deck and reshuffle.

At the end of the game, this Location is worth 3 IP.



Until the end of the game, to take control of a Location, only 2 keys are needed, irrespective of their type.

At the end of the game, this Location is worth 3 IP.



At the end of the game, this Location is worth as many IP as your most influential Lord of the indicated color.



Until your next turn, each opponent **MUST** only increase the size of their Senate Chamber by taking first 2 Lords from the deck. Adding one to their Senate Chamber and discarding the other. At the end of the game, this Location is worth 3 IP.



Immediately replace all the available Locations to the Location deck and reshuffle.

At the end of the game, this Location is worth 3 IP.



Until the end of the game, when you take control of a Location, you choose this location from the Location deck (No longer from the available Locations). The deck is then reshuffled.

At the end of the game, this Location is worth 3 IP.



At the end of the game, this Location is worth 1 IP + a bonus of 1 IP per Lord of the indicated color present in your Senate Chamber.

Note: The Influence Points of the Location do not change the number of Influence Points of the Lord on which it is placed.



栢龍玩具有限公司
Broadway Toys Limited

http://www.broadwaygames.com.hk

domestic@longshore.com.hk

Tel: +852 23631998