

THEY THOUGHT THE REALMS
WERE SAFE ... THEY WERE WRONG!

MUST-SEE!

12 TRACKS, 3 REALMS,
1 EPIC SAGA

#1

9.49

POP STAR WEEKLY

Simønster

Welcome to Fantasmagoria
A WORLD YOU CAN'T ESCAPE

• full report •

NEVER SEEN BEFORE,
THE CREATURES OF THE
NIGHT SPEAK OUT!

Arcael

Ruthus

Sylvros

• inside •

MUSIC • LORE
VISUALS • VISION

THE CHART-BEAST
WHO'S TAKING
OVER POP!

INTRODUCING...

THE HUMAN BEAST !!!

DEBUT ISSUE

#1

• COLLECTOR •

0273-3337-F

FANTASMAGORIA

NEW
SINGLES
OUT

LYCANTHROPE
GROUNDS

ANGELIC SKYTES

VAMPIRE HEIGHTS

ELFIC
SIGHTS

DRAGON PITS

UNDERWOOD
CAVES

Step into Fantasmagoria,
where myth becomes sound

MORE SECRETS INSIDE...

Simønster

FANTASMAGOG

VAMPIRE
HEIGHTS

WAMPIRE
WASTELAND

LYCANTHROPE
GROUNDS

ZOMBIE
WASTELAND

I

The Sky

Archangel

Clouds

Flash of Light

Utopia



II - The Ground

- ☾ Watery Luna
 - ☾ Call Of the Night
 - Metamorphosis
 - Werewolf Mania
- 



III - Underworld

Curse
Game of Love
Thot Saves Us All
Jungle Forest Valley



ARCAËL

DID YOU KNOW?

- Arcaël was never taught how to fall.
- Angels feel desire before they can name it.
- His wings grew heavier the closer he came to truth.
- Light can lie.
- Heaven has no mirrors.

SPECIES
ARCHANGEL
OF CELESTIA

STATUS
PRINCE
OF THE ROYAL
FAMILY

FACTION
LEGION
OF WINGED
WARRIORS

WEAPON
ETHEREAL BOW

ELEMENTS
AIR & LIGHT



PRINCE OF THE SKY. HEIR OF CELESTIA.

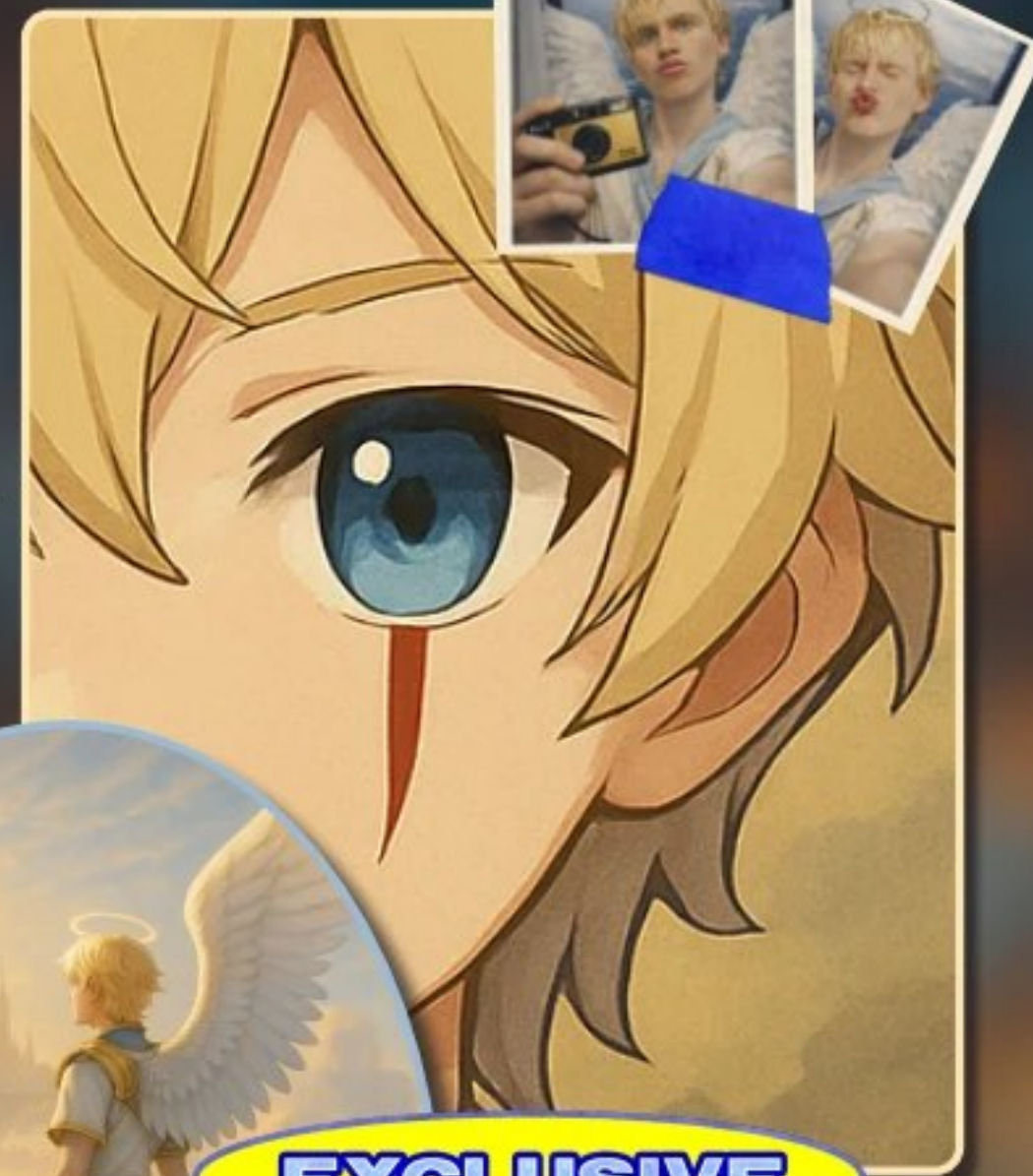
ARCAËL was not born into the light. He was the light. Raised among the Archangels of Celestia, he grew beneath **endless skies** where fear had no name and doubt had never learned to speak. As prince of the royal lineage, his wings were polished with expectation, his silence shaped by destiny. In the Sky, perfection is law. And **Arcaël embodied it flawlessly.**

A KINGDOM WITHOUT SHADOWS

CELESTIA floats above consequence. A realm where days glow eternally, where innocence is mistaken for eternity, and where truth is never questioned only reflected. Arcaël learned to rule before he learned to choose. He mastered the ethereal bow, a weapon of air and light, not to conquer, but to maintain harmony. In Celestia, balance is enforced through beauty. Yet even in a flawless sky, curiosity survives. But perfection carries weight. And light, when stretched too far, begins to fracture.

THE SOUND OF INNOCENCE

MUSICALLY, Arcaël's realm resonates with clarity and elevation. The tracks of The Sky chapter Archangel, Clouds, Flash Of Light,



EXCLUSIVE

**“THE HIGHER YOU
FLY, THE MORE
FRAGILE THE
LIGHT BECOMES.”**

Utopia echo the sweetness of youth and the fragile thrill of believing the world is infinite. Airy synths, radiant harmonies, weightless rhythms. Music untouched by instinct, still free from hunger. But even the purest melody carries the promise of a fall.

BEFORE THE FALL

ARCAËL does not fall because he is weak. He falls because innocence is not a shield. His descent marks the beginning of transformation the moment when light collides with instinct, when heaven loses its monopoly over truth.

5.99\$— SPECIAL ISSUE
AVAILABLE NOW ON NEWSTANDS EVERYWHERE



**THE SKY DID NOT
BREAK HIM. IT SIMPLY
LET HIM GO.**



SIMØNSTER PRESENTS :

FLASH OF LIGHT

THE HIT-SINGLE FROM
THE SKY CHAPTER



THE SKY DID NOT SHATTER.
IT SIMPLY OPENED.

WHEN LIGHT BECOMES A CAGE

There is a cruelty in perfection. A kingdom without shadows leaves no space to hide, no room to doubt, no permission to fail. Arcaël understood that light can illuminate — but it can also expose. The Sky never prepared him for desire. It never warned him about gravity. And yet, gravity was waiting.

A PRINCE MADE OF AIR

Arcaël's body was shaped by wind, his voice by echo. He belonged to the Legion of Winged Warriors, not as a soldier, but as a symbol. His ethereal bow never drew blood. Its arrows carried order, balance, correction. He was raised to protect harmony — not to challenge it. It began quietly. A hesitation before flight. A lingering glance downward. A thought that did not dissolve. In Celestia, curiosity is the rarest sin. And the most dangerous.

AND FOR
THE FIRST TIME.
THE LIGHT BEGAN
TO BURN.



THE WEIGHT OF WINGS

Wings were never meant to carry certainty. For Arcaël, flight was not freedom it was expectation. Every movement measured. Every glow controlled. In Celestia, even innocence follows rules. The Sky praises those who shine quietly. Arcaël learned this early. But silence does not erase questions. It only delays them.

MUSIC AS ASCENT

The sound of Arcaël's chapter is vertical. Synths rise instead of collide. Melodies float instead of chase. Rhythms breathe rather than pulse. Archangel opens the gates. Clouds suspends time. Flash Of Light fractures the illusion. Utopia asks the question no one dares to answer. What if heaven is unfinished?

SOME ANGELS FALL
BY **CURIOSITY**,
NOT BY **SIN**..
Simønster

FEEL THE RUSH.
YOUR SUMMER ESCAPE.

SCAN ME



ONLY 5.99\$!

FLASH OF LIGHT - 2:35
LIMITED EDITION

EUPHORIC DANCE-POP
WITH ETHEREAL AND
TRIBAL HOUSE TEXTURES



Simønster

FROM FANS TO CO-CREATORS:
REWRITING THE RULES OF POP UNIVERSES
BY SIMØNSTER

What if audiences were no longer confined to consuming universes,
but invited to build-and own-them?

Fantasmagoria is founded on a deliberate shift: from "watch/listen/play" to "create/play/own." Through accessible entry points, anyone can design a character, embody it across interconnected worlds, and ultimately hold real rights over it. This universe unfolds through orchestrated waves. At key moments, new roles-kings, healers, merchants, rebels-are released, and fans are able to claim them. They attach these roles to their characters, defining their identity, their history, and their ambitions. Once validated, these characters enter the official canon. Fans no longer simply recognize themselves in the story-they write it. They shape factions, influence narrative directions, and see their characters appear across games, visuals, and even animated content. This changes everything. Creatively, it dissolves the boundary between creator and audience, turning spectators into active storytellers. Culturally, it transforms a closed narrative into a living, collective mythology shaped by thousands of imaginations. Economically, it realigns incentives: as the SIMØNSTER universe expands, so does the value, visibility, and relevance of each fan-created character. For the first time, the audience holds a tangible stake in the success of the artist. It also unlocks something rare-organic virality. Characters rise not by decree, but through resonance: through their design, their story, and the passion of those who bring them to life.

Fantasmagoria is not just an IP.
It is a shared stage-where the audience becomes the cast.



DISCOVER YOUR HEAVENLY COMPANION



Sold individually. Accessories not included.
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vary depending on the point of sale.
Available online and in participating stores.

Complies with current European safety standards. Use under adult supervision.
Not suitable for children under 36 months. Small parts may be swallowed.
Colors and shapes may vary slightly depending on the model.

Safety tested. Fun guaranteed.
CE standards - For children's use.
Play is fun, but always with proper supervision.

ADVERTISEMENT

RUTHUS

DID YOU KNOW ?

- Ruthus hates the moment right after he transforms.
- He learned to fight before he learned to speak.
- He confuses love with urgency.
- He's afraid of waking up calm.

SPECIES
WEREWOLF
OF WASTED
LANDS

STATUS
CLAIMANT
TO PACK'S
LEADERSHIP

FACTION
GANG
MERCENARY

WEAPON
SHADOW
SCYTHE

ELEMENTS
GROUND
& DARKNESS



PRINCE OF THE GROUND HEIR OF HUNGER

RUTHUS was not born into darkness. He was born into noise. Where Arcaël knew silence, Ruthus learned friction. Raised on unstable ground, under skies that never promised protection, he grew in a world where instinct spoke louder than law, and desire arrived before language. He did not inherit a throne. He claimed a place. In the wasted lands, survival is the first rite of passage. And Ruthus passed it early.



A KINGDOM OF TEETH AND DUST

THE GROUND does not float. It resists. This realm is made of friction, hunger and cycles. Days bleed into nights. Desire erupts without warning. Nothing here is eternal — everything is urgent. The Ground is adolescence embodied: too loud, too fast, too intense. Ruthus rules no palace. His kingdom is a shifting territory, defined by loyalty, fear and impulse. Packs form, fracture, reform. Power is never given — it is sensed. In this world, truth is physical. You feel it before you understand it.

"I'M SENSING WARNINGS EVERYWHERE, BUT YOU DON'T REALLY CARE. ENLIGHTENED BY THE OBSCURITY THAT YOU CAN'T SEEM TO SEE"



THE WEREWOLF AS AWAKENING

RUTHUS is a werewolf not because of the moon, but because of transformation itself. His body is a site of conflict. Bone stretches. Skin burns. Hunger sharpens thought. Desire becomes movement. The beast does not replace the man — it exposes him. Transformation is not an event. It is a condition. **"He did not become something else. He became too much."** The werewolf symbolizes the moment innocence collapses under instinct. When the body begins to speak its own language. When control becomes negotiation.



THE SOUND OF THE GROUND

MUSICALLY, Ruthus' realm pulses instead of floating. The tracks of The Ground — Call Of The Night, Watery Luna, Werewolf Mania, Metamorphosis — abandon verticality for impact. Basslines growl. Rhythms chase rather than breathe. Melodies distort, loop, bite back. This is music that sweats. Music that wants. Synthetic textures collide with raw energy. Pleasure and danger share the same frequency. The sound no longer asks permission — it takes space. **"This is where harmony learns to break its own rules."**



THE WOLF-BOY WHO'S
CONQUERING THE CHARTS

5.99\$ — SPECIAL ISSUE

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BAD INFLUENCE, GOOD INSTINCT

RUTHUS is often mistaken for corruption. But corruption implies intention. Ruthus is impulse. He represents the moment where influence becomes intoxicating. Where rebellion feels like freedom. Where desire teaches faster than reason ever could. He leads without teaching. Others follow because they recognize themselves in his chaos. The pack does not worship him. They mirror him.



THE SHADOW SCYTHE

RUTHUS' weapon is not a symbol of death, but of separation. The shadow scythe cuts illusion from instinct. It does not kill — it reveals. It forces choices. It accelerates consequences. Where Arcaël's bow maintained balance, Ruthus' scythe disrupts it. *"Some tools exist to preserve order. Others exist to expose it."*



"YOU CANNOT REACH TRUTH WITHOUT DESIRE."

WHEN DESIRE TAKES THE LEAD

The Ground is where desire stops being theoretical. Sexuality, power, rage, attraction, dominance — everything arrives at once, without instruction. Ruthus embodies that confusion. He does not pretend to understand it. He moves through it. He confuses urgency with intimacy. Intensity with truth. And yet — within that excess lies honesty.

METAMORPHOSIS

Nothing stays wild forever. Metamorphosis is the inevitable outcome of the Ground. The moment where repetition becomes awareness. Where instinct exhausts itself. Where the body demands meaning. Ruthus does not escape transformation. He initiates it.



"Even chaos learns when to stop."

THE IMPACT OF PACK MENTALITY: HOW FANS BECAME HIS FAMILY



ONLY 5.99\$!

CALL OF THE NIGHT - 3:44
LIMITED EDITION

DREAM POP
WITH ATMOSPHERIC
ROCK INFLUENCES



THE PRINCE WHO RUNS ALONE.

DESPITE the pack, Ruthus often runs by himself. Not out of isolation — but necessity. The Ground is loud. Solitude becomes the only way to hear oneself think. He fears stillness more than violence. Because stillness asks questions. And questions are dangerous.

SCAN ME



Simonster



THE SONG FOR YOUR 2AM THOUGHTS

SIMONSTER PRESENTS :

CALL OF THE NIGHT



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Offer valid while stocks last. Recommended retail prices may
vary depending on the point of sale.
Available online and in participating stores.

ADVERTISEMENT

Safety tested. Fun guaranteed.
CE standards - For children's use.
Play is fun, but always with proper supervision.

NEW SERIES



TOME 1 • THE HUMAN BEAST

SYLVROS

☐ SPECIES
FAUN OF THE
CRYSTAL CAVES

☐ STATUS
KING
OF THE
UNDERWORLD

☐ FACTION
SUPREME
RULER

☐ WEAPON
GEM CUDGEL

☐ ELEMENTS
VEGETAL
& MINERAL

☐ GUARDIAN OF TRUTH

SYLVROS was not born from conflict. He was born after it. Where others fell or burned, he remained. Formed in the depths of the Crystal Caves, he emerged from a world where time slows and noise dissolves. The Underworld does not reward speed — it honors endurance. Sylvros does not rule through fear. He rules through understanding.

☐ A KINGDOM BELOW SOUND

THE UNDERWORLD exists beneath instinct. It is not darkness, but depth. A place where roots grow thicker, where minerals remember pressure, where silence carries meaning. Here, nothing rushes. Everything settles. This is where transformation completes itself and survived. The Underworld welcomes those who have already broken — and survived.

☐ THE FAUN AS RECONCILIATION

SYLVROS is a faun, a creature between forms. Half human, half nature, he embodies balance without denial. He does not reject desire, nor does he worship it. He understands it as energy — something to be guided, not erased. His body is grounded. His gaze is patient.

“DESIRE DOES NOT MAKE US FALL. BELIEVING IT HAS NO WEIGHT DOES.”

☐ THE SOUND OF THE UNDERWORLD

MUSICALLY, the songs from this chapter ascend by drawing everything inward. The melodic motion brings the listener closer with dense and fluid synths. The tracks of the Underworld — Curse, Game of

Love, That Saves Us All, Jungle Forest Valley — unfold through layered grooves and evolving textures. The environment is filled with polyrhythms that blend Afro-tropical percussion, hand-played drums, shakers and wooden textures. Nothing feels mechanical; everything feels inhabited. Percussion is tactile, almost haptic. Grooves stay warm, micro-swung, imperfect by design. The music feels sun-soaked yet never exposed — radiant from within, like light trapped inside gemstones. Music that heals through rhythm, texture and resonance.

☐ THE GEM CUDGEL

SYLVROS' weapon is a paradox. The gem cudgel is carved from crystal and stone — shaped by patience, not violence. It is not meant to strike, but to anchor. When raised, it stabilizes the realm, restoring equilibrium. It is a tool of presence.

“DESIRE BECOMES WISDOM WHEN IT LEARNS TO STAY.”

DID YOU KNOW ?

- Sylvros can flirt without trying. It annoys everyone. (...His words.)
- In the Underworld, wanting less is considered a power move. Sylvros considers “chasing” as overrated.
- He believes desire should be guided, not erased.
- He smiles when the forest breathes back.

5.99\$— SPECIAL ISSUE

AVAILABLE NOW ON NEWSTANDS EVERYWHERE



KING OF THE UNDERWORLD

Φ LOVE WITHOUT URGENCY

IN THE UNDERWORLD, love changes form. No longer hunger. No longer conquest. Sylvros embodies agape — a love rooted in care, responsibility, truth. It is not loud. It does not chase. It remains. Here, intimacy is built through time. Through listening. Through shared silence.

“SYLVROS IS MAGNETIC BECAUSE HE DOESN'T PULL.”

Φ THE KING WHO WALKS

SYLVROS does not sit on a throne. He walks. Through tunnels, roots, veins of crystal. Movement is meditation. The Underworld expands with each step he takes. His presence keeps the realm alive. He believes stagnation is the only real decay.

“PEACE IS NOT THE ABSENCE OF CONFLICT. IT IS THE END OF DENIAL.”

• THE UNDERWORLD FINDS HIM SUSPICIOUSLY CALM.

WHEN TRUTH SETTLES

Truth in the Underworld does not arrive suddenly. It settles. Layer by layer. Memory by memory. The body remembers what the mind resisted. Fear loosens its grip. Desire finds shape. This is where the human and the beast stop fighting.

THE FINAL FORM

Sylvros is not the end of the story. He is its integration. He exists so that Arcaël's light does not blind, and Ruthus' fire does not consume. He is the proof that transformation can lead somewhere stable — somewhere kind.

SIMONSTER PRESENTS :

GAME OF LOVE

Simonster



SCAN ME



LOVE NEVER SOUNDED THIS GOOD.

• SYLVROS IS MAGNETIC BECAUSE HE DOESN'T PULL.



ONLY 5.99\$!

GAME OF LOVE - 2:48
LIMITED EDITION

SENSUAL CONTEMPORARY
R&B WITH EARLY-2000S
GROOVE INFLUENCES





THE FRAGRANCE OF THE UNDERWORLD

GET THE LOOKS

**FANTASY,
GROUNDED
IN REALITY**

STRUCTURED LAYERS AND METALLIC ACCENTS
BRING A SUBTLE HEROIC EDGE TO EVERYDAY
SILHOUETTES.

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AMAZING

Fantasy has long belonged to the world of games, films and imagination. But today, its visual codes are stepping into reality. Textures inspired by armor, sculptural silhouettes and dramatic layering are reinterpreted through a contemporary fashion lens.

MUST-SEE!

Far from costume, these looks explore how fantasy aesthetics can evolve into everyday style. Structured coats echo protective gear, metallic accents recall mythical objects, and flowing fabrics bring movement and

mystery to otherwise modern silhouettes. The result is a wardrobe that balances imagination and wearability, where references to imaginary worlds blend seamlessly with the attitude of 2026 fashion.

Bold yet grounded, these pieces invite us to rethink fantasy not as escapism, but as a new visual language for the real world.



1. ARCAËL'S LOOK



T-SHIRT \$45 • JACKET \$180 • PANTS \$120 • SHOES \$150 • FULL SET ACCESSORIES \$240

2. RUTHUS'S LOOK



T-SHIRT \$45 • JACKET \$180 • PANTS \$120 • SHOES \$150 • SHOULDER ACCESSORIES \$80 • JEWELRY \$180

3. SYLUROS'S LOOK



T-SHIRT \$45 • JACKET \$180 • PANTS \$120 • SHOES \$150 • ACCESSORIES \$40



Simønster

GAMES & TOYS

SIMONSTER™ TCG — STARTER DECK

Collect the Stones.
Command the Realm!

THE WAIT IS OVER

The official SIMONSTER™ Trading Card Game is finally here and this Starter Deck puts you straight into the action. Choose your Realm. Harness your Sacred Stone. Battle your friends right out of the box.

EACH STARTER DECK INCLUDES:

- 60 Ready-to-Play Cards
- 3 Exclusive Holographic Champions
- 20 Energy Cards
- Official Rulebook
- Quick-Start Play Guide

PRODUCT DETAILS

Ages 8+
2 Players
Average Game Time: 20 Minutes
SRP: \$12.99 USD / €14.99
Booster Packs: \$4.99

Look out for the first expansion set:
SIMONSTER™ — Shards of the Three Realms



PRODUCT DETAILS

- Pop! Vinyl Figure
- 3 75" Tall
- Window Display Box
- Official SIMONSTER™ Licensed Product
- Collectible Box Art Numbering
- Case Packs: 6 Units
- SRP: \$12.99 USD / €14.99
- Chase Variants Randomly Inserted

FUNKO POP! SIMONSTER™ COLLECTION

The world of your favorite artist just became collectible.

The characters of your favorite singer arrive in the official Pop! Vinyl line — stylized, iconic, and ready for display.

FIRST WAVE RELEASE



LEGO® SIMONSTER™

CLASH OF THE THREE REALMS

Three Realms.
One massive battle.

Build the ultimate Fantasmagoria showdown where Sky, Ground, and Underworld collide in one epic LEGO® set.

THE GREAT REALM BATTLE

Construct a large-scale battlefield featuring all Three Realms:
Sky Platform with rotating Moonstone altar

Ground Fortress with collapsing forest gate. Underworld Crystal Cavern with glowing crystal core

Set #7901
Ages 9–14
SRP: \$119.99 USD / €129.99



MONOPOLY

MONOPOLY™ SIMONSTER EDITION

Buy. Build. Rule the Realms. The legendary game of property trading meets the world of SIMONSTER™ in this official special edition. Choose your Realm. Acquire its territories. Control the Sacred Stones. Outsmart your rivals and dominate the board.

OWN THE THREE REALMS

RETAIL DETAILS

Ages 8+
2–6 Players
Game Time: 40–120 Minutes
SRP: \$39.99 USD / €44.99



HATCHIMALS® FANTASMAGORIA STONEHEART EGGS™

A magical creature from Fantasmagoria is waiting inside...

Hold your Stoneheart Egg close.
Rub the glowing heart.
Listen carefully...

It's alive! When the heart shines bright, it's ready to hatch! Crack... crack... crack!

Your SIMONSTER™ creature breaks free, right in your hands!

WHICH STONE WILL AWAKEN?

You won't know which little Fantasmagoria friend is inside until it hatches!

Every creature has unique traits, colors, and personality.

WATCH IT GROW

Care for your Hatchimal and help it grow through 3 stages:

- Baby Kid Grown Companion
- Color-Changing Interactive Heart
- 60+ Sounds & Reactions
- Learns Your Voice
- Plays Mini Games
- Fantasmagoria-Inspired Details

The more you love it, the happier it becomes!

SPECIAL EDITION

PRODUCT DETAILS

- Includes:
- 1 Interactive Stoneheart Egg™
- Quick Start Guide
- Instruction Manual

Batteries Included:

Ages 5+
SRP: \$59.99 USD / €64.99

Collect all three Fantasmagoria Stoneheart Eggs™!

HATCHIMALS® — Fantasmagoria Stoneheart Egg™ The magic is inside.



RAISE HIM WITH LOVE

Give him lots of care and attention... The way you care for him decides who he grows up to be! Will he become a sparkly Sky friend? A bouncy Ground buddy? A clever little Underworld pal? Every Spirit grows differently... No two Tamagotchi™ are exactly the same!

NEW! GO ONLINE!

Visit:
www.Fantasmagoria.com
Upload your own Fantasmagoria character and unlock special bonus items for your Tamagotchi™!

Exclusive web accessories!
Special evolution options!
Limited surprises!

(Compatible connection accessory sold separately)

JUST LIKE CLASSIC TAMAGOTCHI™

- Hunger Hearts
- Happy Hearts
- Discipline Calls!
- Cute Animations
- Sleep Time Mode
- Surprise Evolutions!

DETAILS

Visit:
Ages 6+
Single Player
Connect with friends!

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Collect all Three Sacred Stone Shell Designs!

A tiny realm...
Right in your pocket!

Feed him.
Play with him.
Love him forever!

TAMAGOTCHI™ — SIMONSTER™ EDITION
Your tiny Realm friend is waiting!

YOUR HEAVENLY COMPANION



Beep! Beep!
He hatched!
He blinked!
He needs YOU!



STREET FIGHTER™ SIMONSTER EDITION

Three Realms.
One Arena.
No Mercy.

When the Sacred Stones begin to pulse with unstable energy, the greatest warriors of Fantasmagoria are summoned into a new kind of battle....

PRODUCT INFO

Platform: Game Boy Advance
Players: 1-2

(Game Link Cable required for multiplayer)

Battery Save Function
SRP: \$39.99 USD
SRP: \$12.99 USD / €14.99
Chase Variants Randomly Inserted



SIMONSTER™ - SHARDS OF THE FALLEN HERO

Before Fantasmagoria... there was the Fall.

When the Halo of Unity shattered into three sacred stones, the balance between Sky, Ground, and Underworld was lost.

Now Arcael, Ruthus, and Sylvros must reclaim the fragments... or watch the Three Realms fade into myth.

A CLASSIC ACTION-RPG RETURNS

- Switch Between Three Heroes
- Real-Time Combat
- Sacred Stone Puzzle Temples
- Hidden Relics & Secret Endings

PRODUCT INFO

Platform: Game Boy Advance
Players: 1-2
(Game Link Cable required for multiplayer)
SRP: \$39.99 USD
Limited Gold Cartridge Edition/\$49.99

SIMONSTER IS COMING TO FORTNITE.

For the first time, the mythic universe of Fantasmagoria collides with the Island in a multi-week live event combining Battle Royale and Fortnite Festival.

NEW SKINS

- Each Skin Includes:
- Reactive Sacred Stone Back Bling
 - Alternate Realm Armor Styles
 - Built-in Emotes



Individual Skin — 1,800 V-Bucks
Realm Bundle (3 Skins + Bonus Emote + Glider) — 4,800 V-Bucks
Festival Pass Upgrade — 1,800 V-Bucks



THE STONEKEEPERS™

From the studios that brought you Octopath Traveler, comes a new journey shaped by ancient power and quiet destiny.

Long before kingdoms rose and fell, three Sacred Stones were entrusted to a handful of guardians.

BATTLES OF STRATEGY AND BALANCE

Combat in The Stonekeepers is not just about strength. It is about harmony.

- Turn-Based Tactical Battles

- Elemental Stone Affinities
- Terrain Influenced by Sacred Energy
- Cooperative Double Battles
- Legendary Guardian Encounters

Sometimes the wisest victory... is knowing when not to fight.

PRODUCT INFO

Platform: Nintendo Switch
Players: 1-4
Online Features Supported
SRP: \$59.99 USD / €59.99



HABBO® X SIMONSTER™

For a limited time, the Three Realms open inside the Hotel. Choose your allegiance. Build Realm-inspired rooms. Collect all three Sacred Stones to unlock a special Halo Emote.

MEMBERSHIP TIERS

Free Explorer Tier
Access public Realm hubs & basic SIMONSTER™ items.

Désire Pass — \$799 / month
Exclusive skins, bonus relic drops & expanded room capacity.

Halo Elite Membership — \$14.99 / month
Premium animated wings, advanced aura effects & early access to limited drops.
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Internet connection required. Ages 12+.



MOONFALL VILLAGE™

Build. Bond. Battle. When the Moonstone fell from the sky, a forgotten village awoke. Now it's your turn to restore Moonfall.

LIFE IN MOONFALL

Grow seasonal crops. Raise magical creatures. Craft tools infused with Sacred Stone energy.

- 40+ Crops & Seasonal Festivals
- Expand Your Farmstead
- Adopt & Raise Fantasmagoria
- Cook Realm-Inspired Recipes
- Customize Your Home Plot

EVERY SEASON BRINGS NEW SECRETS.

ONLINE WORLD

Moonfall Village is a living online realm.

- Visit Other Players' Farms
- Trade Rare Crops & Relics
- Cooperative Dungeon Expeditions
- Create your marketplace

EDITIONS & PRICING

Standard Access — Free to Play
Includes core farming & story progression.
Moonstone Pass — \$9.99 / month
Exclusive skins, bonus harvest rewards & expanded storage.



FANTASMA5™

Break the Mask. Take Back Your Soul. The world tells you who to be.

Study harder.
Stay quiet.
Follow the rules.

But deep inside every human heart... something is screaming to be free. And when that scream becomes loud enough — a Fantasma awakens.

LIVE A DOUBLE LIFE

By day, you're just another face in the crowd.

School halls.
City streets.
A world built on lies.

But when the clock strikes midnight... You break the rules.

Sneak into twisted dream-worlds born from greed, power, and corruption. Expose the truth hiding behind human desire.

WAKEN YOUR FANTASMA

Your Fantasma is your rebellion made real. A spirit forged from anger, courage, and refusal.

- Summon powerful Fantasmas
- Fuse them to create new forms
- Steal corrupted powers from enemy rulers
- Build bonds with allies who refuse to submit

STYLISH REBELLION COMBAT

Strike fast. Strike smart.

- High-energy turn-based battles
- Exploit enemy weaknesses
- Chain explosive team attacks
- Unleash devastating Fantasma awakenings

PRODUCT INFO

Platform: PlayStation®5
SRP: \$69.99 USD / €69.99
FANTASMA5™ Obey the system... or destroy it.



FANTASMAGORIA CHRONICLES™

A World Written By Its Heroes In the vast realms of Fantasmagoria, every legend begins the same way. With a single traveler. But no two journeys are ever alike. Because in Fantasmagoria Chronicles... the world is shaped by its players.

THE GREAT BESTIARY

Fantasmagoria Chronicles features a constantly evolving bestiary filled with magical creatures from across the realms.



BUILD YOUR PARTY



- Assemble teams of four heroes
- Combine elemental abilities
- Complete cooperative world events

Every team tells a different story.

Platform: PC / Console / Mobile
Free to Play
Optional In-Game Purchases
Starter Wish Pack — \$4.99
Seasonal Wish Bundle — \$19.99



Simønster ENTERTAINMENT



SIMONSTER™ LITTLE LEGENDS OF FANTSMAGORIA

In the magical realms of Fantasmagoria, even the smallest adventure can turn into a legendary day.

Join Arcaël, Ruthus, and Sylvros in a playful collection of funny, heartwarming mini-stories where magic, friendship, and a little bit of chaos are always around the corner.

Whether they're chasing mischievous creatures, fixing magical mishaps, or simply trying to get through the day without breaking something important... our heroes always find themselves in the most unexpected situations.

LITTLE STORIES, BIG IMAGINATION

Each short episode brings a new charming moment from life in Fantasmagoria. Sometimes our heroes save the day... and sometimes they accidentally cause the problem in the first place.

A DREAMY 2D CARTOON WORLD

Animated in a soft, colorful dreamy 2D style, Little Legends of Fantasmagoria blends magical landscapes, adorable creatures, and playful humor into a fantasy world full of charm. Perfect for young adventurers — and anyone who still believes a little magic can brighten the day.

NOW STREAMING

New shorts every week.
Available on Disney+



RUTHUS

SYLVROS

ARCAËL



SIMONSTER™ TALES OF FANTSMAGORIA

Long ago, before the realms drifted apart, before the Sacred Stones were scattered across the world...

Fantasmagoria was whole.

Now the balance that holds the Sky, the Ground, and the Underworld together is beginning to fracture.

And three young guardians may be the only ones who can restore it.

A LEGENDARY JOURNEY BEGINS

Follow Arcaël, Ruthus, and Sylvros as they leave their homes behind and set out on an epic journey across the vast lands of Fantasmagoria.

But the deeper they travel... the more they realize that the fate of Fantasmagoria may already be written.

A WORLD FULL OF WONDER

Inspired by the dreamlike beauty of Studio Ghibli, Tales of Fantasmagoria brings to life a breathtaking fantasy universe.

FRIENDSHIP, DESTINY, AND ADVENTURE

Through laughter, danger, and unforgettable encounters, our heroes will learn what it truly means to protect the balance of their world.

Because sometimes the greatest legends... begin with the smallest travelers.

AN EPIC ANIMATED SAGA

A grand fantasy adventure combining heartfelt storytelling, thrilling action, and breathtaking 2D animation.

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