

Available July 2023

Vallejo 

NEW

GAME AIR



Game Air is the range of acrylic colors for **airbrushing**, specially designed by our experts together with professional modelers for painting all your Fantasy, Wargames and Sci-Fi figures and models.

The range has been developed to achieve two purposes: to **maintain** the most popular shades and to **offer new colors** that allow the use of the **BSL chromatic grouping** system (Base, Shadow and Light).

The ranges of Game Air and Game Color are perfectly **compatible**; the colors are identical in both formulations, which allows combining the use of colors in both airbrush and brush applications.

The new r-PET (recycled/recyclable) plastic bottle is completely transparent, improves color visualization and enhances **AV's commitment to sustainability and the environment**. In addition to the new bottle, the new cap includes a security seal.

GAME AIR

Game Air includes 51 acrylic colors for all kinds of Fantasy, Wargames and Sci-Fi figures.

The new formula increases **ultra-fine pigment** loading, improves **opacity** and provides exceptional adhesion on previously primed surfaces of plastic, resin or metal figures and models.

They can be used directly with an airbrush and are fast drying, offering a self-leveling matt finish.

Metallic and Fluorescent: Game Air range does not include Metallic or Fluorescent colors because these references are available in the Game Color range and their formula allows direct use with an airbrush.

How to use:

Game Air colors can be mixed with each other, use directly with an airbrush, or diluted with Airbrush Thinner.

The colors are formulated for **airbrush** application, but can also be applied with a **brush**.



PRIMERS

Includes 7 shades which match the colors of the range.

Primers are available with a **new acrylic formula** which offers a self-levelling matt finish, fast drying and excellent adhesion on plastic, resin or metal figures and models.

How to use:

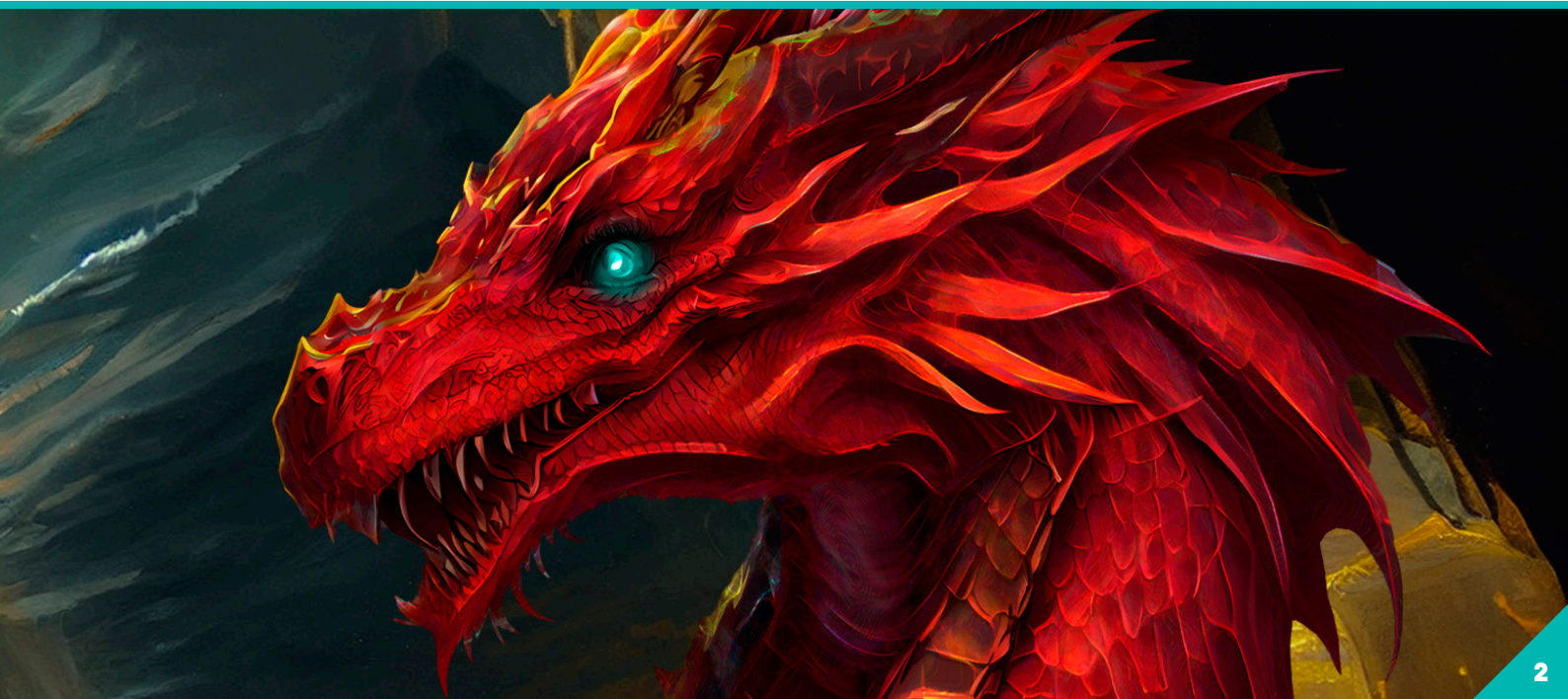
Primers can be mixed with each other, use directly with an airbrush, or diluted with Airbrush Thinner.

The colors are formulated for **airbrush** application.



AUXILIARY PRODUCTS

- Airbrush Thinner 71.261: Dilutes without altering the colors, coverage properties, or resistance and opacity. We recommend using a ratio of 3 parts paint to 1 part thinner when using a nozzle of 0.2 mm or less.
- Airbrush Flow Improver 71.262: Improves fluidity and delays drying of paint in the airbrush. We recommend using a ratio of 4 parts paint to 1 part Flow Improver.



EX731 New Game Air

Tabletop metallic display, contains Game Air complete range.

Width: 26,26 in / 66,7 cm

Depth: 9,05 in / 23 cm

Height: 20,66 in / 52,5 cm



Vallejo

GAME AIR

Improved Formula / Sustainable r-PET Bottle
Matt Finish / Vallejo BSL Paint System



GAME AIR

Acrylic airbrush colors for painting Fantasy and Wargame figures.

- Improved formula
- Game Air colors match with Game Color range
- High pigment saturation
- Matt finish
- Opaque
- Sustainability
- BSL Paint System (Basic, Shades, Light)
- Exceptional adhesion



GAME AIR

Acrylic airbrush colors for painting Fantasy and Wargame figures.

- Improved formula
- Game Air colors match with Game Color range
- High pigment saturation
- Matt finish
- Opaque
- Sustainability
- BSL Paint System (Basic, Shades, Light)
- Exceptional adhesion

Primer and Auxiliary Products

EX721 New Game Fusion Air & Color

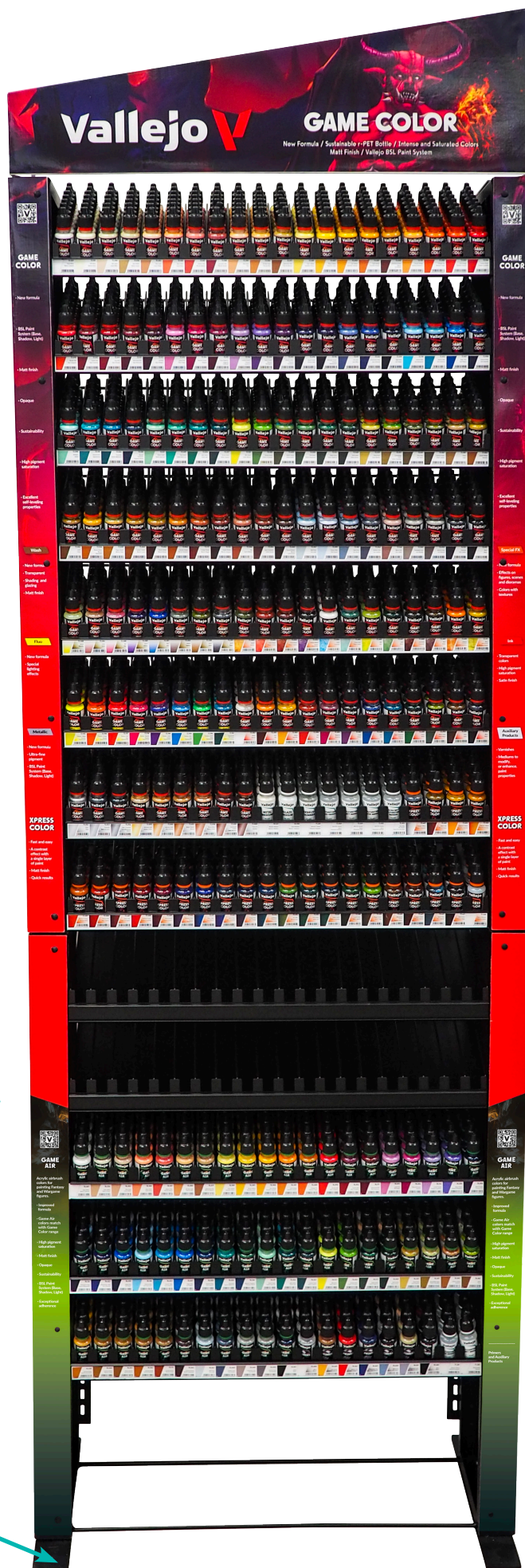
Contains Game Color, Xpress Color and Game Air complete ranges

Black metal floor length display, divided in two sections, allows the addition of wheels.

Width: 26,26 in / 66,7 cm

Depth: 9,05 in / 23 cm

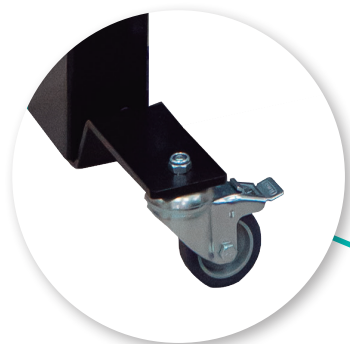
Height: 80,70 in / 205 cm



These 2 empty shelves will display the upcoming range expansion of Xpress Color.

Ref. EX722/GC-R Wheels

The display base allows to add wheels for those customers who wish to move the rack. Check availability and price for this accessory.



EX721 New Game Fusion Air & Color

Display Game Fusion Air & Color ref. EX721 consists of 2 parts.

EX720



EX721INF

