



Ares Games and Gremlin Project announce new Sword & Sorcery board game

Legendary heroes fight the forces of evil in a new fantasy cooperative game designed by the team who created Galaxy Defenders

July 26th, 2015 – Heroes with unique powers are called back from death to save the kingdom and break the spell that binds their souls, in the new game developed by Gremlin Project and due to be published by Ares Games in 2016: **Sword and Sorcery**, an epic-fantasy cooperative board game, where one to five players fight together against the forces of evil, controlled by the game system itself.



Each player controls one or more heroes – legendary characters brought back to life by powerful sorcery. Weakened by the resurrection, they grow stronger during their story-driven quests. By acquiring soul points during missions, the heroes' souls regenerate, restoring their legendary status with multiple powers, magic and soul weapons, and powerful artifacts.

Designed by Gremlin Project (the same team who created Galaxy Defenders), **Sword & Sorcery's** game system represents the perfect evolution of its forerunner. Gameplay is faster and dynamic, thanks to an innovative area movement and area control system, with new features never seen before in a game of this category.

Key features of Galaxy Defenders are also preserved in **Sword & Sorcery** - such as the advanced AI system for monsters, a high degree of character customization, and the multiple tactical options during battles. **Sword and Sorcery** packs, in a top-quality board game format, all the excitement of the best MMORPGs and action RPGs, to provide the ultimate heroic fantasy board game adventure.

Sword & Sorcery – Immortal Souls, the first set using the new system, will be launched on Kickstarter in September, and it is due to release in the second half of 2016. See the first video presentation and stay tuned for updated information on the game's website – <http://www.sword-and-sorcery.com/> and on the [Sword & Sorcery Board Game Facebook page](#).



About Ares Games

Ares Games is an Italian board game publisher established in 2011 to create quality hobby products for the international audience. Ares Games is the publisher of the award-winning "War of the Ring" board game, "Wings of Glory" range of airplane combat games and miniatures recreating aerial warfare in WW1 and WW2, and more recently, the tactical ship-to-ship miniature game "Sails of Glory," and the cooperative tactical Sci-Fi miniatures game "Galaxy Defenders." The Ares Games' catalog also includes Family Games and Euro Games. For further information, visit the website www.aresgames.eu and the Facebook page - www.facebook.com/AresGames.

About Gremlin Project

Gremlin Project is an Italian board game designer studio founded in 2011 focused on creating well-designed, highly enjoyable board games experiences. Gremlin Project is a company of board gamers for board gamers. Gremlin Project is the designer of the Galaxy Defenders board game, a cooperative tactical Sci-Fi miniatures game. For more information, visit the website www.gremlinproject.com.

For further information and images:

Andrea Fanhoni (PR & Communication) - andrea.fanhoni@aresgames.eu