



Sword & Sorcery campaign on Kickstarter – Campaign Video, Pledge Levels and Rewards Unveiled!

The project will launch on October 15th, and a preview of the game will be presented at Essen Spiel 2015 game fair

October 6th, 2015 – The crowdfunding campaign to fund the new epic-fantasy cooperative board game **Sword and Sorcery** will launch on Kickstarter on October 15th, 2015, ending on November 12th, with an initial funding goal of \$ 75,000. There will be only two pledge levels, one for individuals and one for retailers. An early, playable preview of *Sword and Sorcery* will be presented this week at Spiel 2015, in



Essen, Germany, allowing potential backers to learn more about the game. A new teaser video presenting the game was also released today –click [here](#).

Pledge Levels and Rewards

The Kickstarter project will present the pledge level “**Legendary Hero**”, for individuals, and “**Emporium**”, for retailers. For individuals, a **Day 1 – Early Bird** will be available during the first 24 hours after the project launches, with a 10% discount on the normal pledge amount.

The “Legendary Hero” pledge is \$110 (\$99 for Early Birds), and its reward, the *Sword and Sorcery* KS Exclusive edition, includes the retail edition of the game, complemented by a wide range of unique Kickstarter contents and all Stretch Goals unlocked along the KS campaign. The “Emporium” pledge is \$440 and includes six copies of the Kickstarter Edition, including all unlocked stretch goals.

The retail edition of *Sword and Sorcery* will be stuffed with content, featuring 26 detailed 32mm miniatures, a rulebook, a storybook, 20 double-sided map tiles, 8 custom ten-sided dice, over 200 cards, and 100 tokens. The Kickstarter Edition will include extra content, designed to enhance the gaming experience and make the backers’ copy a special limited edition item, including an enlarged box with dedicated artwork, customized critical hits bag, card deck holder, deluxe hero sheets, and additional miniatures (the Standard Bearer/Warlord hero, the Undead Lord Master Enemy, and a troop of Rising Skeletons). The Kickstarter Edition will be further improved with additional items, depending on the stretch goals achieved as the project develops.



The shipment of the rewards will not have custom charges within the United States and European Union.

More About Sword & Sorcery

Sword and Sorcery is developed by Gremlin Project, by the same team who created *Galaxy Defenders*, to be published by Ares Games. Heroes with unique powers are called back from death to save the kingdom and break the spell that binds their souls. One to five players fight together against the forces of evil, controlled by the game system itself.

The game combines rich gameplay, unique A.I system, and excellent quality in physical components, to offer the best fantasy board game experience to all players, bringing the next evolution in team-based fantasy gaming.

Sword and Sorcery will feature ultra-detailed 32mm scale figures and modular boards, Solo Play, high character customization, sophisticated combat and magic system, and quests designed to be completed in about 90 minutes or less. An innovative A.I. system allow control and management of enemies by the players, giving them intelligent behavior and creating interesting battles every time, with no Game Master required.



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, players can regenerate the hero's soul; returning them to legendary status with multiple powers, magic and soul weapons, and powerful artifacts.

Each **hero** is represented by a miniature, a hero sheet, a soul gem, and a number of power and equipment cards. Each hero may have one of two different classes, representing parallel destinies of the character - the result of his or her choices in the past life. The hero sheet is two-sided, to show both options, and each class has unique hero cards to use.

Heroes in *Sword and Sorcery* never die, and players are never out of the game. The heroes were raised once to face the Darkness, and if they die again, their soul will survive in ethereal form, until it can be reincarnated again, weakened but still ready to fight Evil.



The **forces of Evil** are controlled by the A.I. system of the game. Each enemy has different fighting styles, multiple behaviors, weapons, and additional powers. Each enemy is described by a miniature, a tarot-sized Enemy scroll, and the Enemy card (to keep track of the defensive capabilities of the enemy, and the wounds on each figure).



Enemy activation is determined by Encounter cards, drawn after each hero turn. Activation can be based on the fighting styles of the monsters, their rank or other specific conditions, making each turn unique and unpredictable.

Sword & Sorcery will be launched on Kickstarter on October 15th, and is due to release in the second half of 2016. Players can already find a lot of information about the game: daily previews have been posted on its Facebook page since late July, presenting the characters and gameplay highlights.

To learn more about *Sword and Sorcery* and get ready for the crowdfunding campaign, visit the website – <http://www.sword-and-sorcery.com/> and follow the [Sword & Sorcery Board Game Facebook page](#).

Attendees of Spiel 2015, in Essen, are invited to see a playable demo of a prototype in the Ares Games' booth – Hall 3, E-100.

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.

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