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Ares Games to launch a new Kickstarter project to release the real time, cooperative card game **Dungeon Time**



June, 14h 2016 – Ares Games will launch a new Kickstarter project to fund the release of its new card game: **Dungeon Time**. The campaign will run from June 29th to July 15th – click [here](#) to watch the teaser trailer.

Dungeon Time is a real time, cooperative card game of exciting dungeon adventures and catastrophic failures, designed by the Italian author Carlo Rossi and illustrated by Denis Martynets. Players will enter a fantasy realm with only 5 minutes to find the equipment and achieve their missions – time is their worst enemy!

As the sand falls in the sand timer, players must race through the dungeon deck to achieve as many missions as they can, before the last grain of sand falls. Simultaneously, they draw, play, draw, frantically looking for all the items needed to complete their missions. The challenge is to get the items in play as fast as they can, then achieve a mission by playing it on the story deck at the right time, when their equipment are complete. When the time is over, players go through the deck, to find out if they fail or if they win... and level up to higher challenges if they do.

“Dungeon Time is a simple, intelligent, and fast-playing game,” said Roberto Di Meglio, Director of R&D of Ares Games. “This is our first Kickstarter campaign for one of our smaller games. We are very eager to involve our backers in supporting this little gem to reach the market, and we hope to reach to a larger audience than with our ‘heavier’ and more expensive games.”

Dungeon Time is the seventh Kickstarter project of Ares Games, following six highly successful campaigns since 2013. The rewards of the first five campaigns have already been delivered to backers, while the rewards of the last campaign, *Sword & Sorcery*, are scheduled to be delivered at the end of this year.

More information about the *Dungeon Time* Kickstarter project will be announced soon. Stay tuned!

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." Ares Games' catalog also includes Family Games and Euro Games. For further information, visit the website www.aresgames.eu and the Facebook page - <https://www.facebook.com/AresGames>.

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