



Sword & Sorcery back to Kickstarter before the end of the year

Ares Games and Gremlin Project to launch "Ancient Chronicles", a completely new cycle for the epic-fantasy cooperative dungeon-crawler board game

August 1st, 2018 - New heroes and new monsters are coming to the world of **Sword & Sorcery**. A new Kickstarter campaign for the acclaimed cooperative dungeon-crawler will be launched in Q4/2018 to fund "Ancient Chronicles", a completely new cycle which will allow players to enter the world of *Sword & Sorcery* again, many, many years before the events narrated in the [Immortal Souls campaign](#).

Ancient Chronicles will have the same basic "two acts" structure than the previous campaign: players will have a new starting point, but everything will be fully compatible in terms of gameplay, so they can crossover heroes and monsters from one campaign to another one. Gameplay will remain familiar, but the new cycle will also introduce many interesting new elements to the setting, the narrative and the mechanics, without making the game more complex.

In *Sword & Sorcery* game, up to five players control heroes with unique powers, fighting together against the forces of evil - controlled by the game system itself - to save the kingdom and break the spell that binds their souls. The heroes are 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 battles, the heroes' souls regenerate, restoring their legendary status with multiple powers, magic and soul weapons, and powerful artifacts.

The game was funded on Kickstarter in November 2015 with over \$500,000 pledged, supported by 3745 backers. Designed by Gremlin Project studio and published and distributed by Ares Games, *Sword & Sorcery* released in July 2017, after the complete fulfillment of the Kickstarter backers, and several expansions have been released since then.

More information about the new project "Ancient Chronicles" will be unveiled soon. In the meantime, Ares Games and Gremlin Project will post sneak previews on [Sword & Sorcery](#) and [Ares Games](#) Facebook pages and on www.aresgames.eu.

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, of "Wings of Glory" range of airplane combat games and miniatures, recreating aerial warfare in WW1 and WW2, and more recently, of the award-winning tactical ship-to-ship miniature game "Sails of Glory," and the cooperative tactical miniatures game "Galaxy Defenders" and "Sword and Sorcery." 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>.

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, and "Sword & Sorcery", an epic-fantasy cooperative game. For more information, visit the website www.gremlinproject.com.

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