



## Ancient Chronicles: new Sword & Sorcery crowdfunding campaign to launch on November 5th

*Ares Games and Gremlin Project launch a completely new cycle for the epic-fantasy cooperative dungeon-crawler board game on Kickstarter. Watch the teaser video!*

October 2<sup>nd</sup>, 2018 – Ares Games and Gremlin Project unveil the dates of the Kickstarter campaign to fund a completely new cycle of the **Sword & Sorcery** game: “**Ancient Chronicles**” will launch on November 5<sup>th</sup>, ending on November 21<sup>th</sup>.

“Ancient Chronicles” will be a new starting point to the acclaimed cooperative dungeon-crawler, suitable both for newcomers and for players who are already playing the [Immortal Souls campaign](#), allowing them to enter the world of *Sword & Sorcery* again, in a campaign set in the distant past of the events narrated in the previous campaign.

“Ancient Chronicles” will be fully compatible with “Immortal Souls” in terms of gameplay, allowing to crossover heroes and monsters from one campaign to another. Gameplay will remain familiar, but the new cycle will also introduce many interesting new elements to the setting, expanding both the narrative engine and the mechanics, without making the game more complex.

[The teaser video is now online on Ares Games' Youtube channel.](#)



### Sword & Sorcery game

In *Sword & Sorcery*, 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 and released worldwide in July 2017. Several expansions have been released, including campaign sets, hero packs, and accessories. *Sword & Sorcery* is now available in English, Italian, Spanish, Portuguese, German and Russian and new translations are scheduled in 2019, including Polish and Chinese.

For more information about the game, visit its website – [www.sword-and-sorcery.com](http://www.sword-and-sorcery.com) and the game's section at [www.aresgames.eu](http://www.aresgames.eu). To learn more about the new project “Ancient Chronicles”, follow the [Sword & Sorcery](#) page on Facebook and our website.

### About Ares Games

Ares Games is a board game publisher with offices in USA and Italy, 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 the "Wings of Glory" range of airplane combat games and miniatures, and of the award-winning tactical ship-to-ship miniature game "Sails of Glory". Ares Games' catalog of miniature



wargames is now expanding with the “Battlestar Galactica – Starship Battles” game. Ares Games is also the publisher of the cooperative tactical dungeon crawler “Sword and Sorcery” and its catalog also includes family games and euro games. For further information, visit the website [www.aresgames.eu](http://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](http://www.gremlinproject.com).

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