

Twelve Heroes

Presskit



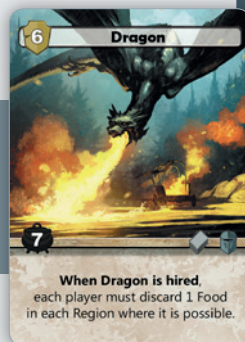
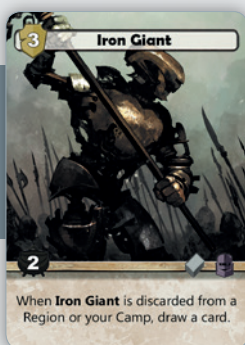
Launch: Essen SPIEL 2017

In **Twelve Heroes**, you command an army of 12 Heroes in a medieval-fantastic universe. Your aim: **conquering territories** before the opposing army does !



Before the game, you build your 12 cards Hero deck or directly use a pre-built one. During the game, **you recruit Heroes** from your deck and **send them into regions** for the purpose of controlling them. But **everything in this war revolves around food management**, and you should try to **take the best out of your Heroes' abilities**.

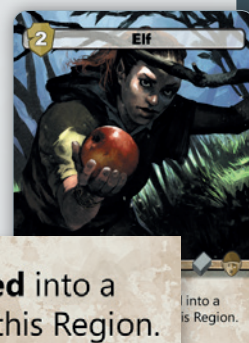
Every Hero has a cost in food to be recruited from your hand. **Some are expensive** to recruit but come with **stronger abilities and a higher strength value** for controlling a Region and claiming the Territory tiles that you need in order to win the game. **It is up to you to build the best plan and take the best decisions** regarding how to spend your food and actions more efficiently than your opponent on the long run.



But every war effort costs you food and every Hero fighting for you in any of the Regions has to be fed. You have to deal with tricky logistic issues to ensure that the food that your Heroes need to stay alive each turn are present in the Region(s) where they are currently fighting.



Luckily enough, each Hero that you can find in the game comes with its own special abilities to help you in this or destabilize your opponent's plans.



When Elf is deployed into a Region, earn 2 Food in this Region.

A surprisingly deep minimalist 2 Player game

Twelve Heroes is an **easy to learn game**, coming with quite **few rules**. Each game turn is straightforward, with a narrow amount of available actions. But it is fascinating to see **how so few food management rules can bring so many interesting choices** and tactical complexity to the game.

Each turn, you can perform **3 actions out of 4 possible**, with the possibility of choosing several times the same action. These actions are **as simple as...**

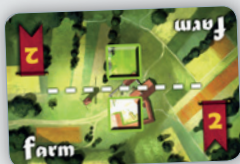
... putting a Hero from your hand into play in your Camp,



... sending Heroes into Regions for the purpose of controlling them,



... moving a Hero from a Region to another,



... or taking an extra Food.



But your timing, how you will manage your efforts and priorities, how much food you will plan to bring into a given Region, how you will choose to react or not to an Opponent's move... **are all key to success or failure** in this long term attrition war. You will quickly realize that **it is actually less a game of direct confrontation than a subtle economical management race**, hidden under a warrior theme.

A slightly enhanced version



Twelve Heroes is a game designed by **Masato Uesugi** and **Takashi Sakaue**, that was originally published in Japan by Product Arts in 2016.

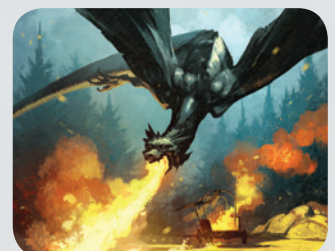
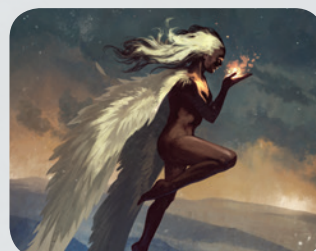
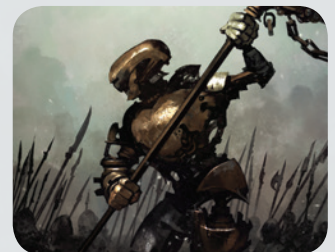
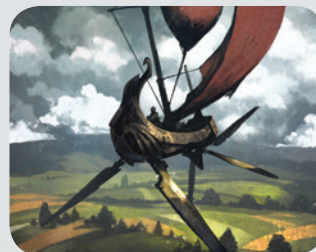


Clement and Sebastien from Catch Up Games got quickly convinced by **how fascinating the food management system was** and **how rich of an experience** the game was able to bring to the table with so few and clean rules. That is why they proposed to Product Arts to publish it outside of Japan, initially in french.



Both the designers and Catch Up Games profited from this opportunity **to bring additional content to the game**. By including enough cards to be able to propose **a pre-built factions mode**, making it easier to discover the game and its possibilities right out of the box. By adding **a very fun drafting mode** to the already existing free-build tournament mode. By proposing **a Popularity advanced rule** that ultimately provides the best possible experience with this game. As Takashi and Masato were both happy with the collaboration, **they finally entrusted Catch Up Games** to publish this version worldwide outside Japan.

This version comes with **some components changes** and rework on graphical layout, icons, but **it keeps the epic and mature art of talented and experienced Tomasz Jedruszek**, who had already been working on many boardgames projects before that.



Technical informations

Twelve Heroes is a game published by **Catch Up Games** and handled by **Blackrock** regarding all worldwide distribution partnerships matters. French version was released on **the 18th of March 2017 in french**, where it met enough love to already be going for a reprint. **A first small print run of the English version** will be released at **Essen SPIEL 2017, on the 26th of October**.



51 Hero cards
6 Territory tiles
2 Player aid cards
14 Control cubes
22 Food tokens
3 Popularity tokens
1 Rulebook

Number of players: 2

Age: 12+

Game length: 30 minutes

Category: Card game

Theme: Medieval-Fantastic

Box size: 160 x 160 x 45

Distribution: Blackrock

International release: 26th of October 2017

French MSRP: 18€

Twelve Heroes by Catch Up Games



Catch Up Games is a publishing house based in Lyon (France). It was created in **2014** by Clement Milker and Sebastien Kihm. Both had been long time boardgames lovers, driven by the common desire to publish games featuring **good quality components** and **original mechanisms**. They love to build close

cooperation with the game designers, to work together towards **proposing games with a strong personality**. They do not hesitate to collaborate with yet unknown or not well known game designers or artists.

Twelve Heroes is Catch Up Games' fourth game, following **Sapiens** (2015), **SOL** (2016), and **Freak Shop** (2016). Their fifth game **Paper Tales** will also be released in english at Essen SPIEL 2017.