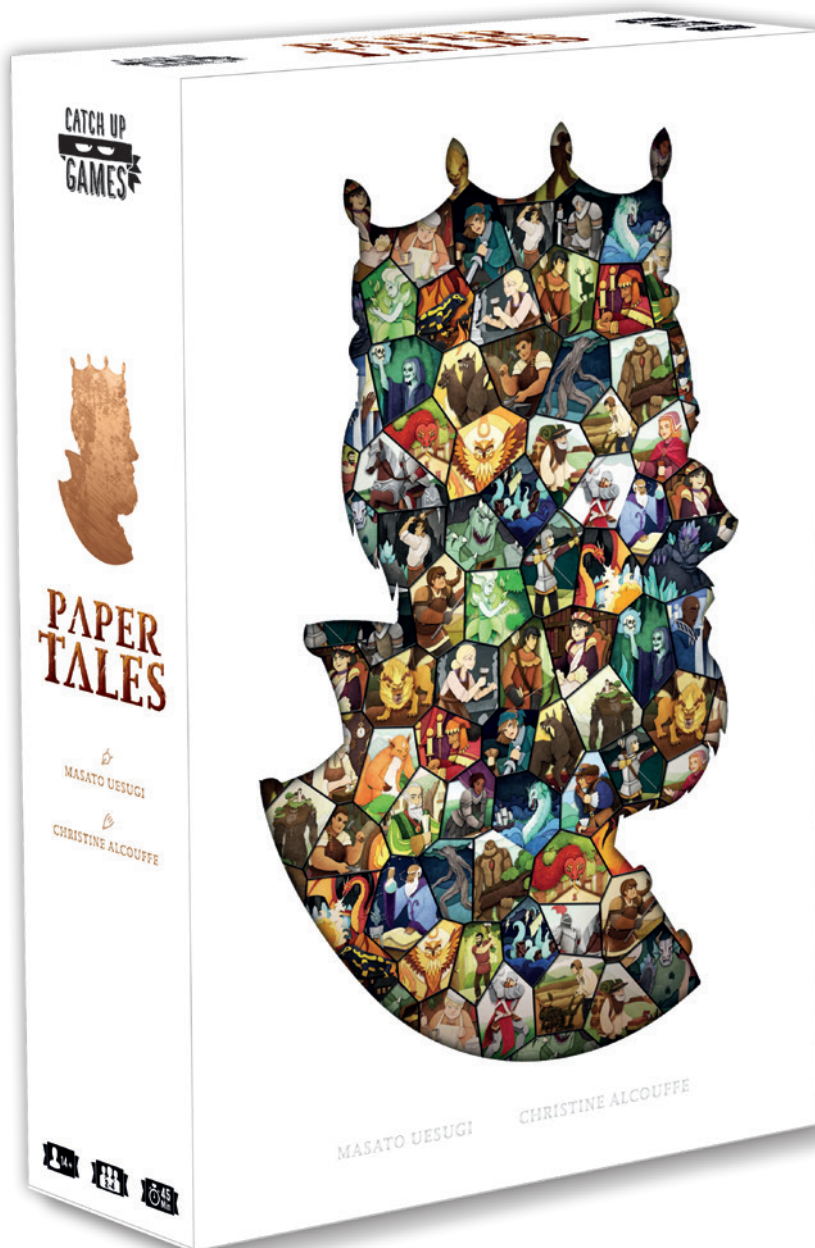


PAPER TALES

Press Kit



Launch: Essen Spiel 2017

In **Paper Tales**, you play the role of a mighty Kingdom ruler in a medieval-fantastic universe. And you are driven by one ambition... **Have the Legend of your Kingdom enter History !**

During the game, you draft and deploy Unit cards that define your Kingdom. **You should select them** for their specific abilities, regarding both your goals and resources.



Some of them are particularly skilled at waging war against your neighbours. Others produce the resources that you need for constructing powerful buildings. **All bring their own abilities to help you earn Legend Points** in one way or another. **It is up to you to build the best combinations** out of the different powers brought by the Unit cards. And All that depends on your strategy... and on your finances.



However, **Units are threatened by the passing of time and end up dying of old age.**

You have to anticipate their vanishing and to replace them cleverly, either to pursue your strategy or to opt for new orientation and development options.

Luckily enough, the Buildings that you construct in your Kingdom can withstand the test of time. **Used in synergy with your Unit cards**, these Buildings are able to support your strategy in the long run.



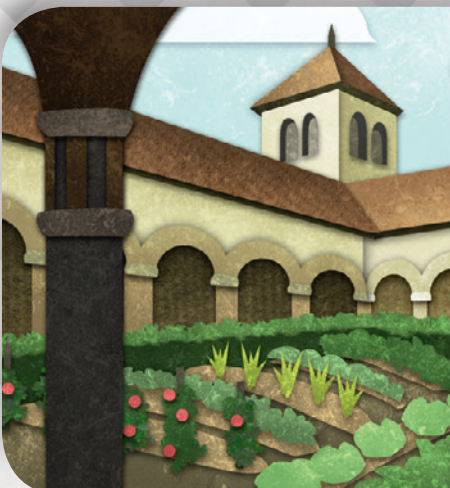
A short game, with tough choices

Paper Tales is a **fast paced** and **dynamic** game. With only four game turns, a game plays in **half an hour**. Each turn, players perform their actions **simultaneously**. The games system guarantees a **short game length with no downtime**, whatever the number of players (2 to 5). But you will constantly have to face **crucial dilemmas**.



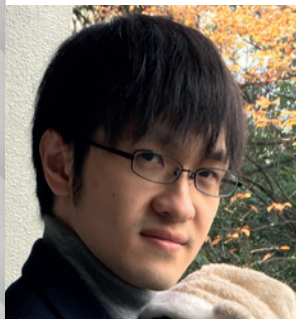
Each turn, you are drafting 5 new Unit cards, that you are then free to play or discard. However, **your Kingdom can only feature 4 Units at a given point of time**. This forces you to **choose between keeping the Units that you already have in play or replace some** by the ones that you just drafted. Unless you use some drafting opportunities to grab the cards that are most useful to your opponents.

Your Units can live for two turns, before having to be discarded. Even **the most powerful combinations will not last forever** and you always have to recruit your Units wisely to renew your strategy. **Throughout the game you are constantly forced to adapt** to the context and to the Units that are currently available to you. Sometimes it will more profitable to discard a Unit already in play before it would have to die in order to jump earlier into a new more rewarding strategy.



Buildings do not suffer from aging and play an important role in the path that you will choose during a game. They each provide **two development levels**, unlocking **abilities able to clearly orient and support your strategy**. However, you can only construct one Building each turn at most, and each new one gets more and more expansive. Having several Buildings increases your possibilities, but **concentrating on one or two can sometimes allow to get the best benefits out of them**.

A new enhanced version



Paper Tales is a **brand new edition of Vorpals**, a game designed by **Masato Uesugi** and initially self-published in 2011 in Japan only. It has since encountered a nice success there, with **more than 5000 copies sold**. Great figures in a country where boardgames have remained quite confidential this far. It also ranked **2nd of 2012 Japan Boardgame Prize**.

Clement and Sebastien from Catch Up Games got interested in Vorpals while they were working on the french version of another of Masato's games (**Twelve Heroes**). They were instantly hooked by **its simple rules, cornelian choices, solid replayability and finely tuned balance**.

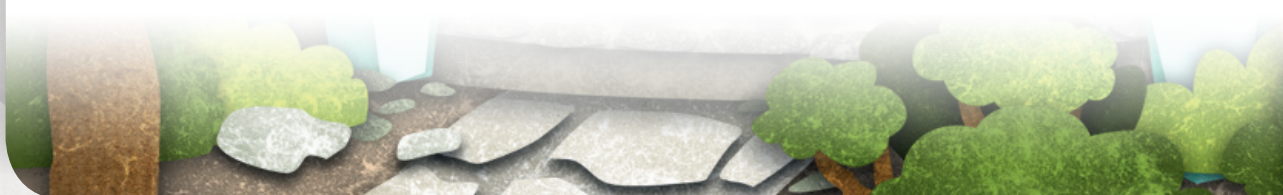
So, they proposed Masato to work together on a new international edition.



Gameplay and balance had already been validated by the six years of growing popularity in Japan that stand between the two versions of the game. That is why, **thousands of plays later, Paper Tales re-implements Vorpals' gameplay almost exactly as it was**. This new edition however brings some new features. Iconography was re-designed, so that **even the first plays can feel light and straightforward**. New Unit cards, that had been released later through time in Japan have directly been integrated to the base game, **offering an enriched version** right away.



Illustrations were completely reworked for this version. They were entrusted to talented **Christine Alcouffe**, who took there her first steps into the Boardgame scene as an artist. Christine has been a boardgames lover for years, and Clement and Sebastien proposed her this collaboration after she played Vorpals with them. She brought her personal touch on the game's background, through **an original esthetic inclination** that quickly convinced Catch Up Games that they had made a good choice.



Technical informations

Paper Tales is a game published by **Catch Up Games** and handled by **Blackrock** regarding all worldwide distribution partnerships matters. French version will be released on the 29th of September 2017. A first small print run of the English version will be released at Essen SPIEL 2017, on the 26th of October.



- 81** Unit cards
- 25** Building cards
- 5** Player aid cards
- 40** Gold tokens
- 30** Age tokens
- 1** Scoretrack
- 5** wooden Score tokens
- 1** wooden Time token
- 1** Rulebook

Number of players: 2 to 5

Age: 12+

Game length: 30 minutes

Category: Card game

Theme: Medieval-Fantastic

Box size: 275 x 190 x 65 mm

Distribution: Blackrock

International release: 26th of October 2017

French MSRP: 29,90 €

Paper Tales 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.

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