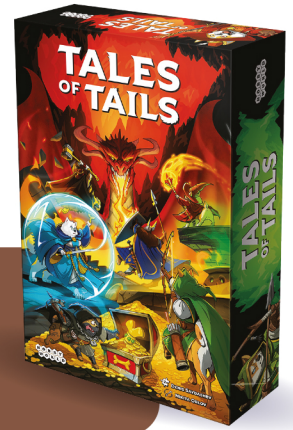




TALES OF TAILS

Game Design: Denis Saydashev

Artwork: uildrim, Ekaterina Zharova, Kristina Soozar



GAME OVERVIEW

Tales of Tails is an escape competition in which you will build ways out of the dungeon. The goal of each player is to build an efficient path for themselves to escape the dungeon and do so while activating Room card effects before other players do.

GAMEPLAY

The game lasts 3 rounds. During a round, as soon as a player escapes the dungeon, a countdown to the end of the round starts, and other players have to either manage to escape the dungeon too, or stay there.

On your turn you can take 1 of 3 actions:

● EXPLORE THE DUNGEON

Take the top card from the Room deck, look at it and add it to the dungeon so that at least one exit would match the exit on an already placed card.

● ESCAPE THE DUNGEON

Choose a way out of the dungeon from the starting card to an exit leading out. Activate cards on your way one by one:

- fight monsters using your attack/defense abilities;
- collect trophies, coins and treasure chests;
- disarm traps and use other cards' effects.

You can leave Paw tokens on the cards you want to collect - they will become your trophy abilities or will score you VPs.



● TAKE A NAP

If there are no suitable ways out for you, you can stay in the dungeon and take an additional Paw token. You are not participating in the round anymore.

SCORING

At the end of the game, players will score VPs for each coin they have on the cards they've collected. They will also score VPs for personal and common quests. Some cards will make them loose points.

KEY SELLING POINTS

- ▶ A level up system – each round makes you stronger
- ▶ Great replayability: unique dungeons in each round
- ▶ A Dungeons & Dragons feel of the game

PRACTICAL INFO

CONTENTS

108 cards, 6 doggo player boards, 46 tokens, Game Rules

MOQ: 1000

MSRP: \$20

RELEASE: available

BOX

Size: 235x157x47 mm

RIGHTS except

