

Kickstarter « Coming Soon » page link: <https://www.kickstarter.com/projects/scorpionmasque/dead-cells-the-rogue-lite-board-game>

Scorpion Masqué blogpost link: <https://www.scorpionmasque.com/blog/dead-cells-rogue-lite-board-game-coming-kickstarter-spring>



Cover art is not final

Press Release – for immediate release

SCORPION MASQUÉ IS ANNOUNCING THE BOARD GAME ADAPTATION OF ONE OF THE BEST ACTION VIDEO GAMES: *DEAD CELLS*

Montréal, Québec, February 9th, 2023

Renowned Quebec board game studio **Scorpion Masqué**, publishers of *Decrypto*, and *Turing Machine*, and creators of *Zombie Kidz Evolution*, the benchmark for the 'evolving' style of cooperative family games, is proud to announce the upcoming launch of their [first Kickstarter](#), *Dead Cells: The Rogue-Lite Board Game*, a game by Antoine Bauza, Corentin Lebrat, Ludovic Maublanc, and Théo Rivière (aka Kaedama).

This board game was developed in close collaboration with the Motion Twin and Evil Empire studios, creators of the video game, now a cult classic.

The *Dead Cells* board game is a dungeon-crawler that offers a cooperative rogue-lite experience inspired by the Metroidvania genre, playable with 1-4 players, and with a gameplay of around 45 minutes.

Dead Cells: The Rogue-Lite Board Game promises to offer an experience faithful to the video game. Players will explore



the constantly-evolving island of *Dead Cells*, and will have to carefully choose the right path through the biomes, teeming with enemies contaminated by the Malaise... A lovely place for a holiday. As in the video game, after every death players will lose all their equipment and gold, but will be able to spend the Cells they collected to buy permanent mutations in order to come back to life stronger and stronger every time. Explore. Kill. Die. Mutate. Repeat.

The Motion Twin team and Bérénger Dupré, Brand Manager at Evil Empire let us in on a secret: *"Ever since its release, we've received a ton of offers for board game adaptations of Dead Cells, and to be honest, we doubted that conveying the feeling of a solo video game through the board game medium was relevant, or even possible. We didn't want to do it just because it would be cool to see our indy game end up represented in a pile of derivative products. But when Scorpion Masqué and Kaedama approached us with their prototype, we were amazed to see, 1. That they were real fans of Dead Cells, 2. That they had really captured the spirit of the game and succeeded in conveying the energy and speed of Dead Cells in a board game, and 3. That the game was super fun! We gave them carte blanche to make the game with our total confidence, and we have no regrets!"*

Scorpion Masqué is even more proud of this *Dead Cells* adaptation, because the video game holds a special place in the hearts of their team.

Manuel Sanchez, Head of Studio at Scorpion Masqué shares, *"Dead Cells: The Rogue-Lite Board Game is a project that I have a very personal connection with. As a matter of fact, I've been obsessed with the idea of doing a board game adaptation of rogue-Lite and Metroidvania video game concepts since 2016. When I played Dead Cells years later, it was a revelation to me: everything I'd been looking for was there, in a crazy and hilarious universe. No Scorpion Masqué project has ever been as crazy as this. A platform like Kickstarter allows us to offer this game the way we imagined it. So it is with high hopes that we press the button this spring to offer you the fruit of 7 years of rumination and collaboration. 2023 is the most exciting year in the history of Dead Cells, and we are proud of our contribution to making it a reality!"*

The Quebec publisher is joined by a group of decorated, veteran designers —Antoine Bauza (*7 Wonders*), Corentin Lebrat (*Draftosaurus*), Ludovic Maublanc (*Cyclades*), and Théo Rivière (*The Loop*), under the name Kaedama— who bring their vast experience to bear on the design of the first official *Dead Cells* board game.

The **Kaedama Team** adds, *"The entire Kaedama team is thrilled to be able to collaborate with Scorpion Masqué, Motion Twin, and Evil Empire on this project. We are all big fans of Dead Cells and have spent (too) many hours playing the game! Working on this adaptation is both a great pleasure and an honor. Being able to adapt a video game that we love is a real childhood dream come true."*

To ensure the success of this campaign from a logistical standpoint, Scorpion Masqué has also associated themselves with experienced French publisher La Boite de Jeu (*It's a Wonderful World...*), well known for their masterfully-run Kickstarter campaigns.

Dead Cells: The Rogue-Lite Board Game is a game by Antoine Bauza, Corentin Lebrat, Ludovic Maublanc, Théo Rivière and published by Scorpion Masqué. It is illustrated by Naijade, Laure de Châteaubourg, Robin Lagofun, and Paul Vérité. Explore. Kill. Die. Mutate. Repeat.

Launching on Kickstarter in Spring 2023, *Dead Cells: The Rogue-Lite Board Game* can be played solo, or with up to four players, 14 years and up, and has a gameplay of around 45 minutes per game. Visit the [Kickstarter page](#) now and click on 'Notify Me On Launch' to be there on Day 1 of the campaign!

***Dead Cells: The Rogue-Lite Board Game* will be demoed exclusively at the Scorpion Masqué stand at the Cannes International Game Festival, from February 24th to 26th, 2023.**



ABOUT THE DESIGNERS

Kaedama was founded in 2018 by a group of 4 experienced game designers specializing in the board game industry. After many individual and collaborative achievements in the board gaming milieu – more than 10 million total games sold - they decided to band together and offer their services to game publishers, in addition to companies wishing to use board games in their corporate strategies.

ABOUT SCORPION MASQUÉ

Scorpion Masqué is a leading Montreal-based tabletop game publisher, and part of the Hachette Group. Since 2006, their passion has been to make quality games for children, adults, and the whole family, with the goal of creating memorable moments for everyone. With more than 40 published games, Scorpion Masqué is a recognizable and renowned brand on the international scene. They have a presence in more than 45 countries and have sold over 2.5 million games since their founding. Some Scorpion Masqué successes include multi award-winning titles such as *Zombie Kidz Evolution*, *Decrypto*, and *Turing Machine*. Learn more at www.scorpionmasque.com

ABOUT DEAD CELLS

Dead Cells is a rogue-lite, metroidvania-inspired, action-platformer. You'll explore a sprawling, ever-changing castle... assuming you're able to fight your way past its keepers in 2D souls-lite combat. No checkpoints. Kill. Die. Learn. Repeat. ***Dead Cells* won for 'Best Action Game' at The Game Awards 2018.** Steam reviews are overwhelmingly positive, with a 97% rating.

ABOUT MOTION TWIN

Motion Twin is an independent game development studio based in France since its founding in 2001, and is the creator of the hit roguelike action game *Dead Cells*, available for PC, Xbox One, PlayStation 4, and Nintendo Switch platforms. Motion Twin is a cooperative worker, and is passionate about creating new game experiences. Learn more at <https://motion-twin.com/en/>.

ABOUT EVIL EMPIRE

Evil Empire is the evil spawn of a bunch of ex-Motion Twiners. Formed in 2018 in close proximity and partnership with Motion Twin, Evil Empire is focused on producing new original content, both for *Dead Cells* and new IP.

ABOUT LA BOITE DE JEU

La Boite de Jeu is a French board game publisher founded in 2013. After publishing 20 games and selling thousands of copies around the world, they joined the Hachette group in February 2022. With crowdfunding campaigns as their main expertise, they have shown that they know how to deliver high quality games while respecting their deadlines.

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