



Surprised Stare Games announces the launch of *The Ming Voyages*, and *The March of Progress*

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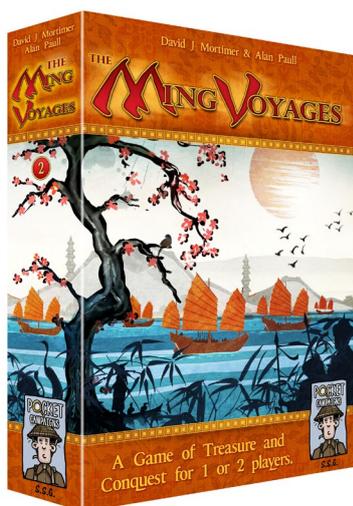


Surprised Stare Games, Frosted Games and 2Tomatoes Games are proud to announce the launch of 2 new games in our *Pocket Campaigns* series: *The Ming Voyages*, and *The March of Progress*. Our first *Pocket Campaigns* game was *The Cousins' War*, published initially in 2017 and then in a second edition in 2018.

The games will be available separately and as a joint purchase through a Kickstarter campaign to be launched on **24 February 2020**. Both games will be published in separate versions in English, French, German and Spanish. Recommended retail price will be around €20 with a discounted Kickstarter price, and a discount for joint purchase in the Kickstarter.

THE MING VOYAGES

Designers: David J Mortimer and Alan Paull



"It was a great pleasure working on this follow up to *The Cousins' War* with Alan whose experience from having designed *Confucius* was a great help in the design process," said co-designer David J Mortimer. "Whilst this has a similar feel to *The Cousins' War* this is a much slicker and asymmetrical game. And it has a strong solo version to boot!"

Components: Game board, 54 cards, 30 cubes, 5 discs, 7 junks, 6 6-sided dice

Aim of the Game: One player is the Ming Emperor trying to complete 7 Treasure Voyages as well as protecting the Chinese Borderlands from invading barbarians. The other player controls 3 disparate barbarian factions who are trying to settle on the Borderlands with China.

Game Mechanisms: *The Ming Voyages* is an asymmetric 2-player game and it also has a strong solo mode. It uses multi-function cards (as in *The Cousins' War*) to provide actions for players to reinforce their armies, attack the enemy and for the Emperor to complete voyages. Play of a card may provide an out-of-turn action for the opponent, so players must be careful of timing. Only the Emperor draws new cards. Players swap hands at the end of each turn, so the Emperor always knows what the Barbarian Overlord holds, and each player tries to exploit the out-of-turn actions. Battles can occur in the Borderlands. Here, players use their 3 dice to roll for triples, doubles and singles that are better than their opponent's rolls. Reserved cards can be used for re-rolls.

	1-2
	30
	12+

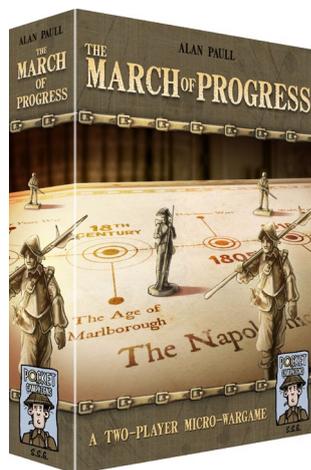
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THE MARCH OF PROGRESS

Designer: Alan Paull

“The idea for the game came to me when I was reading Clausewitz’s *On War*,” said designer Alan Paull. “Back in 2016, I thought ‘what about a microgame that would attempt to show abstract strategy, and that might also introduce variants to show the limitations of more realistic warfare, such as 18th century ‘limited’ war, Napoleonic wars, even WW1 and WW2?’ *The March of Progress* was the result.”



The March of Progress has an introductory scenario to set out the core rules, and a further 4 historical scenarios that change the set-up and tweak the rules to give a flavour of strategy in different time periods. The scenarios create a varied and challenging 2-player game.

Components: 50 cards, 18 cubes, 6 army meeples, 6 6-sided dice, rules and scenarios

Aim of the game: Players compete to control countries through the play of Action cards, in order to generate VPs during scoring. The winner is the player with most VPs at the end of the game.

	2
	30
	12+

Game mechanisms: Players use a limited hand of 8 Action cards, ranging from Move to Attack to Recruit. Each player simultaneously chooses 1 card to play each turn, then reveals and carries out the Action. Cards stay discarded until the Score card is played; then, the player regains all played cards.

About Surprised Stare Games Ltd

SSG is a small UK independent game design and publishing company, run by Tony Boydell and Alan Paull. We design and publish games that people want to play again and again; games that are colourful and rich in theme and detail; games that are innovative and, most importantly, fun!

SSG is in its 20th Anniversary year. We design and publish board and card games, as well as wargames. Our major board games are *Snowdonia*, *Confucius*, *Ivor The Engine*, and *Guilds of London*; our card games have included *Bloody Legacy* and the award-winning *Fzzzt!* The *Pocket Campaigns* series started a couple of years ago with *The Cousins’ War* by David J Mortimer.

Pocket Campaigns games: All the games in the *Pocket Campaigns* series have relatively few components, typically cards, wooden pieces, perhaps a board, and a rulebook. The games are designed to take about 30 to 45 minutes to play. They are within the hobby games market, not family games, and they have significant depth of strategy and/or tactics for such a small package.



Frosted Games, frostedgames.de

2Tomatoes Games, 2tomatoesgames.com

Surprised Stare Games Ltd, surprisedstaregames.co.uk