



Tales of Glory: Become a Legend!

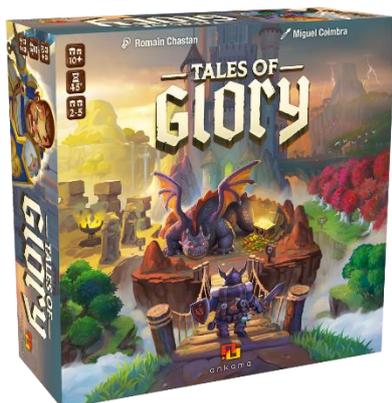
With its new **board game**, Ankama promises you an exceptional destiny! But watch out: You'll need to know how to play the **cards** in your reach and make the right **decisions** at the right **time**.

Roubaix, November 8: **Drafting, tile placement and resource management** are the three foundations of this game set in a **heroic fantasy** universe that will thrust you straight (back) into the delights of choose your own adventure books. Indeed, each player must lead their own **hero** with unique characteristics to **glory** at the end of **10 game rounds** – ten rounds, or as many **years** in the hero's life full of **encounters** (ally or monster?), **exploration** of more or less hospitable places, **combats** against pitiless monsters, and **treasures** to collect.



While every new adventure helps develop **magic** or **fighting** skills, it also comes at a **cost!** **Resource management**, combined with clever tile placement on the field, is a crucial element in the race for **glory** that, at the end of the road, will designate the winner.

Leaving little room for luck, **Tales of Glory** has **infinite combinations** and a **variety of strategies** that constantly renew its interest. Its **graphic** style and **chromatic** palette give it its own unique identity while fitting perfectly into the aesthetic of **Ankama Boardgames's** creations.



2 to 5 players. 45 min. 10 years.



About the Ankama Group

Ankama is an independent company that creates, publishes and distributes works of entertainment worldwide. From video games to board games, from animations to mangas, it controls the production chain of its creations from A to Z. Known for its MMORPGs and the animated series *DOFUS* and *WAKFU*, part of a vast universe called the Krosmoz, it released its first full-length feature film in 2016, *DOFUS – Book I: Julith*. Its many other creations include: the *Krosmaster Arena* board game and figurines; the mobile video games *Tactile Wars*, *King Tongue*, *DOFUS Pogo*, *Nindash*, *WAKFU: The Brotherhood* for smartphones and tablets; and manga and graphic novels such as *Mutafukaz*, *Shangri-La*, *City Hall*, *Radiant*, and *Freaks' Squeele*. Indeed, since 2004, the Ankama teams have been applying the principles of transmedia and creating universes that they develop through multiple stories in multiple media, thereby offering their communities of players, readers and spectators a full and immersive narrative experience across all popular platforms. At Ankama, every story is unique, but they are all interconnected. To get an idea of what's going on at Ankama, take a look at: *DOFUS Touch*, the tablet and smartphone version of *DOFUS*, released in late 2016; *Krosmaga*, the collectible card game combining combat and strategy; season 3 of the animated series *WAKFU*, aired on France 4 and Netflix France in 2017 (and worldwide from April 2018); and the movie *MUTAFUKAZ* with Orelsan, Gringe, and Redouane Harjane, released on the big screens in France on May 23, 2018. <http://www.ankama.com/>

