

Kickstarter campaign URL: <https://www.kickstarter.com/projects/scorpionmasque/dead-cells-the-rogue-lite-board-game>

Dead Cells : The Rogue-Lite Board Game Official Trailer: <https://youtu.be/rfl-gb3M520>

Dead Cells: Exclusive 1/8 Scale Collectible Figure by PureArts – Trailer: <https://youtu.be/Tz0lqOLkeFA>

Kickstarter Campaign Creatives (x4): [link here](#)

Scorpion Masqué x La Boite de jeu partnership blogpost: <https://www.scorpionmasque.com/en/blog/scorpion-masqu%C3%A9-x-la-boite-de-jeu-dead-cells-kickstarter>



Collectible figurine included in the Dead Cells Kickstarter Campaign 'Collector' Pledge

Press Release – For Immediate Publication

DEAD CELLS: THE ROGUE-LITE BOARD GAME KICKSTARTER IS LIVE!

- **The Dead Cells Development Team:** "We can tell that the designers had played Dead Cells and that they weren't interested in simply doing a carbon copy [...] The result did not disappoint!"
- **VeeDotMe, Roguelike addict & Dead Cells content creator:** "I have thousands of hours in Dead Cells so I can say this is a fantastic adaption of the game. [...] Playing the board game and pointing out all the items and monsters' details from the game is the kind of fun I didn't know I needed"

Montreal, Quebec, May 16, 2023

Scorpion Masqué's [Dead Cells : The Rogue-Lite Board Game Kickstarter Campaign](#) is finally available!

After months of eager anticipation and more than 18 600 subscribers, the whole Scorpion Masqué team is proud to present **Dead Cells: The Rogue-Lite Board Game**, a cooperative board gaming experience inspired by the Metroidvania genre and based on the globally successful video game. This adaptation is the fruit of many years of work and a shared passion for *Dead Cells*.



Manuel Sanchez, Head of Studio at Scorpion Masqué shares, "We wanted to offer a real adaptation of the original game, not a simple copy/paste job! Capturing the essence of that which is Dead Cells and transporting it into a real board game had its very specific challenges. On top of that, because the original game is done in pixel art, we decided to adopt a more board game-specific artistic direction. Characters, weapons, biomes... All were reimagined while still respecting the Dead Cells universe, and with the help and support of the original development team. This adaptation is a real fan project: I myself have more than 100 hours played to my name, and the rare members of the team who hadn't yet played the game were forced to spend countless lunch breaks killing zombies, dying, and restarting!"

The Motion Twin team and Arthur Décamp, Dead Cells Game Director adds: "We can tell that the designers had played Dead Cells and that they weren't interested in simply doing a carbon copy. They had thought deeply about how to best adapt Dead Cells into board game format. The overarching principles of the game have been preserved (the energy, the visceral nature of combats, the build options) without altering the experience expected for a modern board game. The result is a faithful, yet autonomous, adaptation that uses its reference point as a strong point and not as a constraint. We put our trust in the Scorpion Masqué team for editing and for the game's artistic direction, leaving them free for open interpretation, and the result did not disappoint us! We can easily recognize the game and its elements even without the images being copy-pasted straight from the video game. Our gamble paid off!"

The Kickstarter campaign offers **2 Pledges**:

- The **Base Pledge**, called the '**Beheaded**' Pledge, available for **65 USD, 89 CAD**
- The **Collector's Pledge** (including Kickstarter campaign-exclusive content), called the '**Collector**' Pledge, available for **85 USD, 115 CAD**

But the Quebec-based publisher didn't stop there! Scorpion Masqué partnered up with PureArts, one of the leading creators of collectible figurines, to manufacture a Kickstarter-exclusive **Limited-Edition 'Poisoned Beheaded' Collectible Figure**, offered as an add-on. It is a completely hand-painted collector's piece standing at 20 cm (8 inches), representing a character from the board game as conceived by illustrator Naïade, after the Beheaded character from the *Dead Cells* video game developed by Motion Twin. The figure is 3D sculpted by digital sculptor Thomas Choux.

Arnaud Perez, Managing Director of the Montreal PureArts Studio adds: "When Scorpion Masqué teased us with the information that they were putting together a board game version of Dead Cells, and that they wanted to create an exclusive statue for their Kickstarter campaign, there was no doubt in our minds that PureArts would do whatever we could to rise to the challenge and make this project a reality. The deadline to create the physical prototype before the launch was very tight. But the Scorpion Masqué, Motion Twin, and PureArts teams, along with our office in China, were able to pull off a miracle. The figurine is magnificent, and the color palette is simply incredible! The Dead Cells Kickstarter participants will be extremely satisfied! This is a statue that will hold a privileged place on my desk for a long time!"

Last, but not least, to ensure the success of this campaign, [Scorpion Masqué also partnered with experienced French publisher La Boite de Jeu](#) (It's a Wonderful World...), well known for their masterfully-run Kickstarter campaigns.

Benoît Banner, Head of Studio at La Boite de Jeu shares: "For many years La Boite de Jeu has run its Kickstarter campaigns with the objective of delivering the best possible games on time and without unpleasant surprises for backers. We are offering this dedication to good campaign management to renowned publisher Scorpion Masqué. We know how to run campaigns so that the games arrive on time and without issues, and they know how to make excellent games, so it seems to us the perfect marriage to make Dead Cells a real success!"

In order to allow the greatest number of people to get an idea of how the game is played, a [demo was developed on the free gaming platform Tabletopia](#). The demo will allow players to test the game's first Biome: The Prisoners' Quarters.



To recap, the Dead Cells board game is a dungeon-crawler that offers a cooperative rogue-lite gaming experience inspired by the Metroidvania genre. In ***Dead Cells: The Rogue-Lite Board Game***, players will explore the constantly-evolving Dead Cells island and will have to carefully choose their path through biomes infested with Malaise-contaminated enemies... You know, a perfect holiday destination. Every time they die, players lose all their equipment and gold, but can spend accumulated Cells to buy permanent mutations and come back to life stronger every time. Explore. Die. Mutate. Repeat.

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 Nāïade, Laure de Châteaubourg, Robin Lagofun, and Paul Vérité.

The Kickstarter Campaign will end June 2 at 12AM PT / 3AM ET / 9AM CET.

Dead Cells: The Rogue-Lite Board Game can be played solo and up to four players 14 years and up, with a length of approximately 45 minutes per game. You can [support the project on Kickstarter now!](#)

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.

ABOUT PUREARTS

PUREARTS® has been recognized internationally in collector and Designer figure communities for their artistic approach, dedication to detail, and unique storytelling through sculpture.

PUREARTS® is one of the leading creator and manufacturer of premium quality collectible figurines for the video game and movie industries ever since its creation in 2008.

Working on brands such as Assassin's Creed, Terminator, Batman, Lord of the Ring, League of Legends, Mortal Kombat, Tekken, Resident Evil and many others...

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