

SANCTUARY

THE KEEPERS ERA

Press Notes

Introduction

Sanctuary: The Keepers Era is a **competitive**, fast paced **hand management card game** designed by Leonardo Romano, the starting chapter of a story which takes place in a brand new fantasy setting. It features **six unique Faction decks**, illustrated with **more than 135 stunning artworks** made by a team of international artists.

Choose your Faction, each one with its own peculiarity, and dive into the dark and wonderous world of Elneth.

History

Sanctuary: The Keepers Era is a **hand management** card game, meant for those who appreciate a **play-to-win approach** combined with high **replayability**. Playing with six different Faction decks many combinations are possible, to live an ever changing gaming experience.

Our history on Kickstarter is marked by successes such as **Mysthea**, **Volfyirion** and **Icaion**, from which we have created the **Mysthea Universe**. Other notable projects are **Barbarians: The Invasion** first and second edition. The care we put in illustrating our games has been greatly appreciated by our backers, that's why we consider **Sanctuary: The Keepers Era** a step forward in this direction. We selected from talented candidates a new **team of artists**, each one invited to add their personal touch to the project.

We created all of our games keeping in mind that the **look and feel** of components is crucial to enrich the experience of players and to meet the high quality standards that are fundamental to stand out on Kickstarter.

Sanctuary: The Keepers Era is not an exception. With this project, we are introducing an original fantasy setting, eligible to become a whole new universe that we can further expand if we find it as promising as the previous.

Mechanics

Sanctuary: The Keepers Era offers different **playing styles** with **six unique** Faction **decks**. Players will find many possible ways to manage their hand, deploy their cards and achieve victory. A battle lasts from 15 to 30 minutes.

Every deck contains four **Sanctuary cards**, special elements that are the core of the game. During the game, players need to protect their Sanctuaries from the opponent's attacks while having the opportunity to activate them by increasing their Splendor level, triggering their powers and therefore enabling new combos.

Each faction deck is made of **synergistic cards** including Acolytes, Rituals and a Champion, the most powerful devotee of the army. Players will be free to adjust the complexity level of the game by getting familiar with the different strategies allowed by each deck. **Sanctuary: The Keepers Era** will be featuring additional playing modes such as the **solo play**.

Setting

According to the legends of **Elnerth**, a powerful mystic energy was flowing dangerously through the world. To avoid catastrophic events, that energy was split into six different parts called the **Essences**.

Sanctuaries are the only way to channel the power of the Essences. Players impersonate the **Keepers**, each one is attuned to an Essence and rules over a **Faction**. The goal of the game is to destroy the Sanctuaries of the opponent's Faction, to become the only Keeper able to shape the fate of the world through the Essence.

The full lore of the game is enriched with a selection of original artworks, which will be collected in a high quality **printed artbook**.

What makes it special

- **Strategic depth** - Sanctuary: The Keepers Era is easy to learn and difficult to master. Getting familiar with every deck allows players to discover different strategic paths.
- **Distinctive mechanics: Sanctuary Cards** - Sanctuaries are the distinctive element of the game. They activate during the play increasing their Splendor levels, to trigger powerful and unique effects. To win the battle, you need to destroy all the opponent's Sanctuaries.
- **High replayability** - Faction decks are unique and each one has its own peculiarity, allowing players to explore different playing styles and powerful combos that change in every deck. The more you play, the more you gain the ability to manage your strategies wisely.
- **Fast paced** - A game lasts from 15 to 30 minutes.
- **Portable** - Decks can be carried out in their portable boxes, making it easy to play on many different occasions.
- **Original artworks** - Sanctuary: The Keepers Era is carefully illustrated with 135 original artworks by a selected team of artists. The complete collection of illustrations will be available in the Sanctuary Artbook.
- **Amazing Kickstarter Edition** - All of the six Faction decks are collected in the Kickstarter Edition, a beautifully crafted collector's box designed to make players immerse in the atmosphere of the game from the first sight.
- **New original setting** - We created a brand new world with unique peculiarities, an atmosphere to dive in through the stunning illustrations of every card.
- **Variants** - The game will feature a Solo play mode.

About Tabula Games

We are an indie board game publisher established in **2017**. We started our experience on **Kickstarter** as a journey of discovery. Ever since our first campaign, our backers are the backbone of our projects. During these years we have built a solid community for more than **15.000 enthusiastic supporters** and our numbers continue to grow.

Our team is made of creative minds, gamers and geeks that sustain the whole process, to create games that are fun to play and beautiful to look at. For every project, we find extremely **talented and passionate people** to develop each aspect of the game to its full potential. All of us want to make something amazing that is valuable to the players for the extreme care and love with which it's made.

Previous Kickstarter projects

2017 - Barbarians: The Invasion

2018 - Mysthea

2018 - Volfyirion

2019 - Icaion and Mysthea: The Fall

2019 - Barbarians: The Invasion 2nd Edition

Honor tokens

Mysthea - **BGG** medium score 8.0

Mysthea - **Dice Tower** seal of approval

Mysthea, Icaion - Featured in **Kickstarter** "Projects we love"

Volfyirion - 8900+ Backers