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**MATT WORDEN GAMES ANNOUNCES “TALES OF DANGER” GAME SERIES**  
First Title “Days of Discovery” to Launch on Kickstarter in Spring of 2015

MINNEAPOLIS, MN, December 15, 2014 - Matt Worden Games is excited to officially announce the "Tales of Danger" series of games, with the first title launching in 2015. Two more games in the series will be released per year in 2016, 2017 and 2018.

Each game in the seven-game series will focus on a specific time period in the history of the Land of Danger. While each title will be a stand-alone game, playable in any order, the full seven-game series will allow players to fill in the details that lie behind the 185-year timeline, from the “Days of Discovery” through the “Days of Unification.”

The first game in the series – “Tales of Danger #1: Days of Discovery” – will launch on Kickstarter in Spring 2015, to be available for retail and distribution in Q4 2015. Set in medieval Portugal, players will attempt to be the first to discover the Land of Danger. The game will play out as a 3-part story, with players working to gain sponsorships, gather supplies and recruit a crew before making the treacherous ocean voyage to find the hidden land. “Tales of Danger #1: Days of Discovery” will be a light-to-medium strategy game for 1 to 5 players, and take 30 to 60 minutes to play.

According to “Tales of Danger” designer Matt Worden, “I’ve been imagining and refining elements of this game series for over ten years, so finally being able to bring this to the public is exciting. My hope is that people will get caught up in the story and look forward to each game in the series as the plot continues to unfold.”

Each game in the series will fit the criteria of having thematic, family-friendly content, and being a light-to-medium strategy game with a 30 to 90 minute playing time. All games will be playable solo, as well as with up to 4 or more players.

More details on this series and its individual games can be found at [www.mwgames.com](http://www.mwgames.com).

Matt Worden Games, LLC, is a Minnesota-based game design, development and publishing company, founded in 2010 and operated by designer Matt Worden. It is the home of award-winning family-friendly games, such as "Jump Gate" (GAMES Magazine's 2011 Traditional Game of the Year), "Subtilla" (Family Review Center's Best of 2012), "Castle Danger" and "Dicey Curves."

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