

Press kit

HADES TRAP

(previously DEDALE)



Already legendary !



A game by Michel Gonzalvez, adited by Débâcle Jeux





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« After centuries of scheming, Hades has finally defeated the other gods. He has never been this close to leading mankind to the Underworld. However wise old Daedalus, genius inventor, stands-up to him with the help of young heroes. But these heroes don't want to cooperate : only one will save Mankind. »



Out in september 2020

Price : 24,99 €



HADES TRAP

Already mythic !



Game concept

Hades Trap is an action/exploration game for the whole family. You'll be the Mythological heroes, prisoners of a modular & interactive maze, seeking fabulous medallions.

Game modes

2 Game modes are available :

- Arcade Mode: It's a race where the Heroes explore a modular & interactive maze. They have to avoid traps and understand the mechanics to be the first to pick up 3 medallions. Who will defeat Hades' traps & escape this infernal maze ?
- Campaign Mode (sold separately): Like a video game, players will unlock new elements by opening envelopes containing new characters, new rules/mechanics : a soft legacy (without material destruction)



Art

Hades Trap mixes mythological themes with 16-bit videogames. The artist, Ivan Kohan, transports the players to the Golden Age of Videogames and creates an impressive Pixel-Art Universe, for retrogaming lovers.

Game description



Material :

- 4 Heros with stands
- 1 Monster with stand
- 9 Maze tiles
- 4 Player boards
- 4 Direction cards
- 4 Ariadne threads and 1 Pandora card
- 10 Amphorae Tokens
- 10 Skeleton Tokens
- 4 Curse Tokens
- 4 Stun Hero tokens
- 14 Medallion tokens
- 4 Power tokens
- Game reminder cards
- 1 Rule booklet



HADES TRAP in a few words

- **Won Paris est ludique 2018 Prize in the Family Category**
- **Won Lacanau en Jeu Prize 2018**
- **An exploration game with a modular and interactive gameboard**
- **A tribute to the golden age of 16-bit videogames with beautiful Pixel Art**
- **2 Game Modes : Arcade Mode and Campaign Mode (soft Legacy)**
- **A mythology-inspired game**



Characters

HADES AND HIS LEGIONS

Hades, God of the Underworld, always wanted to reach supreme power. Jealous of his brother Zeus for centuries, he finally has the last laugh! His plan is working. Mankind is fading into darkness. Only one thing is missing for him to win : Antique medallions that have been lost for a long long time... His Skeleton legions are already searching for them.



DAEDALUS

Daedalus, genius inventor, better known as the creator of the legendary Maze destined to contain the Minotaur. But now he has been defeated, hasn't he? The only one to know his own creations, he has decided to retrieve the medallions hidden in his mazes: he wants to stop Hades from accomplishing his final plan. He will be your mentor in your quests and your guide on these dangerous missions.



Characters

THESEUS, FULL TIME HERO

He left the ancient Maze victorious, defeating the Minotaur. He escaped thanks to the Ariadne's thread, but is he able to complete this brand new mythic quest ? Indeed. He's the only one qualified to defeat Hades and counter his plans. He's the strongest, he's the best !

ANDROMEDA, UNCHAINED LITERALLY

Princess of ancient Ethiopia destined to feed a monstrous aquatic monster, Andromeda was barely saved by Perseus. Chained to a rock, offered by his father to the monster, she could have escaped on her own, and after that, she trained hard to prove the world she's not this weak girl everybody thought. It's finally an opportunity to show she deserves a place in Mythology, and now she's unchained !

EURIDYCE, REGULAR FORM THE UNDERWORLD

Trapped in the Underworld for centuries, Eurydice began to make herself a reason: she was destined to stay there for eternity. Summoned by Daedalus, she's now free and ready to requite Hades for all this pain. It's time to get back with the living !

ULYSSES, FLAWLESS LOYALTY

When Ulysses finally met Penelope, he decided to change his life. He began a fabric business on the cal island of Coolos. But he could not resist Daedalus's calling. With all his experience, who can face the old wise guy quests ?



PLAYER SELECT

The Author Creative team



Michel Gonzalez - Author

This language teacher draws inspiration from his daily life to create games dominated by interaction. When he's not making a prototype, he listens to Californian Rock and ingests large amounts of coffee to cure his (mild) Peter Pan syndrome.



Michel Gonzalez - Auteur

Emmanuel Soulié - Chef de projet

This fan of board games and video games takes pleasure in leading his team and being closer to the authors and the creation for a « perfect » edition.

Ivan Kohan- Illustrateur

Chilean illustrator, pixel art specialist and 2D animator.

Lucie Hourdequin - Graphiste

Artist and creative at heart, Lucie transforms and sublimates an idea into images with the click of a mouse.



The KICKSTARTER campaign

From February 17 to March 15, 2020

KICKSTARTER

After being awarded the PEL in 2018, HADES TRAP will be in crowdfunding on KICKSTARTER next February in order to be published.

<https://www.kickstarter.com/projects/debaclejeux/hades-trap>



HADES TRAP

on TABLETOP SIMULATOR

Discover and test HADES TRAP on the TABLETOP SIMULATOR application without delay by making an appointment with the author, Michel Gonzalvez, by mail michel.gonzalvez@gmail.com



(Work in progress)



Débâcle Jeux, the company

Debacle Jeux publishes and distributes original, Frenchy and fun board games. Based in Occitania, it highlights the talent of passionate and independent authors.

Emmanuel Soulié, founder of Debacle Jeux is passionate about games of all kinds and boards games in particular.

In 2018 , he took the plunge and put even more passion into his daily life by creating Débâcle Jeux.

With his team, he wants to discover games with offbeat universes, accessible to beginners or experienced players.

At the end of 2019, Debacle Jeux released its first game : BOSS QUEST by Christophe Lauras.



Company values

« Pleasure even in defeat »

A touch of self-mockery, lots of humor and bad faith.
All while cheerfully moaning...

This is the recipe for Débâcle jeux, whose DNA is to subtly hijack the codes.

All the sides of our dice are at a point to symbolize
« Pleasure even in defeat ».

Buying a Debacle game is guaranteed to have a good
time of interaction, to discover its worst as its best
sides.

We have a lot of fun playing, testing our new games in
the development phase.



We'll be there...

- Cannes International Games Festival

From February 20 to 23 next

On the stand 16.01 of our distributor Ludistri



- Montpellier Game Festival

March 7 and 8

On the stand 16.01 of our distributor Ludistri



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 [DebacleJeux](#)