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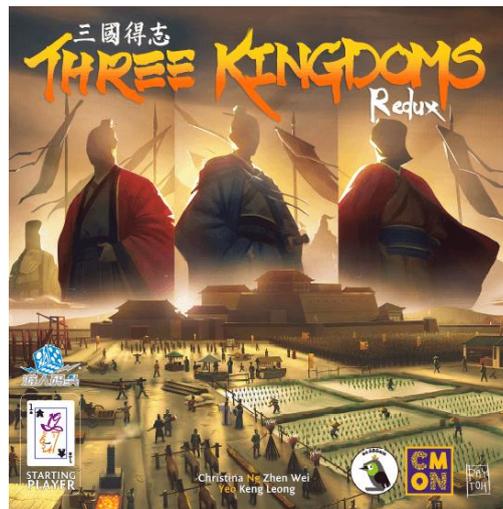
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Board Game Rookie (桌遊菜鳥), CMON and Starting Player Announce Release of *Three Kingdoms Redux Traditional Chinese Edition!*



(Game Box Front of Traditional Chinese Edition)

Taiwan and Singapore – 17th November 2021

Board Game Rookie (桌遊菜鳥), CMON and Starting Player are proud to announce the release of the Traditional Chinese edition of Three Kingdoms Redux. It is now available on Peter Kim of Board Game Rookie's Shopee.

Three Kingdoms Redux is a three-player euro-style game that has gone through a design and development process of approximately four years and more than 200 sessions of playtests. The game has received numerous positive reviews from the board game community. You may read these game reviews by referring to [this link](#).

About the game:

Three Kingdoms Redux is a board game that seeks to recreate the tripartite between the states of Wei, Wu and Shu. You assume the role of one of the three lords – Cao Cao leading Cao Wei, Sun Jian leading Eastern Wu or Liu Bei leading Shu Han. Players start the game from asymmetrical positions, reflecting the manpower advantages Wei enjoyed in the early part of the period. The weaker states of Wu and Shu protect themselves by forming an alliance. The make-up of the alliance may change as the game progresses, depending on the game situation after each round.

As a feudal lord, you manage the different aspects of running a state, such as domestic development, building up the military, gaining ranks and support of the people, constructing state enhancements, trading etc., whilst guarding your borders against both rebellious border tribes and external enemies. Managing each aspect well earns victory points for your state.

But beware, for the balance of power shifts constantly during the game. Understand and take advantage of the power shifts, and you will fulfill your grand ambition of re-unifying China!

Number of players: 3

Duration: 135 – 165 min

Recommended ages: 14+

Link: [Three Kingdoms Redux game page on boardgamegeek.com](#)

About the publishers:

Board Game Rookie (桌遊菜鳥) was set up by Peter Kim and specialises in Traditional Chinese localisation of board games from around the world.

CMON began in 2001 as CoolMiniOrNot.com, a community rating site where anyone could submit pictures of miniatures to be voted on by their peers. Numerous features were added to the site as it developed, helping it grow steadily over the years. While that website still exists for its original purpose, it has also become a major web store.

In 2011, CMON entered the board and tabletop game market and is well known for its focus on high-quality games featuring amazing miniatures and fun, engaging gameplay. Thanks to the support of its fans and stakeholders, CMON has published many critically acclaimed games, including Zombicide, Arcadia Quest, Blood Rage, Rising Sun, Cthulhu: Death May Die, and more. Many of those titles have inspired successful sequels and expansions.

CMON also publishes the established miniature game A Song of Ice and Fire: Tabletop Miniatures Game, which has an active player base around the world. Other notable titles in CMON's library include Dream On, Gizmos, and The Grizzled to name a few. Our games can be found all over the world in all major markets and in multiple languages.

CMON has brought together world class talent, with established designers like Eric M. Lang and Michael Shinall heading up game development, industry-leading artists such as Adrian Smith and Edouard Guiton creating the worlds our games are played in, and partnering with legendary sculptor Mike McVey to bring life to the highly-detailed miniature figures that populate those worlds.

CMON Limited can be found on the Hong Kong Stock Exchange under stock code "1792.HK" You can connect with CMON on Facebook, Twitter, Instagram, and YouTube.

Starting Player is a Singaporean board game designing and publishing business founded by Christina Ng Zhen Wei in 2012. The designers, Yeo Keng Leong and Christina Ng Zhen Wei, enjoy board gaming and hope to expose more people to the hobby via their game designs. Starting Player's mission statement: "Reconnecting people, Reactivating minds".