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**Capstone Games and Starting Player
Announce *Three Kingdoms Redux* Agreement!**



Ohio, USA, and Singapore - November 18, 2016

Capstone Games and Starting Player are proud to announce that they have entered into a licensing agreement for *Three Kingdoms Redux*. Capstone Games will publish the second edition of *Three Kingdoms Redux* in English for the North American and European markets. It will be available for pre-order on the Capstone Games website in March 2017 with a retail release date in April/May 2017.

Three Kingdoms Redux is a 3-player Euro game that has gone through a 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. To read up more about the reviews, you may refer to [this link for the list of reviews](#).

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: [Boardgamegeek's game page](#)

About the Publishers:

Capstone Games is a publisher of high quality board games featuring rich, evolving gameplay. Founded in 2015, we bring friends and family together for a fun, social time through the medium of board games.

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".