



Fact Sheet

Key Features

- Revolutionary cross-platform **online trading card game** for iPhone, iPad, Android and browsers, released in November 2011
- Completely **free to download and play** – including instant online multiplayer matches
- **Original, changing game board** introduces a completely new tactical dimension into the genre
- Play with one of the **four cabals**, each with their own set of cards and unique tricks
- Experience the new cards and features added in **regular updates and expansions**
- See the original game world brought to life by the **stunning art**

In the Web

Website: www.cabalsgame.com

Facebook: www.facebook.com/Cabalsgame

Twitter: twitter.com/cabalsgame

Official trailer: www.youtube.com/watch?v=rBui6Po6RXo

Game Overview

Cabals: The Card Game is an exciting, new online trading card game. It introduces a revolutionary game board mechanic and cross-platform online multiplayer gameplay, and is free to download and play. Cabals: The Card Game is published in November 2011 for iPhone, iPad, Android devices and browsers.

In Cabals: The Card Game, two players struggle for dominance by playing and moving cards on a game board. Both players use their own deck of cards that gives them a selection of unique units and abilities. Two different ways to win makes sure that there are myriad different ways to try and overcome the opponent.

The board introduces a completely new tactical aspect to trading card games, and brings a breath of fresh air into the genre. It makes clever positioning a big part of the game, and changes shape from match to match, inviting the players to alter their approach depending on the environment. The board also keeps the gameplay intuitive, making Cabals: The Card Game very approachable.

The World of Cabals

The world of Cabals: The Card Game is inspired by various real mystical and esoteric traditions. It has been developed specifically for Cabals: The Card Game with the help of an award-winning author Johanna Sinisalo, and brought to life by stunning, original paintings for each individual card.



Set into Europe between the two world wars, Cabals: The Card Game takes the players in the middle of a different kind of struggle, one fought in shadows. It's a war between cabals, secret societies dedicated to harnessing the forbidden powers to their own ends. It's a war over influence and a chance to shape the future of the humankind.

The power struggle is between four cabals: Danann Covenant, Bearclaw Brotherhood, Vril Society and Order of Zahir.

- ◆ Danann Covenant are a group of jazz-age witches who have summoned the forgotten Sidhe to their side
- ◆ Bearclaw Brotherhood is built upon the powers of the shamans and the command they have over the land, spirits and the Slavic people
- ◆ Vril Society combines strange Vril energy to the latest technological discoveries for powerful and unusual results
- ◆ Order of Zahir relies on the esoteric art of alchemy, and are masters over both mind and matter

About the Release

The initial release of Cabals: The Card Game includes 70 different cards and 4 cabals to play. The first set is completed by a total of 30 new cards added into the game in regular updates. They will be followed by the first large expansion that introduces two new cabals into the game.

For Kyy Games, Cabals: The Card Game is a game that has been brewing for several years. In early 2011 all the pieces were finally present and the development could kick into high gear. The result is a true labor of love for the team full of card and board game enthusiasts, not to mention the CEO Mika Rosendahl, who is a self-confessed Magic: The Gathering fanatic, a former national champion and a top 20 finisher in MtG World Championships.

So, it's no wonder that Kyy people believe strongly in Cabals: The Card Game and have set themselves a glorious (albeit slightly cheeky) target: taking over the Guinness World Record for the number of cards sold (over 25 billion worldwide) from Yu-Gi-Oh.

Contact information

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