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## RAYBOX GAMES LAUNCHES ESCAPE FROM STALINGRAD Z

April 11<sup>th</sup> 2022 on Kickstarter

Toronto, Canada, March 28, 2022 - Escape from Stalingrad Z, designed by Marco Pecota, is a solo/coop/versus narrative campaign game of tactical combat set in the horrific zombie plague of World War II.

Creator Marco Pecota announced that "This is the first game in the OPERATION Z Series. EFSZ combines the best of many other game mechanics into a single product; a new miniature gaming experience."

The Kickstarter will feature 3 main pledge levels: the BOOK Set, BOX Set and DELUXE Set, starting at just \$29.95 USD. Miniatures will be available separately as well as combined into the DELUXE Set.

The year is 1942 and the city is Stalingrad. Your survivors are veteran soldiers fighting to stave off the zombie hordes in a war-torn wasteland while finding a way to escape from the decimated city. They must work together to find the best path, each scenario giving them options on which way to go next.

The game plays out over a series of linked scenarios that form a campaign in the 100 page scenario book which is coil bound and lies flat on your table as a physical play surface. Each previous scenario in the Campaign will affect the start of the next, creating an ongoing story. Your choices and tactical skills will be tested along with the ingenuity of your survivors. Low ammunition, wounds, lack of food and the bitter cold are your enemies as much as the zombies.

Kickstarter: https://www.kickstarter.com/projects/legionsofsteel/escape-from-stalingrad-z

Website: www.rayboxgames.com

Facebook: https://www.facebook.com/groups/escapefromstalingradz

Instagram: https://www.instagram.com/pathsunknowngame

Assets: https://www.rayboxgames.com/copy-of-efsz-alternate

RAYBOX Games is a boutique game design studio focusing on narrative campaign style board games which combine tactical miniatures rules (The GRID Tactical Combat Engine<sup>tm</sup>) and a move your own adventure style of play (Paths Unknown<sup>tm</sup>).