

Heartcatchers card game, illustrated by d20Monkey artist, scheduled to launch on Kickstarter

Strategic 2-player deception game by first-time designer Emma Larkins

New York, New York - January 25, 2016. Heartcatchers, designed by Emma Larkins, illustrated by Brian Patterson of d20Monkey, and published by Tim Rodriguez of Brooklyn Indie Games, is scheduled to launch on Kickstarter on January 28, 2016.

In Heartcatchers, the hidden information of face-down Secrets adds a delightful level of complexity to the deceptively simple color-catching mechanic. Players soon learn that deducing the psychology of their opponents is a must for coming out ahead.

"I wanted to create a game with a unique, fun theme that would act as a 'gateway game' to bring new players into the fold," said Heartcatcher creator Emma Larkins. "Also, I love playing games with elements of the unexpected, and knew that had to be in my first game!"

Heartcatcher is for 2 players and takes about 10 minutes to play. It includes 20 cards. For more information, you can visit the HeartCatcher website: <http://www.heartcatchergame.com/>

Press photos here: <http://heartcatchers.com/press/>

What People are Saying About Heartcatchers

Boston FIG showcase judges lauded Heartcatchers. "This was definitely something I haven't ever seen before... A fun take on the microgame idea with an interesting use of bluffing and strategy... The game is very strategic and every decision matters... Always considering best move, always thinking about what my opponent might do, trying to stay three steps ahead ... very engaging!... If you aren't paying attention and he swaps that Heartbreaker with a Change of Heart, you're screwed!"

"When I first saw the setup for Heartcatcher[s] I didn't know whether to be intrigued by the display or intimidated by the thought of diving into a new card game. Thankfully it was the former because I would soon discover that Heartcatcher[s] is a relatively simple card game but it's designed in such a way to achieve maximum fun." - Kareem at the [Hulking Reviewer](#).

"Heartcatcher[s] is a rock-paper-scissors bluffing game that's quick, fast, to the point, and will get even newcomers to tabletop gaming playing massive mind games with their opponent to seek victory." - Bryant Francis at [Geek and Sundry](#).

"Sometimes, you or your significant other comes home from work and doesn't want to play a complicated game of Magic: The Gathering. That's what creator Emma Larkins had in mind when she created this casual card game for her boyfriend." - Erik Nye at [The Noobist](#).

Andrew Voigt, a designer who raised more than \$10,000 on Kickstarter for his [card game Perspective](#), also had great things to say about the game at the most recent Gen Con: “Absolutely adorable.”

About Emma Larkins

Emma a tabletop game designer, community manager for DreamSail Games, and science fiction author who lives in New York City. Her lifelong interest in game design reignited during a recent tenure as community manager for Playcrafting (NYC’s largest organization of independent game developers). When she’s not toying with mechanics or inventing new post-apocalyptic worlds, you’ll find her playing digital and tabletop games such as World of Warcraft, Lovers in A Dangerous Spacetime, Takenoko, and Dixit.

For more information, check out her website: <http://www.emmalarkins.com/> and her Twitter: <https://twitter.com/emmalarkins>.

About Brian Patterson

Brian currently lives in Nashville, Tennessee with two cats (Emma and Gizmo) where he works as a graphic designer, but is working to make d20Monkey his full-time job. He plays games, runs a bi-weekly Pathfinder campaign, draws comics, listens to music, and runs his mouth about all sorts of things on Twitter (comics, gaming, DIO). Seriously, he’s ridiculous.

For more information, check out his website: <http://d20monkey.com> and his Twitter: <https://twitter.com/d20monkey>.

About Tim Rodriguez

Tim is a tabletop game designer, small-press publisher, and part-time supervillain. He previously published Backstory Cards, created the OmegaZone setting for Fate Accelerated, and the Ghost Pirates board game; all successful Kickstarter projects! Find out more at <http://brooklynindiegames.com/>. Follow him at <https://twitter.com/dicefoodlodging>.