



# GLOOMHAVEN

## — SOLO SCENARIOS —

### MERCENARY CHALLENGES

**IT'S DANGEROUS TO GO ALONE!**  
**RISE TO THE MERCENARY CHALLENGES WITH THE NEW SOLO SCENARIOS DLC**  
**NOW AVAILABLE!**

*Players can now experience the punishing DLC that will test them with 17 fresh scenarios, unique rewards and over 20 hours of new content*

**PARIS, FRANCE – September 22<sup>nd</sup>, 2022** – Twin Sails Interactive and Flaming Fowl Studios have released today [Gloomhaven](#)'s new DLC, [The Solo Scenarios: Mercenary Challenges](#), on Steam, GoG and the Epic Games Store for PC and Mac. This new punishing DLC is the digital adaptation of the board game expansion, designed by Isaac Childres, and was refined and rebalanced for digital play. This second expansion will offer 17 deadly Solo Scenarios that players can complete to obtain 17 unique items, each designed for one specific mercenary. The Solo Scenarios DLC will be discounted by 10% for one week after its release.



The Solo Scenarios offer an even more brutal challenge than the base game for seasoned players, as they are designed to be completed by only one specific mercenary. Both rewards and scenarios were intricately designed to the strengths and weaknesses of the chosen mercenary and will give players 20 hours of additional content. In order to access these exciting scenarios, a mercenary will have to reach level 5 in the Story campaign. Once the scenario will be complete, the mercenary will be rewarded with a unique item that only they can use. The rewards will also be available in the Guildmaster mode and players will have to complete the 2nd story mission in order to access them.

Players can take up the challenge alone in multiplayer mode and complete this Solo Scenario by themselves whilst friends spectate. Players can also tackle the challenge offline and then import their rewards on their multiplayer save.

Adapted from Isaac Childres' acclaimed board game, winner of six Golden Geek awards, *Gloomhaven* celebrates its 3rd digital Anniversary this year. The game offers a unique tactical card-based gameplay rewarding only the most daring players with the sharpest minds. Fully playable in online co-op with up to four players, *Gloomhaven* features all the content from the original board game alongside an exclusive digital-only Guildmaster campaign and all-new features.

The first DLC, *Jaws of the Lion*, includes four new mercenaries, new enemies and the 25 scenarios from the original board game expansion. *Gloomhaven's* DLCs are fully playable in online co-op for up to 4 players. Every player will need to own the DLC in order to access the new content in multiplayer.

[\*Solo Scenarios: Mercenary Challenges\*](#) is available on Steam, GOG, PC and Mac for €4,99 / £4.19 / \$4.99

[\*Gloomhaven – Jaws of the Lion\*](#) is available on Steam, GOG, PC and Mac for €17.99 / £13.99 / \$17.99

[\*Gloomhaven\*](#) is available on Steam, GOG, PC and Mac for €34.99 / £27.79 / \$34.99

The game features text in English, French, German, and Spanish.

**You will find all the visuals and PR materials available [here](#).**

**Related links:** [Steam](#) - [Facebook](#) - [Twitter](#) - [Discord](#).

**Media contacts:**

For additional info and keys for media reviews please reach out to:

Océane Hurtaud : [o.hurtaud@asmodee.com](mailto:o.hurtaud@asmodee.com)

Premier Public Relations : [asmodee@premiercomms.com](mailto:asmodee@premiercomms.com)

For additional information about Twin Sails Interactive, feel free to check: [Twitter](#), [YouTube](#) and [Facebook](#).

\* \* \*

**About Twin Sails Interactive**

Twin Sails Interactive is an international video game publisher, part of the Asmodee Group, an Embracer company since March 2022. Based in Paris, our team of passionate professionals partners with developers to help drive their titles to success. Originally known as a specialist of digital board-game adaptations under the name Asmodee Digital, Twin Sails expands Asmodee's reach into original, creative titles aimed at a wide audience on PC and consoles. Following the release of the acclaimed *Gloomhaven* adaptation and the well-received Early Access launch of *Ember Knights*, Twin Sails is publishing indie gems *Dark Envoy*, *Innchanted*, *News Tower* or *Amberial Dreams*, with more yet to be announced.

To learn more: [www.twin-sails.com](http://www.twin-sails.com)

**About Flaming Fowl Studios**

Flaming Fowl Studios is an independent game studio, rising from the ashes of the renowned Lionhead Studios and have previously worked on titles such as the original *Fable* trilogy and *The Movies*. Our company goal is to build deep and interesting strategic experiences with fascinating twists and a healthy dose of humor. We also aim to include our fans and customers in the development process and by working together we hope to create something special.

To learn more, please visit <http://www.flamingfowlstudios.com/>