



PRESS RELEASE

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Taleblank launches with a novel approach to RPG scheduling

MELBOURNE, Australia – After months in early access, Taleblank is now available worldwide.

The online, text-based, and asynchronous role-playing game offers busy players escapist thrills without requiring large time commitments or mutual availability.

The game was designed and built by a parent of two young children, who was struggling to fit traditional role-playing gaming into his busy new life.

“Taleblank has allowed my group to continue playing even when we cannot schedule a traditional session of Dungeons & Dragons.”

In Taleblank, players take their turn at their own pace and at a time that’s convenient for them.

This makes it perfect for players with busy schedules or who are in different time zones, who struggle to find a time to play that works for everybody.

Taleblank is an innovative mix of a role-playing game, fill-in-the-blanks, and writing a novel.

With no graphics and a heavy focus on text – both reading and writing – Taleblank may not be to everyone’s taste.

Realising that, the developers let you try the game for free.

For those who want to keep playing, there is a one-time cost of \$9.99 per adventure.

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Feedback from the early access program has been overwhelmingly positive, with one player commenting: “I’m impressed by how the system manages to provide just the right amount of structure for us to know how to move forward, while at the same time leaving a lot of room for us to be creative and take the story in the direction we want to.”

Taleblank currently features two settings, a medieval city and a modern-day high school, with more settings coming soon.

Each setting has its own scenarios, which eliminate the need for the Game Master to prepare ahead of time.

The game is available at www.taleblank.com

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