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Kingdom Come: Deliverance on the Table: CGE Partners with Warhorse Studios on Their Biggest Board Game to Date

A popular video game franchise meets star board game designers.

Prague, Czech Republic – July 1, 2026 – CGE, a globally renowned board game publisher, teamed up with Warhorse Studios to bring *Kingdom Come: Deliverance* to the table.

Kingdom Come: Deliverance – The Board Game is an epic adventure created by award-winning designers Tomáš Holek (*SETI: Search for Extraterrestrial Intelligence*, *Galileo Galilei*) and Vlaada Chvátil (*Through the Ages*, *Mage Knight*), masterfully blending open-world freedom with eurogame mechanics.

Kingdom Come: Deliverance – The Board Game is based on the world and stories of *Kingdom Come: Deliverance* (KCD), a critically acclaimed video game that has sold over 10 million copies worldwide. In this official tabletop adaptation, players will strive to leave their mark in 15th-century Bohemia, whether by helping the local nobility, making important connections, fighting enemies, or stealing everything from tiny items to horses. While the game uses a deck-building system, it places a strong emphasis on player freedom, staying true to the feel of the revered source material.

“Kingdom Come: Deliverance has been close to my heart since I first played it many years ago. Back then, I dreamed that one day I might create a board game inspired by this remarkable world. And now, that dream has become reality. A board game based on a Czech video game created by Warhorse Studios, designed by Czech authors, and published by CGE. Seeing this uniquely Czech collaboration come to life is something I am truly grateful for,” said the game’s designer, Tomáš Holek.

Just like in the video game, players can follow and progress rich storylines, embark on a vast number of side quests, and hone their skills like fighting, hunting, stealing, or even picking herbs. While the board gamers will appreciate the euro game elements like deck-building and card-driven skill checks, fans of the video game can look forward to stories and characters they recognize, familiar problems of “feeling quite hungry” or getting too dirty to charm a soul.

“I’m genuinely enjoying working on this game. Amazing source material, a co-designer whose approach to games is very close to my own, the care and support the CGE team brings to every project, and, above all, gameplay that feels both epic and playful at the same time. That creates a design playground where every card, quest, skill, and encounter is pure joy to work on. Every time Tomáš and I sit down for another playtest, look over the starting



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setup, reveal the opening cards, and watch the possibilities unfold before us, we inevitably glance at each other and think: damn, this game is still so much fun,” added the game’s designer, Vlaada Chvátil.

The designers have been working on the board game for more than two years. In late 2025, CGE brought an advanced prototype to Warhorse Studios, where it was warmly received.

“This collaboration is deeply personal for me. Vlaada and I started out in games together many years ago, and I am beyond happy that our paths have crossed again. I cannot think of anyone better suited to do justice to Kingdom Come: Deliverance’s commitment to choice, consequence, and emergent storytelling. I have had the chance to play the tabletop game, and I cannot wait for other players to experience it as well,” said Martin Klíma, Head of Development at Warhorse Studios.

Kingdom Come: Deliverance – The Board Game will be released in Q4 2026 at the biggest board game convention in the world, SPIEL Essen in Germany. It is available to pre-order via [CGE](#) and [Xzone](#) until August 16, 2026. The MSRP is 149.99 €/199.99 \$.

About CGE

CGE is a group of game enthusiasts with a mission to bring their passion for board games to people around the world. They value laughter, depth, surprise, and ingenuity—and the titles they publish reflect this vision for delivering innovative and fun new gaming experiences to the table.

Founded in 2007 in the Czech Republic, CGE has published more than 50 games and expansions, including Codenames, SETI, Galaxy Trucker, Pictomania, Letter Jam, The Lost Ruins of Arnak, and many more. Its games have been translated into over 45 different languages and are manufactured locally to CGE’s high standards.

<https://www.czechgames.com/>

About Warhorse Studios

Warhorse Studios is a video game development studio established in 2011 by a team of seasoned industry veterans. Known for blending historical authenticity with immersive storytelling, Warhorse is the creative force behind the critically acclaimed Kingdom Come: Deliverance saga - an open-world, single-player RPG set in the medieval Kingdom of Bohemia. As part of leading publisher PLAION, Warhorse Studios has achieved global success, with over 17 million copies sold worldwide.

<https://warhorsestudios.cz>

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