



INDEPENDENT GAMES
SUMMIT

Armello: Bringing Tabletop Adventure to Life

Trent Kusters & Blake Mizzi

Co-Founders & Directors
League of Geeks



GAME DEVELOPERS CONFERENCE EUROPE

COLOGNE, GERMANY · 15-16 AUGUST 2016





LoG



**Armello®**



Trent

Director & Co-Founder

Frontman, boy-wonder, culture cultivator, creative director and word wrangler. Amassing accolades to combat insecurities since 1986

🐦 @TrentKusters



Blake

Director & Co-Founder

President Business, bank whisperer, reader of contracts, payer of wages, game designer and Mr Serious.

🐦 @blakemizzi



Ty

Director & Co-Founder

Art Director, Artist-wrangler, Cintiq-huncher, Unity-plugger, part time designer & writer, scandalous hermit.

🐦 @ty_carey



Trent

Director & Co-Founder

Frontman, boy-wonder, culture cultivator, creative director and word wrangler. Amassing accolades to combat insecurities since 1986

🐦 @TrentKusters



Blake

Director & Co-Founder

President Business, bank whisperer, reader of contracts, payer of wages, game designer and Mr Serious.

🐦 @blakemizzi

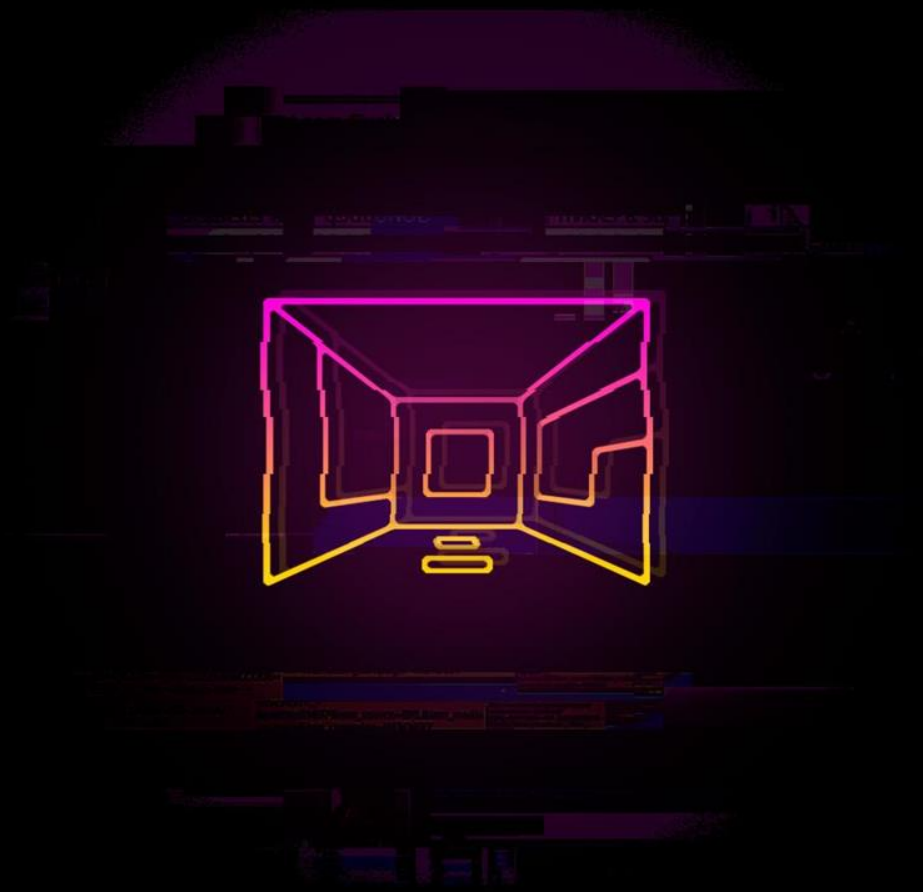


Ty

Director & Co-Founder

Art Director, Artist-wrangler, Cintiq-huncher, Unity-plugger, part time designer & writer, scandalous hermit.

🐦 @ty_carey



WHAT'S AN ARMELLO?



**Armello**

FINALISE

[LOG] BLAKE 

Four players

AI Player 4

AI Player 2

[LOG] Blake

AI Player 3

Geek



Tomb Raider

Higher chance of finding rewards when Exploring.



Sunstone

In Battle and Perils, +1 Sun while you have more than 3 Gold.



Amber

THE FAR SEEKER

 3
Fight

 5
Body

 4
Wits

 4
Spirit



Think

+1 Wits.

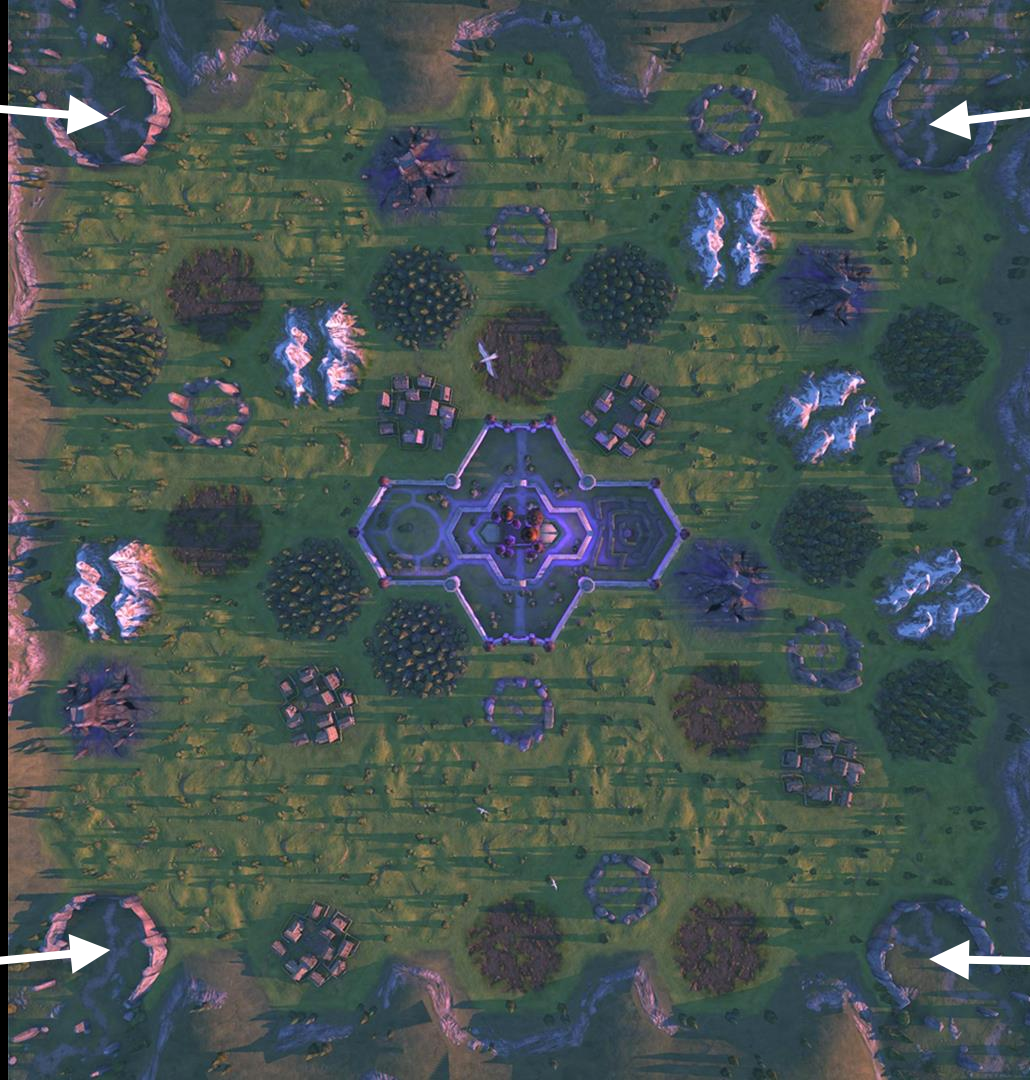
BACK

READY

Player 1



Player 2



Player 4



Player 3



King





his King's Guards

Mercurio

King's Guard



4



3

ATTACK

ATTACK



DEFENCE

4

DEFENCE

Return To Board



Barnaby

ROT BATTLE

The King



Four ways to win the Throne

The Kingslayer



The Prestige Leader



The Purifier



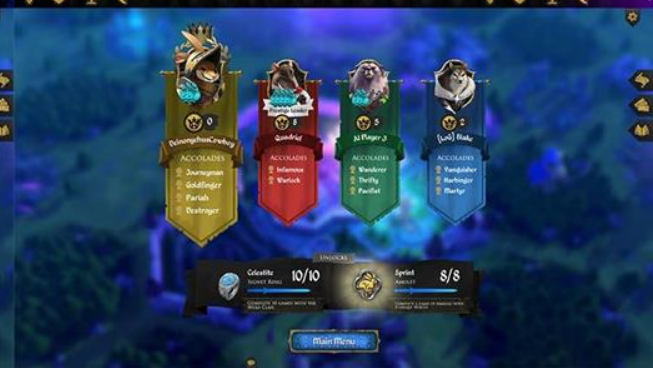
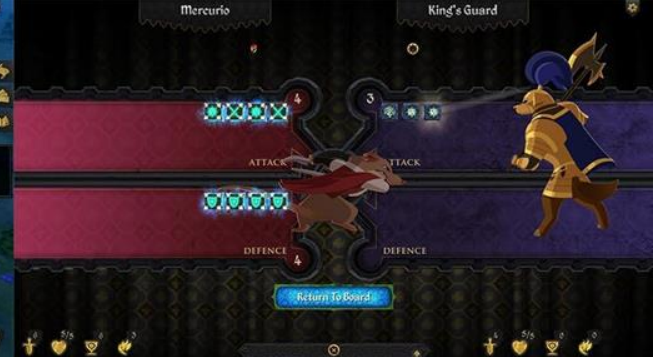
The Corrupt



Because at it's core

Armello is a race

in a brutal, animal, fairytale
SANDBOX



...and nearly every system is
interconnected



Drumetto

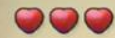
AP 2

Bounty

Subotaur



AP 3



Clan Grounds

Zosha
LoG_Ty



Night Clan +1 Dice during Night
+1 Gold At Dawn
Magic Balanced At Dusk

 5	 3	 4	 3
Fight	Body	Wits	Spirit



Shadow

At Night, Zosha gains Stealth everywhere except the Palace.

 7	 3	 0	 0
Gold	Magic	Prestige	Rot



Ruby

First rolled Sword in Battle Explodes.



TOOLTIP_AMULET09_HEADINGTEXT

No bonuses, No advantages, just ultimate proof of raw player skill.



Spirit Stones

4 more Spirit Stones required to banish the King.



Settlements

Dawn Income:
+1 Gold
Trickery Discount:
-0 Gold

Declaration Faws of Fate now in effect.
King has called Lord Steward to his side.
Our King creeps closer to death.

All Kingdoms have panicked. Awaiting the outcome of the King's decree.

 5	 3/3	 4	 3
--	--	--	--

 7	 3	 0	 0
--	--	--	--



And with just enough
randomness...



AP

1

Shimmer Shield

Witch Hunters

War Horn



-5

-3

5

3/4

4

3

River played Lightning Strike to Thane.
Sana has played a peril to a Swamp.
River has finished drawing cards.



END TURN







3

7

4

0

And some wonderful
synergies...

 35/35  33/33  34/34  17/17  17/17  7/7

001	<div><p>EQUIPPABLE</p><p>Shining Steel Sword </p><p>In Battle, +1 Sword.</p><p>Cost  2</p></div>	<div><p>EQUIPPABLE</p><p>Trusty Shield </p><p>In Battle, +1 Shield.</p><p>Cost  2</p></div>	019
020	<div><p>EQUIPPABLE</p><p>Adventurer's Kit </p><p>In Perils, +1 Die.</p><p>Cost  1</p></div>	<div><p>EQUIPPABLE</p><p>War Hammer </p><p>In Battle, -1 Die and +2 Swords.</p><p>Cost  3</p></div>	029
030	<div><p>EQUIPPABLE</p><p>Battle Axe </p><p>In Battle, +1 Die.</p><p>Cost  2</p></div>	<div><p>EQUIPPABLE</p><p>Ranger's Cloak </p><p>Grants Evade and Stealth in Forests Day and Night.</p><p>Cost  2</p></div>	033



35/35



33/33



34/34



17/17



17/17



7/7

034



036



042



047









051









058



 35/35  33/33  34/34  17/17  17/17  7/7

<p>064</p> <p>EQUIPPABLE</p> <p>Longbow</p> <p>In Battle, first rolled Sword counts as a <u>Piercing Attack</u>.</p> <p>Cost 3</p>	<p>075</p> <p>EQUIPPABLE</p> <p>Spy Glass</p> <p>+2 Dice in Battles and Perils on <u>Scouted</u> tiles.</p> <p>Cost 2</p>
<p>088</p> <p>EQUIPPABLE</p> <p>Battle Armour</p> <p>In Battle, -1 Die and +2 Shields.</p> <p>Cost 3</p>	<p>104</p> <p>EQUIPPABLE</p> <p>Heavy Plate Armour</p> <p>-1 Action Point. In Battle, +3 Shields.</p> <p>Cost 4</p>
<p>107</p> <p>EQUIPPABLE</p> <p>Marauder Gauntlets</p> <p>In Battle, +1 Sword and +1 Shield.</p> <p>Gain 1</p>	<p>126</p> <p>EQUIPPABLE</p> <p>Bastard Sword</p> <p>In Battle, +1 Sword and +1 Die.</p> <p>Cost 4</p>

 35/35  33/33  34/34  17/17  17/17  7/7

127	<div><p>EQUIPPABLE</p><p>Torch</p><p>+1 Gold after every Dungeon Explore.</p><p>Cost 1</p></div>	<div><p>EQUIPPABLE</p><p>Leather Armour</p><p>In Battle and Perils, +1 Shield.</p><p>Cost 3</p></div>	132
133	<div><p>EQUIPPABLE</p><p>Chainmail Shirt</p><p>In Battle, +1 Shield. When Attacking, gain an additional +1 Shield.</p><p>Cost 4</p></div>	<div><p>EQUIPPABLE</p><p>Feathered Helm</p><p>+1 Prestige. In Battle, +1 Shield.</p><p>Cost 3</p></div>	134
136	<div><p>EQUIPPABLE</p><p>Tower Shield</p><p>In Battle, +1 Shield. When Defending, gain an additional +1 Shield.</p><p>Cost 3</p></div>	<div><p>EQUIPPABLE</p><p>Poisoned Dagger</p><p>In Battle, first Burned Rot counts as a <u>Poison Attack</u>.</p><p>Gain 1</p></div>	143



35/35



33/33



34/34



17/17



17/17



7/7

028



040



049



055









057









068



 35/35  33/33  34/34  17/17  17/17  7/7

004	<div data-bbox="517 232 956 453"><p>PLAY TO FOREST, PLAINS, SWAMP</p><p>Tanglevine</p><p>-1 Health and -1 Action Point.</p><p>Cost  2</p></div>	<div data-bbox="975 232 1414 453"><p>PLAY TO HERO</p><p>Wyld's Warning</p><p>Grants Evade, until end of next turn.</p><p>Cost  1</p></div>	010
011	<div data-bbox="517 475 956 695"><p>PLAY TO CREATURE</p><p>The Cleansing Wyld</p><p>-1 Rot and cures <u>Poison</u>.</p><p>Cost  2</p></div>	<div data-bbox="975 475 1414 695"><p>PLAY TO HERO</p><p>Wyld Born</p><p>+5 Magic next time target enters a Stone Circle.</p><p>Cost  2</p></div>	012
017	<div data-bbox="517 722 956 943"><p>PLAY TO CREATURE, DUNGEON, STONE CIRCLE</p><p>Banish</p><p>Teleport to furthest Dungeon.</p><p>Cost  4</p></div>	<div data-bbox="975 722 1414 943"><p>PLAY TO CREATURE</p><p>Mirror Image</p><p>In Battle, opponents have -2 Dice, until end of next turn.</p><p>Cost  2</p></div>	018

 35/35  33/33  34/34  17/17  17/17  7/7

023	<div><p>PLAY TO HERO</p><p>Evil Eye</p><p>+2 Wits, until end of next turn.</p><p>Cost  3</p></div>	<div><p>PLAY TO CREATURE</p><p>Feral</p><p>+2 Fight and -1 Wits, until end of next turn.</p><p>Cost  2</p></div>	026
027	<div><p>PLAY TO CREATURE</p><p>Bark Skin</p><p>+2 Body, until end of next turn.</p><p>Cost  2</p></div>	<div><p>PLAY TO PERIL</p><p>Cursed Lands</p><p>+1 to Peril Difficulty.</p><p>Cost  1</p></div>	031
039	<div><p>PLAY TO SETTLEMENT, SWAMP</p><p>Plague</p><p>+1 Rot. Poisoned until end of next turn.</p><p>Gain  1</p></div>	<div><p>PLAY TO EMPTY TILE</p><p>Teleport</p><p>Teleport to tile. Palace Tiles restricted.</p><p>Cost  3</p></div>	043



35/35



33/33



34/34



17/17



17/17



7/7

044



045



053



056









060

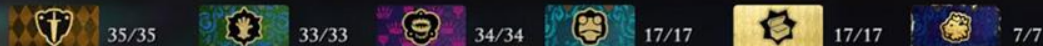








063

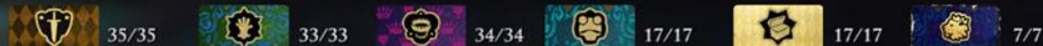


 35/35  33/33  34/34  17/17  17/17  7/7

066	<div><p>PLAY TO HERO, DUNGEON</p><p>Call of the Worm</p><p>All cards in target's Hand change to Rot Symbols.</p><p>Gain  1</p></div>	<div><p>PLAY TO HERO</p><p>Bloodthirst</p><p>After Battles, +1 Health per Wound inflicted, until end of next turn.</p><p>Cost  2</p></div>	067
072	<div><p>PLAY TO HERO</p><p>Glamour</p><p>Steal 1 card from target's Hand.</p><p>Cost  2</p></div>	<div><p>PLAY TO HERO, DUNGEON</p><p>Dark Influence</p><p>+1 Rot, and +1 random Rot Spell Card in target's Hand.</p><p>Cost  4</p></div>	076
084	<div><p>PLAY TO HERO</p><p>Shimmer Shield</p><p>All cards in target's Hand change to Shield Symbols.</p><p>Cost  1</p></div>	<div><p>PLAY TO CREATURE, DUNGEON, PLAINS</p><p>Moonbite</p><p>-2 Health at Night or -1 Health during the Day.</p><p>Cost  1</p></div>	085



092	<div><p>PLAY TO HERO</p><p>Divination</p><p>Grants Scout, until end of next turn.</p><p>Cost  1</p></div>	<div><p>PLAY TO HERO</p><p>Focus</p><p>+2 Spirit, until the end of next turn.</p><p>Cost  3</p></div>	093
101	<div><p>PLAY TO CREATURE</p><p>Spirit Strike</p><p>-1 Health per Magic spent when Cast. Costs all remaining Magic.</p><p>Cost  X</p></div>	<div><p>PLAY TO CREATURE</p><p>Immolation</p><p>-3 Health at 1 tile range, -2 Health at 2 tiles and -1 Health beyond.</p><p>Cost  2</p></div>	108
110	<div><p>PLAY TO EMPTY TILE</p><p>Malice Rising</p><p>Summon Bane.</p><p>Gain  1</p></div>	<div><p>PLAY TO HERO</p><p>Haste</p><p>+1 Action Point for next 2 turns.</p><p>Cost  3</p></div>	112



003	<div><p>PLAY TO CREATURE</p><p>Strategist</p><p>+1 Action Point.</p><p>Cost 3</p></div>	<div><p>PLAY TO HERO</p><p>Patronage & Industry</p><p>+1 Gold and +1 Prestige per turn for next 3 turns.</p><p>Cost 3</p></div>	013
014	<div><p>PLAY TO HERO</p><p>Allies' Pact</p><p>Both Heroes gain +1 Prestige per turn, until either Hero dies.</p><p>Cost 3</p></div>	<div><p>PLAY TO HERO</p><p>Merchant's Agreement</p><p>Both Heroes gain +1 Gold per turn, until either Hero dies.</p><p>Cost 2</p></div>	015
022	<div><p>PLAY TO DUNGEON, FOREST, MOUNTAINS</p><p>Hidden Trap</p><p>-1 Action Point and -1 Health.</p><p>Cost 2</p></div>	<div><p>PLAY TO HERO, SETTLEMENT</p><p>Vile Official</p><p>-1 Gold per Claimed Settlement (Clan Grounds included).</p><p>Cost 1</p></div>	024



35/35



33/33



34/34



17/17



17/17



7/7

025



032



035



038

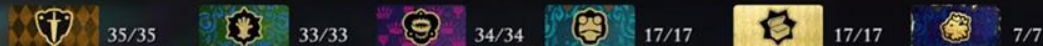


041



048





054	<div><p>PLAY TO SETTLEMENT, STONE CIRCLE, DUNGEON</p><p>Witch Hunters</p><p>-4 Magic and -1 Action Point.</p><p>Cost 3</p></div>	<div><p>PLAY TO SETTLEMENT, DUNGEON</p><p>Cat Burglar</p><p>Steal 1 Equipped Item.</p><p>Cost 3</p></div>	061
062	<div><p>PLAY TO PERIL</p><p>Agent of Misfortune</p><p>Heroes who fail the Peril suffer -1 Health per unmatched symbol.</p><p>Cost 1</p></div>	<div><p>PLAY TO EMPTY SETTLEMENT</p><p>Emissary</p><p>Claim target Settlement.</p><p>Cost 3</p></div>	070
071	<div><p>PLAY TO SETTLEMENT</p><p>Welcoming Party</p><p>Exile to nearest unoccupied Mountain, and turn ends immediately.</p><p>Cost 2</p></div>	<div><p>PLAY TO SETTLEMENT</p><p>Pick Pockets</p><p>Steal 1 Gold. If target can't pay, Steal 1 Equipped Item.</p><p>Cost 2</p></div>	073



35/35



33/33



34/34



17/17



17/17



7/7

077



078



079



087

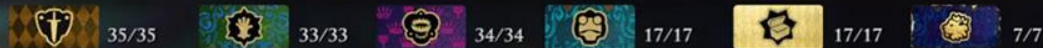


089









091





099	<div><p>PLAY TO KING'S GUARD</p><p>False Orders</p><p>Force King's Guard off tile.</p><p>Cost 1</p></div>	<div><p>PLAY TO FOREST, SETTLEMENT</p><p>Merry Thieves</p><p>Steal 2 Gold and give it to the poorest Hero.</p><p>Cost 1</p></div>	103
109	<div><p>PLAY TO SELF</p><p>Crime Lord</p><p>Steal 2 Gold from all Heroes.</p><p>Cost 1</p></div>	<div><p>PLAY TO SETTLEMENT</p><p>Beheaded</p><p>Kill a Recruited Follower.</p><p>Cost 1</p></div>	113
114	<div><p>PLAY TO HERO, SETTLEMENT</p><p>Bribery</p><p>Steal 1 Recruited Follower.</p><p>Cost 4</p></div>	<div><p>PLAY TO TILE</p><p>Crooks</p><p>-2 Gold. If target can't pay, -1 Health and -1 Action Point.</p><p>Cost 2</p></div>	117

 35/35  33/33  34/34  17/17  17/17  7/7

005	<div data-bbox="517 233 954 452"><p>RECRUITABLE</p><p>Brilliant Fool</p><p>In Perils, +2 Dice.</p><p>Cost  0</p></div>	<div data-bbox="973 233 1410 452"><p>RECRUITABLE</p><p>Warlock</p><p>Cast Spells beyond your Magic reserve for -1 Health per Magic spent.</p><p>Gain  2</p></div>	006
016	<div data-bbox="517 479 954 697"><p>RECRUITABLE</p><p>Explorer</p><p>Find more Gold and Magic when you Explore.</p><p>Cost  0</p></div>	<div data-bbox="973 479 1410 697"><p>RECRUITABLE</p><p>Berserker</p><p>In Battle, +1 Fight and Shield Cards change to Sword symbols.</p><p>Cost  0</p></div>	021
037	<div data-bbox="517 725 954 943"><p>RECRUITABLE</p><p>Apothecary</p><p>All Health gains increased by +2.</p><p>Cost  0</p></div>	<div data-bbox="973 725 1410 943"><p>RECRUITABLE</p><p>Alchemist</p><p>+1 to a random Stat, changes each turn.</p><p>Cost  0</p></div>	046



35/35



33/33



34/34



17/17



17/17



7/7

050



059



065



081



082



090





35/35



33/33



34/34



17/17



17/17



7/7

002



007



008



009



052



069





35/35



33/33



34/34



17/17



17/17



7/7

074



080



083



096



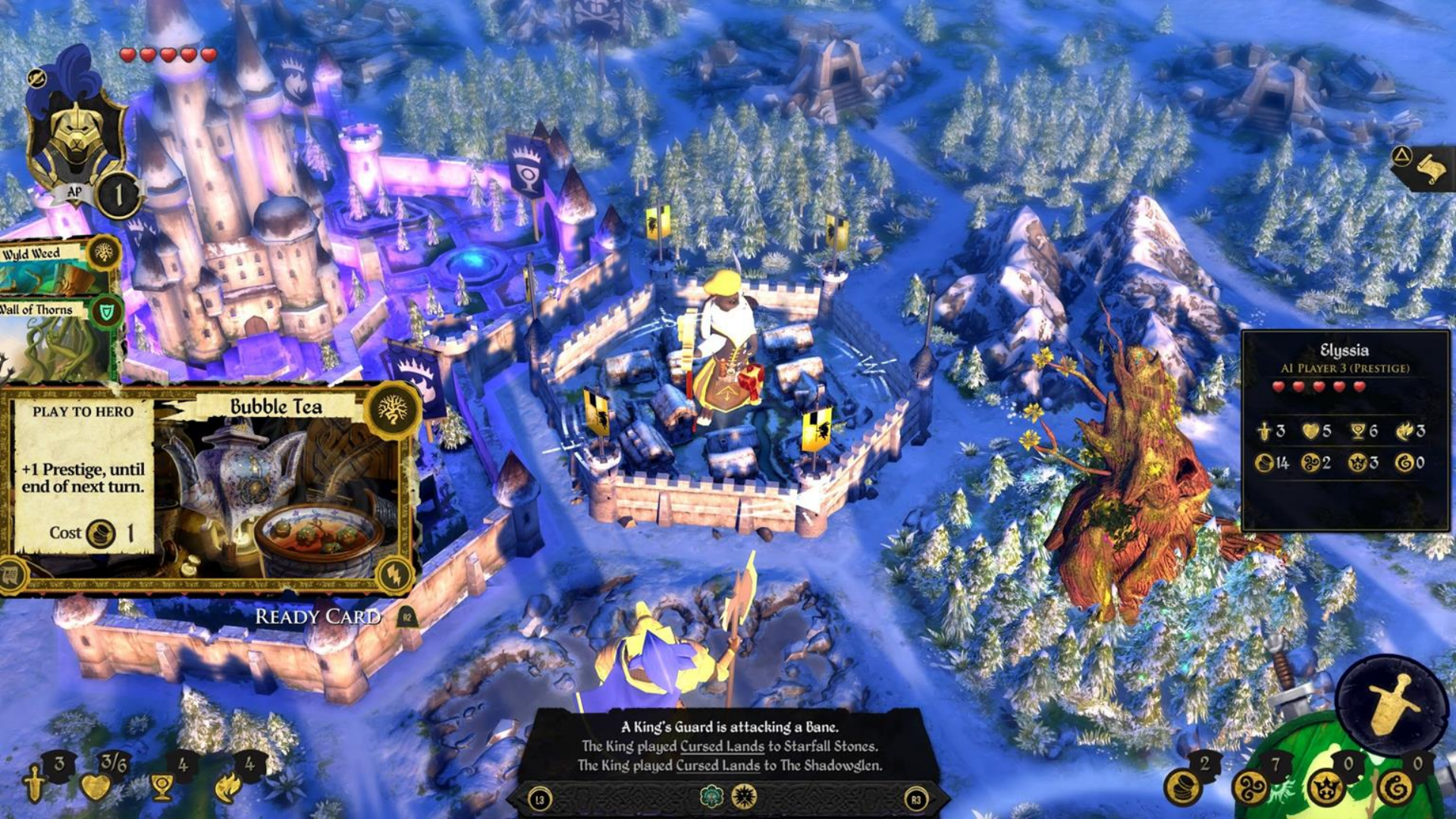
097



105



And you can play cards while
other players have their turn



AP 1

Wild Weed

Wall of Thorns

PLAY TO HERO

Bubble Tea

+1 Prestige, until end of next turn.

Cost 1

Elyssia

AI PLAYER 3 (PRESTIGE)

5 hearts

+	3	♥	5	🏆	6	🔥	3
🏆	14	🔥	2	🏆	3	🌀	0

3

3/6

4

4

A King's Guard is attacking a Bane.

The King played Cursed Lands to Starfall Stones.

The King played Cursed Lands to The Shadowglen.

13

R3

2

7

0

0

It is a hex based game so use
terrain and time of day wisely...



AP 2

Training Steel Sword

Feral

PLAY TO CREATURE

+2 Fight and -1 Wits, until end of next turn.

Cost 2

Merry Thieves

READY CARD

Ghor

LEAGUE OF GECKS

3 4 3 4

9 4 0 0

Ghor has received 6 Gold.

Ghor is exploring.

Ghor has escaped the King's Peril.

13

3 4/6 3 4 9 4 0 0

AP 0

EQUIPPABLE

Shining Steel Sword

In Battle, +1 Sword.

Cost 2

Feral

Merry Thieves

READY CARD

Ghor

LEAGUE OF GEES

6 hearts

3	6	3	4
3	4	0	0

END TURN

Our King creeps closer to death.
 All heroes have received dawn income from Settlements.
 The race for the throne has begun.

3 6/6 3 4

3 4 0 0

Why Armello?



OPPORTUNITY SIGHTED

1. **We saw a hole in the original iPad games line-up.**

OPPORTUNITY SIGHTED

1. **We saw a hole in the original iPad games line-up.**
2. **We saw weakness in the digital board game genre.**

OPPORTUNITY SIGHTED

1. **We saw a hole in the original iPad games line-up.**
2. **We saw weakness in the digital board game genre.**
3. **We saw a renaissance in physical board games.**

OPPORTUNITY SIGHTED

- 1. We saw a hole in the original iPad games line-up.**
- 2. We saw weakness in the digital board game genre.**
- 3. We saw a renaissance in physical board games.**
- 4. Lack of innovation and execution in digital board games.**

OPPORTUNITY SIGHTED

1. **We saw a hole in the original iPad games line-up.**
2. **We saw weakness in the digital board game genre.**
3. **We saw a renaissance in physical board games.**
4. **Lack of innovation and execution in digital board games.**
5. **Enjoyed playing tabletop games together.**

OPPORTUNITY SIGHTED

- 1. We saw a hole in the original iPad games line-up.**
- 2. We saw weakness in the digital board game genre.**
- 3. We saw a renaissance in physical board games.**
- 4. Lack of innovation and execution in digital board games.**
- 5. Enjoyed playing tabletop games together.**
- 6. Scope of a digital board game was manageable.**



Opportunity identified :)

CONCEPT & PROTOTYPING

PROJECT GOALS

- 1. Create stories with friends.**

PROJECT GOALS

1. **Create stories with friends.**
2. **Mechanical sandbox.**

PROJECT GOALS

1. **Create stories with friends.**
2. **Mechanical sandbox.**
3. **Singleplayer in competitive multiplayer.**

PROJECT GOALS

1. **Create stories with friends.**
2. **Mechanical sandbox.**
3. **Singleplayer in competitive multiplayer.**
4. **Satisfy various player fantasies and styles.**

PROJECT GOALS

1. **Create stories with friends.**
2. **Mechanical sandbox.**
3. **Singleplayer in competitive multiplayer.**
4. **Satisfy various player fantasies and styles.**
5. **Player politics - AKA “Stab your friend in the back!”**

PROJECT GOALS

1. **Create stories with friends.**
2. **Mechanical sandbox.**
3. **Singleplayer in competitive multiplayer.**
4. **Satisfy various player fantasies and styles.**
5. **Player politics - AKA “Stab your friend in the back!”**
6. **Best in genre for digital board games.**

PROJECT GOALS

- 1. Create stories with friends.**
- 2. Mechanical sandbox.**
- 3. Singleplayer in competitive multiplayer.**
- 4. Satisfy various player fantasies and styles.**
- 5. Player politics - AKA “Stab your friend in the back!”**
- 6. Best in genre for digital board games.**
- 7. Create a strong, commercially viable brand.**



The Three Cs.



Cultural

*Further's videogames as an art form and
creative medium.*



Cultural

*Furtheres videogames as an art form and
creative medium.*

Critical

*Well received, by our peers,
the public, and the press.*



Cultural

*Furtheres videogames as an art form and
creative medium.*

Critical

*Well received, by our peers,
the public, and the press.*

Commercial

*Financially viable, perpetuating
financial and creative independence.*

Not about treasure



So we begun designing Armello.





We almost instantly agreed it would be an anthropomorphic (no-humans), grimm, dark, low-fantasy universe.



Animals gave us strong character tropes and personalities.





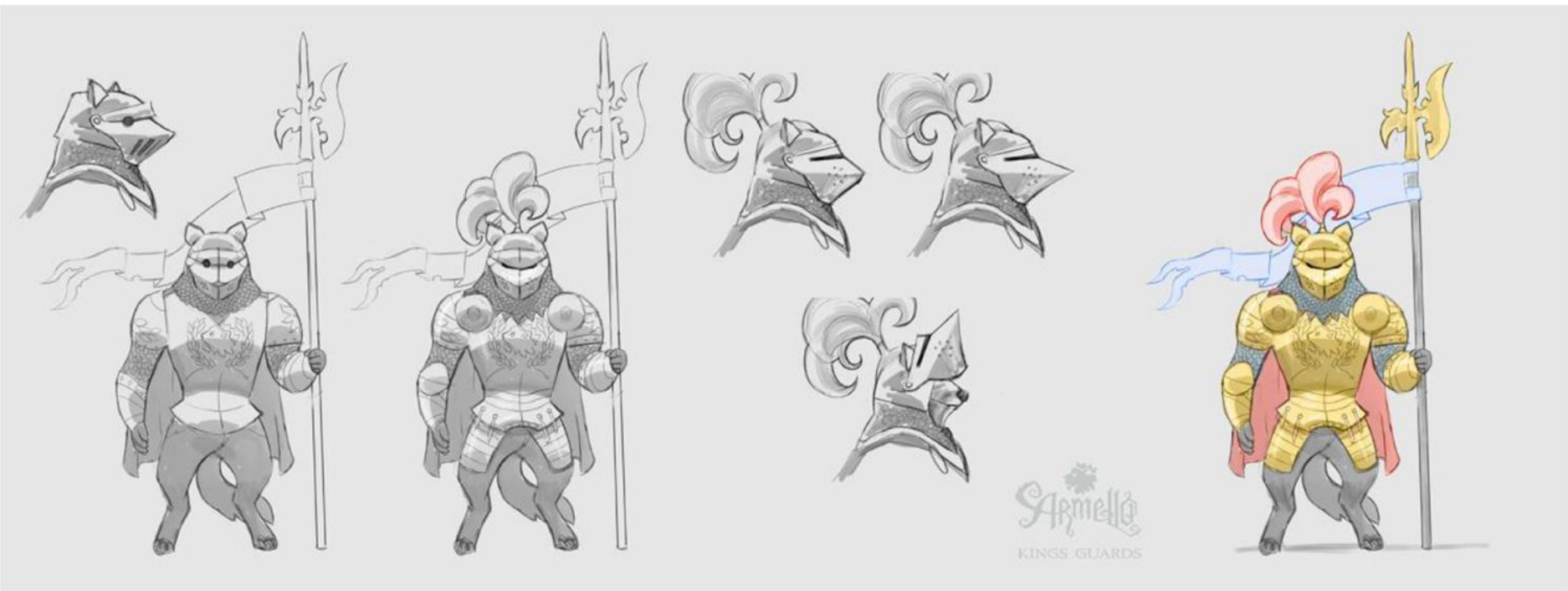
We wanted it to
be gritty and
dark, but full of
love and hope.

We wanted creatures of terror

Armello

BANE 3
TY





... and knights of the Realm

Early Armello handwritten cards.

PARLIAMENT
OF PIGS
STALL ONE
ARMY EACH
ROUND

MINE CART
MAKERS
PASSIVE +2 GOLD
PER ROUND

G8 F4 S2
SHIELD
OF THE
TORTOISE
ACTIVE: DEFENSE
+ 6 TO UNIT.
PASSIVE: +2
DEFENSE TO
SELECTED UNIT

G7 FX S5
KEYS TO
EDEN
ACTIVE: DISCOVER
SPIRIT
LOCALE

G7 FX S4
FEET OF
MOON TALKER
ACTIVE: ROLL
HARBINGER'S
DICE (6-10 =
LOST AROUND)
PASSIVE: ROLL
HARBINGER'S
DICE (1/0 = DRAW
AND DISCARD 4)

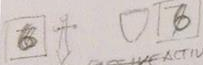
G5 FE S3
ELEPHANT
TRUSK
ACTIVE: +5
TO DEFENSE
ON UNIT
PASSIVE: +1 TO
SPIRIT EVERY
TWO ROUNDS

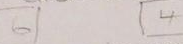
AMULET
OF THE
DIVINES
ACTIVE: THE GODS
SHINE ON YOU
+ 5 FAVOUR

G7 FX S4
RAT LORD
FAVOUR
ACTIVE: DELAY ONE
ATTACK
FROM RAT
CLAN
(IF YOU ARE
RAT DRAW
AGAIN)

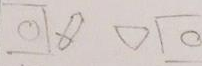
G4 FX S5
THE SERPENT'S
TONGUE
ACTIVE: CHANGE
2 CARD TYPE
ON AN OPPON
DRAW

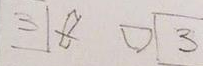
G6 F2 SX
MOLE'S
DEBT
ACTIVE: E.G.
INSTANTLY

G10 F5 S5
RAT LONG
FANG FU

ACTIVE: PASSIVE ACTIVE
+3 TRANSFERABLE
POWER FOR ATTACK
TO ANYWHERE
PASSIVE: +1 SPIRIT
AT BOTH SIDES LOSE
THE BATTLE.

G8 F2 S1
CHEETAH
CHEROKEES

ACTIVE: 'SPRINT'
MAY COVER
DOUBLE DISTANCE
ACROSS UNCC.
TERRITORY

G10 F5 SX
SLOTH'S
TO THE CALL
ACTIVE: SLOW
ENEMY MOVE
MENT THIS
ROUND TO 2

G10 FE SX
RAT
ACTOR

ACTIVE: IF NEXT
TO UNIT STACK
ON IT FOR
-5 ON CHOSEN
ATTRIBUTE

G2 FX SX
RAT HORDE

ACTIVE: "SWARM"
OPPONENTS
-2 TO ATTACK
PASSIVE:

We spent nearly ten months in paper only prototypes.



We tried armies led by generals.

And bands of Heroes.



Hero experience cards...



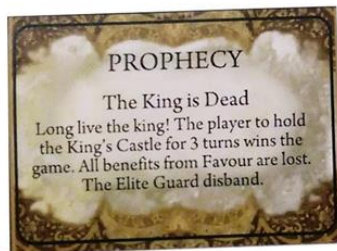
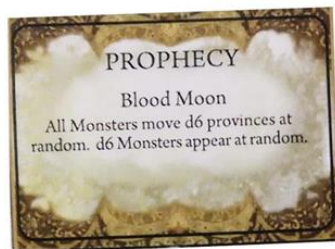
Castle and Holdings mechanics...



Strategy Cards...



Prophecy Cards...



Royal Decrees...



Family Requests...



Ruin Exploring...



And Quests...



The Armello Great Clans:



We got resourceful...









But as we played more and more, a magic balance was taking shape....

Four Heroes.

One insane King.

And we realised we
could do amazing things
that normal boardgames
Can't do.







The Art Bible



Sarmelle

PREVISUALISATION





detail blind
embossed

mane matted and
scraggly not too
dark



pale fur



dark markings
for rot and
aging

reg fur



mane



King is unkempt
and degenerating
not 'grooming'

think 'mad'
roman emperor
caligula etc



lower leg guards



robe



trim



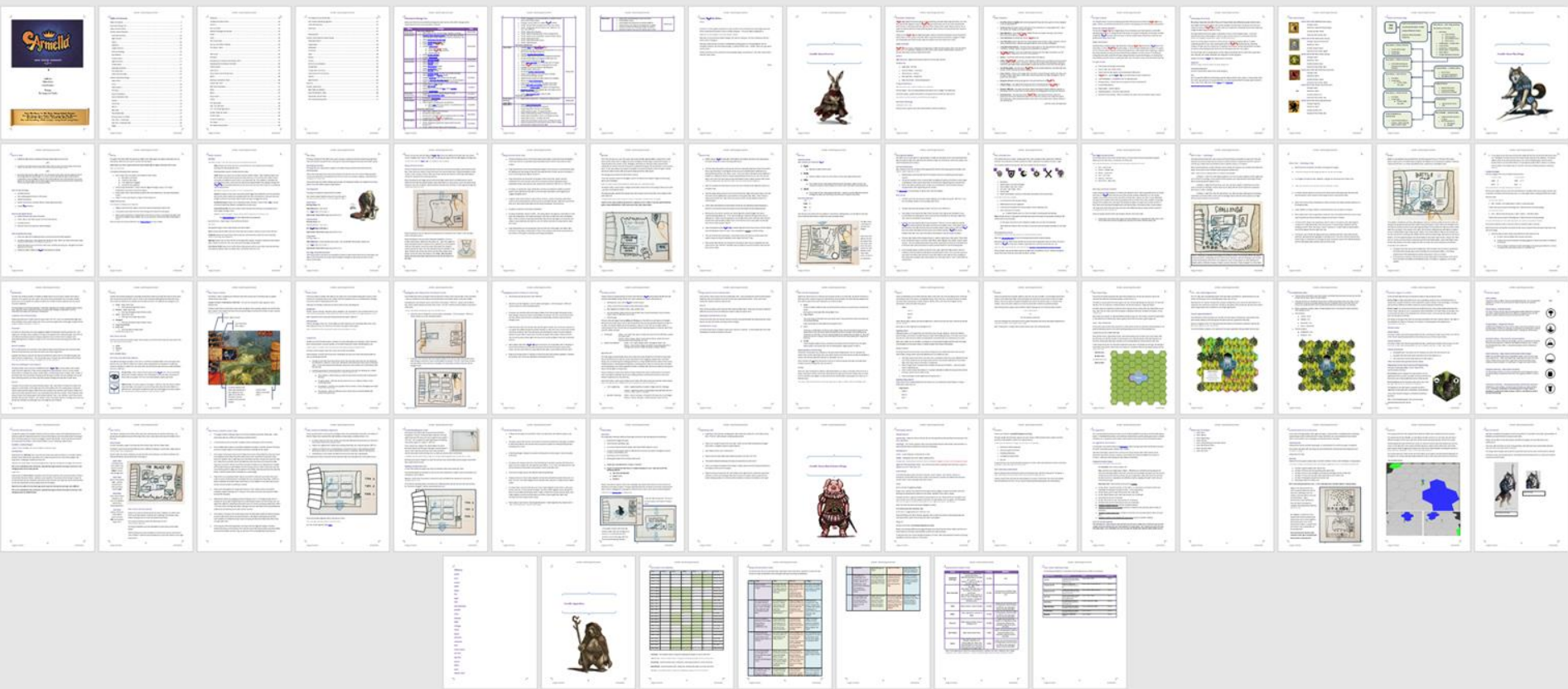
gold

this is fur



The GDD







The heart of Armello

ARMELLO'S CORE

ARMELLO'S CORE

1. Hero-centric.

ARMELLO'S CORE

1. **Hero-centric.**
2. **Real-time turn based play.**

ARMELLO'S CORE

1. **Hero-centric.**
2. **Real-time turn based play.**
3. **Hex layout with central objective.**

ARMELLO'S CORE

1. **Hero-centric.**
2. **Real-time turn based play.**
3. **Hex layout with central objective.**
4. **Race the clock / players.**

ARMELLO'S CORE

1. **Hero-centric.**
2. **Real-time turn based play.**
3. **Hex layout with central objective.**
4. **Race the clock / players.**
5. **Card play (across three shared decks).**

ARMELLO'S CORE

1. **Hero-centric.**
2. **Real-time turn based play.**
3. **Hex layout with central objective.**
4. **Race the clock / players.**
5. **Card play (across three shared decks).**
6. **Mechanical ecosystem.**

ARMELLO'S CORE

1. **Hero-centric.**
2. **Real-time turn based play.**
3. **Hex layout with central objective.**
4. **Race the clock / players.**
5. **Card play (across three shared decks).**
6. **Mechanical ecosystem.**
7. **Fast-paced progression.**

ARMELLO'S CORE

1. **Hero-centric.**
2. **Real-time turn based play.**
3. **Hex layout with central objective.**
4. **Race the clock / players.**
5. **Card play (across three shared decks).**
6. **Mechanical ecosystem.**
7. **Fast-paced progression.**
8. **Conflict creation through player proximity.**

ARMELLO'S CORE

1. **Hero-centric.**
2. **Real-time turn based play.**
3. **Hex layout with central objective.**
4. **Race the clock / players.**
5. **Card play (across three shared decks).**
6. **Mechanical ecosystem.**
7. **Fast-paced progression.**
8. **Conflict creation through player proximity.**
9. **Experimentation focus.**

ARMELLO'S CORE

1. **Hero-centric.**
2. **Real-time turn based play.**
3. **Hex layout with central objective.**
4. **Race the clock / players.**
5. **Card play (across three shared decks).**
6. **Mechanical ecosystem.**
7. **Fast-paced progression.**
8. **Conflict creation through player proximity.**
9. **Experimentation focus.**
10. **Storytelling potential.**



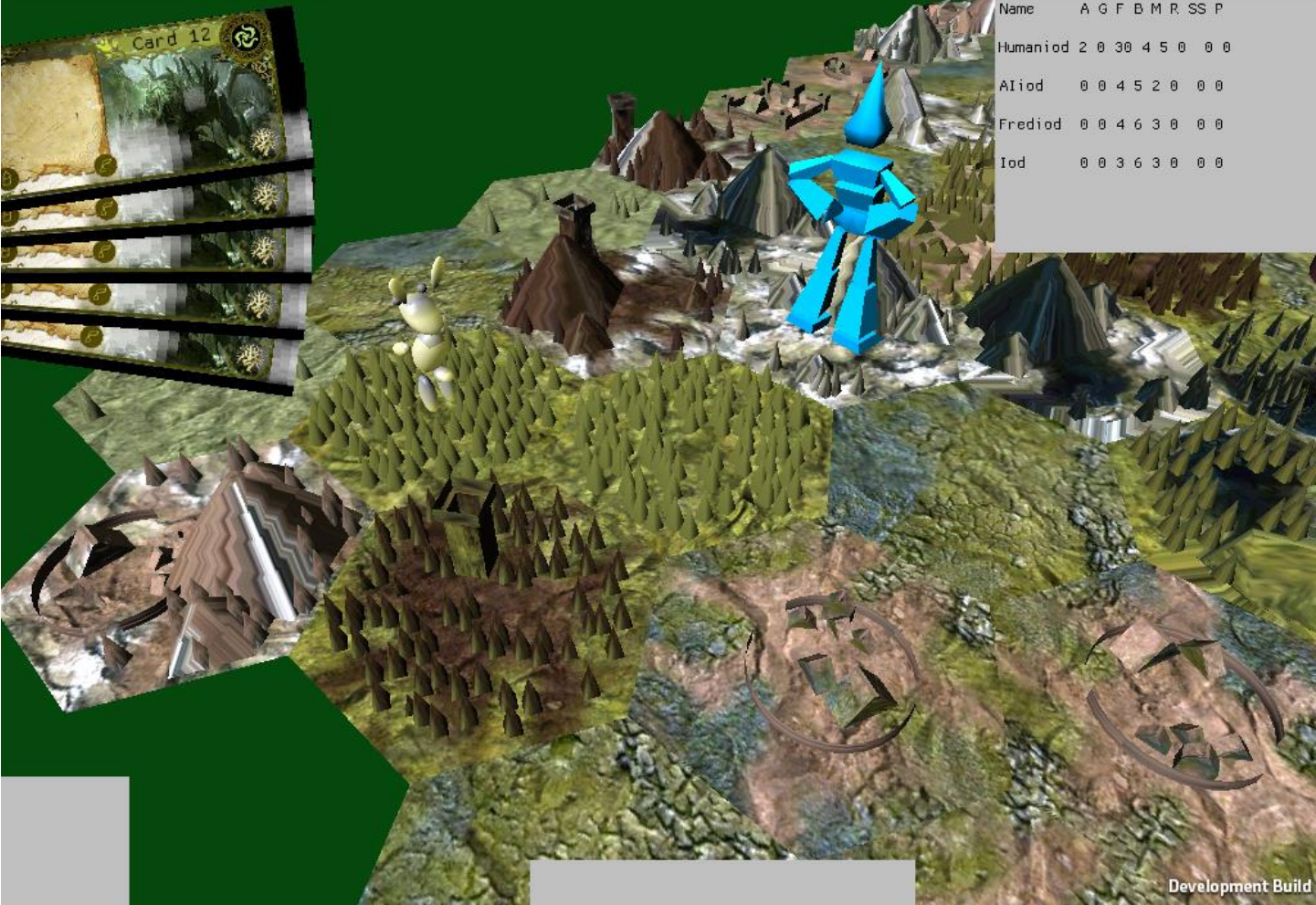
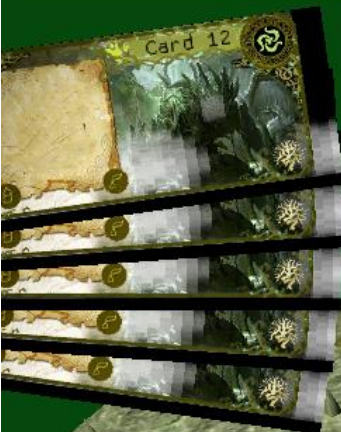
BRINGING LIFE TO ARMELLO





Turn:Humaniod Phase:Day King Body:0

End Turn



Name	A	G	F	B	M	R	SS	P
Humaniod	2	0	30	4	5	0	0	0
Aliod	0	0	4	5	2	0	0	0
Frediod	0	0	4	6	3	0	0	0
Iod	0	0	3	6	3	0	0	0

Turn: Humaniod Phase: Day King Body: 0

End Turn



Name	A	G	F	B	M	R	SS	P
Humaniod	3	0	30	4	5	0	0	0
AIiod	0	0	4	5	2	0	0	0
Frediod	0	0	4	6	3	0	0	0
Iod	0	0	3	6	3	0	0	0



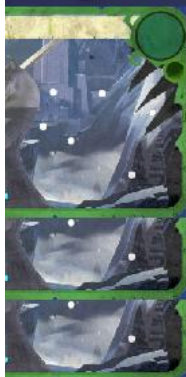
H

C

K

M

?



End Turn



End Turn



AP
3

Quit

Adventurer's Armour

AP
3

Battle Axe

In Battle +1 Fight

2

0

War Hammer

Throwing Axe

Hildsap

4

3/3

5

2

Armello

PRE-ALPHA BUILD

End Turn

2

2

1

0







AP 1

Vile Official

Throwing Axe

Tanglevine

Incite Revolt



LIFE'S BLANKET
FOREST
Provides Stealth at Night.



River captured a settlement.
Our King creeps closer to death.
All heroes have received down income from Settlements.
The more for the Mercenary hidden

 4

 5/5

 4

 3

 4

 3

 0

 0

BRINGING LIFE TO ARMELLO

1. **Animated 3D Heroes.**





AP 3



Hidden Trap

Wyldeap

PLAY TO CREATURE,
DUNGEON, STONE
CIRCLE

Teport to furthest
Dungeon.

Cost 4

Banish

2

5/5

3

5

Declaration Tribute of Spirit now in effect.
King has called Lord Steward **Mercurio** to his side.
Our King creeps closer to death.

All humans have vanished. *Arise! In nomine Regis! Sublimemur!*

3

6

0

0

END TURN

BRINGING LIFE TO ARMELLO

1. **Animated 3D Heroes (e.g., Stealth).**



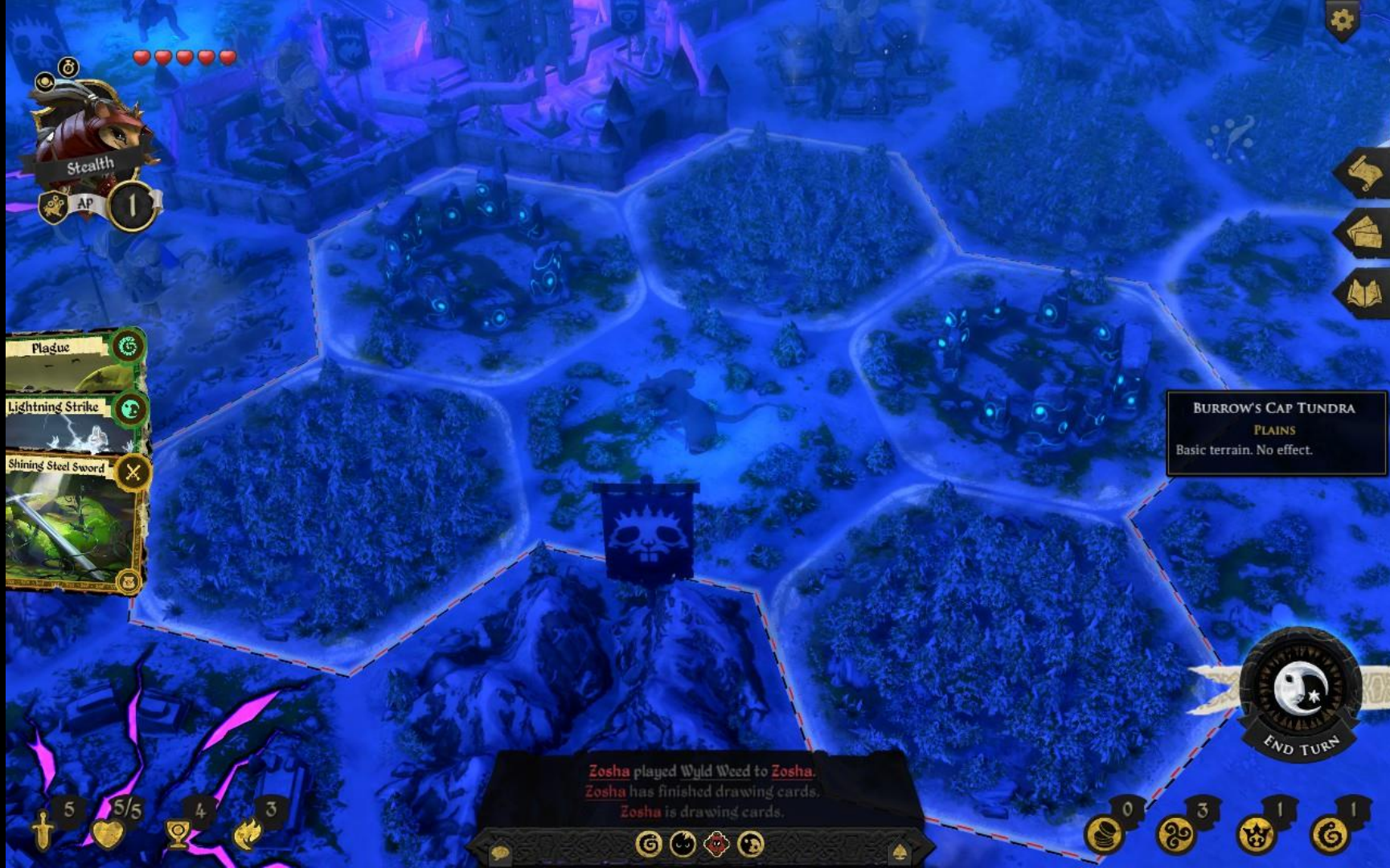
Plague

Vile Official

Lightning Strike

Zosha has equipped Marauder Gauntlets.
Twice has played a peril to a Dungeon.
Zosha has finished drawing cards.

END TURN



BURROW'S CAP TUNDRA
PLAINS
Basic terrain. No effect.



Zosha played Wild Weed to Zosha.
Zosha has finished drawing cards.
Zosha is drawing cards.

- Plague
- Lightning Strike
- Shining Steel Sword

55/543



0311



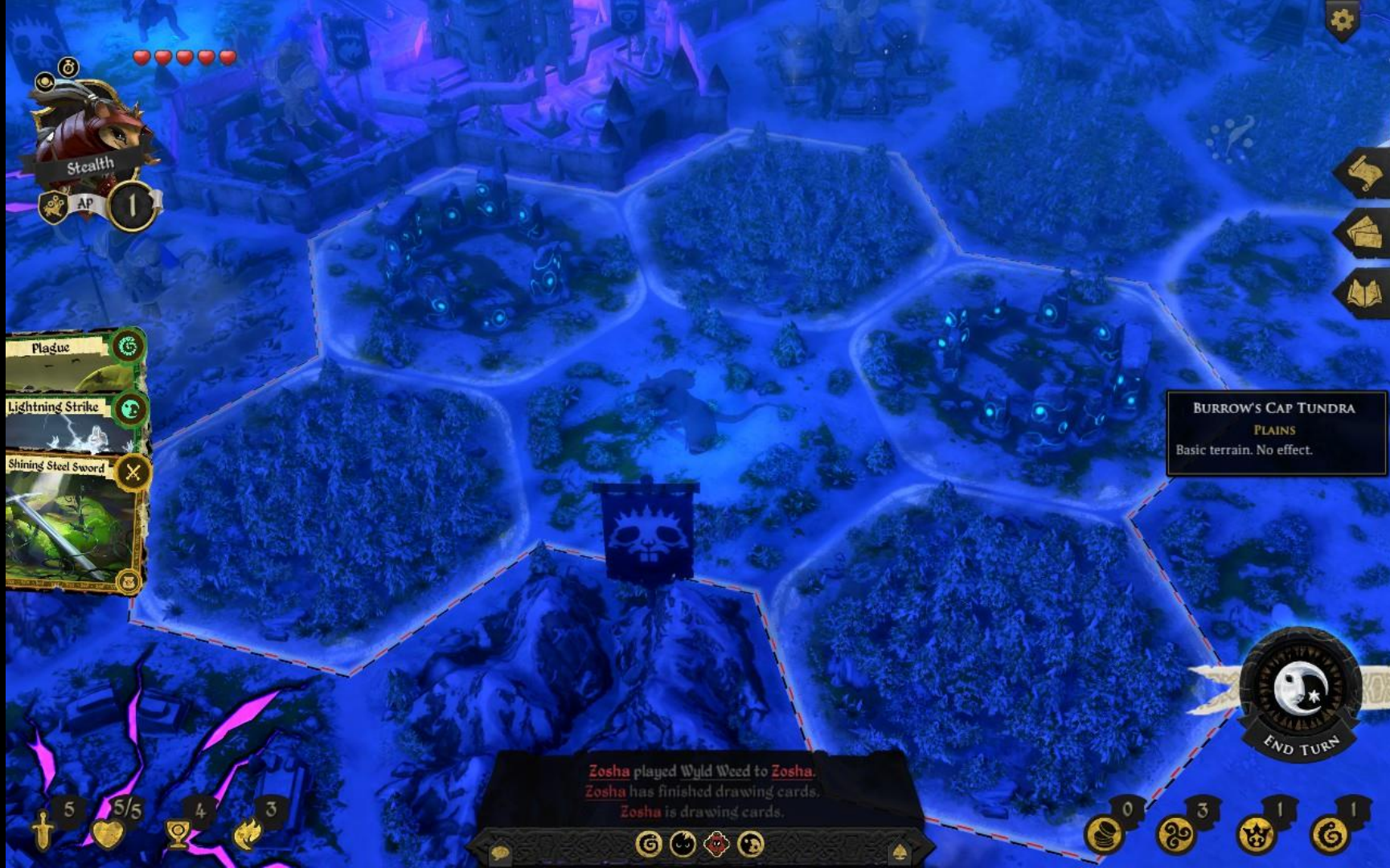
Plague

Vile Official

Lightning Strike

Zosha has equipped Marauder Gauntlets.
Twice has played a peril to a Dungeon.
Zosha has finished drawing cards.

END TURN



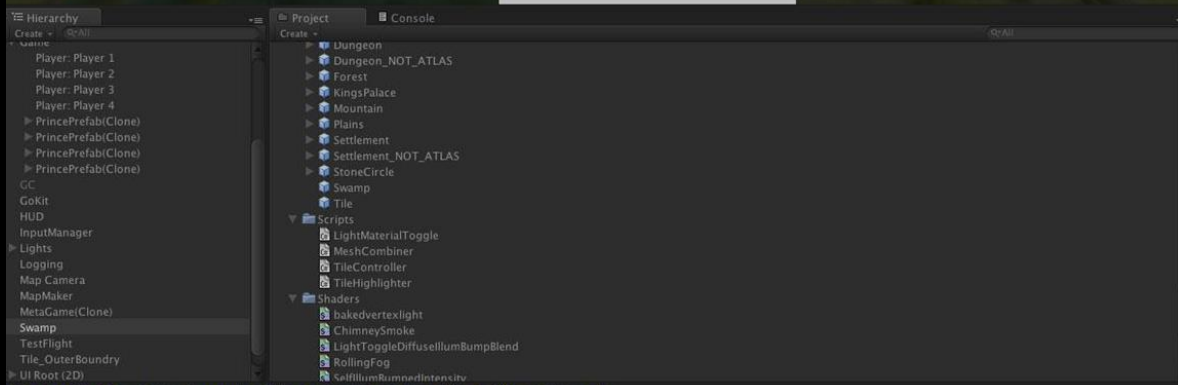
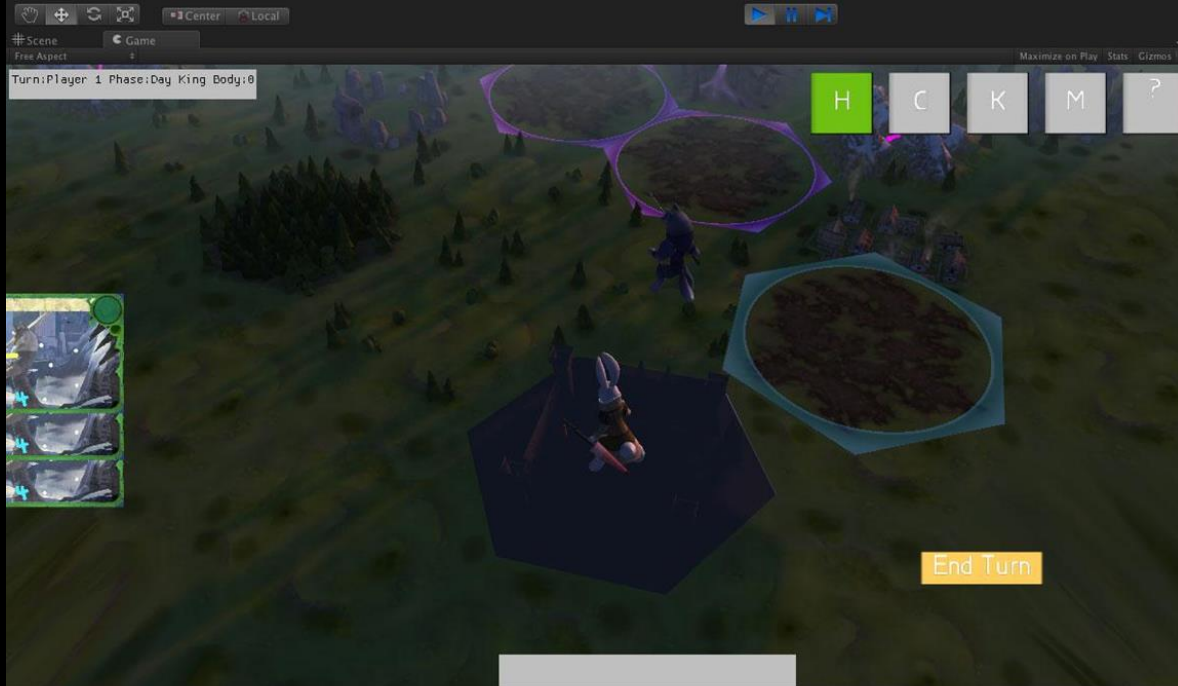
BURROW'S CAP TUNDRA
PLAINS
Basic terrain. No effect.

Zosha played Wild Weed to Zosha.
Zosha has finished drawing cards.
Zosha is drawing cards.

END TURN

BRINGING LIFE TO ARMELLO

1. **Animated 3D Heroes (e.g., Stealth).**
2. **Seamless environment.**





Wandering Circus

Heavy Plate Armour

Wylid's Warning

Slandorous Toads

Our King creeps closer to death.

All heroes have received dawn income from Settlements.
The race for the throne has begun.

END TURN



Armello

BRINGING LIFE TO ARMELLO

1. **Animated 3D Heroes (e.g., Stealth).**
2. **Seamless environment.**
3. **Camera constraint. Clouds.**



FELBEAR KEEP
DUNGEON
Automatic Explore.



AP

3

- Moon Juice
- Rotten Fog
- Hoodwinked
- Battle Armour
- Wake the Trees

4

5/5

5

2

7

2

0

0



BRINGING LIFE TO ARMELLO

1. **Animated 3D Heroes (e.g., Stealth).**
2. **Seamless environment.**
3. **Camera constraint. Clouds.**
4. **Windows into the world.**

PLAY TO HERO

Dice will not
Explode, until
end of next turn.

Cost  2

Saboteur



Brazenberry Ale

PLAY TO
CREATURE

+1 Fight and -1
Wits, until end of
target's next
Turn.

Cost  1



EQUIPPABLE

Grants Evade and
Stealth in Forests
Day and Night.

Cost  2

Ranger's Cloak



RECRUITABLE

Removes Poison
and gives
immunity while
Recruited.

Cost



Poison Taster



BRINGING LIFE TO ARMELLO

1. **Animated 3D Heroes (e.g., Stealth).**
2. **Seamless environment.**
3. **Camera constraint. Clouds.**
4. **Windows into the world.**
5. **Dynamic quest system.**



The Rat Witch of Black Marsh

This is a quest description that is 180 characters long (140 for us, 40 for da Deutsch) about a witch that wants Sana to give herself to the rot. What will the player choose?



Summon the power of the Wyld and destroy the blight [Spirit]



Solve the witch's dark riddle [Wits]



Incapacitate your party with a mighty spell [Lose all Followers]



Give in to the temptation of Rot [Gain +3 Rot]





CHOOSE A QUEST

"About time you got here. A thousand disasters need tending to, and you're the only one who can help."



Rogue Construction

Rewards
+1 +1

Spirit Stone

? Wits Challenge Reward ?

Scenic Route

Rewards
+1 +1

Poppet

? Fight Challenge Reward ?

Wyl'd Dream

Rewards
+1 +1

Berserker

? Spirit Challenge Reward ?





Stealth
AP 0

Brazenberry Ale

Expendables

Wyld's Warning

Merchant's Agreement

Trusty Shield

Alice's Pact

Killers and Spies

The tall trees of the Arcdale Woods held many secrets, but you are only interested in one. Stepping beyond the threshold where the Rat Clan spy met her demise, you begin your search for the assassin.

CHOOSE AN ACTION...



Rely on your wits to hunt down the assassin.

+1  +1 

WITS CHALLENGE

Berserker
OR
-1 Prestige

60%

Remain quiet and search the forest.

+1  +1 

NO TEST REQUIRED



Call out the assassin and challenge them.

+1  +1 

STORY BONUS

Tanglevine

Mercurio is questing in Arcdale Woods.
Mercurio has finished drawing cards.
Mercurio is drawing cards.

4 5/5 6 2

2 3 2 0

✚ The Obsidian Fox

Thane had barely begun questing for the throne when a strange follower seemed to materialize from nowhere...

Try as they did, our hero was unable to shake the follower. In a nearby forest, Thane concocted a plan.

Alas, no plan prepared our hero for the axe thrown from the bushes! As our hero howled in pain, the bandit fox fled in victory.

NEXT QUEST ➡

BRINGING LIFE TO ARMELLO

1. **Animated 3D Heroes (e.g., Stealth).**
2. **Seamless environment.**
3. **Camera constraint. Clouds.**
4. **Windows into the world.**
5. **Dynamic quest system.**
6. **Contrast & Duality.**



BRINGING LIFE TO ARMELLO

1. **Animated 3D Heroes (e.g., Stealth).**
2. **Seamless environment.**
3. **Camera constraint. Clouds.**
4. **Windows into the world.**
5. **Dynamic quest system.**
6. **Contrast & Duality.**
7. **Phrase-based chat system.**





BRINGING LIFE TO ARMELLO

1. **Animated 3D Heroes (e.g., Stealth).**
2. **Seamless environment.**
3. **Camera constraint. Clouds.**
4. **Windows into the world.**
5. **Dynamic quest system.**
6. **Contrast & Duality.**
7. **Phrase-based chat system.**
8. **Abstraction vs projection.**





Rabbit icon with 5 red hearts above it.

AP 1

Crooks

PLAY TO TILE
Peril Rating: 2

-1 Gold. If target can't pay, -1 Health and -1 Action Point.

Cost 2

Mountain Moss

Regeneration

Hidden Trap

Zoeira has played a peril to a Settlement.
Thane has played a peril to a Settlement.
A King's Guard and a Bane have slain each other.
A Wind's Guard is attacking a Bane.

END TURN

3 5/5 4 4

10 4 0 0

BRINGING LIFE TO ARMELLO

1. **Animated 3D Heroes (e.g., Stealth).**
2. **Seamless environment.**
3. **Camera constraint. Clouds.**
4. **Windows into the world.**
5. **Dynamic quest system.**
6. **Contrast & Duality.**
7. **Phrase-based chat system.**
8. **Abstraction vs projection.**
9. **Preserving the magic of tabletop.**



Thane

Barnaby



1

ATTACK



DEFENCE

1

2



ATTACK

DEFENCE





Stealth
AP 3

Game of Thorns

Mercenaries

Select 2 cards
to fill your hand

Item

Spell

Trickery

Amber is drawing cards.
A bane has spawned at a dungeon.
The Rot twists our King deeper into madness.

4 4/4 4 4

7 4 1 0



ARTIST

Ty Carey

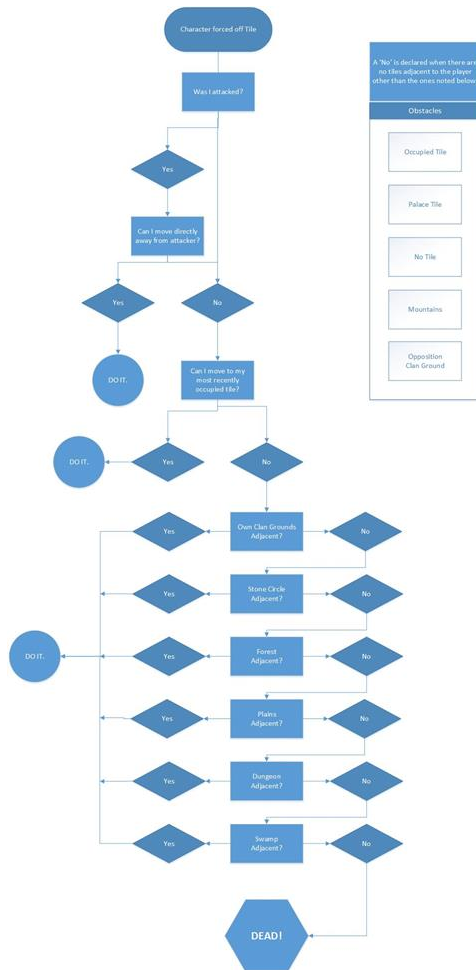


BACK

TOUR THE MORGUE

THE MORGUE

1. Heraldry System

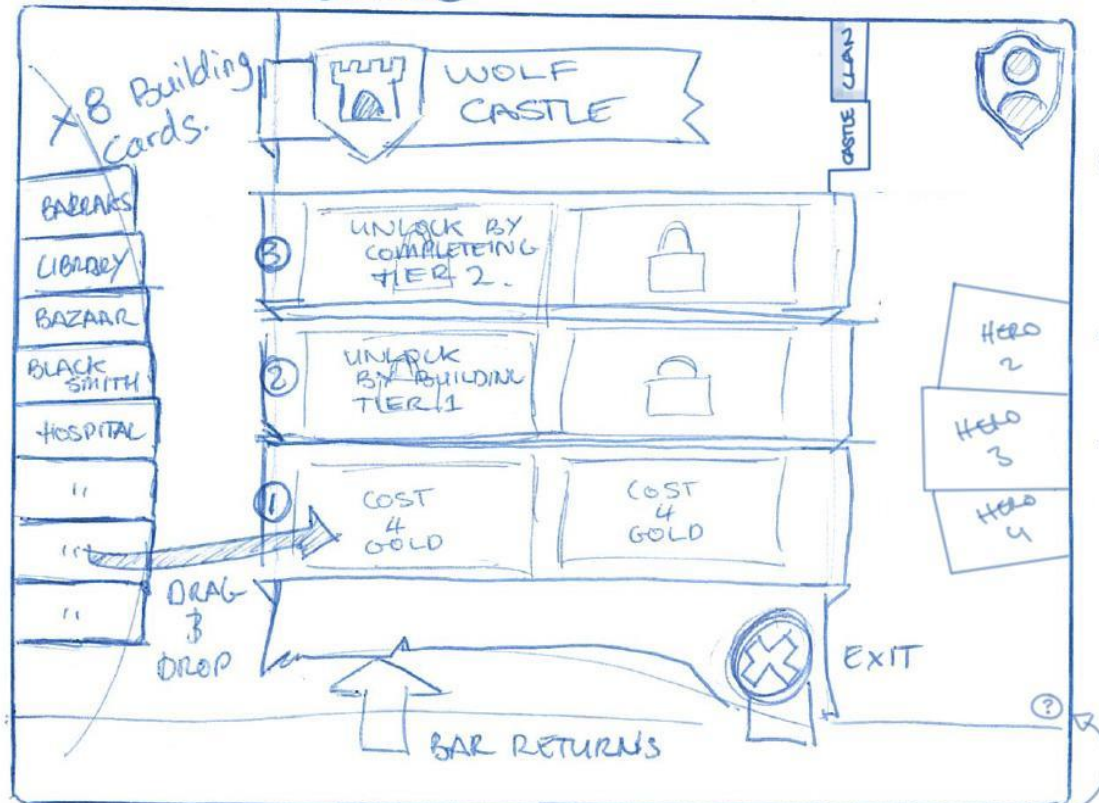


THE MORGUE

1. **Heraldry System**
2. **Clan Castle Upgrading**



CASTLE UPGRADE



I wonder if we can get the elements from the last screen onto this one. I feel like I'd want to know what my income is whilst upgrading the elements that directly affect that. Yes?

Also, if we can consolidate the screens we could give quests their own, more concise screen.

We may not be able to, and it may work better if we don't consolidate screens. It's just that info on the clan screen feels far more relevant to this one.

Thoughts?

I'm thinking the Help button can go here, just floating above the bottom bar. I just feel the proposed position in the top right is currently too crowded and the 'current player/AP' element works better there.



THANE

THE WINTER WOLF



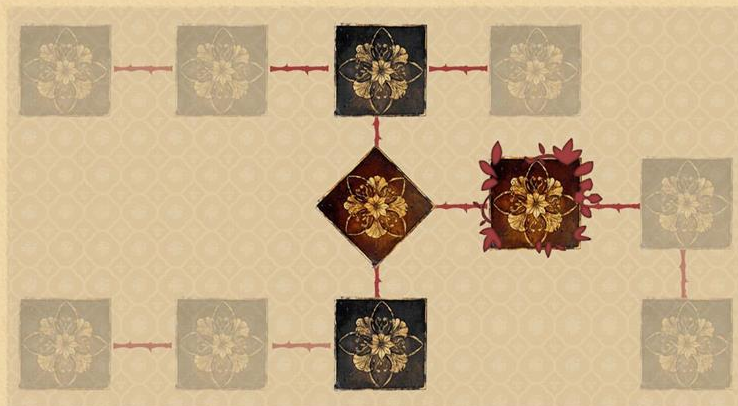
WOLF CLAN

THE MORGUE

1. **Heraldry System**
2. **Clan Castle Upgrading**
3. **Talent Trees**



Talents



TOUGH HIDE

When battle commences you may use Wits instead of fight.
If you win, you retreat instead. When battle commences you may
use Wits instead of fight. If you win, you retreat instead.



Train



CHOOSE A QUEST

"About time you got here. A thousand disasters need tending to, and you're the only one who can help."



THE MORGUE

1. **Heraldry System**
2. **Clan Castle Upgrading**
3. **Talent Trees**
4. **Voting Systems**



Dawn of the 1st day.



Prestige Leader



AI Player 2



AI Player 3



AI Player 4



A new dawn breaks



Our King creeps closer to death.
All heroes have received dawn income.
The Rot brings Amber closer to death.



THE MORGUE

1. **Heraldry System**
2. **Clan Castle Upgrading**
3. **Talent Trees**
4. **Voting Systems**
5. **Quest System Overhauled**



The Rat Witch of Black Marsh

This is a quest description that is 180 characters long (140 for us, 40 for da Deutsch) about a witch that wants Sana to give herself to the rot. What will the player choose?



Summon the power of the Wyld and destroy the blight [Spirit]



Solve the witch's dark riddle [Wits]



Incapacitate your party with a mighty spell [Lose all Followers]



Give in to the temptation of Rot [Gain +3 Rot]



The Forest Deep

The forest, tall and dark, envelops you. Your senses alert, the intermittent scuttering behind you does not go unnoticed. You wait for just the right moment and...

CHOOSE AN ACTION...



Leap for a nearby branch.

[Test Wits]



Spin around, weapon at the ready.

[Test Fight]



Make a run for it.



Thane is questing.

Our King creeps closer to death.
All heroes have recieved dawn income.



CHOOSE A QUEST

"About time you got here. A thousand disasters need tending to, and you're the only one who can help."



THE MORGUE

1. **Heraldry System**
2. **Clan Castle Upgrading**
3. **Talent Trees**
4. **Voting Systems**
5. **Quest System Overhauled**
6. **NPC Variants**



Forces

GUINEA PIG PLATOON
ARMY

Attack	2
Defence	2
Spirit	2
Health	2
Move	2

Bestow Siege +2 ability to any unit in same Province

0 2 0

Forces

MOLE SAPPHERS
ARMY

Attack	2
Defence	2
Spirit	2
Health	2
Move	2

Bestow Siege +2 ability to any unit in same Province

0 3 0

Forces

MICE RANGERS
ARMY

Nocturnal, Scout	
Attack	2
Defence	3
Spirit	3
Health	2
Move	3

0 3 0

Forces

WILD MARMOTS
ARMY

Attack	3
Defence	3
Spirit	2
Health	3
Move	2

0 4 0

Forces

TURTLE BOMBARDIERS
ARMY

Ranged	
Attack	3
Defence	4
Spirit	3
Health	4
Move	1

1 5 0

Forces

SIR PORCUPINE
HERO

Ranged (2 First Strikes)	
Attack	2
Defence	2
Spirit	3
Health	2
Move	2

Expert Marksman: Has 2 First Strikes

0 4 0

Forces

WEASEL ARMSMEN
ARMY

Stealthy	
Attack	3
Defence	3
Spirit	3
Health	3
Move	2

0 4 0

Forces

TOAD SCRIBE
HERO

Attack	1
Defence	2
Spirit	3
Health	1
Move	1

Doubles Gold produced at this current location

0 3 0

Forces

KING'S GUARDS
IMPERIAL LEGION

Steadfast	
Attack	4
Defence	5
Spirit	4
Health	5
Move	2

Lord Protector -2 Favour if Legion destroyed

x x x

Forces

BADGER ASSASSIN
HERO

Precise, Stealth	
Attack	3
Defence	2
Spirit	2
Health	2
Move	3

+2 Attack vs Heroes

0 6 0

Forces

DARK WOLF
HERO

Nocturnal, First Strike	
Attack	4
Defence	3
Spirit	3
Health	3
Move	3

Immune to 1 first strike

1 4 1

Forces

DOBERMAN PACK
ARMY

Fast	
Attack	3
Defence	2
Spirit	2
Health	3
Move	3

0 4 0

Forces

BOAR MERC
HERO

Scout	
Attack	3
Defence	2
Spirit	2
Health	3
Move	2

0 4 0

Forces

TORTOISE KNIGHT
HERO

Attack	2
Defence	4
Spirit	3
Health	4
Move	2

Immune to 1 First Strike

0 5 0

Forces

FOX DUELIST
HERO

Attack	2
Defence	2
Spirit	2
Health	3
Move	3

vs Heroes

0 4 0

Forces

THE MOUNTAIN
ARMY

Steadfast, First Strike	
Attack	5
Defence	4
Spirit	3
Health	4
Move	1

Must be paid 1 Glamour per turn or he'll depart

1 2 0

Forces

GOAT DRUID
HERO

Attack	2
Defence	3
Spirit	4
Health	2
Move	2

Doubles Glamour produced at location

1 3 0

Forces

EAGLE SHAMAN
HERO

Fight, First Strike	
Attack	3
Defence	2
Spirit	4
Health	3
Move	2

1 3 0

Forces

HARE TEMPLARS
ARMY

Fast	
Attack	3
Defence	2
Spirit	2
Health	2
Move	3

0 4 0

Forces

WOOD PRIESTESS
HERO

Attack	2
Defence	3
Spirit	5
Health	5
Move	2

All units at her location gain +1 Spirit

3 2 0

Forces

OLIPHANT
HERO

Steadfast	
Attack	5
Defence	3
Spirit	3
Health	2
Move	4

Must be paid 1 Gold per turn after the first

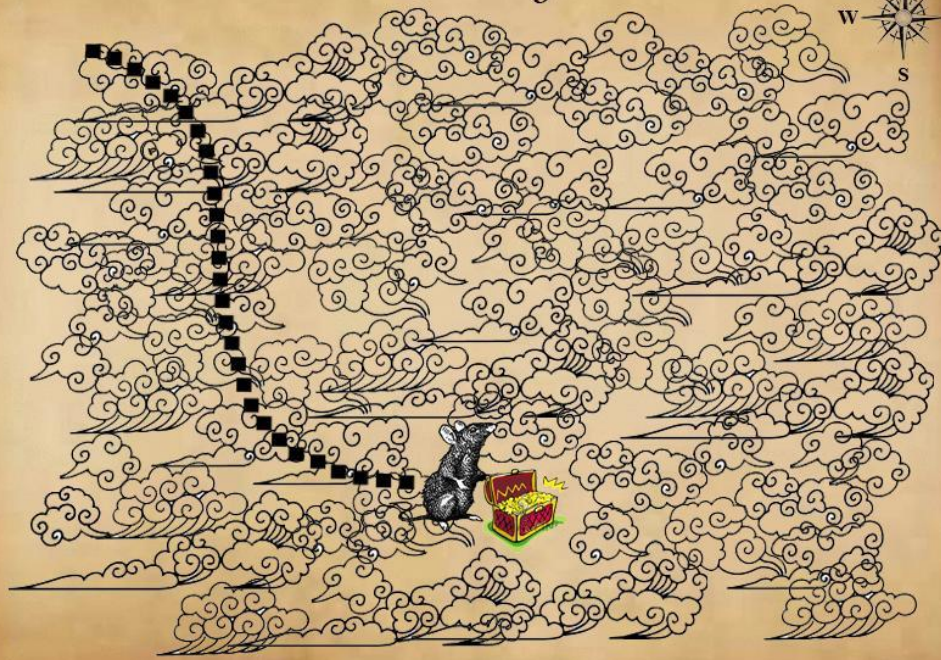
0 3 0

THE MORGUE

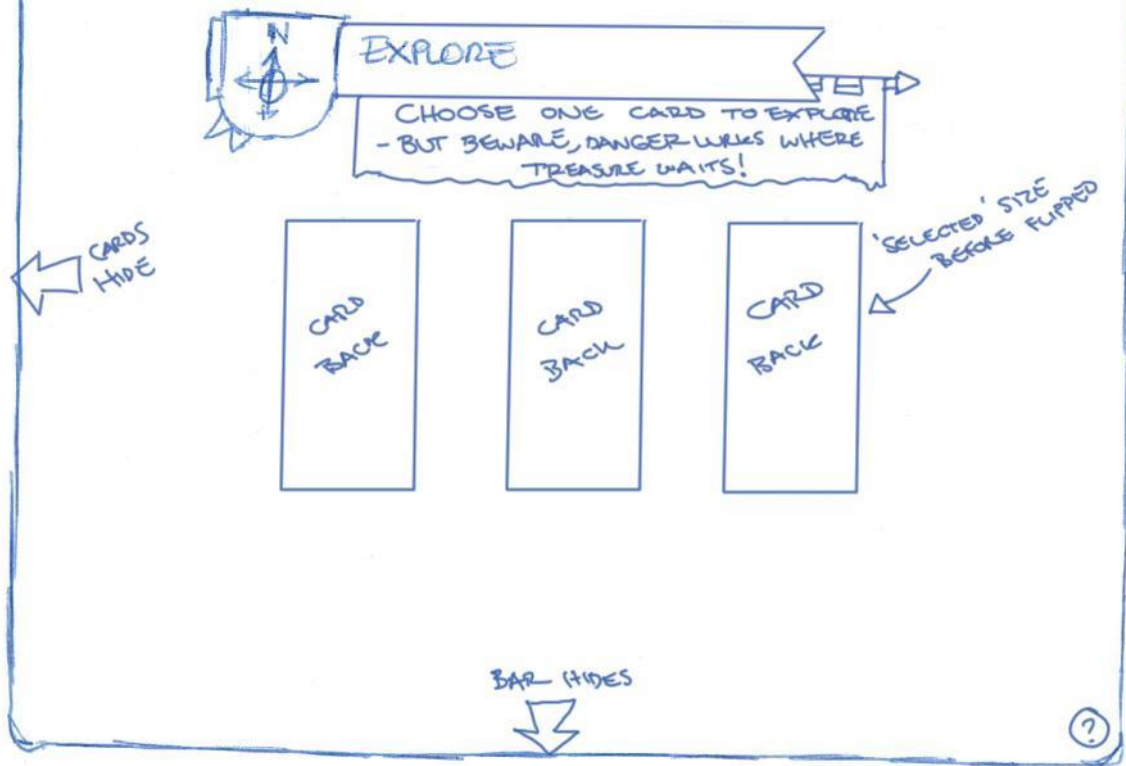
1. **Heraldry System**
2. **Clan Castle Upgrading**
3. **Talent Trees**
4. **Voting Systems**
5. **Quest System Overhauled**
6. **NPC Variants**
7. **Active Explore mechanic**



THE WITCHING FIELDS



EXPLORE SCREEN (PHASE ONE)



THE MORGUE

- 1. Heraldry System**
- 2. Clan Castle Upgrading**
- 3. Talent Trees**
- 4. Voting Systems**
- 5. Quest System Overhauled**
- 6. NPC Variants**
- 7. Active Explore mechanic**
- 8. Active & Passive Card Play**



THE MORGUE

1. **Heraldry System**
2. **Clan Castle Upgrading**
3. **Talent Trees**
4. **Voting Systems**
5. **Quest System Overhauled**
6. **NPC Variants**
7. **Active Explore mechanic**
8. **Active & Passive Card Play**
9. **Terrain Bases & Features**

Terrain 'Types' & 'Levels'

On the *Armello* Map there are six (6) terrain Types on two (2) terrain Levels.

Terrain 'Types' dictate what effects a tile has on gameplay, whether it be a mechanical bonus or impairment, a greater likelihood to find a particular reward, combat or Clan advantages, or perhaps just providing a different narrative context for quests and general adventuring.

Terrain 'Levels' are of a purely technical and aesthetic concern, they simply dictate what plane the Terrain 'Types' operate on and, consequently, what combinations of Terrain Types are possible. Due to their technical nature, the comprehension of Terrain Levels is not necessary for players to play (and win) the game of *Armello*.

Put simply, on any given tile, there are two levels of content; the 'base' and the 'feature'. The 'Base' is the landscape (ie: 'Plains' or 'Swamp'), the 'Feature' is what populates that landscape (ie: 'Settlement' or 'Fortress').

Terrain Levels

Terrain Bases

This level is made up of randomly generated hex tiles, consisting of a 'base' terrain type. For a full list of the Terrain Types that populate the Terrain Base level, see 'Terrain Types' below.

Terrain Features

This level is made up of randomly generated hex tiles, consisting of a 'feature' terrain type. For a full list of the Terrain Types that populate the Terrain Feature level, see 'Terrain Types' below.

Terrain Level Rules:

- All playable tiles* must have one (1) Tile Base, but never any more than one (1).
- Any given tile must never have more than one (1) Tile Feature on it.
- Tiles may have a Terrain Base without a Terrain Feature.

*Does not include Palace grounds and Clan Castles.

Displaying Terrain Types & Bases (Prototype Only)

During the prototyping stage, Terrain Types will be communicated as follows:

Terrain Bases will be displayed through both the art and appearance of the hex tile in question, but also confirmed by the terrain icon in the top left hand corner of the hex tile.

Terrain Features will be displayed solely by the icon in the top right hand corner of the hex tile in question.

The diagram to the right shows a playable tile with a 'Mountain' terrain base and a 'Settlement' terrain feature.

A cosy little mountain village or a fortified mountainous garrison?

Note: In the completed game, this will all be solely communicated via the 3D tile art.



Terrain Types

Plains (Base)

These tiles have no effect. They are essentially blank tiles. The only potential modifiers on a Plains hex are the terrain features that may sit atop the Plains base.

N/A

Forest (Base) - Provides Stealth

The most common terrain type covering approximately 50% of the kingdom of *Armello*. Applies Stealth to the hero; Heroes in adjacent hexes can see Heroes in woods, otherwise they are removed from the map.



Swamp (Base) - Dangerous Terrain

A difficult and dangerous terrain void of shade, cover from elements, void of drinking water, and food to scavenge, it represents a desolate place. Swamp terrain requires a body test otherwise inflicts 1 damage (no shield saves).



Mountain (Base) - Slow to move, but gain defense

Mountains are both a defensive advantage, but also a movement hindrance. These provide a general +1 Shield to any attacked creature, hero or bane, but all characters also suffer -1 movement penalty to enter a Mountain square/hex.



Water (Feature) - High chance of item finds & More Magic

Water can indicate the presence of significant water, such as a river, lake, dam, waterfall etc... Often associated with magic/spirit of a good and bad nature. Water sources also have a high chance of item discovery when exploring +1x% and player's on water gain +1 Magic when paid at Dusk.



Dungeon (Feature) - Bane Spawn locations

The rarest type of terrain, and also considered the most dangerous, these are almost always occupied by rival minor clans, gypsies, bandits or worse banes.



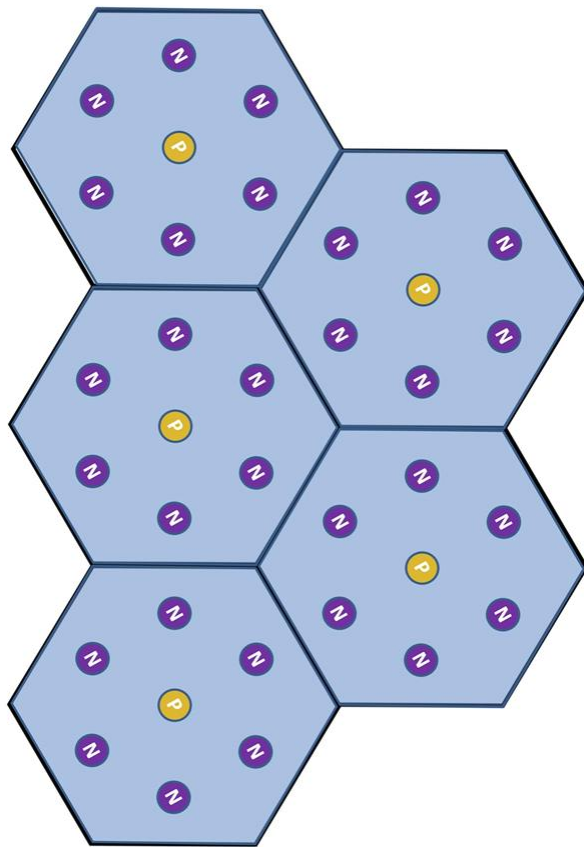
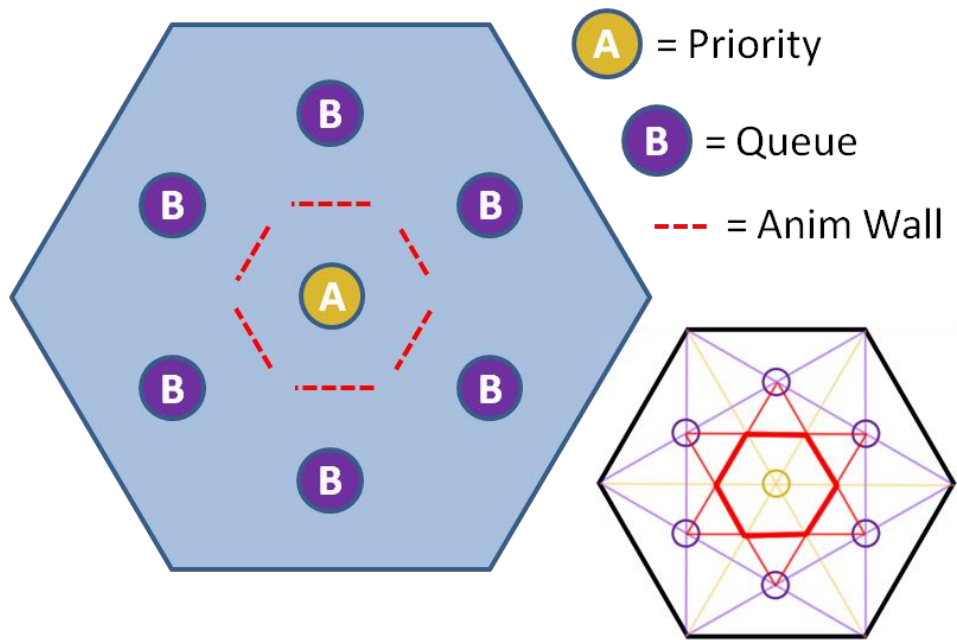
Settlement (Feature) - Usually Quest/King's Declaration locations

Settlements, Quest elbows, increase chance of items and Retinue/Party cards. +1 Follower card drawn at card drawing if a Prince/Princess is standing in a Settlement (Note Follower cards are not otherwise drawn during card drawing).



THE MORGUE

1. **Heraldry System**
2. **Clan Castle Upgrading**
3. **Talent Trees**
4. **Voting Systems**
5. **Quest System Overhauled**
6. **NPC Variants**
7. **Active Explore mechanic**
8. **Active & Passive Card Play**
9. **Terrain Bases & Features**
10. **Multiple Characters on Hexes**



TAKEAWAYS

TAKEAWAYS

1. **Comms was/is the biggest challenge.**

Peril Screen v1.0

Trying to preserve some combat screen work and feel. Felt too similar.



Peril Screen v3.0

Pushed it far enough away from the Combat Screen to make it feel special, but it was missing some crucial elements and was too different that it was breaking existing design conventions.



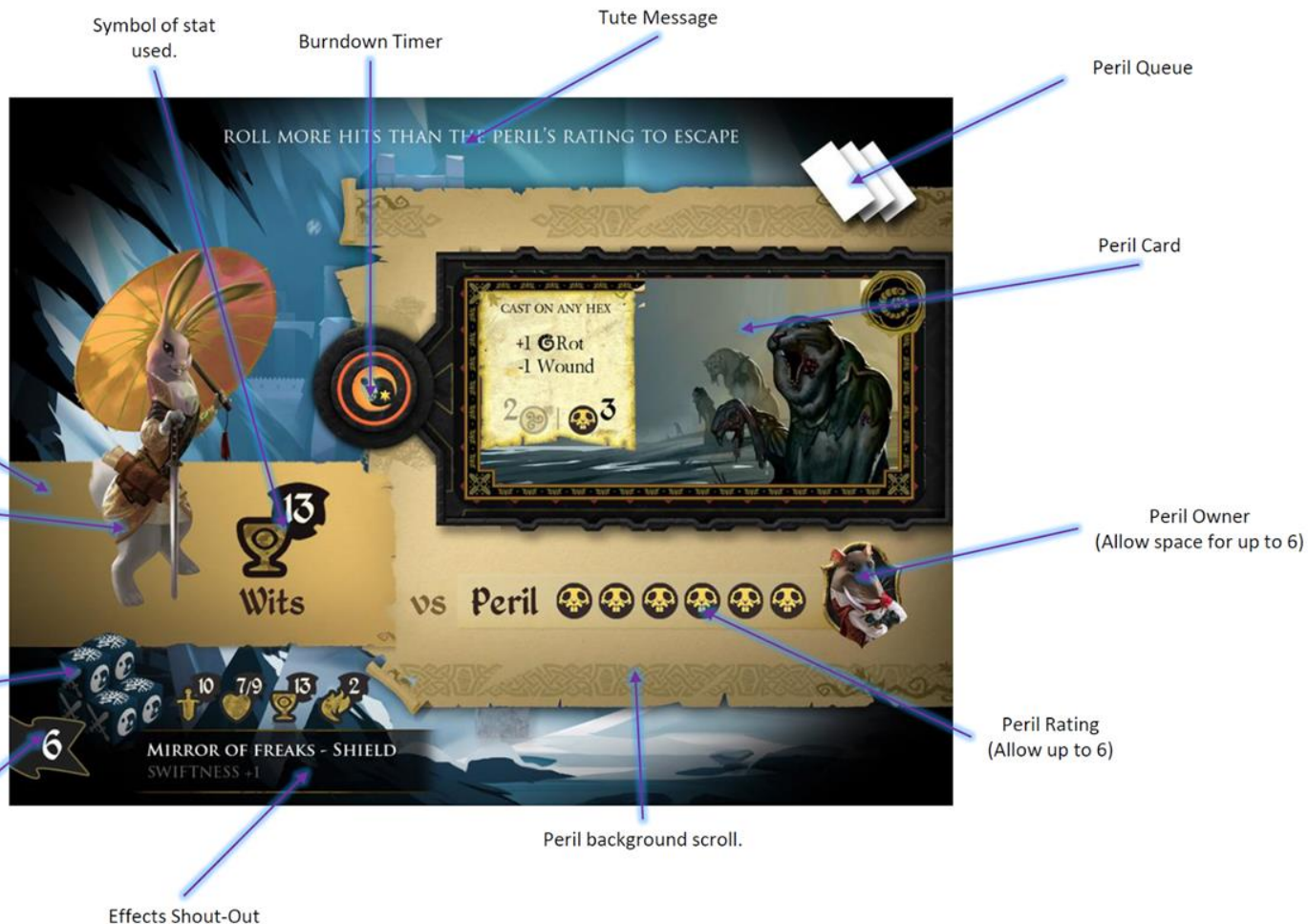
Peril Screen v3.5

Rough mock to bring in the missing crucial elements and realign design conventions. Looks like shit though.



Peril Screen v4.0

Ty's answer to cleaning up v3.5. Still some remaining concerns regarding bucking existing design conventions, but worth greyboxing at this stage.





BURN CARDS OR ROLL DICE
TO MATCH SYMBOLS



Wits vs Peril



Return To Board



TAKEAWAYS

1. **Comms was/is the biggest challenge.**
2. **Thematics give birth to mechanics.**

TAKEAWAYS

1. **Comms was/is the biggest challenge.**
2. **Thematics give birth to mechanics.**
3. **Treat the problem, not the symptom.**

TAKEAWAYS

1. **Comms was/is the biggest challenge.**
2. **Thematics give birth to mechanics.**
3. **Treat the problem, not the symptom.**
4. **Strategy video game vs board game perceptions.**

TAKEAWAYS

1. **Comms was/is the biggest challenge.**
2. **Thematics give birth to mechanics.**
3. **Treat the problem, not the symptom.**
4. **Strategy video game vs board game perceptions.**
5. **Abstraction & Projection.**

TAKEAWAYS

1. **Comms was/is the biggest challenge.**
2. **Thematics give birth to mechanics.**
3. **Treat the problem, not the symptom.**
4. **Strategy video game vs board game perceptions.**
5. **Abstraction & Projection.**
6. **Make the story shine.**

TAKEAWAYS

1. **Comms was/is the biggest challenge.**
2. **Thematics give birth to mechanics.**
3. **Treat the problem, not the symptom.**
4. **Strategy video game vs board game perceptions.**
5. **Abstraction & Projection.**
6. **Make the story shine.**
7. **Be mercenary with Ideas. Execute.**

TAKEAWAYS

1. **Comms was/is the biggest challenge.**
2. **Thematics give birth to mechanics.**
3. **Treat the problem, not the symptom.**
4. **Strategy video game vs board game perceptions.**
5. **Abstraction & Projection.**
6. **Make the story shine.**
7. **Be mercenary with Ideas. Execute.**
8. **Iterative, collaborative, focused design.**

TAKEAWAYS

1. **Comms was/is the biggest challenge.**
2. **Thematics give birth to mechanics.**
3. **Treat the problem, not the symptom.**
4. **Strategy video game vs board game perceptions.**
5. **Abstraction & Projection.**
6. **Make the story shine.**
7. **Be mercenary with Ideas. Execute.**
8. **Iterative, collaborative, focused design.**
9. **Embrace imbalance.**

TAKEAWAYS

1. **Comms was/is the biggest challenge.**
2. **Thematics give birth to mechanics.**
3. **Treat the problem, not the symptom.**
4. **Strategy video game vs board game perceptions.**
5. **Abstraction & Projection.**
6. **Make the story shine.**
7. **Be mercenary with Ideas. Execute.**
8. **Iterative, collaborative, focused design.**
9. **Embrace imbalance.**
10. **Know your end product.**



Trent Kusters

trent@leagueofgeeks.com

@trentkusters



Blake Mizzi

blake@leagueofgeeks.com

@blakemizzi