

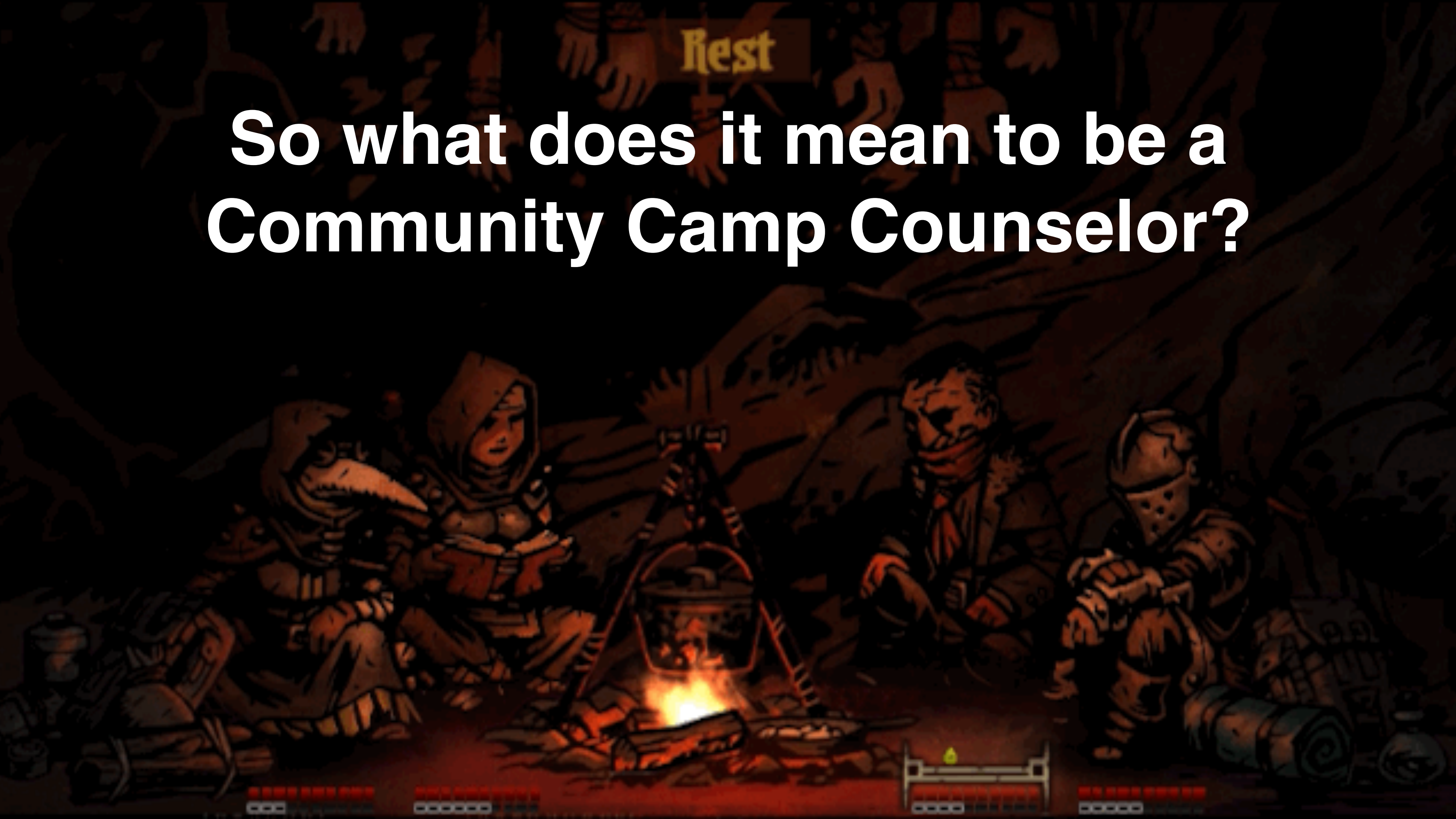


Circle in the Dark: The 'Darkest Dungeon' Community

John Lindvay
Community Manager
Red Hook Studios

- **Be a Community Camp Counselor**
 - How we position ourselves relative to our player.
 - Why it's important to build a structural framework for discourse within the community.
 - Giving your community opportunities to give back, and celebrating those contributions
- **Know the cohorts that comprise your community**
 - Take time to understand how to effectively communicate to all of your audiences
 - Give players means to continue the relationship they established.

So what does it mean to be a Community Camp Counselor?







Reclaim Relics of the Light

Gather 3 Holy Relics.



If we're all going to die,
let's at least enjoy it.



Jingles
Jester



1

2

3

4

5



19.0 / 19.0



18.0 / 100

ACC 80
CRIT 11%
DMG 4-7
DODGE 15
PROT 0%
SPD 3



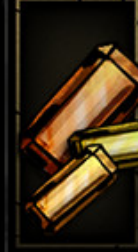
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1



1325







How we position ourselves relative to our player.





“Our community **helps us** make the best version of the game”

to

“Our community helps **us** make ***our*** game better.”



Map

Explore 90% of rooms.



I am glad to face these dangers with all of you.



Lump
Crusader



5



5

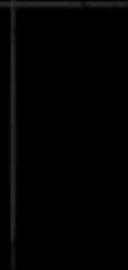


39.1 / 79.3



0.0 / 100

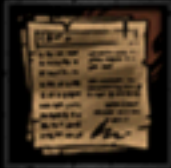
ACC 10
CRIT 7%
DMG 11-18
DODGE 25
PROT 10%
SPD 0





Why it's important to build a structural framework for discourse within the community.



54



Class Tier List - The Cove Edition

submitted 1 year ago * (last edited 1 year ago) by  [redhookjohn](#) 

So over on our official forums and steam forums two interesting threads popped up. One discussing the decline of a once powerful character (Highwayman) and the other asked "Worst class according to you?"

Both of these raised interesting discussions and led me to a question. What are the current rankings of the classes in DD? And I wanted to make sure I am asking all pockets of our community so I am making a thread here incase you don't visit either of those forums.

In Xeno's thread there was a good debate on what classes are underperforming. Which got me to thinking about Tier Lists. Typically you find these in fighting games like Street Fighter, but also in games like DOTA. But any game that has a large pool of character choice this methodology can be applied.

My question is this. What are the rankings of our current character classes?

Ranking them numerically highest to lowest isn't very useful as the gaps in power between say the 2nd and 3rd best might be larger than the gaps between 3rd and 4th. So let's break it down by tiers.

What classes do you all think constitute Tier A, or let's call this 'god tier.' They are the best around, and nothing in the world could bring them down. And then What classes constitute Tier B, and so on down the line to however many Tiers you all think is necessary.

After you do that, I have a follow-up question. Is the overall Tier List the same for each individual dungeon area. Meaning do any classes shift in power dependent on what dungeon you are going to? What is the Tier list look like for each Dungeon?

EDIT: Here are links to the other discussions: [Official Forums](#)^[1], [Steam Forums](#)^[2]

Super interested in what you all have to say!

[47 comments](#) [source](#) [share](#) [hide all child comments](#)





1

2

3



1

2

3

God Tier:



Top Tier:



Mid Tier:



Low Tier:



Shit Tier:



	Arbalest	Bounty Hunter	Crusader	Grave Robber	Hellion	Highwayman	Houndmaster	Jester	Leper	Man-at-Arms	Occultist	Plague Doctor	Vestal
AVG	2.33	2.18	1.51	2.67	1.67	2.69	1.87	3.52	3.09	1.69	2.11	2.93	1.91
Tier A	5	8	29	3	25	2	21	0	4	18	8	2	17
Tier B	21	21	10	15	11	20	12	5	7	23	26	14	15
Tier C	15	13	5	21	8	14	8	10	15	4	8	15	10
Tier D	2	1	1	5	1	9	2	26	18	1	2	12	1

Darkest Dungeon™

FACTS AND FIGURES

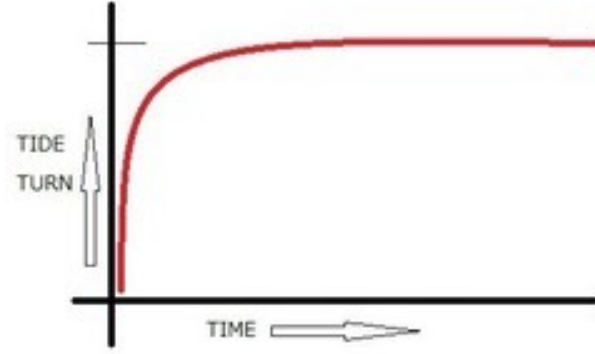


FIG.1

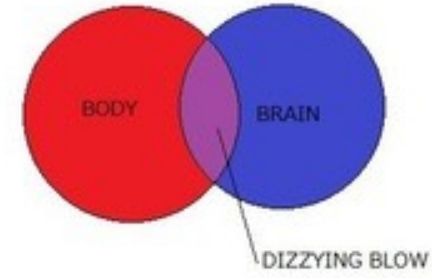


FIG.2



FIG.3

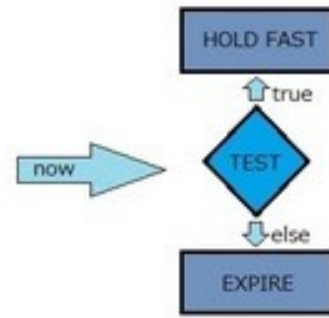


FIG.4



FIG.5



FIG.6

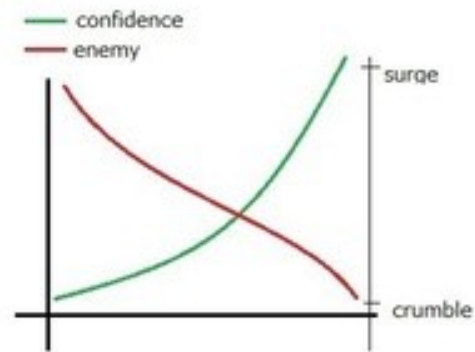


FIG.7

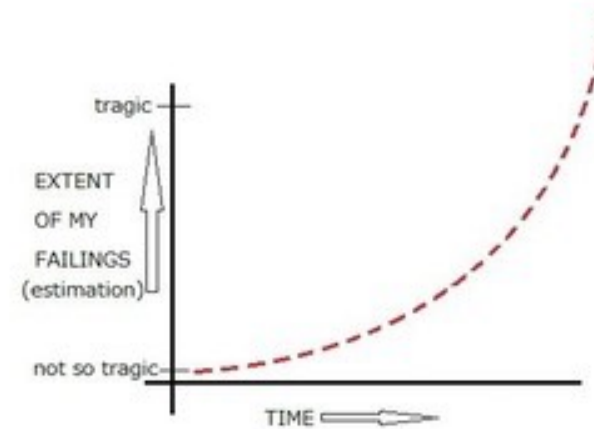


FIG.8

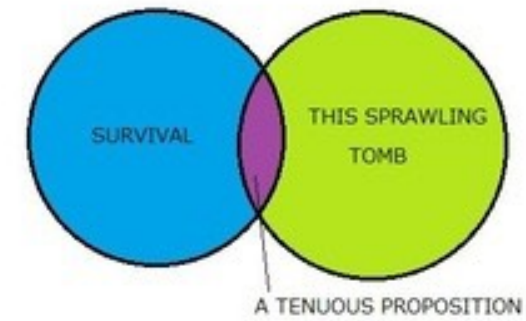


FIG.9

**Give your community opportunities to
give back, and celebrate those
contributions.**





The Usual Suspects



Darkest Dungeon Party Names

We don't have any unique names for player parties that contain Arbalests, Abominations, Houndmasters, Man-at-Arms, or Antiquarians. Let's fix that!

Be sure to reference the current list as to not submit a party that already exists:
http://darkestdungeon.gamepedia.com/Party_Combos

We are also limiting submissions to 1 response per gmail account, so choose wisely!

Submit to us your best party compositions and their names. If we like it, we'll include it in the game!
And please don't be gross.

* Required

PA

Eve
con
Kick
Hou
wen
nan
Arm

Party Name *

Dark Deeds

Position 4 *

Arbalest

Plea
and

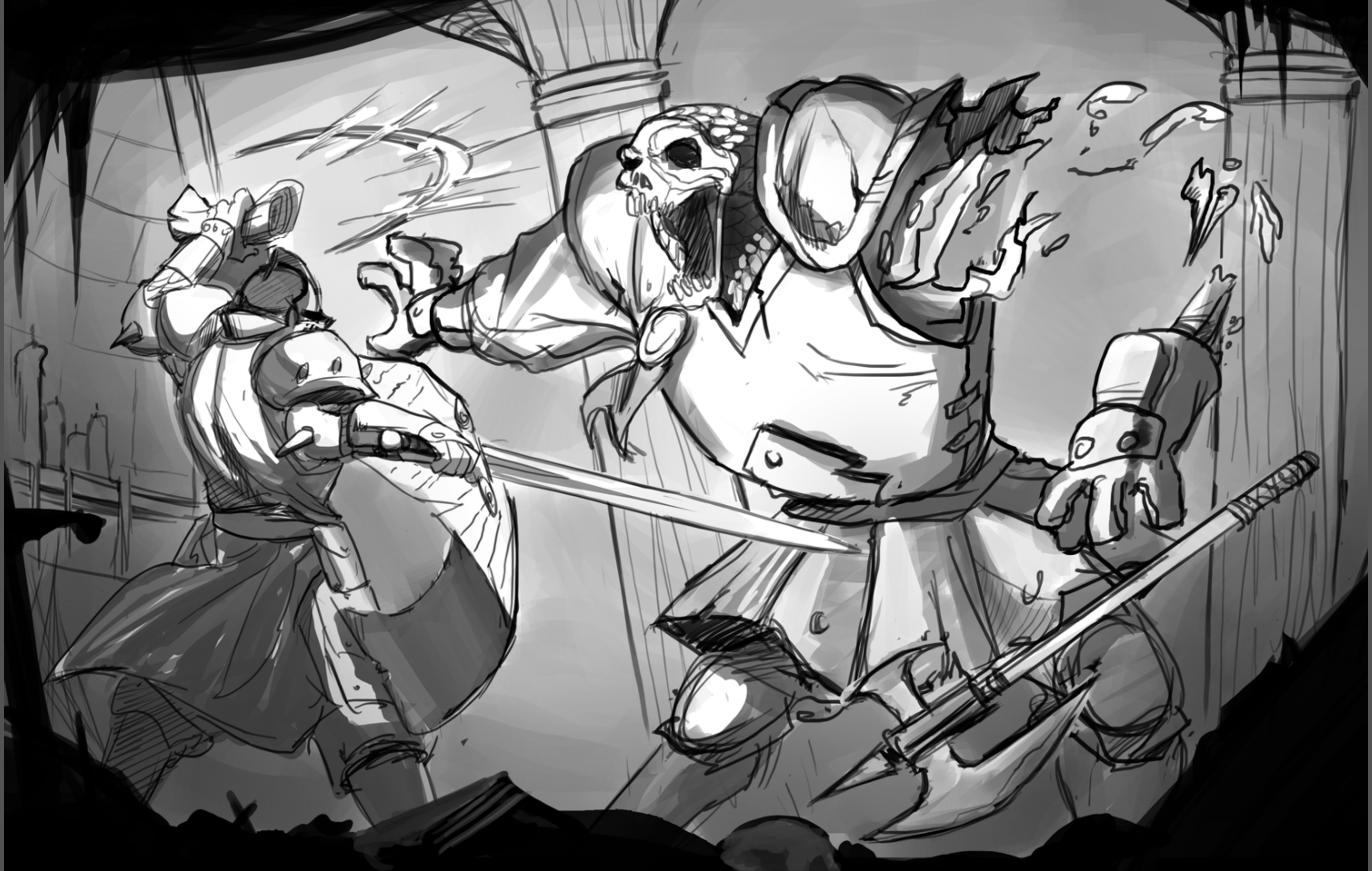
Position 3 *

Houndmaster

Not
acc

Not

Position 2 *



Rest



Players attach themselves to the state of the game when purchased.



Oh Christ It's

**THIS ASSHOLE
AGAIN**



Darkest Dungeon And The Perils Of Early Access

📅 August 19, 2015 👤 Jim Sterling 📁 Editorials n' Stuff

Darkest Dungeon is a game I've been rooting for ever since I first set eyes on it. As a *Dungeons & Dragons* player with a ruthless dungeon master, the idea of a game that promised lasting effects and mental stresses on characters forced to face eldritch monstrosities appealed to me greatly.

After a successful Kickstarter campaign and a **promising launch on Early Access**, things were looking great for this beautifully crafted, intensely challenging roleplaying game. You wouldn't think it right now, looking at a store page absolutely **filling up with negative reviews**.

Just what the hell happened?



Early Access happened, is what happened.

Steam's Early Access program is an interesting, if often abused, way of delivering videogame content to players in an unfinished state. At its best, it's a way to shape a game before its official



Kill the Swine Prince

Kill 1 Swine Prince.



It looks bad, but there is nothing to fear here.



Rivire
Grave Robber



18.0 / 20.0



4.0 / 100

ACC 0
CRIT 5%
DMG 4-7
DODGE 10
PROT 5%
SPD 4



1



1



2



625



8



3





Ralph B
Coarse Edge

Give players means to continue the relationship *they* established with us.





Darkest Dungeon™

Go to hell.

01/19/16







Crit!
41



Jolland
Occultist







42 / 42



18 / 200

ACC 110
CRIT 19%
DMG 4-7
DODGE 22
PROT 15%
SPD 8



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GDC[®]

Thank you!

@fightstrife
@darkestdungeon
@redhookstudios