



March 21-25, 2022
San Francisco, CA



SACRIFICES WERE MADE

THE INSCRIPTION POST-MORTEM

DANIEL MULLINS
CREATOR OF INSCRIPTION, THE HEX, PONY ISLAND

#GDC22

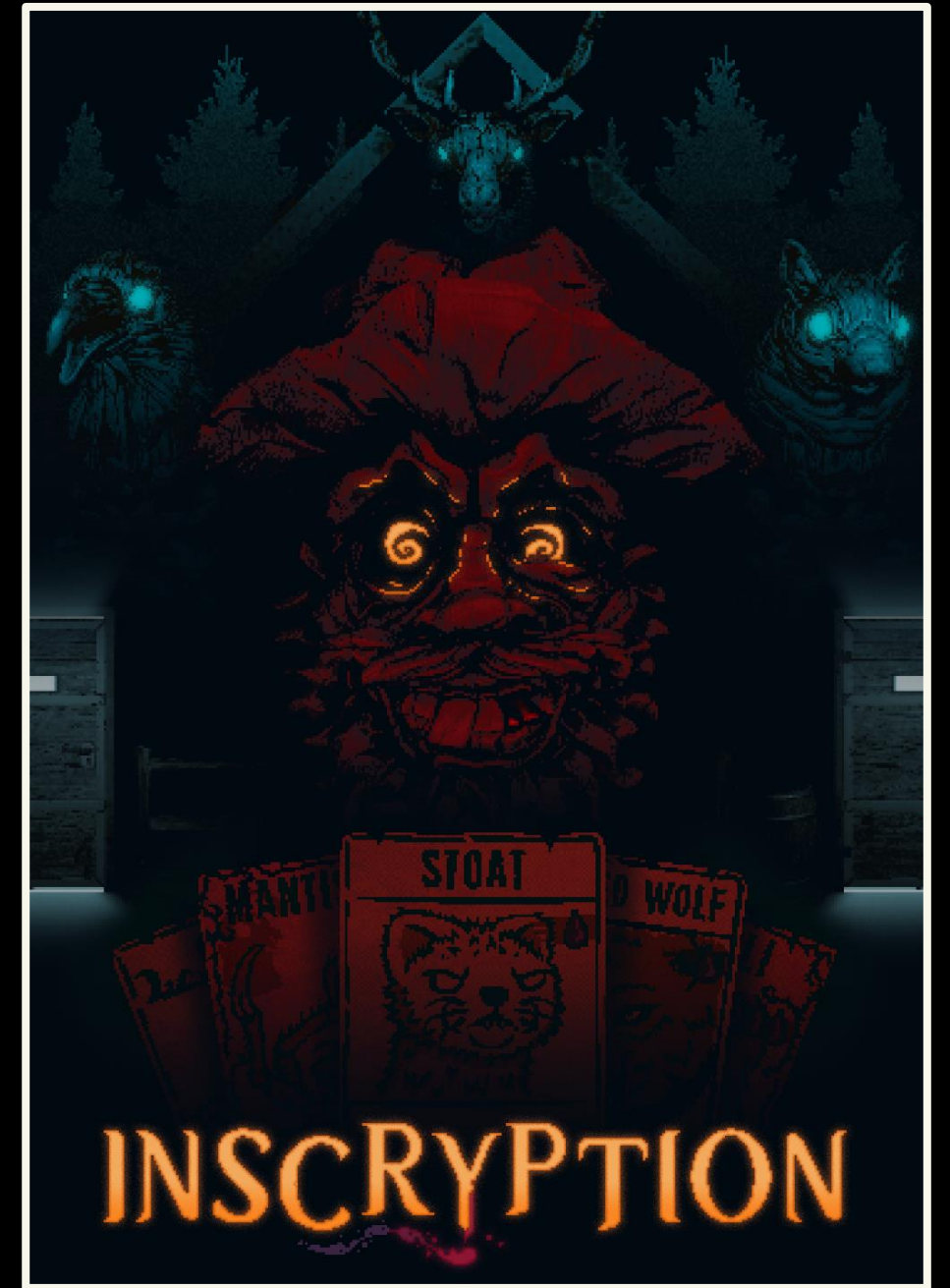




(2016)



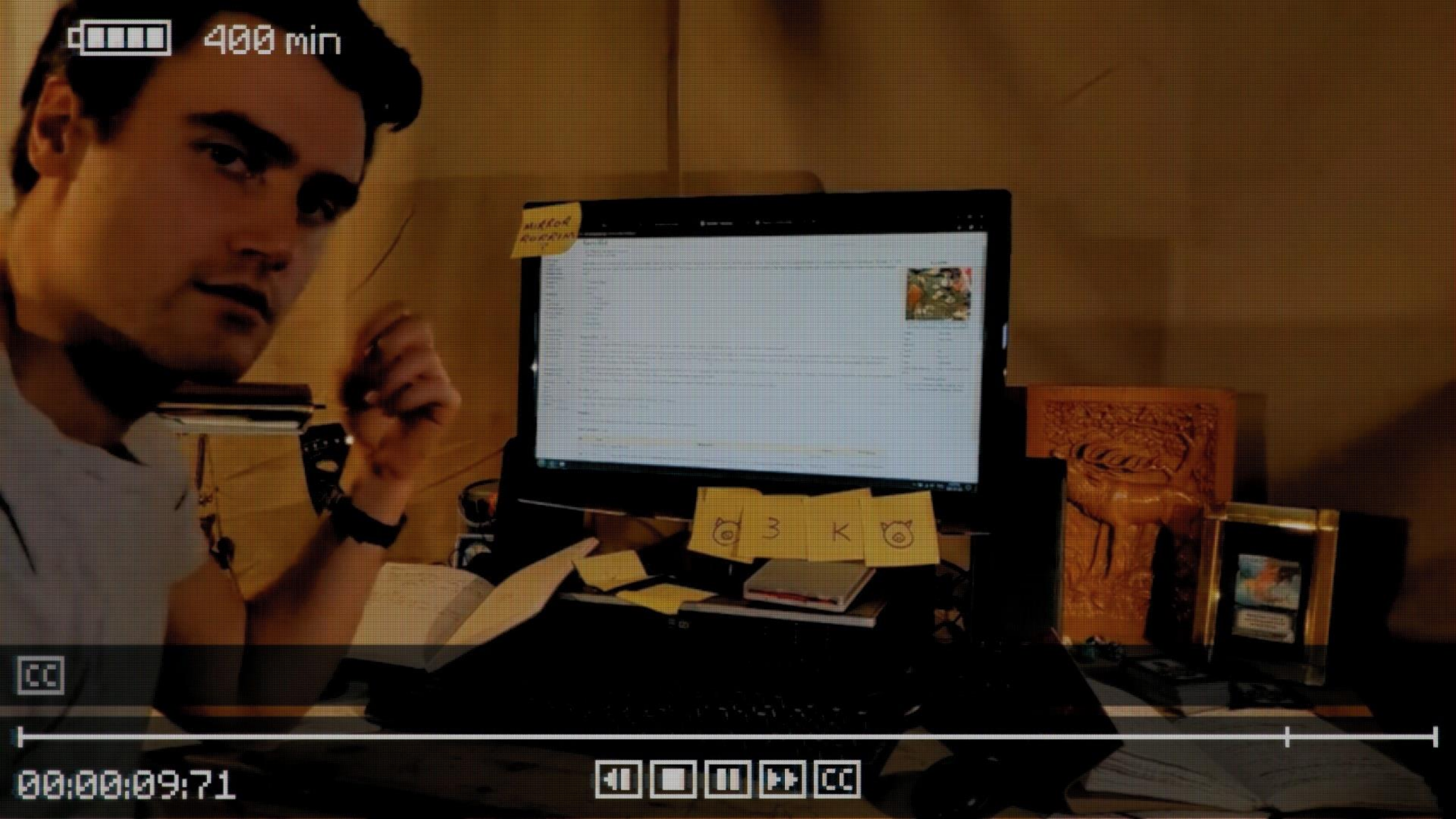
(2018)



(2021)



400 min



00:00:09:71



PART 1
SACRIFICES MUST BE MADE



Ludum Dare 43 [link](#)

💡 Theme: **Sacrifices must be made**

📅 Friday November 30th to Monday December 3rd, 2018

🕒 Starts at **6:00 PM** PST *



Sacrifices Must Be Made

You find yourself in a dimly lit log cabin in the middle of the woods. You are starving to death. The stranger who resides there tells you that he will feed you if you defeat him in a game of cards.

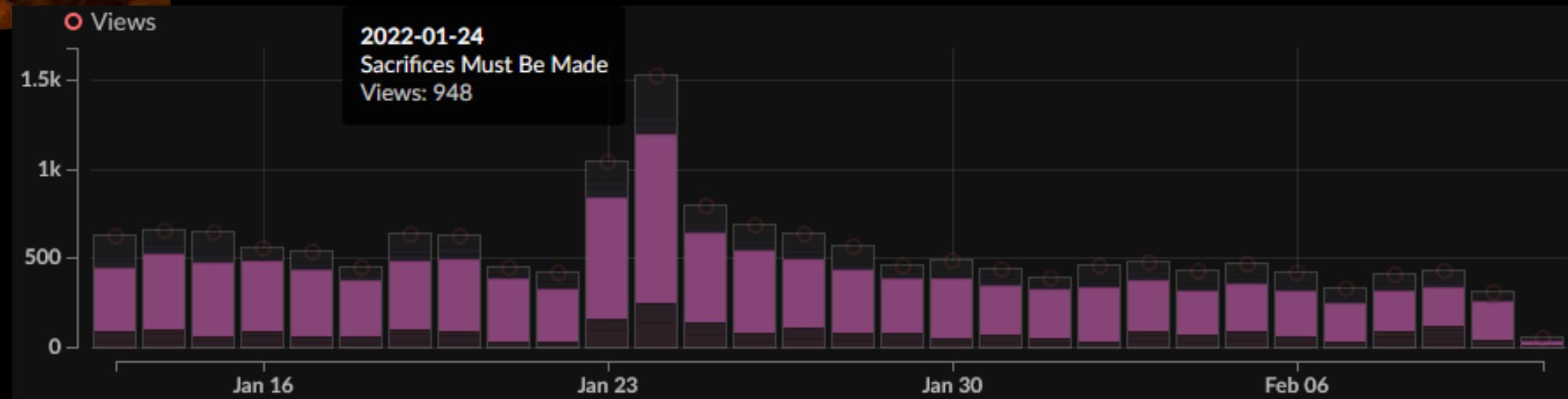




Results

Final results

Overall:	2 nd (4.517 average from 147 ratings)
Fun:	4 th (4.307 average from 147 ratings)
Innovation:	10 th (4.153 average from 146 ratings)
Theme:	2 nd (4.607 average from 147 ratings)
Graphics:	4 th (4.558 average from 148 ratings)
Audio:	6 th (4.185 average from 145 ratings)
Mood:	2 nd (4.645 average from 147 ratings)

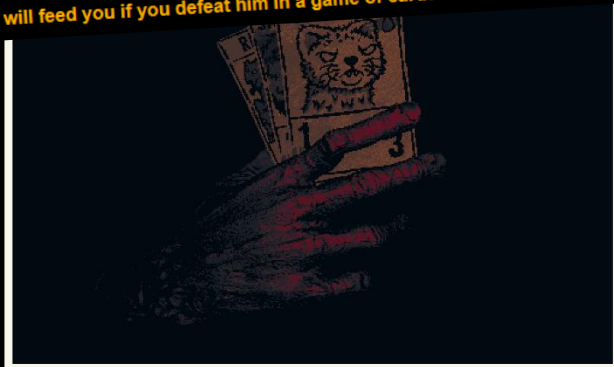


THE CARNELIAN BOX



Sacrifices Must Be Made

You find yourself in a dimly lit log cabin in the middle of the woods. You are starving to death. The stranger who resides there tells you that he will feed you if you defeat him in a game of cards.



DEV



YLE

*A COMPLETELY UNFAITHFUL “RETRO” 3D AESTHETIC TO
SELL THE FICTION OF A “HAUNTED CARTRIDGE” WHILE
LOOKING COOL*

ACHIEVED MORE THROUGH SHADERS / POST-
PROCESSING EFFECTS THAN THROUGH THE STYLE OF
INDIVIDUAL ASSETS



Macintosh / Resolution

512 × 342 pixel

Click images to expand and see at 1:1 pixel resolution. The
monochrome 512 × 342 pixel display. That was 175,104 p
dots per inch. Mar 12, 2012

BLACKTHORNE



Macintosh
1993 3D

GAMES

DRAGON LORE

MYST

THE 7TH GUEST

TECH ART GOALS:

- DISPARATE ASSETS HOMOGENIZED TO CREATE A UNIFIED AESTHETIC
- THE GAME IS DOING THE WORK, NOT THE ARTIST
- THE EFFECTS ENHANCE THE ASSETS



SECRET WEAPON #1

DOWNRESING / PIXELATION



TARGET RESOLUTION: 960x540
(OR HALF 1080P)

- KEY INGREDIENT FOR A “RETRO” AESTHETIC
- MINOR IMPERFECTIONS ARE HIDDEN, EASIER ART WORKFLOW
- IT LOOKS COOL



SECRET WEAPON #2

POSTERIZE WITH LUMINANCE THRESHOLD

(NO POSTERIZATION)



(POSTERIZATION)



(POSTERIZATION WITH LUMINANCE THRESHOLD)



WITHOUT EFFECTS



WITH EFFECTS

WITH EFFECTS



WITHOUT EFFECTS

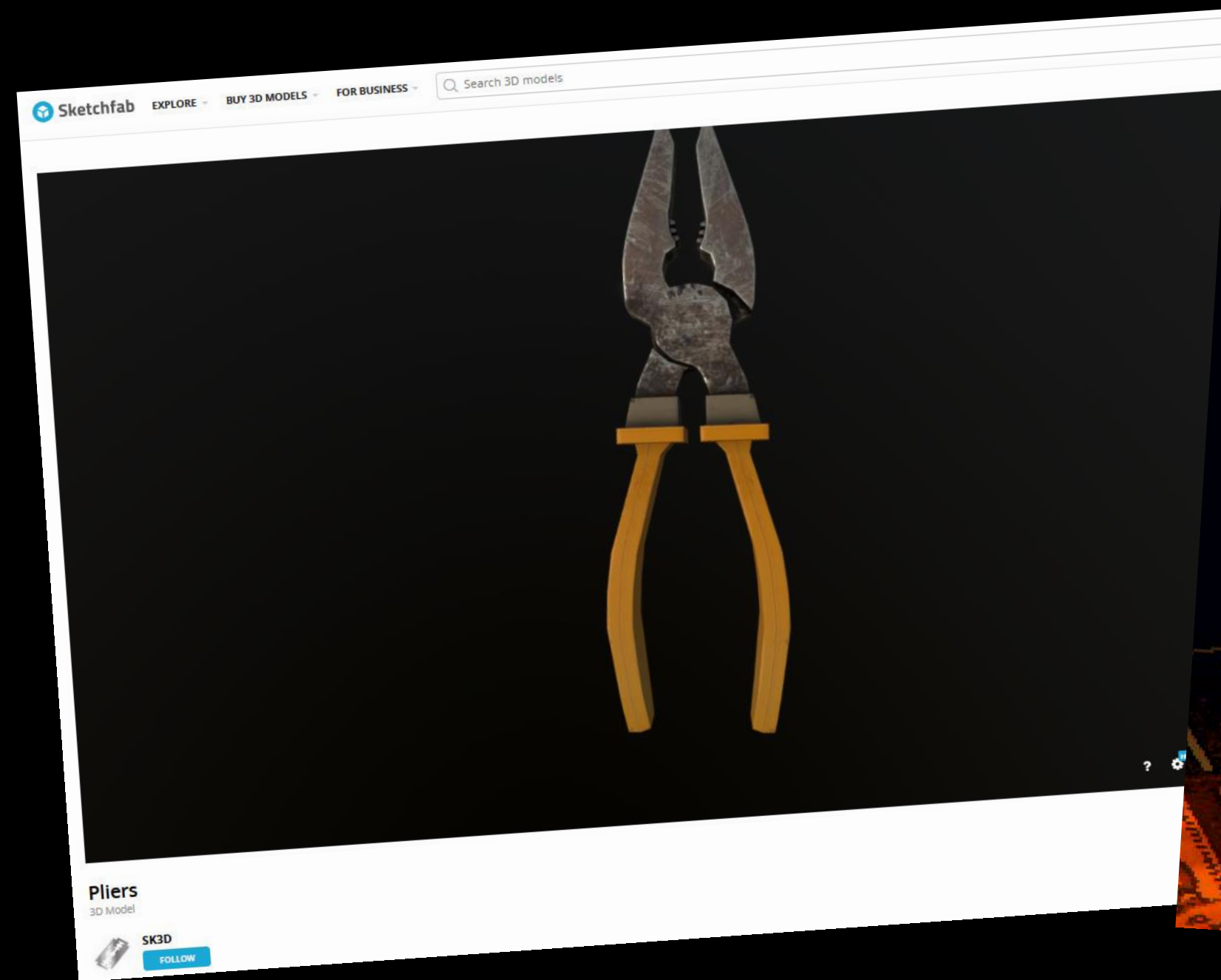


WITHOUT EFFECTS

WITH EFFECTS



THE RESULT? INSCRIPTION: AN ASSET FLIP





- CHEAP AND EXTREMELY FAST
- IRONICALLY, AFFORDED *MORE* CREATIVE FREEDOM

THANK YOU SKETCHFAB.COM!

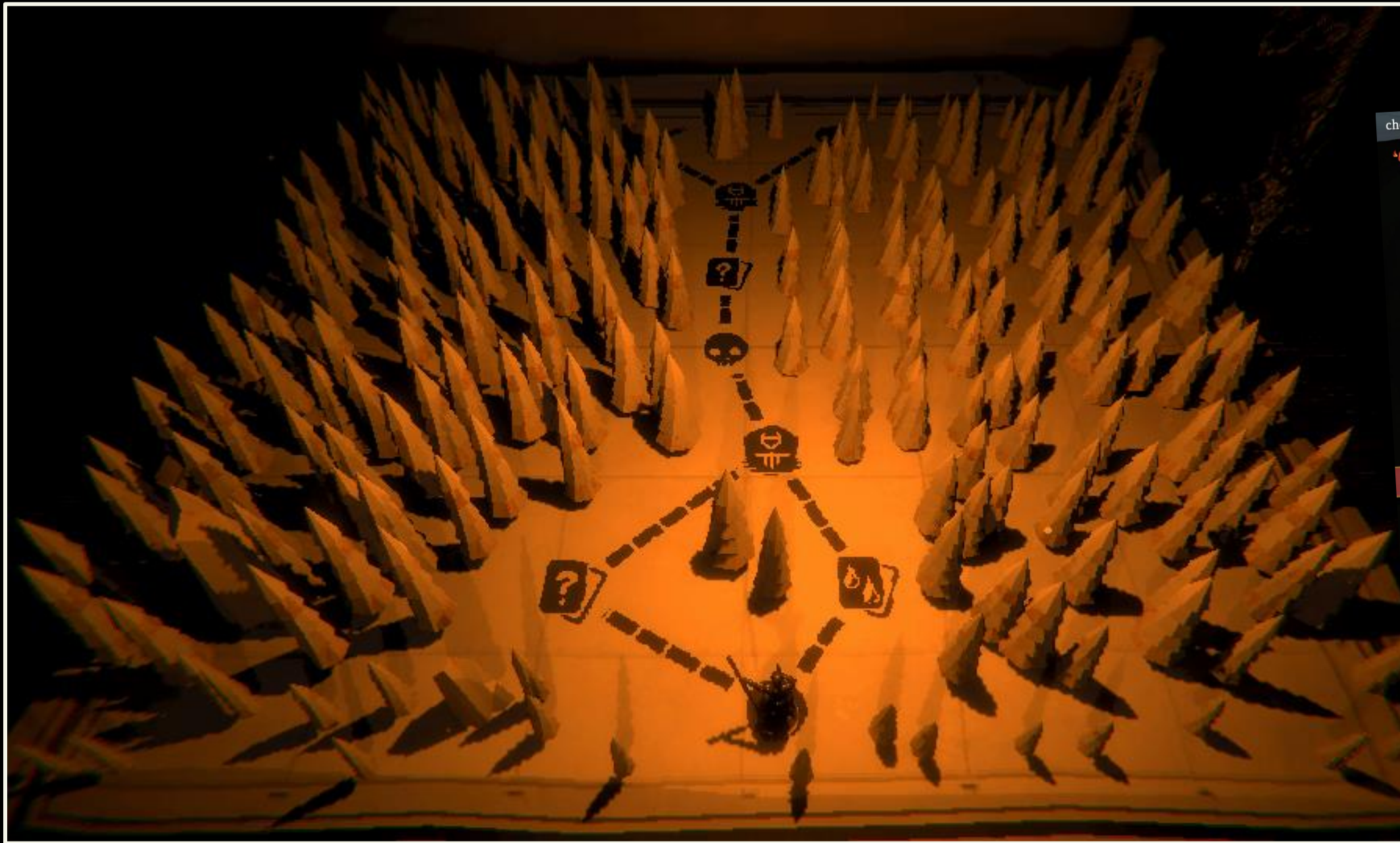


* GOOD ARTISTS STILL REQUIRED!

MAY 2019:





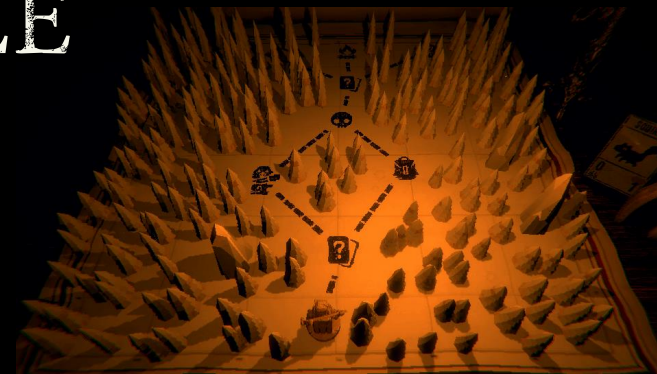


DEATHCARD CABIN: “JUST” A DECKBUILDING ROGUELIKE BUT WITH SOME UNIQUE CONCEITS:

1. USING ONLY DIEGETIC OBJECTS TO REPRESENT THE GAME
STATE: NO UI



2. INTEGRATING FIRST-PERSON EXPLORATION WITH THE
GAME ON THE CARD TABLE



3. A SLOWLY UNRAVELED MYSTERY THAT CULMINATES IN...?

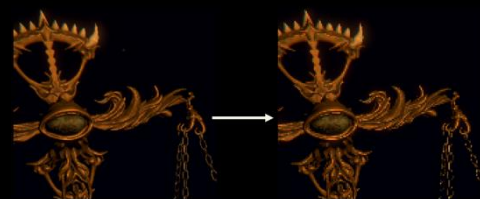
1. NO UI





EXTRA CHALLENGES:

- FIRST PERSON PERSPECTIVE
- DOWNRESING





(BECAUSE IT'S DIGITAL)

(DUE TO RESTRICTIONS)

RULEBOOK AS A CRUTCH, BUT NOT THE ENTIRE SOLUTION



TIGHT METAPHOR WHEN THE SIGIL IS INTRODUCED:

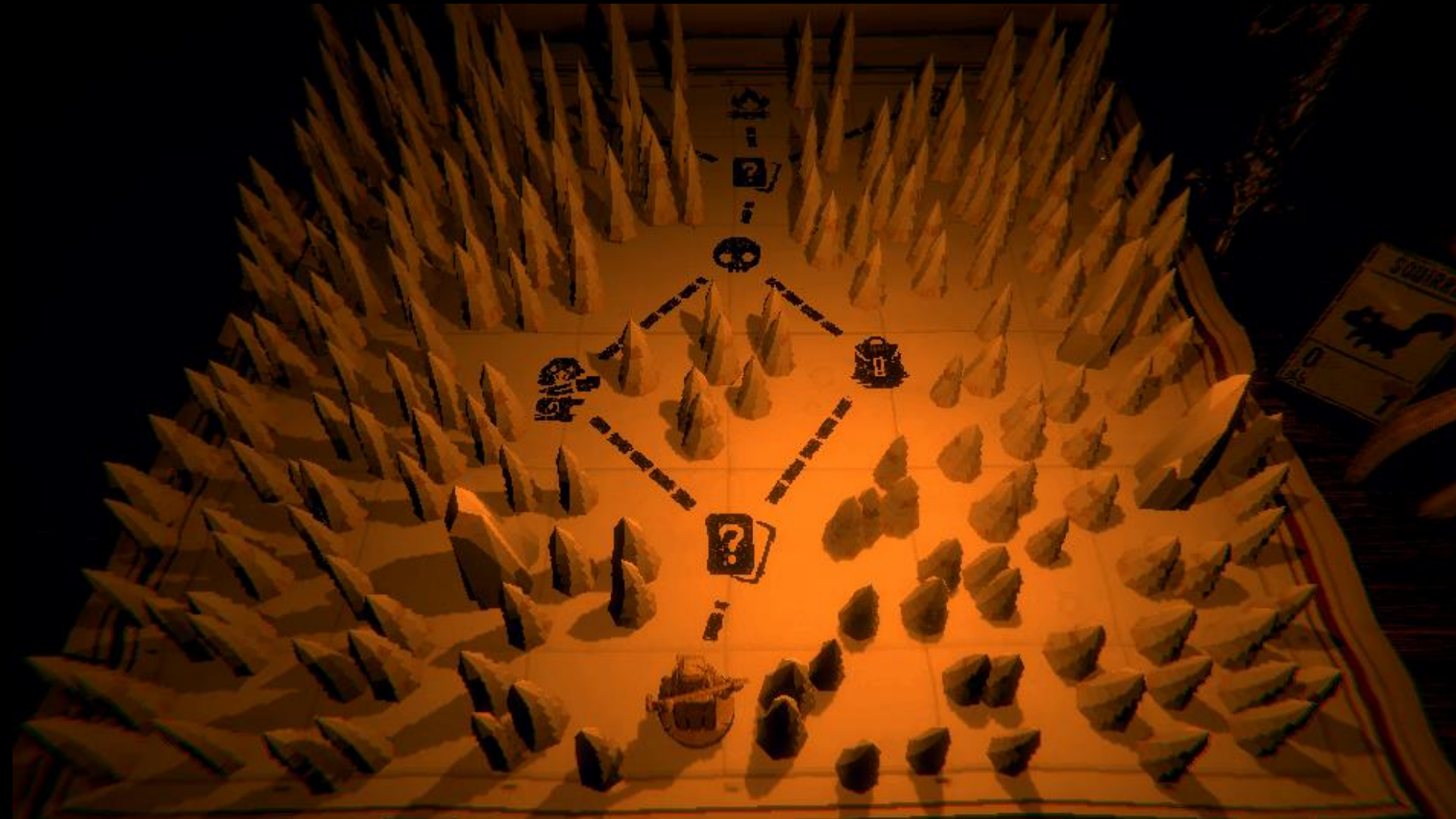
A SKUNK IS STINKY

AS MUCH AS POSSIBLE: SIGIL DEPICTS THE METAPHOR, NOT THE MECHANICS



THE OTHER NOVEL THING (AT THE TIME)

INTEGRATING FIRST-PERSON EXPLORATION WITH THE GAME ON THE CARD TABLE



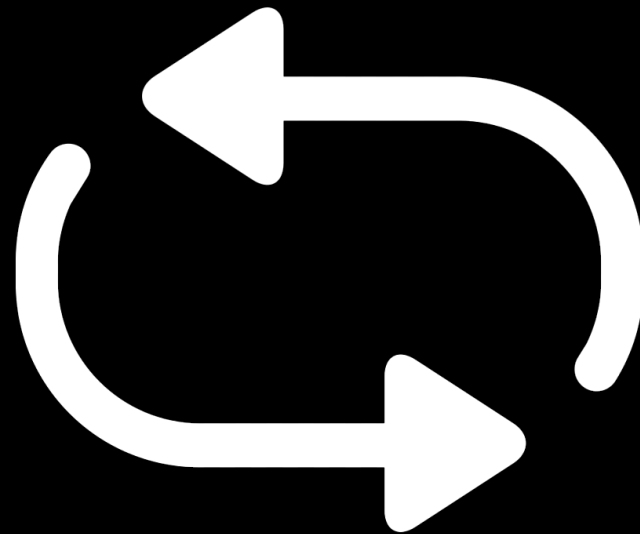
GOALS:

- A META-PROGRESSION SYSTEM (PROGRESS ACROSS RUNS)
- A BREAK FROM THE DOMINANT GAME LOOP
- AN ADDITIONAL DELIVERY METHOD FOR MYSTERY / LORE



THE DREAM:

PLAY THE CARD
GAME, HAVE AN
EPIPHANY ABOUT
THE PUZZLES



SOLVE A PUZZLE THAT
INCREASES YOUR POWER
IN THE CARD GAME,
OBSERVE THE NEXT
PUZZLE



EARLIER VERSION OF PUZZLE:
HARD TO BRUTE-FORCE WITHOUT KNOWLEDGE OF
SIGILS, BUT HARD TO SOLVE IN ANY CASE



CURRENT VERSION:
EASIER TO BRUTE-FORCE AND EASIER TO SOLVE



- A SLOWLY UNRAVELED MYSTERY THAT CULMINATES IN...?

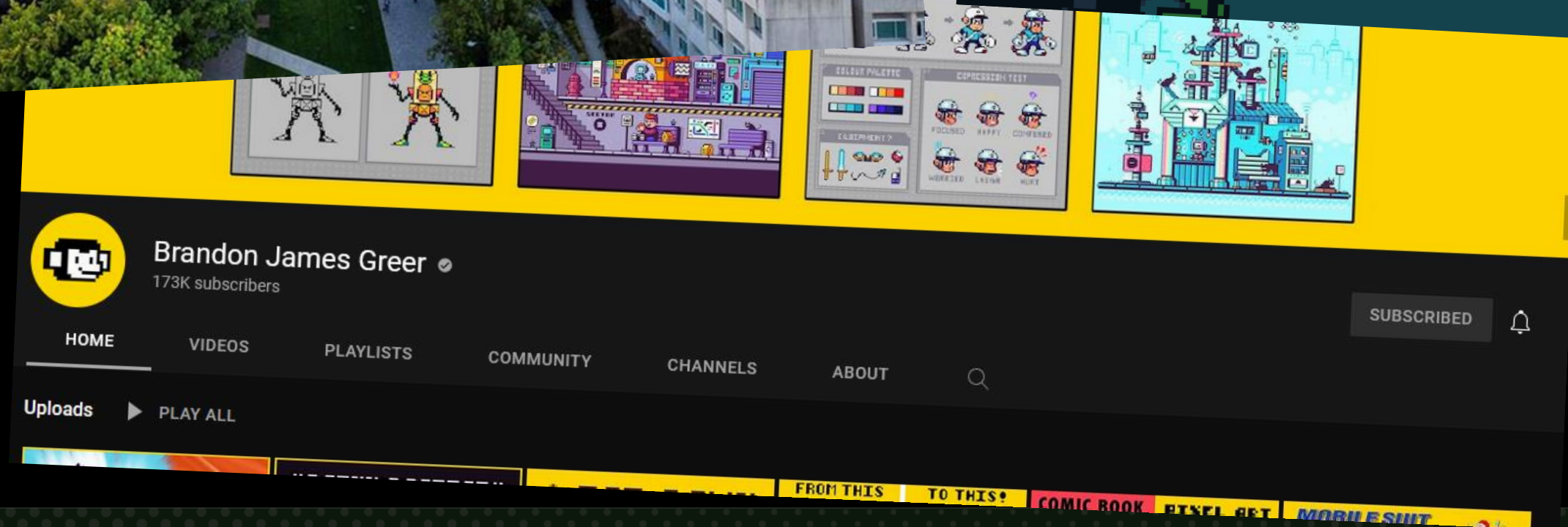
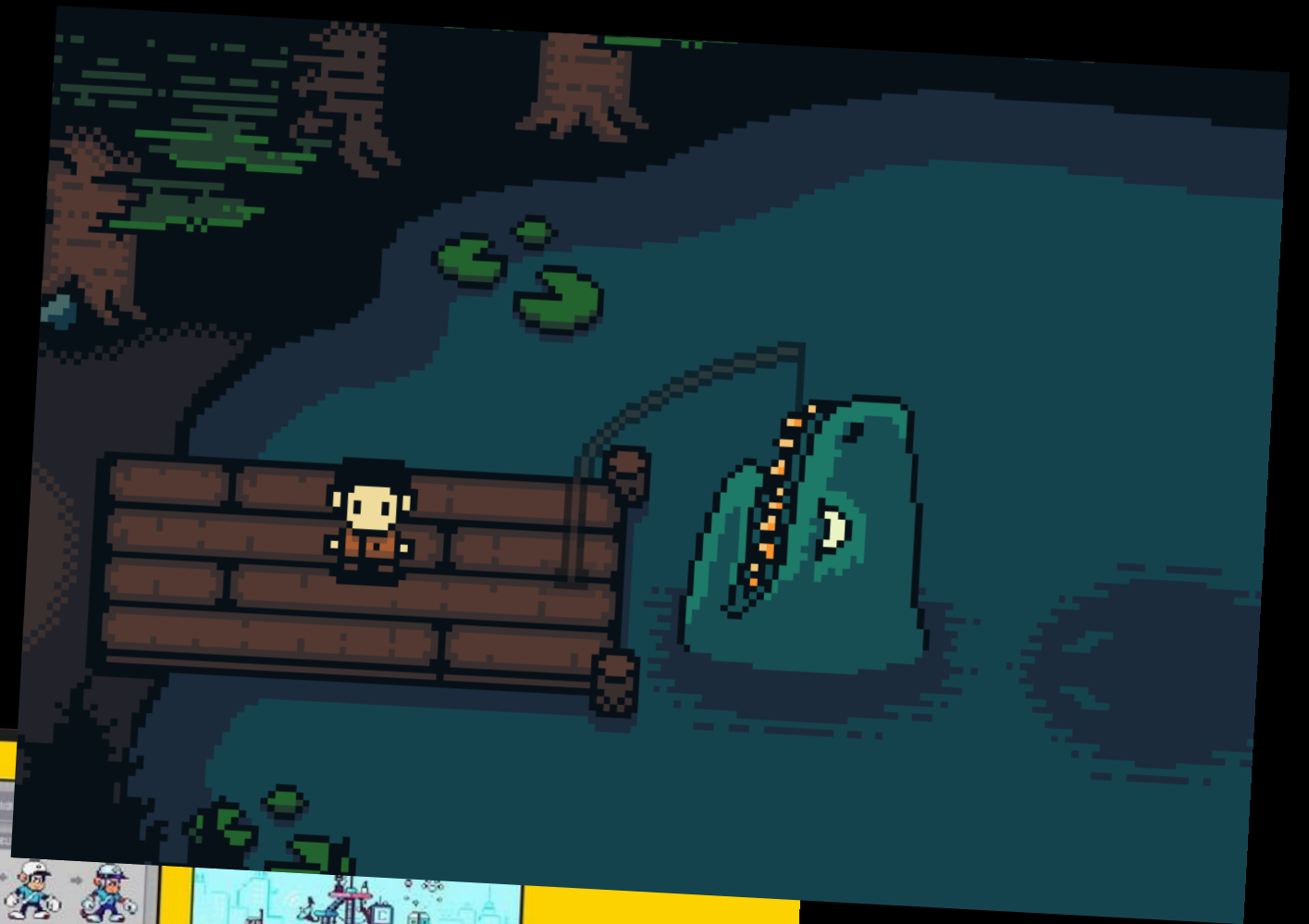
PART 4
THE POKÉMON TCG EPIPHANY

LATE 2019





SPRING 2020:



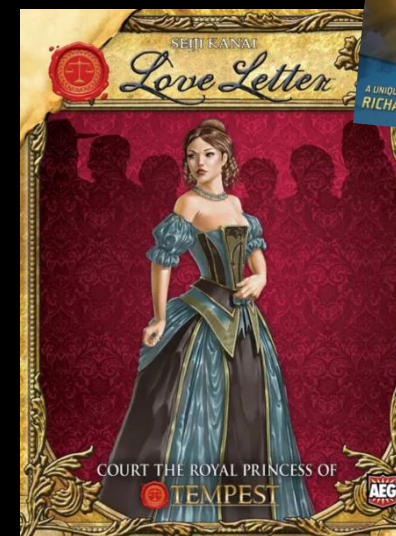
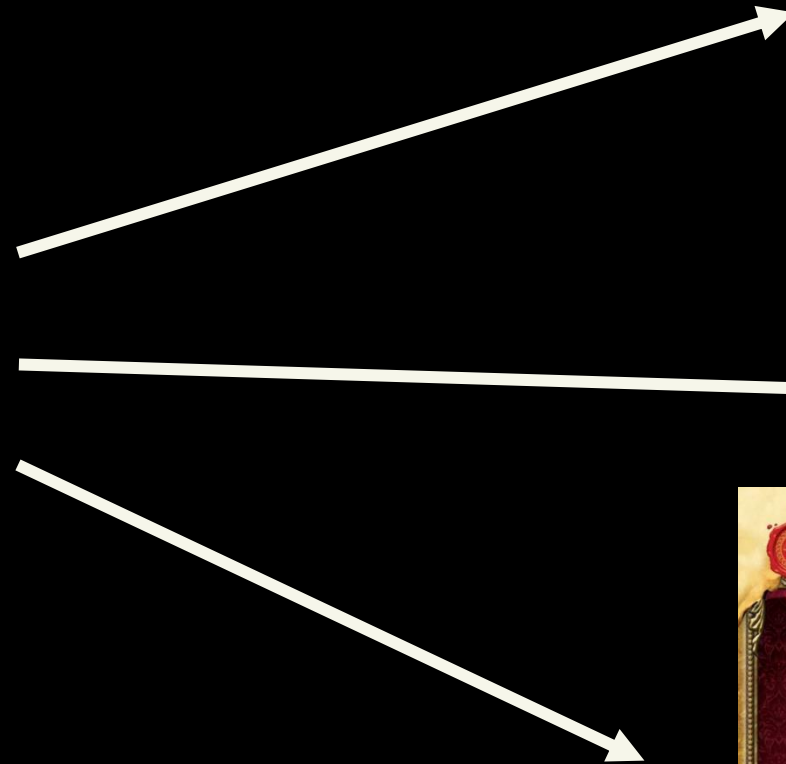
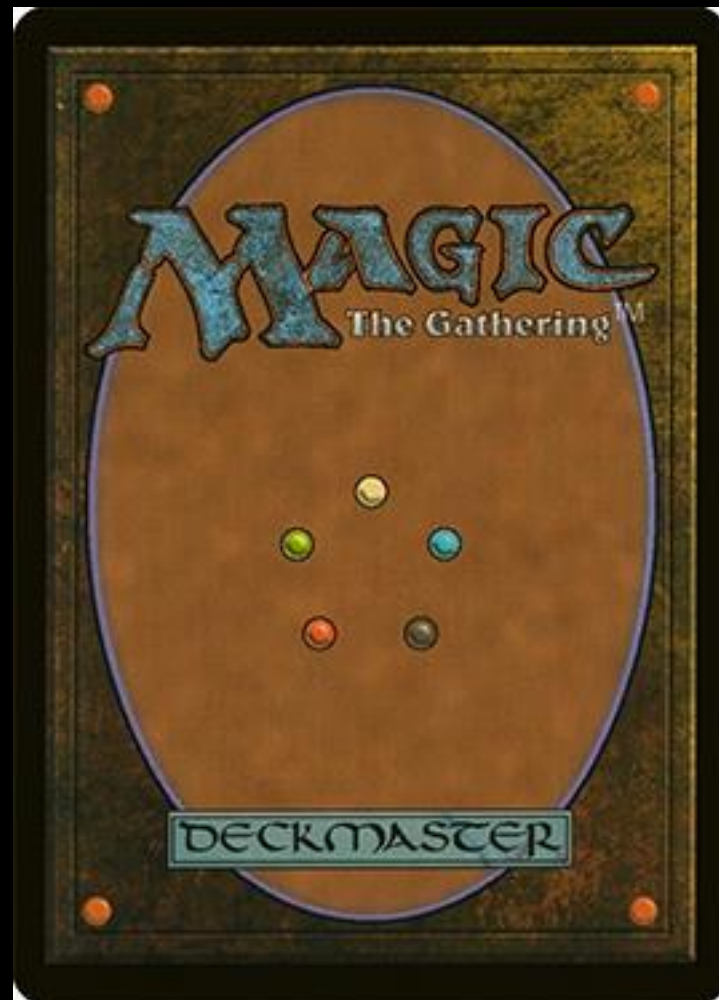
YOU THOUGHT THE GAME MIGHT BE OVER, BUT YOU'VE ONLY JUST BEGUN



- AWE
- OPENNESS TO THE EXPERIENCE
- PRIOR EXPECTATIONS ARE NO LONGER A GUIDE

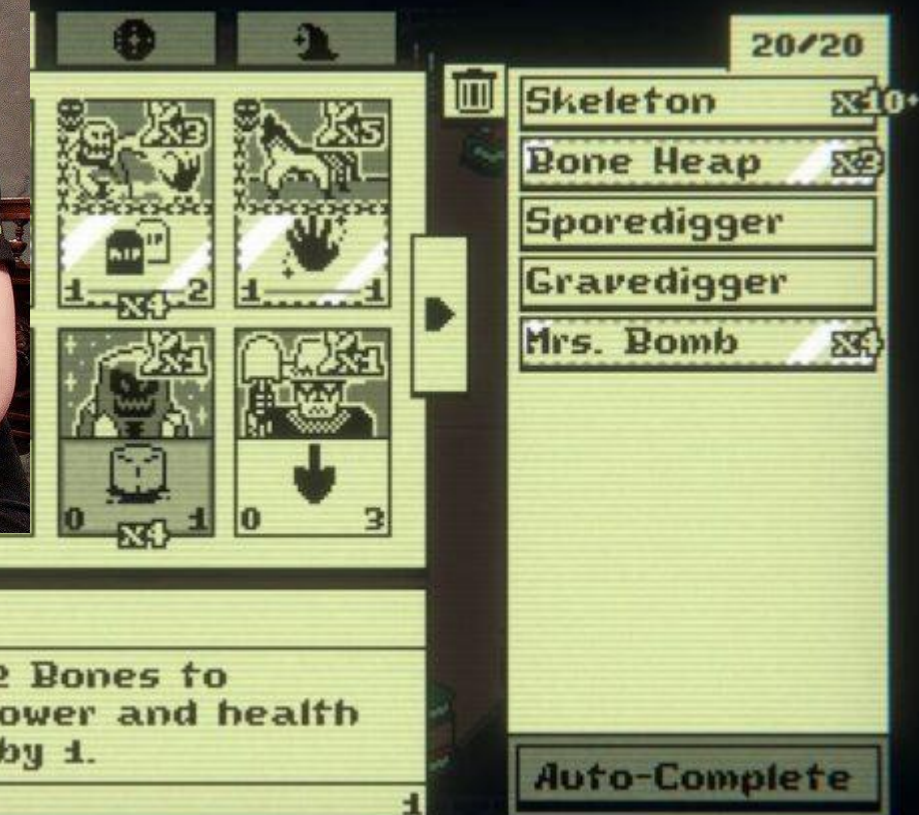


YOU MASTERED SOME GAME SYSTEMS. NOW TRY TO USE THE SAME GENERAL SKILLS IN A VERY DIFFERENT WAY



CARD COLLECTING! OPENING PACKS!

DECK BUILDING!



Bone Heap
Activate: Pay 2 Bones to increase the power and health of Bone Heap by 1.
0 1

PART 3: ALL OF THAT AND THEN DO IT AGAIN!



PART 5
THE FINAL STRETCH

EARLY 2021:



THE FINAL PIECE OF THE PUZZLE





- THE MORE DISPARATE THE PIECES, THE GREATER THE NECESSITY FOR ELEMENTS THAT TIE THEM TOGETHER
- A REFRESHING NOVELTY
- ANOTHER WAY THAT STORY/LORE/CONTEXT CAN BE DELIVERED

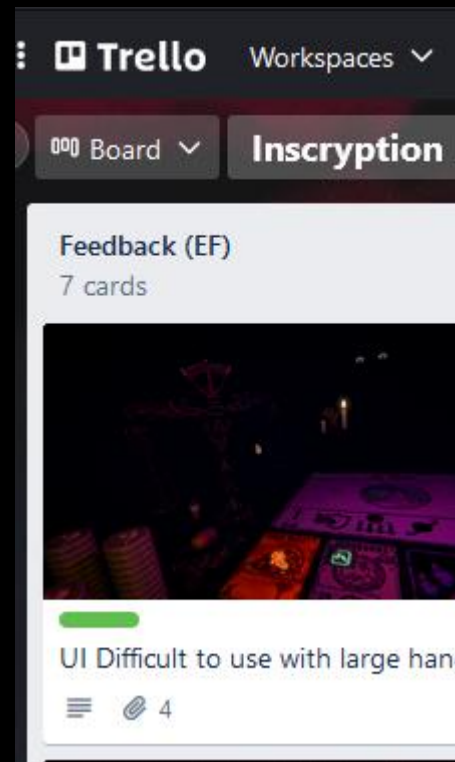


“THE HYDRANT STUNT” (2009)



THE BETA

THE BETA:



Current Steam Playtest status [See Playtest documentation](#)

Current player population for this Playtest

PARTICIPANTS WITH ACCESS (?)

6,800

PLAYERS WAITING FOR ACCESS (?)

8,858

Grant access to more testers

Specify the number of players to grant access. If you need to limit by country, you may choose to invite players from one of the countries with the most waiting players.

Number to grant access:

☒ Next eligible testers from any country - 8858 waiting

☐ US - 2847 waiting

☐ RU - 615 waiting

☐ CA - 422 waiting

☐ GB - 412 waiting

☐ DE - 392 waiting

☐ BR - 312 waiting

☐ ES - 294 waiting

☐ FR - 239 waiting

☐ AR - 219 waiting

☐ AU - 201 waiting

Add testers

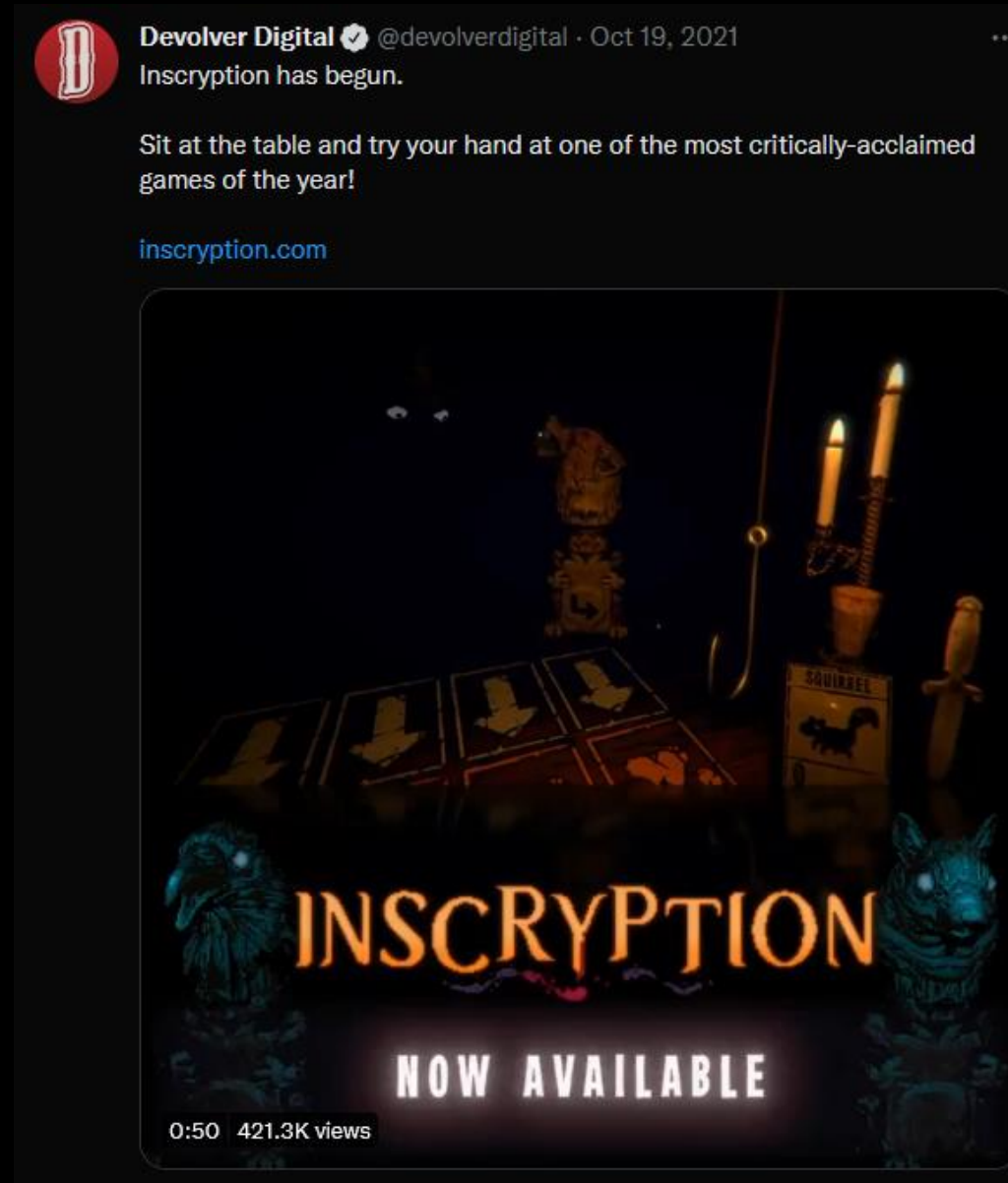
NEW FEATURE!

Request access and you'll get notified when the developer is ready for more participants.

Request Access

- LASTED AROUND 7 MONTHS
- 6800 PLAYERS INVITED (RAMPED UP NEAR END)
- IN-GAME BUG REPORTS TO TRELLO BOARD
- ANALYTICS FOR BALANCING DIFFICULTY

OCTOBER 19TH RELEASE!



(THE GAME DID WELL)

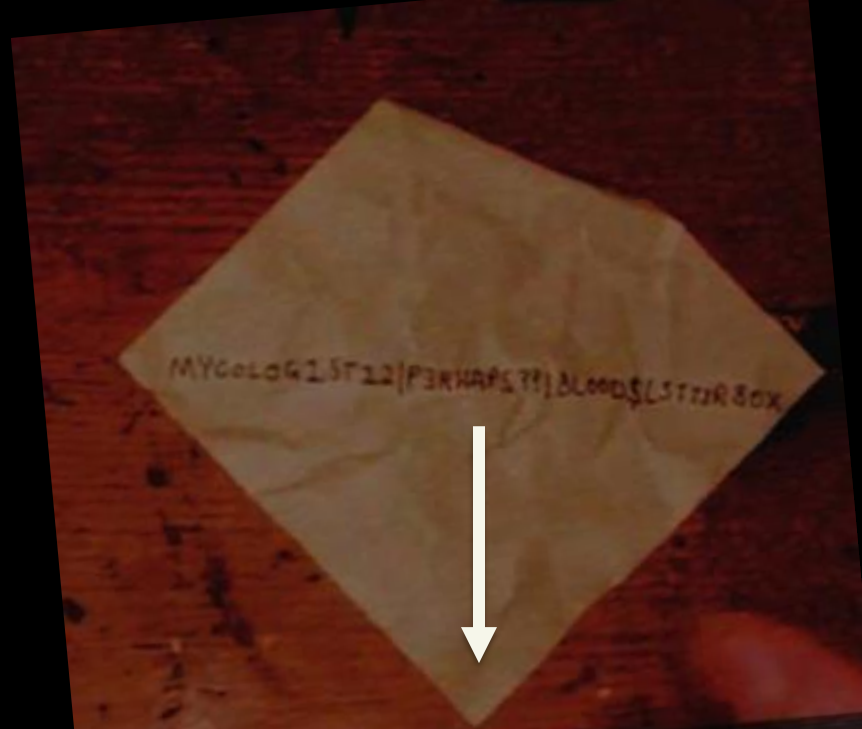
PART 6 THE ARG

THE EXPECTATION:



- MANY MORE PLAYERS: IT MUST BE HARDER THAN EVER BEFORE
- TIE INTO THE LORE OF INSCRIPTION IN A MEANINGFUL WAY
- SOMEHOW ONE-UP THE GIMMICK FROM THE HEX?

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3sWfnJHxyU5RsygyuE
FLOPPY DRIVE Z:\OLD_DATA\asdasdakjsdlkajsdas



MYCOLOG1ST12|P3RH4PS??|BL00D\$L3TT3R80X



918234489010|8339344??|8043!\$702D!!\$666



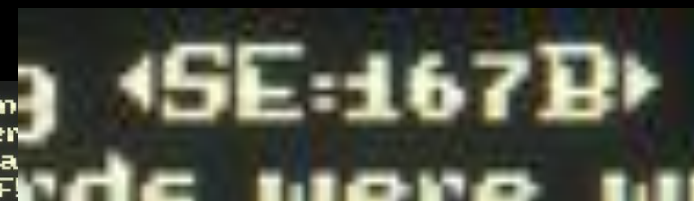
[1c] Yeah, it did. Poor old Barry Wilkinson (Ear) was imprisoned literally hours after he got into the P:TRU123K disk. He did eventually escape but I have not had any luck contacting him. There are actually a shit ton of Barry Wilkinsons! And it might not even be his real name...

[2c] Eureka! That explains so much actually. I could not figure out why this disk would be tossed into a crate with a bunch of blank IV/\$NE/k ones. Barry's plan to smuggle it out this way seems contrived at best, but I can't imagine the pressure he was under over there.

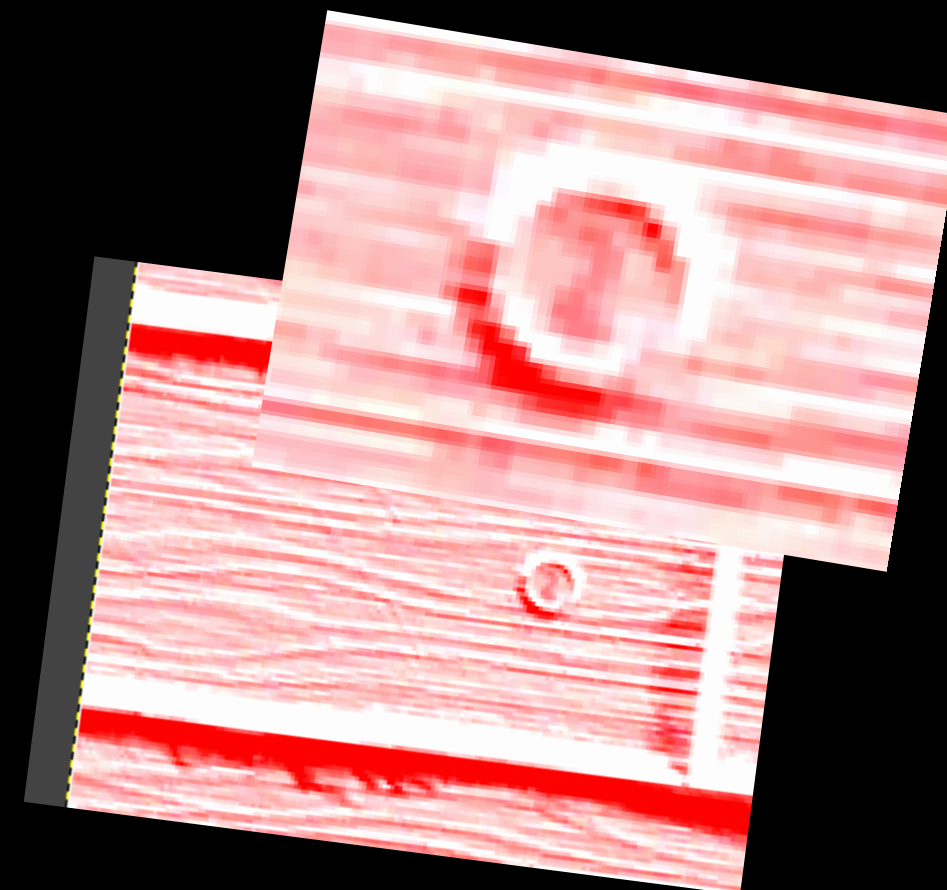
[3c] Indeed, Barry, indeed.

[4c] Fuck you too Mr. Kaminski! They never told us that.

[5c] Yes, he is equally an W#GAME?gry in person.



IT MUST BE HARDER THAN EVER
BEFORE



Daniel Mullins @danman9914 - Nov 28, 2017

Imagine if the Roman Empire... was underwater. Th

CAN'T BE PLAYTESTED ☹

TIE INTO THE LORE?



- MYSTERIES THAT ARE ONLY RESOLVED VIA THE ARG
- THE EXPERIENCE MAY BE BETTER WHEN THEY ARE LEFT UNKNOWN

UP THE ANTE ON THE GIMMICK



Get Replacement For Order

Whats wrong with your product?

Seriously what is wrong with it?

Promotional Code?

Seriously, you have promotional code?

Address

So I mail you new one.

Submit









THAT'S IT!

OUT OF TIME? PROBABLY. WRAP UP AREA:
WEST HALL, OVERLOOK 3014
(OTHER SIDE OF 3RD FLOOR, NEAR SOME TABLES)