**Asymmetrical Gameplay:**

Our game features asymmetrical gameplay as a core part of the experience – every player plays as a different race with different abilities, making for unexpected interactions, potential for careful planning by effective strategists, and allowing for increased replay value owing to the possibility of playing the game again as a different race with different capabilities.

* ***Betrayal at House on the Hill*** – branching gameplay with a randomly selected ‘haunt’ resulting in replay value, and one player altered in different ways and being
* ***Spirit Island*** – varying abilities for different players
* ***Cosmic Encounter*** – each player controlling a different species with unique powers and abilities
* ***Star Wars: Rebellion*** – different objectives for each player
* ***Claustrophobia*** – player versus player gameplay with each playing different roles
* ***UBOOT: The Board Game*** – co-operative game in which each player assumes a different role
* ***Skulk Hollow*** – different playable characters with differing skills, goals, and win conditions
* ***Android: Netrunner –*** different playable classes with fundamentally the same goals but differing ways of achieving them
* ***Escape from Colditz –*** different objectives for each side, unbalanced difficulty
* ***Vast:*** ***The Crystal Caverns/Vast: The Mysterious Manor –*** asymmetrical in just about all aspects – different characters with fundamentally different objectives, abilities, mechanics and win conditions

**Lore:**

The game is set in a fantasy world with a fairly light-hearted tone, featuring various races inspired by different animals, each with their own personality, traits, and goal.

* ***Smallworld*** – fantasy world with various monstrous races
* ***Root*** – variety of species competing among each other for survival

**Art/Board:**

* ***Tales of Arabian Nights***
* ***Ticket to Ride***
* ***Catan***
* ***Carcassonne***

**Mixed Media:**

Our game has a companion app which simulates several random events which can alter the game is several ways, while reducing the number of things of which the players must keep track.

* ***Teburu* –** platform designed to enable any number of board games to take advantage of digital enhancements through an app-powered board
* ***Atmosfear* –** board game including digital elements via a videotape, and later DVD, controlling the villain of the game
* **The Lord of the Rings: Journeys in Middle-earth** – Adventure game with companion app guiding the player and controlling enemies, allowing dnd style gameplay without the need for a dungeon master, including single player compatibility
* ***Keep Talking and Nobody Explodes***

**Key Demographic:**

* Europe holds the largest board games market share, followed by North America (in 2020)
* Strategy games hold the largest market share in the board games genre, making up 69% of total sales

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