

Title: Gold Mountain FAQ  
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Gold Mountain Games is an independent gaming collective and publisher based in San Francisco, California. Our focus is on creating "hyper-local" games that tell stories about people and places in real world communities. We are a diverse group including amateurs and professionals from a variety of backgrounds coming together to tell our unique stories in the context of video games.

What is Gold Mountain Games?

Gold Mountain Games is an amateur game-developing collective/incubator based in San Francisco, California that focuses on creating and distributing "hyper-local" games on various platforms.

Who can join Gold Mountain Games?

Game developers, software engineers, designers, artists, story tellers, historians; almost everyone has something that they can contribute to creating a hyper local game.

What is a "hyper-local" game?

A "hyper-local" game is any game that takes place in a "real-world" locality and tells stories about area. Our games tell stories about the people, places, and events that shape our local communities. While a "hyper-local" game can (and often will) include elements of fiction, science fiction, and fantasy; they are always rooted in real world locations.

Why create a "hyper-local" game?

For an amateur game developer, creating a game that takes place in their own community provides immediate inspiration and allows the developer to create a personal story. For the players; a "hyper-local" game can teach a local about things about their community that they never knew about, inform outsiders about communities and cultures that they would not otherwise be exposed to, and allow people who have had to leave their homes to "reconnect" to the places that they remember.

What do I get by joining Gold Mountain Games?

By joining Gold Mountain Games you gain access to our forums where you can connect with other game developers, artists, musicians, testers, and others with a similar vision to help bring your game to fruition. Once your game is completed, we can assist you in deploying it to our website or any other platform. In the future we hope to add tutorials for game development and licensing in hopes of allowing our community to thrive.