

Uayfarer

Jeremy Banka | Tempest Games

Wayfarer is a card-based, strategic fantasy battle game.



Problems with Paper & Pencil









DUNGEONS & DE	LEVEL & CLASS RACE PLAYER NAME
CHARACTER NAME	EXPERIENCE POINTS ALIGNMENT BACKGROUND
STRENCTH PROPRIENCY BONUS	ASMOR MAX HP TEMP HP d6 d10 d12 HT DICE SPEED FAILURES O O O FAILURES O O DEATH SAVES VISION NAME ATTACK DAMAGE RANGE AMMO USED
O Intimidation (Cha) O Investigation (Int)	ATTACKS & SPELLCASTING
WISDOM O Medicine (Wis) O Nature (Int) O Perception (Wis) O Perception (Wis) O Persussion (Cha) O Religion (Int) O Sleight of Hand (Dex O Stealth (Dex) O Survival (Wis) PASSIVE PERCEPTION	
OTHER PROFICIENCIES & LANGUAGES	INVENTORY & EQUIPMENT

Card-based, strategic fantasy battle game.

Assemble your character.



CHARACTER



A card-battle game for tabletop adventures.

Assemble your character.





CHARACTER

HELD ITEM



A card-battle game for tabletop adventures.

Assemble your character.







CHARACTER

HELD ITEM

OUTFIT



A card-battle game for tabletop adventures.

Assemble your character.







HELD ITEM



OUTFIT







Market

\$130M - Hobby Dice and Card Games

\$45M - Roleplaying Games

ICv2 (Geek Culture Business Analysts)

Market

Product

- "LEGO" Product Model
 - Returning customer base
 - Low initial price point
 - Lots of desirable expansion content
 - No gambling



Market

Costs

- Game Development (In-house)
- Art and Visual Design (In-house)
- Production (Outsourced)
 - \$5.40 per \$20 retail deck
 - as low as 99¢ in volumes of 500+
- Distribution and Sales



ΙP

- Distinctive visual style
- Deep color-coding system
- Integrated Icon and Font system



Competition

- D&D and MtG
- Unique "Middle Ground" between these.
- Versatility is a significant value for players.



Team

Currently: Me.

- Need Marketing
- Possibly need salespeople



Timeline

- 1. Ready for initial sales to playtesters Week 1 of Next Term.
- 2. April 6 Gamestorm Playtesting (Vancouver)
- 3. April 21 Just-A-Game-Con Playtesting
- 4. Launch crowdfunding campaign in June.



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Ask: Introductions to marketers, event organizers, etc.

