



# पर्यावरण



Jeremy Banka | Tempest Games

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



# Problems with Paper and Pencil

\$20



\$50



\$50



\$50



**DUNGEONS & DRAGONS®**

CHARACTER NAME \_\_\_\_\_

LEVEL & CLASS \_\_\_\_\_ RACE \_\_\_\_\_ PLAYER NAME \_\_\_\_\_

EXPERIENCE POINTS \_\_\_\_\_ ALIGNMENT \_\_\_\_\_ BACKGROUND \_\_\_\_\_

**STRENGTH** **DEXTERITY** **CONSTITUTION** **INTELLIGENCE** **WISDOM** **CHARISMA**

**INSPIRATION** **PROFICIENCY BONUS**

**SAVING THROWS**

**SKILLS**

**PASSIVE PERCEPTION**

**ARMOR CLASS** **MAX HP** **TEMP HP**

**CURRENT HIT POINTS**

**HIT DICE** **INITIATIVE** **SPEED** **VISION**

**SUCCESSSES** **FAILURES** **DEATH SAVED**

**NAME** **ATTACK** **DAMAGE** **RANGE** **AMMO** **USED**

**ATTACKS & SPELLCASTING**

**FEATURES & TRAITS**

**OTHER PROFICIENCIES & LANGUAGES**

**INVENTORY & EQUIPMENT**

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Card-based, strategic fantasy battle game.

# Assemble your character.



CHARACTER

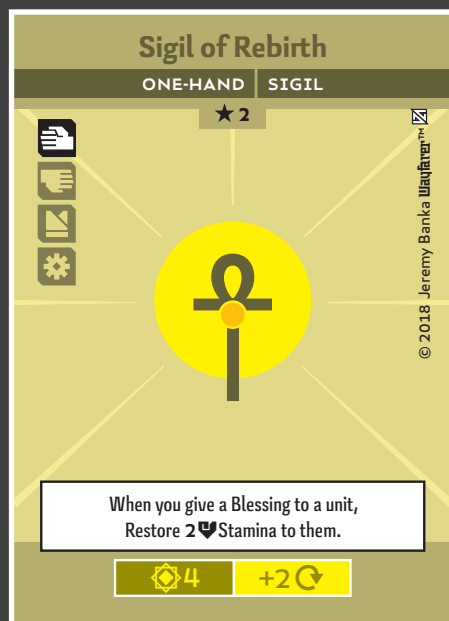
Wayfarer

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.



CHARACTER



HELD ITEM



OUTFIT



ACTIONS



# Market

\$130M – Hobby Dice and Card Games

\$45M – Roleplaying Games

ICv2 (Geek Culture Business Analysts)

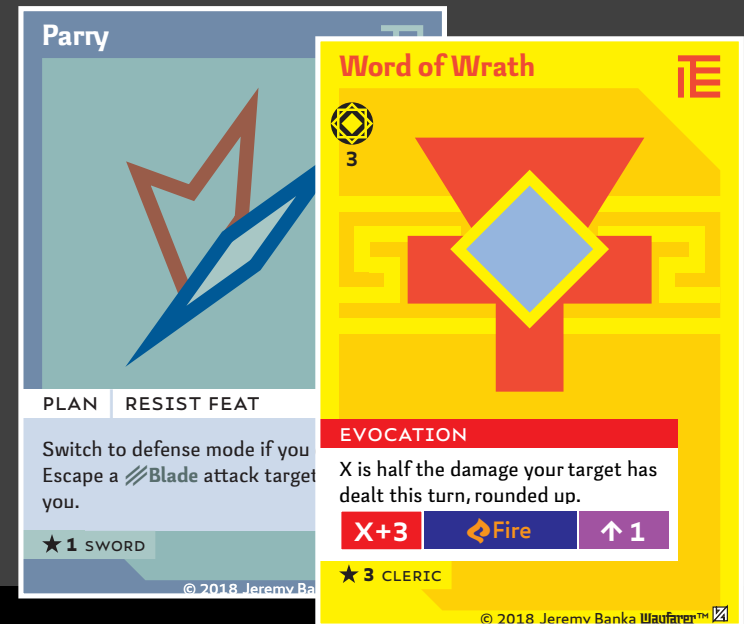




# Market

## Product

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



Wayfarer

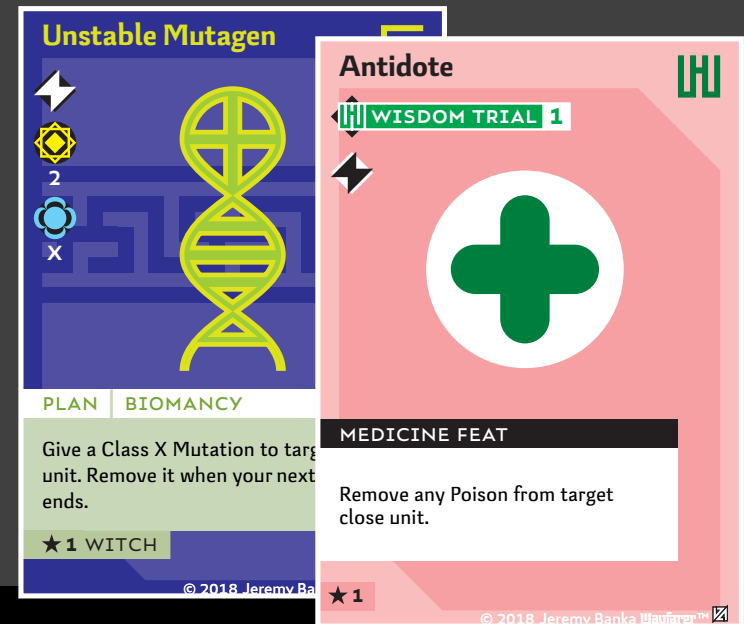
# Market

## 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



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



# Competition

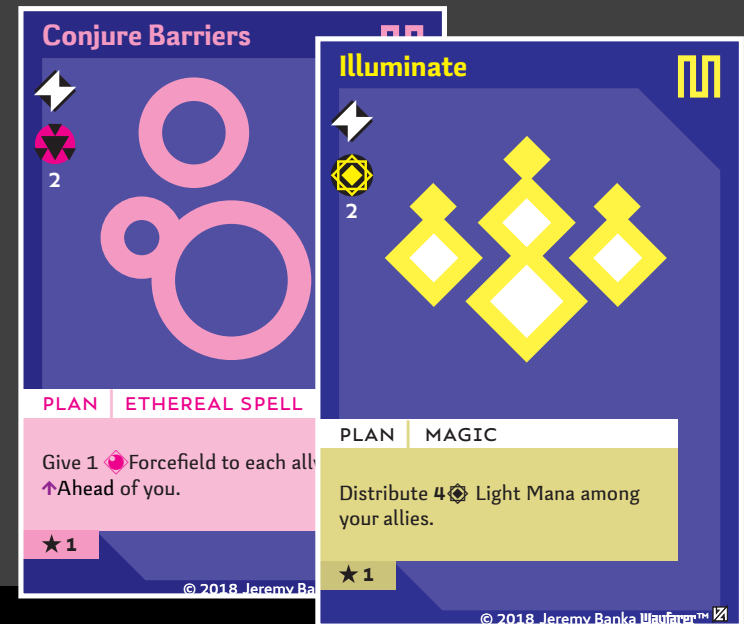
- D&D and MtG
- Unique "Middle Ground" between these.
- Versatility is a significant value for players.



# 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



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**Ask: Introductions to  
marketers, event organizers,  
etc.**

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