





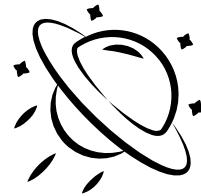


Artbook

Version 1 – June 6, 2022

“ We spend our childhood wanting to be adults, but
then we spend our adulthood wanting to be children. ”

—Someone old, wise, and famous



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☆:left Hello from the game designer :right☆

Hey! My name is Wonmin and I designed **Love, Career & Magic**. Thank you so much for your support on this journey. Without your help, none of this would've been possible and I am eternally grateful.

When I quit my corporate job back in 2018, I would never have ever imagined that, in just four years, I will have successfully made two games. It's been a wild journey full of crazy ups and downs.

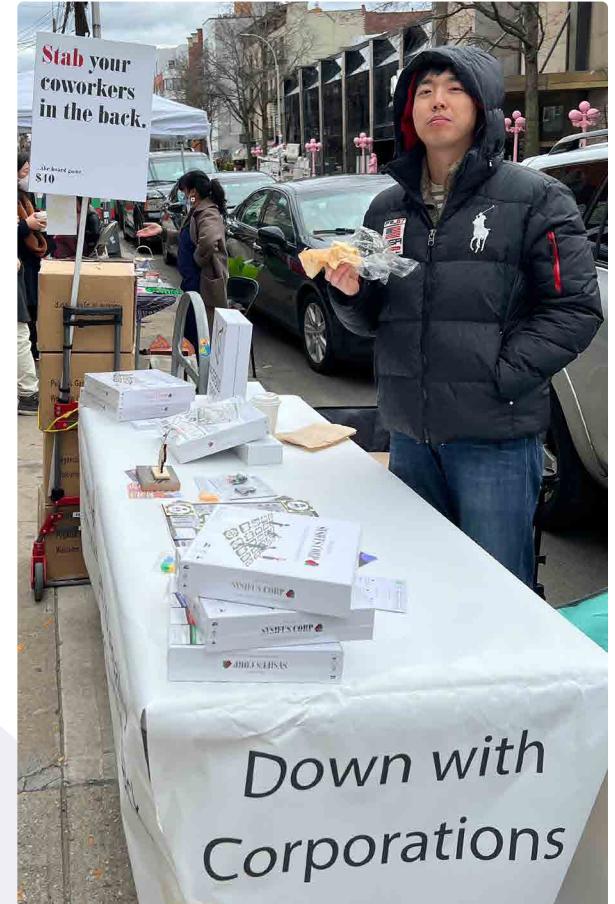
And honestly, I don't regret a second of it. I'd much rather chase my dreams now than wake up as some middle-aged corporate manager only to realize that I've wasted away my youth in the rat race.

Sorry, I got carried away there. Anyways, I've literally never wrote a book before let alone an artbook. I hope it doesn't suck and that you get a laugh or two out of reading this. I guess at the very least it'll make a nice decorative piece in your living room (if you have a printed copy).

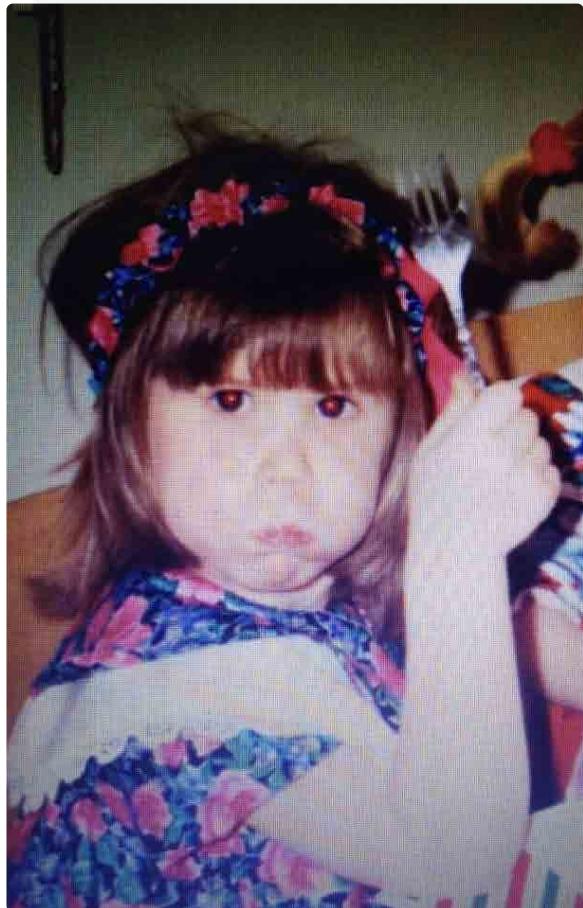
I wrote most of this book so just picture me reading it to you.

My favorite character is Bizz Hagglefeet (page 32).

Wonmin "1min" Lee
Game Designer



☆:left: Hello from the illustrator :right:☆



Hello!

I'm Carolyn from Canada. I was first found by Wonmin online to trial some images for the game. I was always a fantasy nerd so I thought it'd be a fun project to play with and maybe live out my childhood dreams of fantasy in real life.

I've been doodling on paper and notebooks since I was an illiterate baby. My dark secret is I'm meh about chocolate cake and love cold cookies.

My favourite character is Köttr, because who doesn't love sleep, being grumpy, and dragons?

Carolyn Frank
Game Illustrator

Sysife Bernard

The Bicorn



Sysife Bernard initial sketch

Original physical description

Part-panther, part-cow creature with 2 horns. Like a unicorn but darker/blacker with 2 horns instead of 1. White mane and tail. Light tan skin. Maybe flaming eyebrows/eyelashes? Not scary but in a cute way?

“ Oh? Is someone home? ”



Sysife Bernard after a few tweaks

Originally, Sysife was meant to have vitiligo. But then, I decided to use my mother as the model. So the vitiligo idea was given to Maya Dimakos (page 16).

My mother likes to crochet, hence the balls of yarn and the hanging bag. Apparently the bag is a really famous design on YouTube (video ID – XimJQ-Qe32E).



Why ducks?

There are numerous ducks in the background because my mother likes to collect rubber ducks for some reason.



Sysife Bernard final version



For the name of the emoji, I picked out the name **sysifeThink** because it looked like Sysife was thinking. Nothing special about this one folks.

FUN FACT

Sysife is the 23rd character I designed. Originally, the name was going to be Celestia but then I realized that I had no easter egg referencing my first board game. And by then, it was too late to create a new character so I just changed the name of this one. Which one is better? Celestia or Sysife?

As astute readers may have guessed, the name Sysife is a direct reference to Sysifus which is the name of the fictional corporation in my first board game, *Welcome to Sysifus Corp.*

Sysifus is then of course a reference to Sisyphus, the Greek king who was punished to forever roll a boulder up a cliff. If you look on top of the back shelf, you can see the red/blue/green logo that symbolizes this.



I wanted a motivational poster that symbolizes that myth and also encapsulates Sysife's own background story of leaving the corporate world to pursue freelance illustration.

The amazing design was then created by Carolyn. It also really captures how I personally feel about the corporate world. But this isn't a social commentary book, it's an art book! Also I love cats.

☆ `` Beatrice Cavendish ☆

The Cockatrice



Beatrice Cavendish initial designs

Original physical description

Two-legged dragon/serpent-like creature with a rooster's head. Basically a rooster with dragon wings and serpent's tail. Wears special sunglasses to avoid murdering people accidentally.



Beatrice Cavendish final sketch

“
Oh these glasses?

Technically, according to Google Images, Cockatrices have a red rooster's head, but Carolyn suggested that a cockatiel's head would be much cuter.

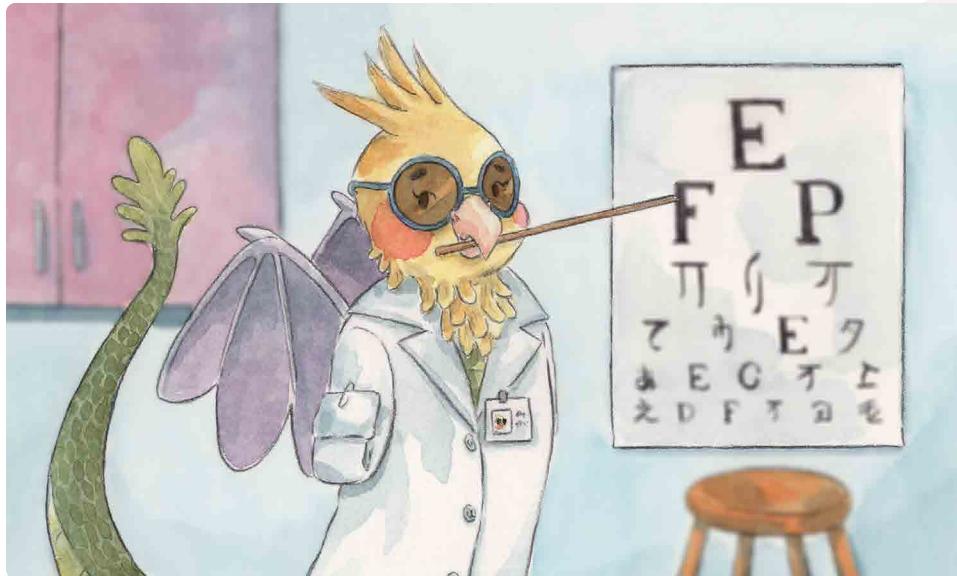
And going by the final design, I have to agree.

While the first two sketches were absolutely amazing and I fell in love with Beatrice right away. I wanted each of the illustrations to only feature one prominent character. So unfortunately, the first design was cut.

Similarly, the second design, while great, did not really capture the “modern day job” feel I wanted with my game.

They're for your safety of course!

”



Beatrice Cavendish final version



For the name of the emoji, I picked out the name **beatriceStare** because apparently, according to legend (and Wikipedia), Cockatrices can kill people with just one look.

FUN FACT

Beatrice is the 2nd character I designed. I wanted a cool sounding British surname and Cavendish was the first to come up in the name generator.

I thought it would be ironic to have an Optometrist who is forced to wear sunglasses all the time due to their eyes of death. Hence the chosen profession for Beatrice.

The whistling hobby was based on a filmmaker friend of mine, Ien Chi, who attended a whistling competition. Go look up the video, "Ditching School to Whistle" on YouTube.

You may recognize some of the characters on the eye exam chart in the background. It's a mix of made-up text and some real life ones, including Japanese (both Carolyn and I like Japan). There's also a funny looking crying face on the third row. Huge props to Carolyn for the designs.

Apparently Cockatrices don't have arms, which is why the arms of the coat are folded. Which begs the question, in a fantasy world of mythological creatures, why is this Cockatrice Optometrist wearing a lab coat designed for humans?

☆ `` Korelin Bottleguard `` ☆

The Dwarf



Korelin Bottleguard initial sketch

Original physical description

Goggles on her head. Short and cute. Red hair. Freckles. Engine oil covering her face / arms. Overalls for easy access to her tools.

“ This one time I out-drank



Korelin Bottleguard with beer boot and more beer

After I received the first sketch, I remembered that one time I drank beer from a boot shaped glass in Germany. And I knew immediately that it needed to be in this illustration. What better way to imbibe alcohol than straight from a boot?

a two headed ogre!"



Korelin Bottleguard final version



For the name of the emoji, I picked out the name **korelinProud** because to me, her expression was one that stated, "Look at me! I drank all this much and I am nowhere near wasted."

FUN FACT

Korelin is the 9th character I designed. The drinking hobby was because my girlfriend was drinking in front of me at the time.

I wanted to lean into the high fantasy trope of dwarfs being very good with tools, machinery, and blacksmithing. But in a modern world of cars and computers, I figured that the obvious parallel would be a mechanic.

But a user on Reddit pointed out that they were disappointed with my choice of profession for Korelin.

jiaflu · 3 mo. ago

All the characters seem pretty interesting, but thought you could do better breaking tropes rather than going with Dwarven mechanics or Goblin Bankers.

▲ 2 ▾ Reply Give Award Share Report Save Follow

Thanks /u/jiaflu!

Well that's a very good point. And it actually did come across my mind when I was deciding on the profession. But ultimately, I decided that not every character can be all wacky and zany—we need some comfort picks too.

☆ Ogark Chestmaul ☆

The Ogre



Ogark Chestmaul initial sketch

Original physical description

Large brutish. Big shoulders. Missing his left hand from mid-forearm down. Small round ears, large head. Has three tattoos right above his amputation, just three solid lines that circle his forearm. Also has two triangle tattoos under his eyes, triangles are pointing down.

“
Bird!
”



Ogark Chestmaul with a more “fantasy” bird

The first sketch was perfect in terms of character design. But the bird seemed a bit too “normal” for this crazy fantasy world. So I asked Carolyn to make it a bit more “fantasy.” It makes you wonder though, how did a big Ogre like Ogark sneak up on this poor bird?



This little bird is based
on my company logo.
See the resemblance?



Ogark Chestmaul final version

FUN FACT

Ogark is the 7th character I designed. There is one other character with a single missing hand. Can you guess who?

I've always wondered what it would be like to get a tattoo. My girlfriend has one and my parents would probably kill me if I got one. But something about tattoos and their permanence always interested me.

Anyways, I always imagined myself getting three rings around my forearm. And given Ogark's backstory, I thought it might be interesting to give him the tattoos that I might have gotten.



For the name of the emoji, I picked out the name **ogarkYell** because yelling is his favorite activity.

✧ ✧ Elias & Maya Dimakos ✧ ✧

The Gemini



Elias & Maya Dimakos initial sketch

Original physical description

Two headed human. Body is androgynous. Really likes wearing suits and dress shirts. Also likes wearing heels and long flowy dress pants that are short enough to show off the heels. Maya has curly short-ish hair. Elias has long straight flowy hair.

“
Yeah you wouldn’t believe
what they told us!
”



Elias & Maya Dimakos with coffee and slightly bigger heads

Elias is on the right and Maya is the one crying on the phone. As mentioned on page 8, I wanted a character to have vitiligo and thought it'd be cool to only have vitiligo on half of their body. Also did you see the two straws on the coffee? Such great attention to detail by Carolyn.



For this emoji, I wasn't sure if I should separate them or not. So I asked members of my Discord server and it seemed like having them be attached was more desirable.



Elias & Maya Dimakos final version

FUN FACT

Elias & Maya are the 24th character I designed. Their outfit is inspired by a person named Mark Bryan. Google him.

Gemini share not just their body, but their emotions as well. Elias's face is also a bit flush because Maya is crying. Maybe the chemicals that are released affect both of their brains?

Speaking of Gemini oddities. How does pluralization work for them? Do I refer to them as people since there are two heads? Or just one person because of the one body? Is there a difference?

Pop quiz! (There is no correct answer...)

In the fun fact above, what is the correct way to say the first sentence?

- (A) Elias & Maya is the 24th character...
- (B) Elias & Maya are the 24th character...
- (C) Elias & Maya are the 24th characters...
- (D) Something else entirely?

✧ Domination Armor Set ✧

The Sentient Armor

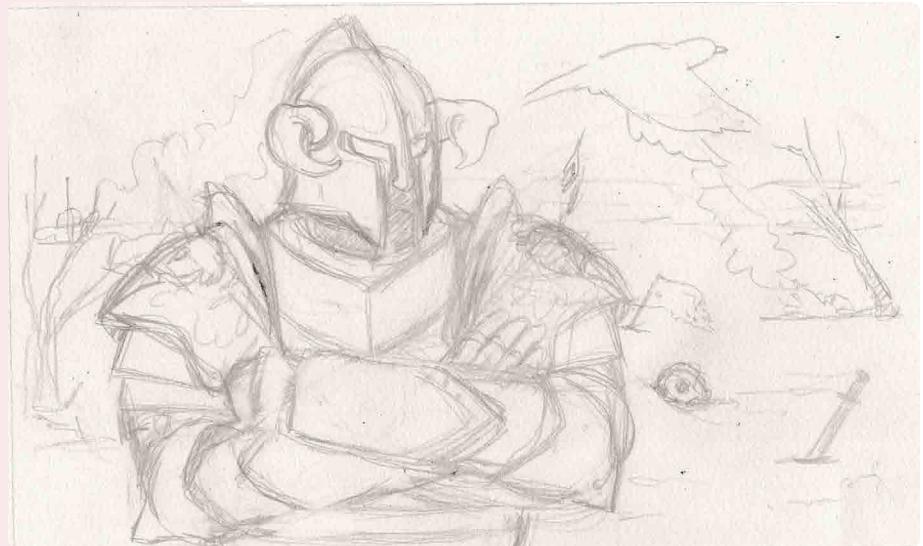


Dommy initial sketch

Original physical description

Just a set of knight's armor floating without anything inside. Very red, very black, very "dominating." Nothing inside the armor and nothing visible connecting the armor pieces together.

“ Hmm? What the h... ”



Dommy with battlefield in the background

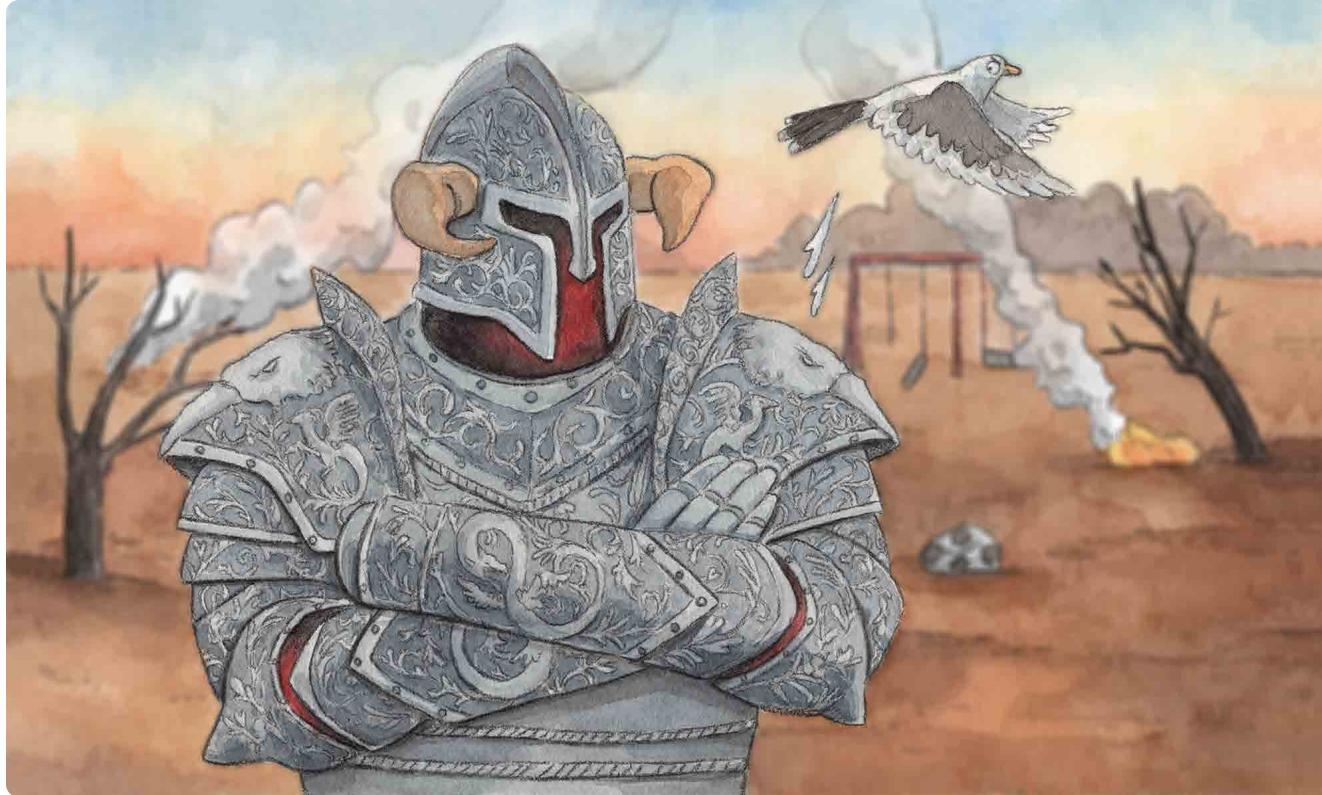
Carolyn wanted the seriousness of Dommy juxtaposed with something funny—so she drew a bird pooping on the shoulder piece. Absolutely hilarious.



For the name of the emoji, I picked out the name **dommyBlank** because Dommy is blankly staring out into the vast emptiness that is life when you are a sentient immortal set of armor.

FUN FACT

Dommy is the 19th character I designed. The left hand is probably missing in some battlefield or wasteland somewhere far away.



Dommy final version

Carolyn had the brilliant idea of adding a soccer ball to the wasteland in the back. To which I asked for a broken swing set to really bring together the fact that Dommy destroyed this children's playground in the search for whoever it was responsible for bringing the armor set to life.

I also thought it would be funny if the bird looked angry, almost as if to say, "Hey buddy, this is what you get for being so rude!"

Also, here's a little easter egg for you. There is one other angry bird in the background in another character's illustration. Can you figure out who?

☆ Rosamund Galbassi ☆

The Monopod

“ Hahaha! ”



Rosamund Galbassi initial sketch

Original physical description

Person with one giant leg. Foot is large enough to cover a good portion of their bodies in the shadow when lying down. Very petite upper body.

Rosamund was one of those characters who from the initial sketch was just perfect. She needed no further tweaks and I fell in love with the character design the moment I saw her.

I wanted her hat to look like the little Japanese preschooler hats that they wear. Then she was topped off with her big yellow raincoat.

So adorable.



For the name of the emoji, I picked out the name **rosamundHappy** because what can be more fun and joyous than jumping in a giant puddle?

FUN FACT

Rosamund is the 10th character I designed. Her last name reminds me of Alexander Galbaki from the Disney movie *Incredibles*.



Rosamund Galbassi final version

When I was coming up with a list of mythological creatures, I was struggling to get to 25 unique creatures. I didn't want to have to resort to creatures from other mythologies like Greek or Asian history.

That's when a cursory Google search came up with a creature called a Monopod. But you can't just search for "monopod" because then you just get camera equipment. You have to search for "monopod creature."

Also I completely made up the thing about Monopods moving very fast by propelling ahead their foot. I don't know how fast Monopods are.

☆ < **Susom** > ☆
The Giant

NOT YET FINISHED

☆ < **Susom** > ☆
The Giant

NOT YET FINISHED

☆ Gingernuts Gooeyhug ☆

The Dwarf



Gingernuts Gooeyhug initial sketch

Original physical description

Talking gingerbread man cookie. Always has a light dust of white powdered sugar underneath his nose since sugar gets him high and he likes eating it. Any severed limbs can be reattached with a new cookie limb.

“Wow these are AMAZING.”



Gingernuts Gooeyhug with more of a stoner face and better framed

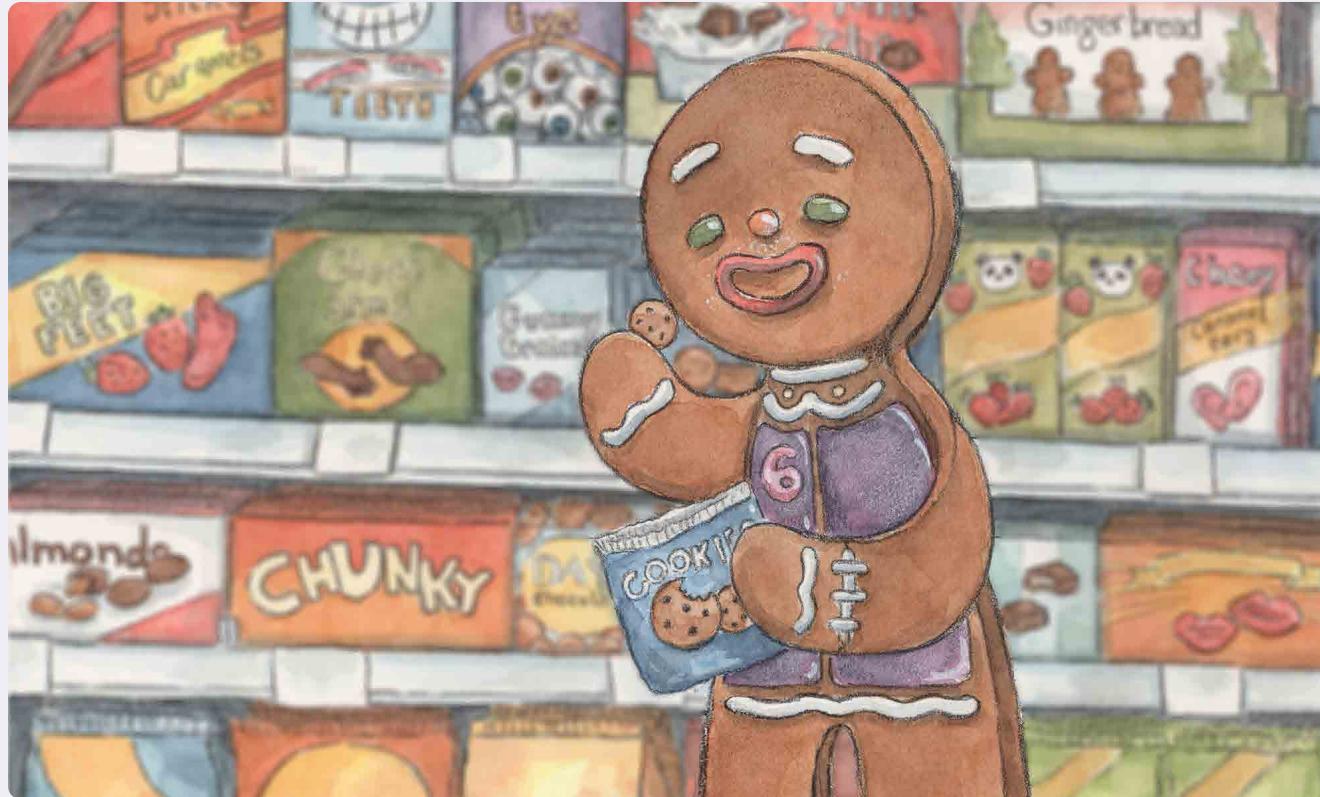
I really liked all the candy names in the back, but needed something that was more catered towards Gingerbread beings. Since they need to constantly replace their body parts with fresh snacks. Also the face was too happy and not creepy enough.



For the name of the emoji, I picked out the name **gingernutsCreep** because he's very creepy and always stealing food from people.

FUN FACT

Gingernuts is the 13th character I designed. Some of the candy in the background is based on Japanese candy and snacks.



Gingernuts Gooeyhug final version

So originally, the last name was Goodyhug but a random Redditor mistyped it as Gooeyhug and I thought that it was a much better name.

So I changed it. What do you think?

Wowzpanzer · 3 mo. ago · Spirit Island

It's got to be Gingernuts Gooeyhug , thanks for doing this!

1 3 ▾ Reply Give Award Share Report Save Follow

sysifuscorp · 3 mo. ago · edited 3 mo. ago

it's actually Goodyhug but i like yours more. i'll change it to that lol

EDIT: I changed it lol

3 ▾ Reply Share Save Edit Follow ...

Wowzpanzer · 3 mo. ago · Spirit Island

Lol whoops

3 ▾ Reply Give Award Share Report Save Follow

Thanks /u/Wowzpanzer!

☆ `` Lydia Grimsbane `` ☆

The Witch



Lydia Grimsbane initial sketch

Original physical description

Wears a black bucket hat instead of the traditional witch hat. Has small potion bottle earrings. Short jet black hair. Doesn't like sleeves covering her arms. Has magical runes tattooed on her arms.



— Lydia Grimsbane with a different face and magical stuff flying around



— Lydia Grimsbane with a plant in the back

While the first sketch was super cute, I thought the face looks a bit too similar to Urg the Hacker, who was the first character I designed.

Because the top left of the image was looking a little bit empty and lonely, I asked Carolyn to put a few nice little houseplant in there.

“
A single rootwurst?
That doesn’t seem right...
”



Lydia Grimsbane final version

FUN FACT

Lydia is the 5th character I designed. She is one of two human characters in my game. Can you guess who the second one is?

If you've ever watched a show called *Terrace House: Opening New Doors*, she is very loosely based on Ami Komuro. And when I say loosely, I basically only mean the fact that she's a young college student and was one of the first six characters that I designed (i.e. one of the first six on the reality TV show).

I chose a bucket hat over a traditional witch's hat because my girlfriend likes wearing bucket hats.



For the name of the emoji, I picked out the name **lydiaSolemn** because she is very serious and studious.

☆ Köttr, the Grumpy ☆

The Dragon



Köttr the Grumpy initial sketch

Original physical description

Can freely change their size at will, ranging from a small house cat to a large 4 story building. Green dragon with almost cat-like eyes. The end of his tail is shaped like a leaf.

“ Hnng...how is it already time for work? ”



Köttr the Grumpy with curtains added

If you look closely at the first sketch, you can see a faint outline of Ahxi the Basilisk. Probably because these sketches were done around the same time.



For the name of the emoji, I picked out the name **kottrSleepy** because to I love sleep. Köttr loves sleep. I once slept for 18 hours straight. What's the longest you've ever slept?

FUN FACT

Köttr is the 4th character I designed. I thought the double dots above the ö was really cool when looking up Icelandic names.



Köttr the Grumpy final version

Köttr is another character that required very little tweaking. You can even see for yourself, between the two sketches and the final version, nothing really major changed about Köttr himself.

The idea of a dragon that can change their size freely came strictly from the fact that dragons are normally huge but in this magical world where mythical creatures have to live together in a house, it would be very impractical to fit a large dragon in the building. So I just waved my magic plot wand and gave him the ability to change his size at will. That's the perk of being a game designer—I am their god, haha.

❖ ‘Urg the Hacker’ ❖

The Orc



Urg the Hacker initial sketches



Urg the Hacker second sketches (cuter)

“Yeah, I’m really into these things called NFTs.”

Original physical description

Green skin, skinny/nerdy build. Large fangs and horns, messy hair, glasses.



Urg the Hacker third sketch

Since Urg was the first character in this entire series, he was the most important to get right. Because his design would set the tone for the entire game. It was absolutely crucial that he matched my vision and theme.



For the name of the emoji, I picked out the name **urgSmile** because just look at his cute face! You just want to protect him and keep him safe (Even though he deals in illegal dark web stuff online).



Urg the Hacker digital art version

We even experimented with digital painting instead of hand-painted watercolor. Just to see what it might look like. But it felt too “comic book-y” for my tastes. And besides, Carolyn was amazing at watercolor, why not lean into that skill?

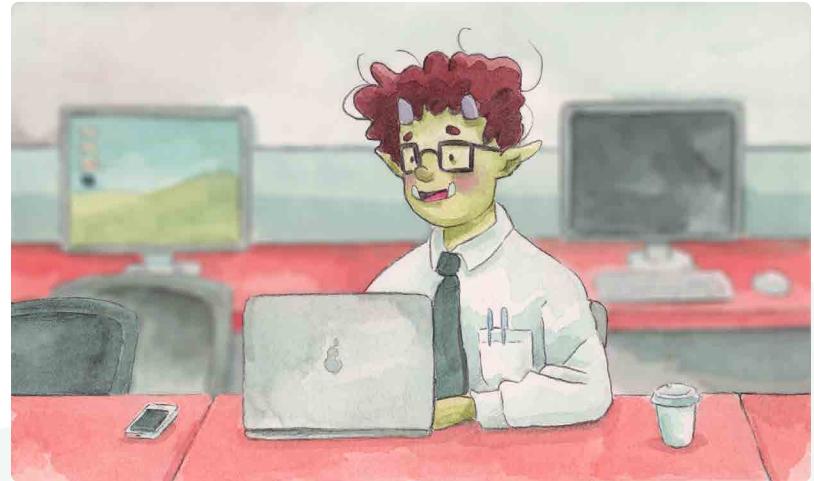


Urg the Hacker original color scheme

The color scheme was changed to be more bright and fantasy themed. Although looking back on it, I guess it was fine the way it was, haha.

Especially considering that the later designs don't have similar color schemes.

FUN FACT
Urg is the 1st character I designed. I looked at three other illustrators before finally ending up with the amazing Carolyn!



Urg the Hacker final version



Urg the Hacker final sketch

Orcs are apparently named after their jobs or professions. Urg the Web Developer didn't sound as good as Urg the Hacker. So I gave him illegal dark web hobbies.

☆ `` Bizz Haggafeet ☆ The Goblin



Bizz Haggafeet initial sketch

Original physical description

Short stature, large round nose, very trustworthy face which helps him with his job. Always wears a bow tie to work. Has mini-calculators for earrings.

“ Can you see the money
in the shot? ”



Bizz Haggafeet alternate color scheme

Another character who I fell in love with at first sight. He is so adorable and gleeful! You can see why he's my favorite character design. There wasn't much to change about the sketches, just a few minor details on the money bag, the piece of paper, and the background color.



For the name of the emoji, I picked out the name **bizzHappy** because look how happy he is with all that money in front of him. I wish I had that much money in front of me.

FUN FACT

Bizz is the 14th character I designed. He was colored yellow because at the time we already had a lot of green characters.



Bizz Haglefeet final version

I read somewhere online that Goblins apparently reach adulthood at age 8. Since Bizz is 15, I figured that he's mature enough to be on a reality TV show.

For those of you who have mixed thoughts about a 15 year old being on TV, consider this—a two year old dog could be the same as a 24 year old human. So why not apply the same logic to Goblins?

But ultimately it doesn't matter because Goblins don't exist.

Or do they? (They do in my heart.)

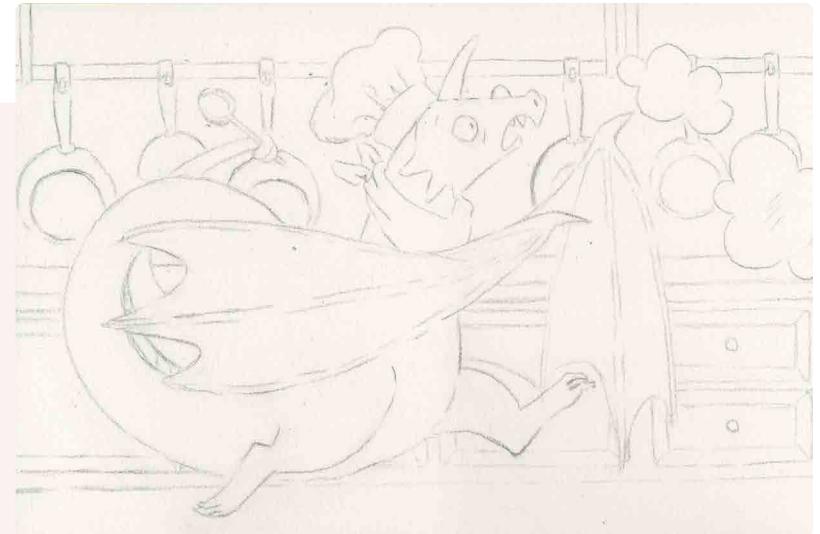
☆ `` Grodrot, the Hungry '' ☆

The Wyvern



Grodrot the Hungry initial sketch

“ Oh no! The Devil's Wing cookies! ”



Grodrot the Hungry second sketch with fixed legs

Original physical description

Dragon but with only 2 legs. Red color. Two horns but one horn is very small and round, the other is sharp and long. Basically a dragon but smaller.



For the name of the emoji, I picked out the name **grodotPanic** because, well, he is panicking!



The left side horn went through several design changes because for some reason, the small nub version looked like an eyeball popping out of the head.

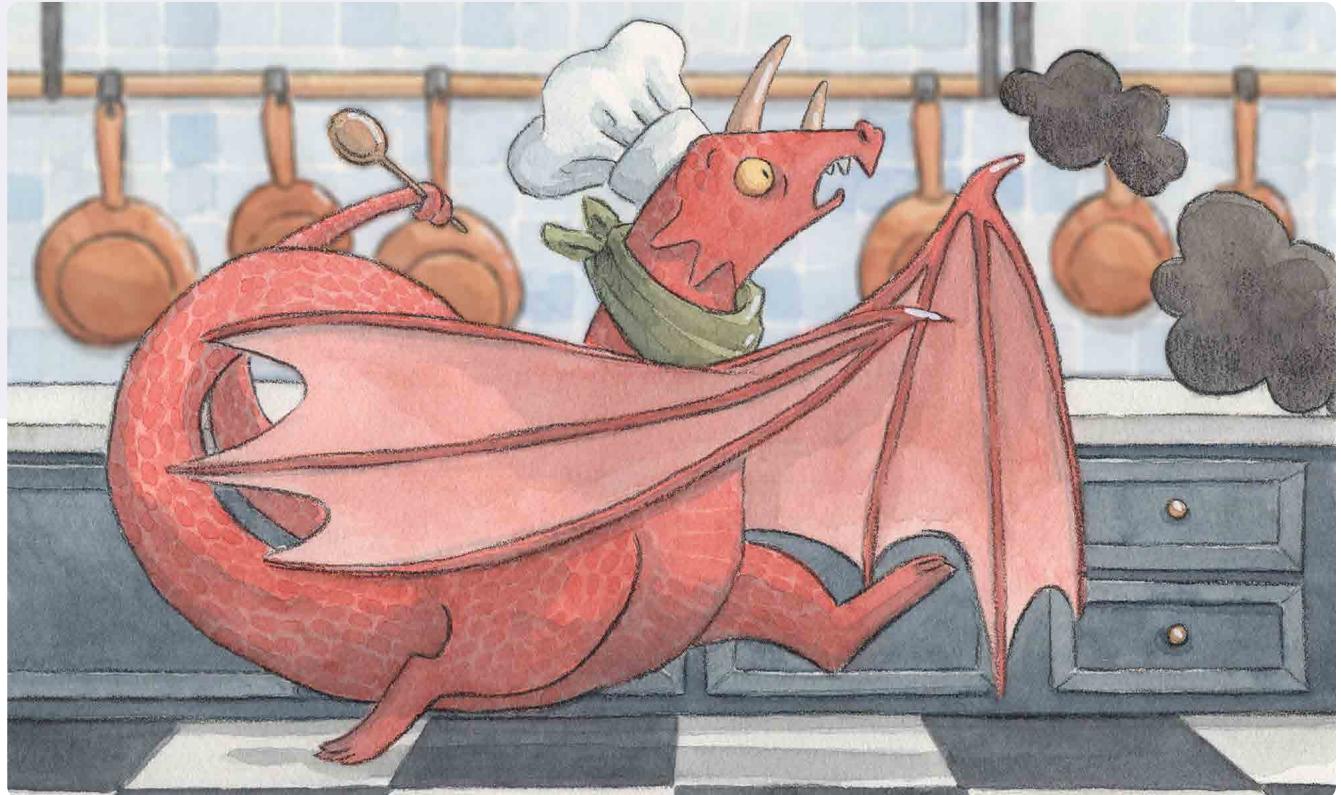
We even experimented with a different color, but that just felt weird.

Ultimately it was lengthened significantly from the initial sketch version.

What do you think? Should I have kept the nub?

FUN FACT

Korelin is the 15th character I designed. I thought it would be funny to have a Wyvern who's always hungry to be a chef surrounded by food.



Grodot the Hungry final version

☆ `` Arya Jensen `` ☆

The Monkfish

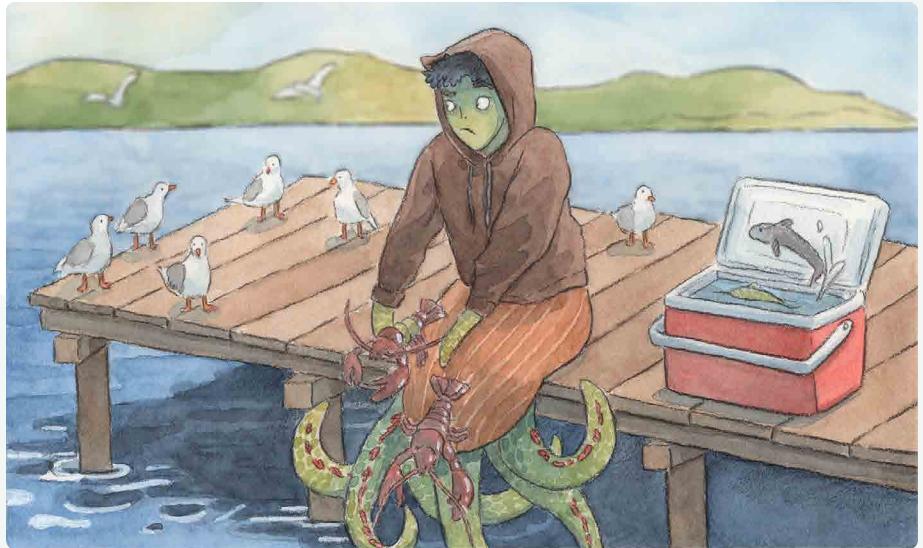


Arya Jensen initial sketch

Original physical description

A fish that outwardly resembled a human monk. Head is of a human but the rest of the body looks like a fish. Looks like they are wearing a skirt. Wears a brown hoodie that covers their hair / head. Face is very androgynous. Legs are tentacles. Scaly.

“ Why are all these birds here? ”



Arya Jensen without eyeliner, slightly alternate color scheme

Yet another masterpiece by Carolyn. Knocked right out of the park right off the bat right into home run territory—yeah sports! The sketch only needed a few small color tweaks to the lobsters, eyeliner, and a certain seagull that turned angry.



For the name of the emoji, I picked out the name **aryalrritated** because the seagulls are surrounding the lobsters that Arya is trying so hard to release back into the sea.



Arya Jensen final version

FUN FACT

Arya is the 17th character I designed. The crazy seagulls were 100% Carolyn's idea.

Raise your hand if you knew what a "monkfish" was before this game. I definitely didn't. A Monkfish was right there with Monopods for the bottom of the barrel mythological creatures for me, haha. It was hard to come up with so many creatures.

I wanted to make Arya very androgynous and not confined to a specific gender. That's why I made sure to avoid using any specific gendered pronouns when referring to them.

You can have Arya be whatever gender you think they are. You have my permission as the game designer (Not that you needed it).

☆ Brigit Ní Colla ☆

The Leprechaun



Brigit Ní Colla initial sketch

Original physical description

Green bucket hat. Short red hair. Not very tall but not very short either. Maybe add a four leaf clover sticking out at the back of the bucket hat. She's taking a selfie in front of some nature / cliffs / mountains / etc.



Brigit Ní Colla with a different hat and nose

At first Brigit had a bucket hat, but then I realized that the bucket hat made her look too similar to Lydia the Witch so I changed it to a beret. She's standing in front of Mt. Fuji at Lake Kawaguchi.



For the name of the emoji, I picked out the name **brigitCute** because she's cute. Everyone thinks she is cute. She knows that she's cute. She knows that everyone thinks she's cute. You know?

FUN FACT

Brigit is the 21st character I designed. Carolyn's been to Mt. Fuji but I've only gone as far as Lake Kawaguchi.



Brigit Ní Colla final version

Originally, the sketch didn't have the birds or the cherry blossom trees in the background. I thought it looked a bit barren so I asked Carolyn to put them in.

I think this is the best use of the background blur that every illustration has. I asked Carolyn to include that so every picture looks like it was shot on a camera. As if these are just screenshots taken straight from the reality TV show that they are starring in.

If you look at the physical cards in the game, you can also see that I modeled the subtitles after Netflix subtitles. I didn't use their font, don't sue me please! Thank you.

☆ `` Nycolas O'Sullivan `` ☆

The Dullahan



Nycolas O'Sullivan initial sketch

Original physical description

Headless horsemen. Head comes off and is usually carried by the body. When the head is disconnected, a faint glow appears from the neck. Often wears a horse rider's outfit.

“ Oh no! My body, stop! ”



Nycolas O'Sullivan with some slight tweaks

I noticed that a lot of characters had similar expressions, so I asked Carolyn to try a different one for Nycolas. And she nailed it on the first try.



For the name of the emoji, I picked out the name **nycolasPanic** because you would also be panicking if your head fell off while riding a horse.

FUN FACT

Nycolas is the 16th character I designed. I learned the term "Dullahan" from an anime called "Interviews with monster girls."



Nycolas O'Sullivan final version

The horse gives me very strong Disney vibes. Like it could be a character straight out of a Pixar film or something (or maybe Shrek).

Hmm. I don't really have anything much to say about Nycolas. Unlike some of the other characters he was a pretty open-and-shut case.

I guess the illustration used to be much darker overall. Like a dark mysterious forest. The necktie color was also suggested by a user named "sheppie" in my Discord server.

Speaking of Discord server, go join my server! It's loads of fun! You can find the link on my website.

☆ `` Ahxi Raanee `` ☆

The Basilisk



Original physical description

Giant snake. Tail splits into two towards the end. Head is almost dragon like with many sharp teeth, two fangs protrude out of the mouth even when closed, one of those fangs is chipped. Two small horn-shaped ears with cute earrings. No arms or legs.

“ I'll be right there!
Don't worry about the smell! ”

The first sketch didn't really seem like Ahxi was interacting with anyone whereas the second sketch looked like there was someone off-screen.

As mentioned on page 39. I wanted each illustration to look like someone took a screenshot of a TV show. So it was important that the characters looked to be dynamic.





For the name of the emoji, I picked out the name **ahxiEyeroll** because to me, it looked like Ahxi was doing an eye roll.



Fatter neck



Medium neck



Skinnier neck

The neck must've gone through like 10 different tweaks back and forth. For some reason it looked really weird to me and I just couldn't unsee the fatness of it. Thankfully Carolyn was very understanding and patient with me.

Ahxi was one of the six initial characters that I asked Carolyn to illustrate. The other five are Urg the Hacker, Beatrice Cavendish, Tsukasa Shōbō, Kötr the Grumpy, and Lydia Grimsbane.

FUN FACT

Ahxi is the 6th character I designed. Rani means "queen" in Hindi.



Ahxi Raanee final version

Together they make up the six that are on the cover of this book and the rulebook of my game. I asked for the cover illustration first before finishing all 25 characters so that I can start the marketing for my game.

☆☆ Tsukasa Shōbō ☆☆

The Elf



Tsukasa Shōbō initial sketch on the couch

Original physical description

Has never seen a day of hard work in his life. Very pale; almost yellowish/white in color. Very thin build, buzz cuts his black hair unlike his fellow elves. Has a single silver earring on his left ear.

“ You wanna listen
to it again? ”



Tsukasa Shōbō outside

Since Lydia the Witch was already sitting on a couch, I wanted Tsukasa somewhere else. Him playing a guitar is inspired by several scenes from the show *Terrace House*.



For the name of the emoji, I picked out the name **tsukasaSmile** because he is smiling at his prospective lover and partner, but I can't imagine that they are doing the same back to him.



Tsukasa Shōbō final version

FUN FACT

Tsukasa is the 3rd character I designed. His design was inspired by a very famous character from *Terrace House*, do you know who?

The last name Shōbō is written 小坊 in Japanese which can mean "little boy." The second character can also be used to mean a Buddhist monk or the shaved hairstyle that monks have. The last name 小坊 is also a homophone to 消防 which means "fire fighting."

The first name is written 土 in Japanese which by itself can be pronounced Tsukasa. But when combined with the homophone 消防, makes 消防士 which means "firefighter." Which is a reference to the *Terrace House* member who aspired to be a firefighter and inspired this design.

If you don't know who I am talking about, then you are missing out on the best reality TV show there ever was (Specifically the first season). Seriously. Look it up.

☆ Hansan Snekker ☆

The Wizard



Hansan Snekker initial sketch

Original physical description

Always has a pipe in his mouth. Short black graying hair. Clean shaven. Wears a blue hoodie that's been dirtied through the years, so it's now mostly black. Blue-ish with ink blots from explosions all over the hoodie. Has a single white (now gray) star on the shoulder. Very thin. No hat.



Hansan Snekker with different hair and a star on the shoulder



Hansan Snekker with magical hands helping him

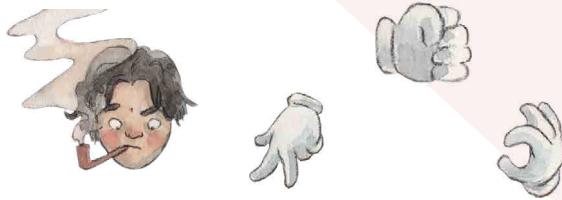
I wanted to model Hansan after my brother who actually recently grew his hair out. So we had to redo the first sketch unfortunately.

And the image didn't feel very "wizard-y" so I asked Carolyn if she could add a couple of magical floating helper hands.

"

Hmm...was that
the wrong spell?

"



FUN FACT

Hansan is the 22nd character I designed. He is the only character with four different emojis.



Hansan Snekker final version

If you have watched *Terrace House: Boys & Girls in the City*, then you might have immediately recognized the name Han-san as a member from the show.

The woodworking and smoking is based on the *Terrace House* member, Han-san, while the keycap collecting and hairstyle is based on my brother.

Aside from that, I wanted to re-imagine what a Wizard might look like in a magical world. I figured that if he has to use his magic for his job every day, then maybe he'd have a hobby that requires manual labor. Just like how I got burnt out of coding and decided to make a board game.

☆ `` **Soh** `` ☆

The Unicorn



Soh initial sketch

“
The D goes in this hole...
”

Original physical description

Blueish/white horse with a horn.
Reddish horn, greenish mane/hair.
Looks like the company logo of my
dad's company, *Unicorn Graphics*.

Soh is based on my dad and his company *Unicorn Graphics*. Did you know? I named my game company *Pegasus Games* because a Pegasus is basically a Unicorn but much better because it can fly.

My dad is really into these things called “wood types.” Which are the wooden blocks with fonts or characters etched on it. They are used in the printing press to print various texts.



For the name of the emoji, I picked out the name **sohFocus** because he is so focused! Get it? Hahaha.

FUN FACT

Soh is the 20th character I designed. Soh means "cow" in Korean and my dad was born on the year of the cow.



Soh final version

The poster on the top right is the same logo as my dad's printing company, *Unicorn Graphics*. Soh's background lore is also based on my dad.

My dad is also the youngest of seven and inherited the printing business from his dad.

He used to make me do small errands around the office when I was a kid so I can work to pay for the games he would buy me instead of just getting it for free.

So my goal in life now is to make a lot of money by making games so I can pay for his retirement and bring it back full circle.

☆ `` Robin Stringsworth `` ☆

The Talking Puppet



Robin Stringsworth initial sketch

Original physical description

Like Pinocchio. Has strings attached to her limbs. Red hair. Goth lolita style clothing.

“
Here is your order
...oops!
”



Robin Stringsworth alternate color scheme

Robin was another perfect character design right off the bat. The only thing that I was concerned about was the color of the background being so bright and eye-catching.



For the name of the emoji, I picked out the name **robinSurprised** because she is surprised. I'm seriously running out of fun interesting stuff to write in this section, haha.

FUN FACT

Robin is the 11th character I designed. Robin and Rosamund are #11 and #10 respectively and both start with an "Ro" so it confused me for a while.



Robin Stringsworth final version

Look at those cute milkshakes. The design is 100% Carolyn. It's amazing how she can bring something to life with just a few descriptive sentences.

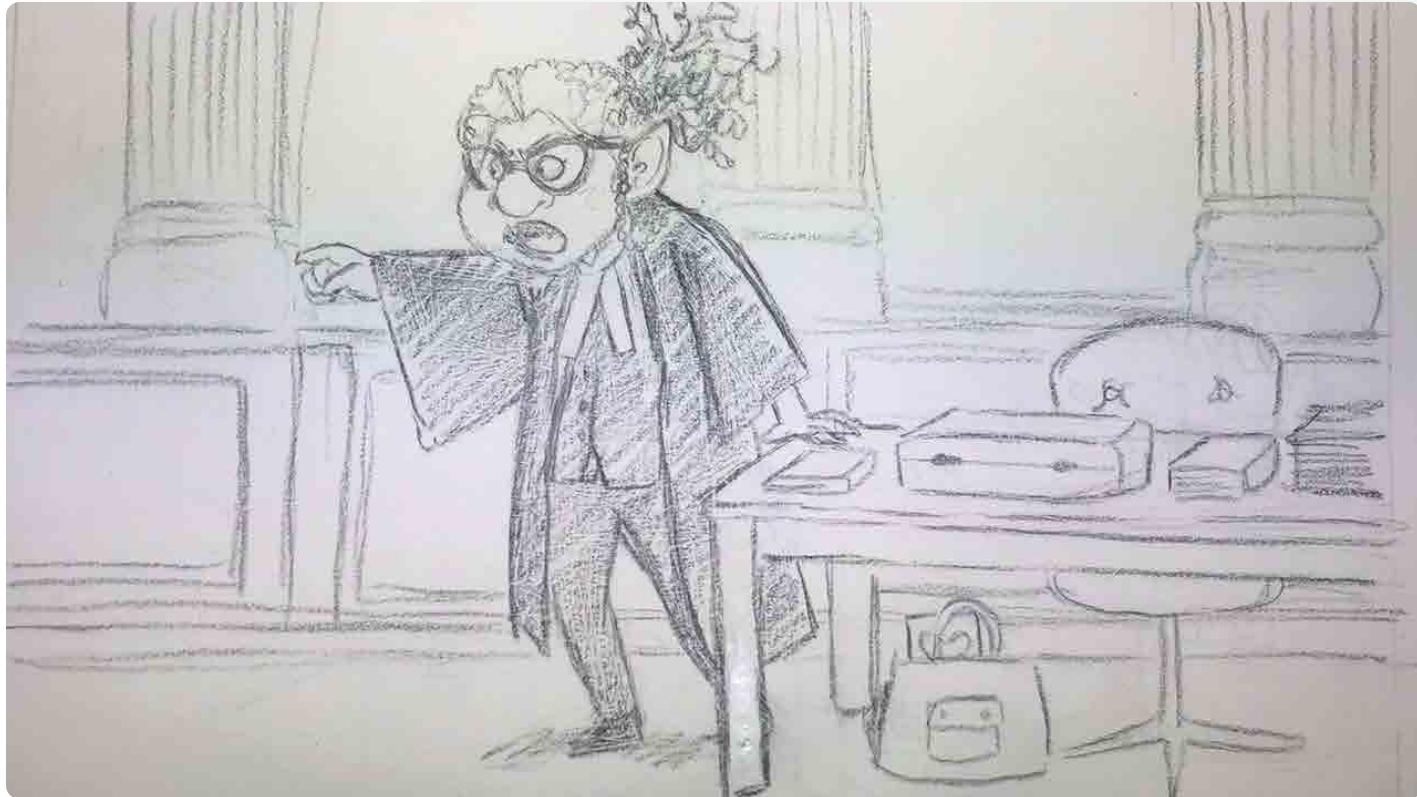
La Criada Café, the cafe where Robin works, is Spanish for "Maid Café." And speaking of maid cafes, have you ever been to one? I haven't but I'd love to visit one day.

Wood you (haha) want to be a wooden puppet? You wouldn't have to eat or drink anymore but instead have to apply wood varnish on your skin constantly to keep your "skin" looking nice and shiny.

Remember to use sunscreen!

☆ `` Seji Toomin `` ☆
The Troll

“ Objection! That is not a horn! ”



Seji Toomin initial sketch

Original description

Slightly hunched back from bad posture as a kid. A little on the shorter side. Slightly chubby but definitely NOT fat. Almost like she never lost her baby fat. Frizzy hair always in a ponytail or a bun. Fangs. Glasses are always around her neck with a string strap for convenience.

If you Google “Toomin” you will find articles about some judge from Chicago.

I don't know anything about that guy so please don't cancel me because I didn't name my character after him.



For the name of the emoji, I picked out the name **sejiAngry** because she is fed up with the nonsense that is Monster Court and all the weird drama that happens in there.

FUN FACT

Seji is the 18th character I designed. "Toomin" is a play on my name, Wonmin, which is pronounced like one minute.



Seji Toomin final version

The small pet rock on the briefcase is a memento from Seji's hometown village and the Mountain Rock Troll tribe.

You can also see a book with a heart on it in the purse because Seji loves to read those cheap romance novels that you can buy at the airport or train stations.

It's good to turn your brain off and get some silly entertainment once in a while, especially in a high-stress work environment like practicing law for criminal creatures.

Also do lawyers wear those black judge robes? I guess they do in Monster Court.

☆ Dorpip Wadlezedle ☆

The Gnome



Dorpip Wadlezedle initial sketch

Original physical description

Dresses like a garden gnome as part of his comedy act. Red long hat, brown vest, white shirt, blue jeans, black belt, really long shoes that curl upwards like a spiral.

“ So a gnome walks
into a garden... ”



Dorpip Wadlezedle second sketch, a bit zoomed out

It's sad that the audience is not into Dorpip's comedy act. Or maybe in this universe, throwing tomatoes is a sign of respect for comedians? Or maybe he planted someone in the audience to do that as part of his act? Who knows? Not me.



For the name of the emoji, I picked out the name **dorpipSweat** because after working so hard to come up with new material for his routine, he bombs so hard that they throw tomatoes at him. Poor guy. Or is he?

FUN FACT

Dorpip is the 12th character I designed. He's not really based on anyone. Also I thought the last name "Wadlezedle" sounded funny.



Dorpip Wadlezedle final version

Gnome jokes and puns!

What's a Gnome's favorite play?

Gnomeo and Juliet

Why do Gnomes love baseball?

They love scoring Gnome runs!

Why do Gnomes say during yoga?

Gnom-aste

I have a joke about Gnomes—it's pretty short though.

I saw someone pickpocket a Gnome the other day. I didn't think anyone would stoop so low.

Gnome sayin?

This book is phe-gnome-anal!

Anna Salandria Westergaard

The Dark Elf



Anna Salandria Westergaard initial sketch

Original physical description

Dark exotic complexion, a little lighter than most Dark Elves. Silver white hair with cold blue eyes. Tall for a dark elf at around 190cm. Very fit and slender, perfect for a model.

“ Have you heard of this show called SHAREHOME? ”



Anna Salandria Westergaard with more stuff added

Perfect initial sketch as usual. Just felt a bit bare and empty so I asked for a few pieces of furniture and a little bit more clutter on her desk. I feel like models would have cluttered desks, right? Who knows?



For the name of the emoji, I picked out the name **annaPhone** because she is clearly talking on the phone. Open and shut case.

FUN FACT

Anna is the 8th character I designed. "Westergaard" is a Danish surname. "Salandria" is a elf orphan NPC in World of Warcraft.



Anna Salandria Westergaard final version

Reading my initial description, I realized just now that Anna isn't very "dark" despite being a "Dark" Elf.

I guess when I Googled "dark elf" a lot of the images that came up had silver or purple skin tones. Which is why Anna looks the way she does.



By the way, this is what her old nose used to look like before Carolyn gave her a nose job.

Must be nice to change your body whenever you want, however you want.

Just kidding I'm happy with who I am. (Or am I?)

☆ `` Game design and history '' ☆



Initial sketch for the box cover art. From left to right, Kötrr, Urg, Beatrice, Ahxi, Tsukasa, and Lydia.

If you've ever seen the show *Terrace House*, then this type of scene should be very familiar to you. Six strangers living together in a house, always congregating at the large modern dining table to talk about their everyday struggles—the very premise of the show.

I picked these six as the initial cast for the game art because I wanted a diverse mix of cute and interesting characters without being too strange or unfamiliar.

So canonically speaking, these are the first six to be featured in the reality TV show called **SHAREHOME**.



Initial coloring of the box art

While the color scheme for the left side matched what I envisioned the reality TV to look like, it doesn't really make the game seem lighthearted or fun to play in the real world.



A more fantasy-like color scheme

Why I made this game

From May 2018 to May 2019, I was very hard at work on my first board game, *Welcome to Sysifus Corp*. However, in June of 2019, I began to worry that I wasn't going to be able to successfully market and Kickstart the game due to its corporate theme and my imposter syndrome.

Around that time, I was also neck-deep in studying Japanese—specifically, by watching a show on Netflix called *Terrace House*. It was the first time I had seen Japanese people my age interact with each other.



— Me & Dyki Miyagi

Then in the Summer of 2019 I had the brilliant idea to combine my love for the show *Terrace House* with my game design skills to make a card game. The hope was that by making an official *Terrace House: The Card Game*, that I would be able to gain a following large enough to Kickstart my other board game.

Thus, my prototype game called *SHAREHOME* was born. I even took the game to Japan with me and shared it with various *Terrace House* members. As you can see in the photo to the left (That's me standing with one of my favorite *Terrace House* members).

So then what happened?

Then, as some of you may know, the show was cancelled due to a scandal involving a member who was bullied online and committed suicide from the backlash of being on the show.

It felt as if I was learning Santa Claus wasn't real for the first time as a kid. My favorite reality TV show was actually fake and toxic as hell? Why the hell did I apply to be on the show (four times)?

Now I was really stuck in a pickle. I had, not just one, but two fully developed board games but no money to mass produce and sell either one. And no reality TV fame to help me market either of them.

So I did what anyone would do in that situation. I sucked it up and got to work marketing the crap out of my corporate-themed board game.



One of the earliest playtests I ran

The first Kickstarter

And in March of 2021, I was able to successfully Kickstart my game after years of blood, sweat, and tears. It was an incredibly emotional and tumultuous period and honestly, I wouldn't recommend it to anyone. For those thirty days, you are only thinking about the campaign. I questioned some of the deepest friendships I had—I was *that* emotional.

What about the theme?

So now that *Terrace House* was out of the picture. I had to re-theme the game and was towards doing custom cards. That way I didn't need to worry about the art (I can't draw).

It was around this time when a good friend of mine Richard Day suggested why not just create characters? Maybe even something like medieval or mythical creatures in a reality TV show.

Well I fell in love with that idea immediately and that's how the theme came to be! I owe a lot to Richard so if you can go give him a follow on Instagram @boilingpointgame, that would be great.

255 backers pledged \$18,744 to help bring this project to life.

Last updated January 24, 2022

My first Kickstarter for Welcome to Sysifus Corp

Page left intentionally blank for future updates

aka if I can successfully Kickstart this game.



Thanks for reading!

