



Lazy Poet Games

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## Earthenwar Press Release

### Earthenwar

The Lazy Poets are coming to Kickstarter THIS SEPTEMBER to fund the printing of Earthenwar!

Earthenwar is a fantasy board game where you use dice to magically control a Golem on a battlefield of the First World War.

Read on for details of the game, the creation process, campaign and media links.



# About the Game

## Game Description:

Earthenwar is a two-player fantasy board game where you use dice to magically control a Golem on a battlefield of the First World War.

The board itself is based on the Battle of Passchendaele in 1917. A trench at each side indicates the starting position of each Golem. Your Golem moves around No-man's-land between these trenches, delivering attacks in all directions.

The way in which you determine the moves of your Golem is the twist which makes the game unique and addictive!

Each player has a grid in which you must place dice. Dice determine moves according to their colour, number and position. There are only 8 places in your grid to put your dice - so you have to carefully manage which dice go where, and make calculated trade-offs as to what is the best arrangement. For example, you might want to have an attack in your forward-facing slot - but if you do, you won't be able to have a movement dice there, so might need to move diagonally if you want to go forwards!

The game comes into its own when you have multiple dice in your grid and use several in the same turn to deliver elaborate, and often devastating, combos to your opponent!

Games are short and punchy, but have a richness in their emergent puzzles which keep players coming back for more. ("What if all my dice are 3s? What if I only have attack dice? How many attacks can I land this turn?")



**Number of Players:** 2

**Time per Game:** 20 mins

**Age:** 10+

# Creating the Game



## The game was created by the Lazy Poets - but who are they?

- John and Peter have been playing games together for 20 years and have collaborated on the Alderney-Man comic, The Lazy Poets radio show and Lazy Poets Twitch stream.
- John was the lead designer of Crystal Hall, successfully Kickstarted in 2016 and published by Britain's oldest Game Publisher, Gibsons in 2018.
- Peter is a storyteller, screenwriter, script reader and novelist.

## How was the game developed?

- First conceived in an impromptu game jam at Peter's house in 2016, Earthenwar has been a slow but unstoppable creative project - like a Golem itself!
- The game has been honed in the cauldron of creativity that is 'Playtest UK' - a community of game designers who pull apart and rebuild the best new games in the UK.
- During lockdown, the game was refined by sending it on a world tour (and possibly the world's largest game of Pass the Parcel!)
- In early 2021, the game was finally finished!
- Global talent has been recruited to bring the vision to life. The cover art has been designed by Colombian illustrator Pol Amaya, and the ceramic pieces have been designed by Canadian sculptor Jessica Sallay-Carrington and crafted by Kinver Ceramics in Worcestershire, England.

# Sustainability, Pricing and Reception

**Campaign Dates:** 1st September - October 2nd 2021

## Core reward price.

- £25 for core game (including wooden Golems).
- £18 for additional limited edition specially-designed ceramic Golems.
- Backers are expected to receive their rewards in Spring 2022.



## Are these the most environmentally friendly sculpted pieces in a game?

- The game has been designed to be as eco-friendly as possible.
- All elements are made of wood, card and clay.
- Notably, the Limited Edition ceramic Golem pieces are made of fine bone china. Not only is this a rare example of game theme and manufacturing process being in harmony, but for a game with sculpted figures, this is a significantly reduced environmental impact compared to mass-produced plastic parts.
- In an industry dominated with injection-moulded and 3D-printed plastic miniatures, the clay figures in Earthenwar are instead produced by a team of traditional local craftsmen and women in the heart of England, using experience passed down over hundreds of years.

## What do the fans say?

- Fans of the game have described it as “Addictive”, “Easy to learn” and having “Highly Innovative Puzzle Design”.
- People also often remark on how the tactile feel of holding a weighty ceramic Golem in your hands is something special. Testers have remarked that: “It’s rare that you get to really interact with a work of ceramic art” and that “it feels like a magic ritual”.

# Links

**Preview of Kickstarter campaign:**

[www.kickstarter.com/projects/lazypoets/earthenwar/edit/preview?ref=project\\_build](http://www.kickstarter.com/projects/lazypoets/earthenwar/edit/preview?ref=project_build)

**Get notified upon launch:** [www.kickstarter.com/projects/lazypoets/earthenwar](http://www.kickstarter.com/projects/lazypoets/earthenwar)

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**Board Game Geek Listing:** <https://boardgamegeek.com/boardgame/343396/earthenwar>