

Looney Mages' Cruise - A Boardgame



Ache Mage, Coffee Magiatto, Duct Tape Mage and Gastronomage are on their weekend cruise on their beloved ship Booty to visit their old friends at the high academy of magical arts. Suddenly, purple strings of pure magic emerge from within the fabric of space and time, dragging it into void between the six and half dimensions of reality.

Player Character Sample



health



*"Pain is part of an Arch... Age...
Ache Mage's treatment."*

Ache Mage

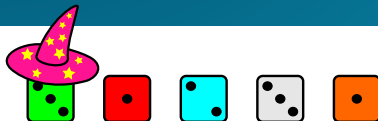
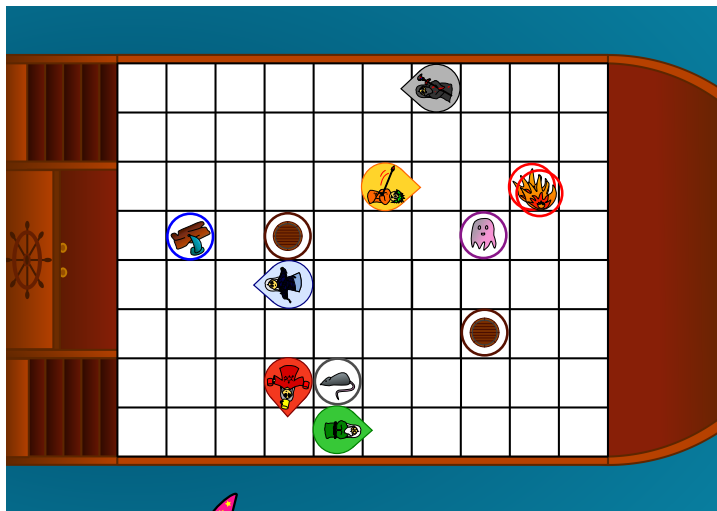
Can heal others by bumping into them (every point of energy heals others).



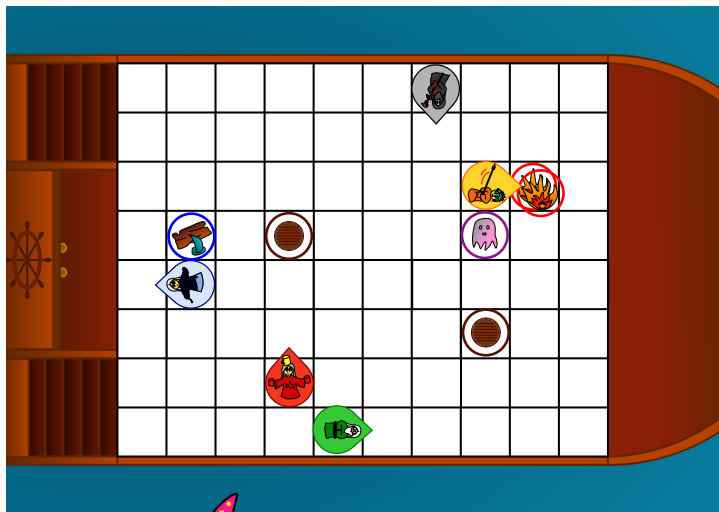
Special Ability: **Healing Burst**
can heal himself by bumping into the wall
energy translates to health points



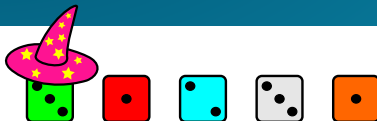
One Game Round- Action Turn 1



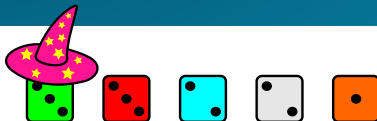
One Game Round- Action Turn 2



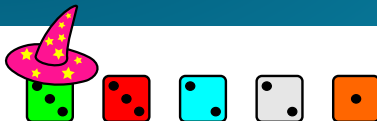
One Game Round- Action Turn 3



One Game Round- Action Turn 4



One Game Round- Action Turn 5



Thank You for Not Falling Asleep ;)

We are programmers trying art, no offense.