

Game Dev Q&A Session #1 - July 10

Hi Everyone! This is Taylor Smith, the game designer—among other roles at Space Goat HQ. Are you ready to get some questions answered!?

Hopefully you've all checked out the gameplay video; if not, check it out now! As you may have noticed, that's not what the finished game will look like. Our playtesting process is pretty rigorous and we print a new copy to play for every batch of notes, so we can fasten down every loose bolt as it comes up.

I'll be copying all of your questions down, both answered and any that slip through unanswered, to build a whole compendium for all time zones to check out.

Without any further ado: bring it on.

Question

How big are the tiles going to be? When will we get to see some minitures? Size and quality of the cards?

Answer

Each square is 1.5"; tiles are 2x2 squares, so 3 square inches. The manufacturer will produce the miniatures when the orders are locked in; we can produce miniatures ahead of time through other channels to show off how the models will print, but the every printer is a little different. I can dig up the specs of the cards, but they're usual gloss cardstock.

Question

Am I the only one or did watching the gameplay video actually dissuade u from backing this project? It certainly did just that for me and that has NEVER happened to me before....gameplay vid is supposed to entice potential backers not repel them...

Please don't make me press the "cancel pledge" button, I wanna believe but damn..

Answer

Was it the gummi bears? It was the gummi bears, wasn't it? Definitely let us know what has you worried and, if nothing else, maybe we can provide some context.

Question

Is there going to be a basement tile or scenarios included with the book/expansions?

Answer

The playtest video and product info shows the tiles that are included: Cabin, basement, forest/trail tiles, car, and work shed. Expansions will add on more, but the complete game is all included in the standard edition. Extra scenarios will be included in standard game as well, though may tie up with some stretch goals.

Question

It's really hard to get a real "feel" for the game with the limited rules and video you have provided. I want to ask you a million questions but without a real game being played in gameplay video it's difficult to see how cards and players will interact in a real game.

Answer

The gameplay is a primer to help provide context for the rule book. I have a deal worked out with our local shop next time I run tests there to film a whole game start to finish. It'll be trimmed down, since games are long, but that should walk you through events, items, all that. Also: ask away! Anything I can't answer here, I'll do my best to respond to later.

Question

I actually want the game more now that I've seen the game play video. I like the setup, especially the forest and the trail tile seems to offer some interesting options too.

Answer

Awesome! Glad you think so. There are some cool mechanics going on with the trail that didn't get shown: the Killer Tree is a beast, but can only travel on forest tiles, so switching them to trails will block it. Trails can also refresh Virtue when times get tough.

Question

What company is making your minis?

Answer

Panda Manufacturing. They're huge fans of Evil Dead and quality games; everyone from our sales rep to the COO of the company is doing everything they can to make this the best game possible. They've even been combing the comments with us and coming up with solutions for things like offering both the painted and unpainted deluxe versions at no extra cost to the backers.

Question

"We have so much already done, that's why we can have such an aggressive delivery date". They then release a paper, gummy, and toy Dino gameplay video. Wow.

Answer

Right? That's why they shouldn't let the designer make the video. All our assets are sitting in digital forms; the manufacturer is approving them for print as they come in.

Question

I'm a little confused, maybe I missed it, how exactly do you collect Ex Mortis pages? Are they chips on the board in random locations? Do they pop up randomly in Event cards? Do you have to search a room and get an item card that may have an Ex Mortis page on it?

Answer

All of the above! Pages show up in a number of ways throughout the game. Some events give them to you directly (some items do too), while some events make them appear on the board and you have to go pick them up.

Question

Well they did say they print a new version every time they tweak the game as they're play testing. No reason to believe that the art isn't done for for it though. I'm willing to give the benefit of the doubt.

Answer

Yep, art is flowing in. It just didn't make sense to print full color double-sided a couple times a week. That's not a cost we wanted to pool into our goal. The rules test the same on paper as it does on board.

Question

Also, I'm INCREDIBLY WORRIED about how confident you guys are in a November release date yet have paper boards and gummies to show for it. If you have any actual like pseudo finished pieces, like actual boards, actual cards or actual miniatures (not finished but at least prototypes that aren't just paper and gummies) PLEASE show them!

Answer

Art updates will be coming along. I wish I could post all the great stuff that's been coming in as it comes it (my inbox is a cool place to be right now), but we want to make sure everything is final before sharing. Between comparing tiles to stills from the movie, licensor approval, and the manufacturer okaying the crazy things we want to do, rushing out art would just put too many iterations on this page.

Question

This is a hard crowd lol, the game looks pretty good to me.

Answer

Kickstarter is all about trust and games ain't cheap. A healthy skepticism is wise, but we plan to impress through the rest of the month we have for the campaign.

Question

I'm pretty excited for the game. Is the combat ash going to have a special stat card that comes with it. With alternate abilities and health etc...

Answer

That wasn't the plan, since we wanted to make sure the standard edition was still the full game. We didn't want "pieces missing" that were exclusive to the deluxe. That said, I'll confer with my fellow Goats and see what they think about that.

Question

Will we see any production samples before the end of the KS? The gameplay is way to simple for my taste (same problem as with Ghostbusters 1/2 and Dark Souls). So I'm just in for the miniatures.

Answer

Definitely! If nothing else, we'll have prototypes made more locally. Since every printer is different, there could be some variation to the final versions—which is one of the reasons why we didn't start with those—but I also encourage anyone worried to check out Panda GM's previously samples. They make good games!

Question

The way I see it, is for the price, if you play it with six people, once and that was it ever, it would cost less than if that same group went to see a movie. So it's a good deal to me.

Answer

That's some math I can get behind!

Question

Until now, we have seen almost nothing final of the game.....

The gameplay video was a disappointment. It all looks like there is nothing finished at all.....

Show us more final components.....

Answer

Physical assets and rules are being developed concurrently. I started making the game before creative briefs were even sent out to the artists. Gameplay is 99% complete and physical assets are in their own stage of development, but they aren't mutually exclusive.

Question

Hi! I Really Love the concept But I also Hope for more Add-Ons. Do you think that there will also be add-ons or extra settings like a dimension tube where you might get sucked in when Event happens. With separate tiles and special Dimension monsters. Hope you know what I mean.

Hard to get my thoughts on paper. But in general I Really would like to See more special tiles add-ons. That make the scenario Even cooler each Time!

Answer

The core game is designed to be accessible to all levels of gamers, so the extra juicy complex stuff gets stacked on top. We have a ton of expansions planned (and some to be announced soon!), but those have been held off as we lock in all the assets that will be included in each. The thing about carts and horses and the order they go in and all. Definitely expect add-ons, expansions, all that! I'm excited about them!

Question

How many games scenarios will come with the base set?

Answer

As many as the head goat will let me make! Some may be tied up with stretch goals, especially if they involve extra assets, but any rule variations—separate from expansions—will be included in the standard game. We're at five currently: two solo variants, a king of the hill type deal, a espionage secret traitor one, and a competitive thing. The goal was to make gameplay as much like the movie as possible (the events are like scenes from the movie on shuffle), so variants move away from that. But, it definitely makes the game cooler, so I'm all for them.

Question

Can you please describe playtesting? How long have you been playtesting? With whom? What's the process like (e.g., blind, SGP rep to guide, just rulebook, etc.)? Also, will there be any gameplay reviews? Especially from known reviewers? In addition, I'm curious as to why you decided not to start a BGG page. Finally, what games were your inspiration for this game's design?

Answer

Playtesting has been held at several of different game and comic shops, with private groups, and by a couple different staffers. We take extensive notes, play by play, compile them, and edit a new version for the next playtest. We've had some busy evenings, but it's hard to complain when they're full of games! As for reviewers, that's more our media/press guy's forte, so I'll defer to him on that. I know they're in the works, but I'm not to-the-minute on those myself. We do have a BGG page pending and we're chatting with the mods over there; it takes several weeks to get them approved and posted, so it hasn't shown up yet. I also understand there's been a huge surge of submissions for us and the game over there which, while super appreciated, is already taken care of! Inspirations: oh wow, I could ramble on and on, but I see there are 19 new comments, so I'll come back to this one later!

Question

The basic concept of the game sounds awesome! I love the concept of starting as a player and possibly turning into a deadite then becoming an enemy to the players or they can save you. I really want to believe. I love Evil Dead. The problem I'm having is you say it will be shipped in November 2016 approximately but you can only show us gummy bears and index cards. I read the rules but the rules must interact with the cards and how the players interact with the game. I want you to play a real game scenario. I so much want to believe in you.

Answer

The "cooperative until it's not" concept was definitely at the core. All the events and item mechanics are set, with room for a few tweaks and suggestions as we go. The art for most of the cards will be borrowed from our sizable archive of comics, which is pretty usually for board games. The playtest version in the video is my most recent copy for playtesting; the poor thing only has a shelf life of a couple more days before I print another, so we're saving the print shops an ink load by going light on these versions.

Question

the "paper" gameplay is not helping, we need to see some art, i get that you print a new batch every time, but november is there, and we need to see the art on the tiles and minis, when will that happen?

about the expansions, will they be campaign mode? new set (not the cabin?) what exactly will bring the expansion? any example would be nice

Answer

The same guy that's making all the graphics for the KS page is also laying out all the assets in the game (and is also our pre-press guru and letterer), so he's pumping out the assets in varying waves. As mentioned, we don't want to share anything we have to later retract. That'd be a bummer! For the expansions: the first one builds on the movie still with the "mirror dimension," so there'll be dobbleganger mechanics (there are two figures for players after all), and more tiles, events, items, and rules to reflect (heh, pun) the added world of that mirror dimension. The rest of the expansions largely tie into our comic series; for example Beyond Dead By Dawn takes the characters through hell, fighting demons, and saving souls, so expect some extra board tiles to represent a hellscape as well as more neat demons and more neat possession mechanics. The Tales of the Ex-Mortis anthology introduces a ton more characters, which means more playable characters, as well as locations you can hop around to.

Question

Or what would also be awesome would be the door monster as a Special appearance Monster which will be summond when you get a certain amout of Pages. :-D

Answer

The door monster was crazy! You really want to fight that thing!? One of the planned variants is an extended version of the rules which goes through setting up the portal and then closing it. It expands play time by quite a bit, but adds a different and weightier strategic aspect.

Question

Yes. Door Monster would be great to fight as a special scenario fight. ;-) would also be a Great Figure as Stretch goal. But I also can imagine some special scenario Monsters like the headless girlfriend with the chainsaw which is a little But Stronger. Have you thought of a Rule where Forest tiles around the House might move to make it harder. Like you get lost in the Woods. Trip to the medieval Part would be also cool and it was a Short Part of the movie. ;-)

Answer

I'll get the team to lock a door monster figure into the stretch goals! I already have a sweet boss scenario ready for it for a variant. Headless girlfriend was Linda, who's playable both as human and a Deadite. Forest tiles do shuffle and have nasties associated with them. Medieval setting: maybe (and that's a huuuge maybe) in an expansion; even though it's a scene in ED2, it gets pretty close to AOD. There is a knight that wanders in from the portal though! He just attacks everyone because he's scared and lost and heavily armed.

Question

I noticed the cabin is the center of attention, will there be other scenarios outside the cabin? Such as, at the S Mart store as the center and the streets and other shops surrounding the S Mart store.

Answer

S Mart doesn't show up in Evil Dead 2, so it's not technically included in our license. So, legal bummer. Expansions will definitely add more locations, but scenarios will stay in the same neck of the woods. We want to make sure the scenarios are accessible to the standard game and adding too many extra tiles would hinder that.

Question

You mentioned Digital Assets, any chance maybe we could get a working prototype on something like Tabletopia? I know the Giga Robo Kickstarter put their prototype on there, that would be pretty cool and also let us help with playtesting?

Answer

We'll look in Tabletopia! Already making a to-do list for our press guy!

Follow-Up

Tabletop Simulator (TTS) has far more subscribers than Tabletopia. The Gloomhaven KS used TTS for their campaign.

Follow-Up

I actually also agree, I own both TTS and Tabletopia, wasn't sure if TTS allowed for that kind of stuff (because I'd only seen Tabletopia do the Prototype virtual trial thing) but if you can do it to Tabletop Simulator instead I think that'd be preferred.

Follow-Up

Many kickstarters have actually used TTS. It requires a bit of effort and can sometimes be a bit of a mess (the Gloomhaven one didn't work right off the bat and had to be fixed). But it's totally doable if you invest the time in it, and it's a great way to share the game and get it some publicity. It also helps to let us all play before we pay so to speak, though I don't know if that would be a boon for this particular game at this point.

Games that have seen TTS releases (from memory): Quest for Valaria, Valaria Card Kingdom, Villages of Valaria, Secret Hitler, Gloomhaven, Zephyr: Winds of Change, and I'm sure others.

Follow-Up

Oh awesome! I literally just got both TTS and Tabletopia like 2 days ago so I'm super new to it all (only got it because Giga Robo was doing it, didn't even realize virtual board gaming was a thing haha) but Tabletop Simulator definitely seems to take the cake.

Answer

I'll keep poking our media guy until we know what we can do with these!

Question

On the flip side, I'm one of those who isn't put off by the placeholder components, and am glad to have a gameplay video to look over this early in the campaign.

Will there be a more in-depth, "let's play" sort of version of a gameplay video before the campaign ends? Would love to see a scenario played from beginning to end.

Answer

You bet! More and more videos (with fewer gummi bears, if you all insist) will keep coming throughout the campaign.

Question

Also, any chance we can get some stretch goals or add-ons of the original cast from Evil Dead 1 and their Deadite forms? Call me a blasphemer, but I actually prefer Evil Dead I to II lol, and a Deadite Cheryl figure would be great! (that and more playable character choices are always a fun thing)

Answer

Alas, licensing technicalities block us there. We have Evil Dead 2 and our comics to work with. A Cheryl figure would be awesome though!

Question

I almost forgot to say I love the simplicity. I am more of beer and pretzels kind of guy and I love to play simple games with friends. I prefer more miniatures as stretch goals instead of comics.

Answer

My design philosophy is a simple framework with complex filling. The base of the game is simple: draw event, do event, move, try not to die, collect cards, probably die. The complexity comes in with the big number of unique Events that come along and the piles of enemies running around. It stays simple because all the rules are right there on the cards that get drawn. One of my pet peeves about game dev (if you'll allow a game dev geekout tangent) is when games are so complex that players end up forgetting what all they need or can do during their turn. But yeah, hopefully we can pile everyone up with miniatures and comics, which the expansions are based on.

Question

Will you have a reviewer do a paid preview of the game before the campaign ends?

Answer

we have conversations going with a couple reviewers—I say "we" but I mean our fantastic press guy. A couple of quickly clearing their schedule to review this bad boy way sooner than their usual several week waiting periods.

Question

Will we see other locations? (i.e. bridge out of town, S-mart, time vortex, Oldsmobile smash down in midst of Crusader siege) Any mechanics that will allow for secret betrayal element - cursed, possessed but looks groovy (so no flipping) and / or missions (both collective and secret). Any puzzle solving? (decipher note book, unlock parts combo for improvised super weapons, collect specify pattern of ex-mortis pages piece together map, etc) Any rules for dismemberment of fallen humans (to stop them from coming back) and or amputation of limbs to avoid virtue drain or curses/ possession?

Commenter Answer

I too am all about that secret betrayal mechanic, that would be just the best! Also, Deadites are like that lol so itd totally be in theme. Oh hey there Ty, youre getting the last Ex Mortis page? It'd be a shame if someone stabbed you in the back with this sharp Kandarian Dagger, wouldn't it?

Answer

Other locations are coming in! The artist has been sending them in all weekend, so once we get them approved and mocked up on that fancy gross parchment texture, we'll share them around. The other locations are: smashed Oldsmobile (against a tree), the work shed, and the surrounding forest. The bridge was a little far away from the cabin to comfortably include (I'm a purist, what can I say?), but maybe an expansion? I'd love to add it, but it's not core to the mechanics. S Mart is AOD, which is outside of license. Secret betrayal is on lock! I'm excited for it! Puzzle solving: can we shoot some examples? They're sort of outside the scope of our theme and intentions, so not likely. Maybe in an expansion (...which will become my motto, I'm sure). I deliberately left out permanent death to allow every player the chance to to be included until the end. There is an event where you have to chop off your own hand, but it doesn't impede you much. If Ash could wield a chainsaw AND a shotgun with one hand, I wasn't about to give penalties for something like that.

Question

Everything I've seen so far looks like a lot of fun, and I'm pretty excited for the game. With a whole month left of running this kickstarter it can only get better. Licensed games seem to take longer to release info and art as they need approval and that turns some folks away unfortunately, I saw that on another project recently. My main question about gameplay for now is about barricades. I think I saw with the worksheet you could get to it to loot an item and barricade the door? What exactly would that do for you?

Answer

Glad to hear it! Barricades allow you to block off doors to slow enemies coming through. The cabin gets pretty claustrophobic, so those boards could mean an extra round or two to get away from a pursuant Deadite! Anyone can break barricades with an attack; crowbar can break barricades and keep the boards to reuse; ax can auto break barricades without a roll.

Question

Evil Dead makes me smile.

Answer

Me too!!

Question

Are you confident about the November shipping? most people are worried about having the game rushed through and losing quality .

I would rather wait a good 12 months for the game if that what it takes to make it awesome .

Thanks for Q and A session it should hopefully clear a few concerns

Answer

The short answer, yes. Updates go more into this, but we're getting all our assets manufacturer and licensor approved as they come in and that's all happening concurrently to rules development. Once the campaign concludes, we'll put in our order to Panda. We've worked out a schedule with them that involves preferential treatment (BIG Evil Dead fans), expedited freight (that doesn't cost backers anything extra), and ancient sorcerers (maybe).

Question

The game kind of looks like THE POSSESSION

(<https://boardgamegeek.com/boardgame/160517/possession>)

which i have, and it is way less expensive, do you know that game? if so, what makes this game worth that money comparing it? and if you don't know it, you should, because it is based on evil dead, but no licence

Commenter Answer

but this game will have Ash. Enough said.

Answer

Possession sounds like a neat game, but I had not heard of it. There are definitely similarities, but a few key differences. Low cost is a completely justifiable reason to prefer one game to another. I'd say Evil Dead 2 makes up its cost with figures, a greater diversity of events to make gameplay more dynamic and different each time through, and, well, it's an official Evil Dead 2 game. Based on the the BGG page, I think you'd get your money's worth out of both games.

Question

Where is the vortex on the game board. Did I miss that?

Answer

Portal is in the Study! That's where you have to take pages and that's where terrible nuggets of evil get spat out throughout the game (among other places). The plan is to have the Portal be a token to set on the board instead of a permanent piece in order to facilitate variations that interact with it in different ways.

Question

The core game sounds great and I'm excited for what else is in store. I don't know if you have the license to do so, but a Evil Dead 2 soundtrack CD to play while playing the game would be really cool too.

Answer

Soundtrack would be sweet! I'll pass that to the team.

Question

If Evil Trees are 2x2 squares and each forest tile is only 2x2 squares and if Evil Trees can only move on forest tiles...

... they completely block the path and just circle the cabin?

Answer

Yep, trees are very dangerous obstacles. Either take the long way around, cut through the cabin, or sharpen your ax!

Question

I really hope that there are a lot of Event cards and that they are thick with flavor text. The implementation of the theme is going to make or break this rather simplistic game.

Answer

Event cards are literally inspired by me watching Evil Dead 2 over and over with a notebook saying "Ooh, that should be an event!" It'll feel like a procedurally generated Evil Dead movie and there should be enough events that you won't get everyone on a single playthrough.

Question

I've been reading Space Goat's Evil Dead 2 comics and their artwork is great

Answer

Thanks! I've got my hands all over the production of the comics, so I'm keyed into all that Evil Dead 2 lore and love.

Question

Follow-up on playtesting - how many weeks/months have they been ongoing?

Answer

Without looking at a calendar, I want to say seven or eight weeks? Day one I had the concept in place, the first week was watching the movie a million times to populate all the cards, and it was playtesting by week two. I'm an avid gamer and I've been part of the comic production on ED2 since we've been making them, so I'd be lying if I said I hadn't been planning for this game for a while before the contract got signed.

Question

Have you considered reaching out to Bruce and Rami and getting the to donate a vile of blood to mix with the ink of the game, copy the Kiss Comic style and to say its inked in blood. Make the rarity value go up lol

Answer

Bruce is already involved in the approval of his likeness everywhere it appears. The wait time on that is around five weeks, so anything he's involved with really would throw off our schedule. We have plans involving other cast members though, but I don't know if I can talk about that yet!

Question

It's been mentioned many times that you all seem to be pretty far behind the curve when it comes to the progress / state of the game in comparison to other kickstarters (both from large companies and from first time designers just trying to make a name for themselves). It's evident that you're trying to improve your community engagement and changing this campaign as you receive critiques from the backers. Despite this your team seems to constantly be behind when it comes to updating stretch goals and posting things promised in previous updates, do you think this is a problem or something that backers should be concerned about?

It's been mentioned that you may just be riding on the theme without any real underlying content, and after seeing the preview video in the previous post, I'm inclined to agree. Dark Souls may have been a terrible board game adaptation, but at least it was by a company that does board games and had some real components to show for it before they started their kickstarter. I think it's important that you address where you're at in the process more thoroughly (since you seem to be so far behind everyone else) and how you expect to catch up or get ahead for your ambitious release schedule without sacrificing quality.

Can you also discuss the component quality in more detail? How thick is the cardstock for the tokens going to be? Are the tiles going to be paper, cards, card stock, a board? Are the cards going to be ivory core, black core, linen finished?

Answer

I won't be able to respond in full to production/manufacturing questions this time around. It's always been our goal to leave room for backer feedback to influence stages of production; that was one of our main reasons for doing a Kickstarter. It's unorthodox, but we've opted the slow and steady route for releasing info instead of overcommitting. While many campaigns come in guns blazing and deliver on it, many campaigns have had to eat some empty promises. Since we are on such a quick production schedule, we're choosing not to risk hiccups by rushing anything we can't totally commit to and deliver on.

That said, Kickstarter is about trust and transparency. Backers have every right to be wary of something they don't fully believe in and we're new to Kickstarter, if not the production and entertainment industries. I'd recommend keeping a skeptical, but optimistic eye on us as the campaign proceeds.

I'll see if I can wrestle the account away from the campaign managers on occasion to post dev updates. I'm used to folks groaning whenever I start talking about the minutiae of how heartily an ax should spatter brains, but it seems like something backers would be interested in. We will follow up with the exact specs of the finished game as well; that's something every backer should be made aware of. Without those details in front of me, I won't be able to provide that info here.

Follow-Up

Yes, please do have a dev corner in some of the updates. Many of us are here because we're interested in the board game, specifically how it plays and the quality of the product we're helping create. Without feedback from you on how the play testing is going and what the potential pitfalls are that you're faced we can't help but be skeptical of the overall quality of the game play. That being said, it's also an opportunity for you to approach us, the community, with issues you've encountered. Many of us have libraries of games that would leave the library of congress in awe of our collection, and have the experience to offer solutions to problems you can't quite figure out. It's a give and take relationship. Not everything we offer may be helpful, but everything you tell us gets us 1 step closer to that trust and transparency.

Question

Do you plan to offer plastic tokens for the portal, loot..etc? I would be happy pay for those as an add on.

Answer

All tokens are planned to be thick board; the enemy tokens are dial pieces that look like pacman sitting on a circle. The spin around to track enemy health. They miniatures will sit on top of the tokens. While it wasn't our intention to make all the minor tokens plastic, it's something we can plan for a stretch goal.

Question

In the gameplay video, the event card read that the players had to get out of the study (I think it was the study) then it said that jake was too slow (I think it was jake) lol. What happened that he was too slow? Was it that a character can only move a certain number of spaces and during his turn his movement number was less then it would take to leave the room, or was there something else?

Answer

The Laugh Riot event causes anyone who ends their movement turn in the Study to take a point of Virtue damage. All the characters move the same distance (except Bobby Joe; she's fast!), so there was nothing he could do—wrong place at the wrong time. 1V damage is rarely enough to push someone to zero; I just set that up to show how turning Deadite worked too. Pretty much I was just picking on poor Jake.

Question

i like reading about the mechanics that you wrote there, that gives me more hope, just want to see more "final art" of the game and less paper
would love to hear as people as asking about the thickness of tiles and card quality

Answer

That's the plan!

Question

The idea of using your comics as inspiration to expand on the board game is great! The core game covers the setting of the film and it only makes sense that expansions to the game should be based off your official comic book sequel. Fantastic news! Is there a possibility we could see Arkham Asylum in the expansion?

Answer

Arkham doesn't show up in the film or comics, so not likely. We definitely want to play around with more Lovecraft core material in the comics, but that's still a ways away.

Question

it would be nice to have a gameplay video with final art before the last week of the campaign, and with several people playing a few rounds

Answer

Gameplay video is incoming! We're making gathering clips to make sure gameplay is as clear as possible without having a video run the whole length of the game.

Question

Do you have a design for how everything is going to fit in the game box? How big is the game box?

Answer

All figures are set into a nice plastic tray thing to keep them in place. We're working with the manufacturer in real time to optimize the box size for all the figures we keep unlocking. The plan is to be comparable to the Tales of Arabian nights box—so, sizable but not massive.

Question

I know you're a comic book company at heart and in practice, but is that really necessary for the board game? I have to admit, I was a little disappointed that this last stretch goal was a comic book which adds pretty much nothing to the game. Sure it creates atmosphere and gives weight to the expansions for people who aren't familiar with the comic book series, but honestly if the game has real legs it doesn't need the comics to explain itself. I, as a board gamer, would prefer the stretch goals be board game oriented.

But, Secret Hitler had a comic as a stretch goal. True, it did, after we'd already improved the card quality and the box quality and we'd had the chance to try a print and play of the game and everyone was not only satisfied with how it played but what they were getting for their support

pledge. And, the comic is directly related to the game itself and not some potential future content which we might have to buy at retail.

Answer

It's true that comics aren't everyone's jam and that's okay! The standard game does stand alone entirely without the story of the comics; the expansions do rely heavily on the comics. The stretch goal comics will have KS exclusive variants, which definitely mean far more to comic bookers than board gamers. In the same way that we offered comic cameo pledge levels, we want to include people in this whole Evil Dead 2 world we're building. As for quality improvements, I'll let the specs speak for themselves when we publish all that, but we started with high quality with the intention of delivering the best product we could even if we only met our goal. I'm also a print nerd, so I'd love some wooden box, metallic figures, gold foil stuff that comic KS usually do, but that would only drive up the retail cost. I'll see if I can finagle some board game exclusive content into the comics; extra mini-scenarios or something.

Follow-Up

"The stretch goal comics will have KS exclusive variants, which definitely mean far more to comic bookers than board gamers." You hit the nail on the head. It means absolutely nothing to me. You could individually ink each page in a mixture of your typical ink and unobtainium and it would mean nothing to me. We're looking to back a board game, not a comic book collection. Instead of comic books which may ship out separate from the game please look into improvements that can be made to the game. Maybe a nicer binding for the rule book or something (if you feel the components which we don't have specs for are nice enough to not warrant any more upgrades). But I find it unlikely that there's no room to improve the components. Have 2mm cardstock for the game tiles? Upgrade to 3mm. Have cardstock tokens? Upgrade to engraved plastic tokens. Your dice are sublimated? Great, now have them engraved because it will improve the life of the dice. Unless your campaign is on par with something from Chip Theory Games, there's likely more you can do to improve the quality. Even they had component improvements on their Too Many Bones campaign, and they started out leagues ahead of any other campaign out there in terms of quality.

Commenter Answer

It's a good thing this game isn't being made only for you. I think the comics are a nice SG treat though a bit high on the marks. But I also agree with the upgrade to components. However you don't know if the 25k from each Comic SG is going to do just that. I'm sure the goats are going to put the SG money to great use. At this point your making, though valid ideas, baseless accusations

Follow-Up

Fair point, I may have gotten a bit overboard on that point. I was simply trying to point out that there are many things in a board game campaign that can be improved, hyperbole seemed the best vessel for that point.

Question

Fingers crossed for some reference to the musical. "Good Old Reliable Jake," or "What the F*** was that?" as event cards, perhaps. The full spectrum of Evil Dead metatext, where legally possible, is fun to cross reference.

Answer

Secret little references and nods are definitely our guilty pleasures!

Question

How long does it take to play a game?

Answer

On average, 90 minutes or so.

Question

For the solo mode how many characters will we have to use?

Answer

There'll be two solo modes. One has you playing as a single character as a super challenge and the other has you controlling all the characters in a more, I guess, Chess-like fashion. Different playstyles for different folks.

Question

i like the gummy bears and I'm wondering if gummy bears will be included as a stretchgoal. oh, and any word and what will the cardstock quality be like?

Answer

I can't promise gummy bears as a stretch goal, unfortunately. I wonder if we could get a license deal with Haribo to make custom ED2 gummies...? Print specs are coming in a later update!

Question

I think the concern with the locations is that all the talk we've seen of adding more locations are the surrounding locations, but no way to change or replace the cabin or the basement. It may be better to think of what we're looking for like Whedon's movie "Cabin in the Woods", which drew much influence from Evil Dead as well as many other Cabin and Woods centric horror films. The cabin configuration was less static, and things moved and changed. Sure, it's not purely Evil Dead, but it makes for a much more re-playable board game than "Here's the 1 setting that a single film took place in, and here's the same objective every time." Eventually the events will get tired and the game will become predictable and stale. So, why not add some more locations to the cabin, or replace the cabin with something else?

I guess, what I just realized is, I want a Cabin in the Woods board game, more than an Evil Dead 2 one. Brb, contacting Joss Whedon.

Follow-Up

Correction, Joss worked on the the screen play with the director, Drew Goddard; my apologies.

Commenter Answer

Thanks. This game will make plenty of money no matter what. The question is whether that will be because it is geared toward ED2 fans, serious boardgamers, or both. Gamers want to know things like playtesting and components - trying to clear those up is key ;)

Follow-Up

yeah I have a lot of the same concerns. I'm a huge Evil Dead fan, so much so that I'm going to see the musical in Vegas on my honeymoon (and my future wife is excited about it too). But as much as I'm a fan of the theme, the time to production is really worrying to me.

Follow-Up

Big fan here too - AoD is my favorite movie of all time. Among other things, I'm worried about replayability. Would I love an Evil Dead game? Yes. Do I want one that's fun to play and can be played more than a couple times before going stale? Yes even more so.

Answer

I'd snag that license if it's open! Our game is rooted in the film and we wanted to make it true. In the same way that the movie is full of excitement despite being set in one location, I hope to capture that in the game as well. Variations and expansions will continue to push beyond those self-imposed limitations of course. The cabin will (likely) always be present, but expansions will offer completely new areas (and times!) you can travel to. It's outside the scope of our intention for the core game, though.

Question

What weapons do we get to use and how many will there be? Is there spells to make the weapons stronger?

Answer

There are a ton of weapons! Off the top of my head: A kitchen knife is a basic low damage weapon, the chainsaw is gnarly but has a chance to break, the shovel is decent damage but knocks enemies back, the shotgun is pretty much the most powerful weapon but requires ammo, the kandarian dagger has one hit kills but can possess you if you miss, crowbars are decent damage and can take apart barricades, plates are low damage and can only be used once. There's a Spell that makes all attacks stronger for a single turn.

Question

Will the expansions be shipping with the base game? How many expansions are currently planned?

Answer

Expansions likely won't be shipping with the base game. Their development will add many more components to produce and mechanics to tweak to deliver on the same quick schedule.

Question

For the Bridge You make it a Expansion and have it be a larger tile. In the expansion also have special dirt road and forest tiles to connect it to the cabin. its a miniature game so scale is always open to imagination. Then include a miniature Oldsmobile. Have the bridge double sided but out a scenario where one side is a full bridge and all players start there in the oldsmobile and head to the cabin, include special event cards like find the tape recorder, play tape etc. Its doable and exciting!!

Answer

All good ideas! The Tape Recorder is already featured and the car shows up on a tile. No reason not to queue for a figure goal though.

Question

Will the characters have special powers or abilities? If they do, will we have more than one and can they be made stronger?

Answer

Full character cards will post—I think—within a week or so. They'll have all the unique abilities!

Question

Another comic as SG? :-(. Please use the money to improve the quality of the game components and not wasting it in comics only a few of the backers want at all :(.

Answer

More figure stretch goals are incoming! Those are slower to release since they have a much bigger impact on the unit cost of the game and the dimensions and weight, which affect shipping.

Question

again, comics as SG BAD idea, and we can read that they might not ship with the game???? so... more shipping costs?? or are they included with the shipping cost of the game, by the way, still very much concern about the EU friendly (i know that they said they are working on it, but till the solution is up, this project is not EU friendly, which would mean losing abot 20% of the current backers
comics should be an addon, with a discount over the retail price, so far, 50k wasted on SG.... that is a lot that should have gone into improving the game....

And another huge problem about the second comic SG. You will run in problems shipping those to Germany! Having a swastika on the cover (and in the comic itself) is a red flag for Germany (yeah I know it is stupid but that is how it is).

Answer

I just took a moment to confer with the team. These voices are definitely heard. We'll continue assessing how your incoming funds can best be applied and deliver products the most backers will be happy with. It's our goal to provide an awesome contribution to the board game community as well as the Evil Dead fandom. They overlap in many ways and differ in others. Thank you for your feedback!

Question

So who controls the enemies? From what I saw and read the enemies take their turn after the players go. But who moves them? Does one player get selected and they move the enemies, or does it alternate between players? Are there events that specify how to move the enemies on their turn (I personally like this idea)?

Also, a neat mechanic for the enemies (In an alternate mode) would have the deadite players, after their turn, control the enemies. It would need some balancing but it would be interesting for some kind of infection mode.

PS: sorry if this was clarified already and I missed it. I like the look of this project! (Also I loved the gumi bears)

Commenter Answer

after reading the rules it appears that the monsters are moved by a rudimentary AI which says something like "Target the closest survivor and full move toward them" then it also says "Attack first survivor you are adjacent to" and "stop moving after you attack". So basically everyone should be able to move the monsters simultaneously just to get that phase over with since there's nothing super unique or special about it.

Follow-Up

I think it would be cooler and more unique if they had the Event cards trigger special AI. It would make the enemies a bit more unpredictable and diverse.

Follow-Up

I think that was directed at me right? Anyway, yeah I think there's a lot they could do for the AI which makes it a bit more interesting. I'm sure we'll see at least 1 event that makes monsters move out of turn or teleports them to different locations which the event takes place in. I think the game right now as we've seen it is suffering from a bit of lack of diversity, but I think there's time to work on that. One of the biggest things that would help determine if there's a lot of play in the box is letting the same group play test it on repeat on a single night and for a couple of nights and see how they feel after 5 or 10 games, but I don't know that it's possible on an 8 week production schedule. Time will tell whether there's enough in the box to keep it interesting, but improving the monster AI may be one of the better ways to handle it. A new Kickstarter Darkness Sabotage uses a really cool mechanic where they have scenarios in a scenario book

and gives things like destinations and patrol routes to the monsters meaning that you may be able to avoid some completely, while others are likely going to run right into you, and some may surprise you from behind if you're not planning your moves carefully.

Answer

Enemies are moved towards the closest human character. The final rules will have a hierarchy of priority in the uncommon instances of equidistant, opposing human targets. Some Events do affect Enemy movements; Deadite Ed can move Deadites an extra space; when Deadites roll the skull (1), nearby Deadites close in too.

Question

How many hits will it take to kill your character?

Commenter Answer

according to the rules each character has a health and a virtue, and you can take damage from monsters as well as events. So the number of hits will vary from character to character and depending on what happens to them in the event phase.

Answer

Characters have different Health amounts, ranging from 4 to 7 and Enemies have variable damage amounts. It takes a couple successful hits to kill a character.

Question

Will the weapons be one time use or will they be used many times?

Commenter Answer

nothing in the rules said a weapon is single use but it may be listed on the cards (don't know, haven't seen them) so it's likely you'll continue to use a weapon until you find a better one.

Answer

Plates and ammo are "consumable," but everything else stays. You can only carry so many weapons, so you have to drop extras (of your choice).

Question

Who controls the enemies. Is it the game master or is there AI in movement or cards?

Commenter Answer

there's no monster AI deck and no GM. It's just the players following simple rules from the rule book:

- 1) Full move towards the closest survivor
- 2) If adjacent to a survivor attack
- 3) If attack stop movement.

Answer

This is correct!

Question

I know there's been a lot of comments about licensing, but if the game continues to be a financial success, is there any possibility of expanding your licensing partnerships in the future perhaps to include ED1 or AOD?

Answer

I definitely cannot speak to any other licenses we may or may not acquire in the future and whether Ash will vs. the Evil Dead in another board game at some point. Now excuse me while I run from our legal team.

Question

Is the graphic novel from the \$10 pledge going to become an add-on as well. I would certainly pay to add that to my pledge.

Answer

Yes! The \$10 digital comic is included in the Evil Dead 2: Beyond Dead By Dawn Deluxe Edition TPB.

Question

I want to ask about the traitor mechanic. I think someone else here brought up a good point. How is this going to work. What game play mechanics are they going to be to push someone to be a traitor rather than just wait to get resurrected by a spell?

Will things transport well in packaging. I have bought into a few mini board games and am always faced with having to transport a ton of stuff to a game night. Makes those games played less.

Please make card stock very durable. If everything is event card based they need to handle multiple shuffles and not wear out.

Answer

Different players will always approach this kind of mechanic differently. I've seen players actively try to become Deadites as well as consider helping their less living-impaired friends. Ultimately, victory is victory. If you're a Deadite, your victory condition is to stop the humans from winning. At that point, a human curing you is disadvantageous to your goal. It's like if there was a rule in Avalon where partway through you switch sides: you would play differently as your victory condition changes.

Our manufacturer is taking great care to make sure our figures are snugged in nice and safe. They'll be packaged in custom plastic trays to keep them from moving. No need for Ash to break off a hand prematurely.

Question

Somewhat worried that you have a basic theme only game. You mention trying to streamline so everything is on the event cards. Noble as a goal but can lead to a very random game of just draw a card move candy land.

Answer

I hear what you mean about too simple a theme. I'll let full playthrough videos do the talking for me, since I bet I'm a little biased. A lot of the mechanics are reactionary by design: crazy things keep happening to you while you're trying to accomplish an otherwise simple goal, so it's a balance of damage control or plowing ahead.

Question

Are we going to get any information on each of the Characters and what they can do in the game?

Answer

Each character has a different max Health, Virtue, special human ability and special Deadite ability. The abilities don't change throughout. A couple examples: Ash is more likely to switch back and forth between human and Deadite and starts the game with two items; Jake doesn't have a special ability beyond having the highest Health and Virtue (the guy survived a lot in the movie!); Deadite Ed can give other Deadites extra movements.

Question

Custom Sleeves for all the event cards, Ex Mortis cards and any other cards would be a awesome add on as well. Plus get to showcase your awesome artwork on the backs. Just a thought I had.

Answer

We'll look into sleeves! They will be included as an add-on once we can lock in a good price.

Question

The mechanics for a traitor mode, is easy, just give every character a card at the beginning of the game, that they can only know, where depending the number of players, would be a number of deadities, and humans, example, 6 players, 4 humans-2 deadities, 5 players 3/2 4 players 3/1 and they have to become a deaditie through an event card, but they have to play as humans, knowing they'll become evil, and they have to play as such when that event hit the game. that could easily be a mode, similar to SABOTEUR the game, at the beggining you know if you are a saboteur, or not, and you play accordingly

Answer

The Secret Soul Sucker variant is similar to this. It adds a new dynamic, as well as a couple new cards specific to the format.

Question

You mentioned the opportunity for a door variant. Are any of these variants going to be included in the core box or will they be expansions?

On the topic of expansions, will they be stretch goals or addons?

Will they come with miniatures to match the quality of the components in the core box or will it be tokens as was planned for the core box before stretch goals?

Answer

Rule variants will be included in the core box. They don't add much in terms of physical production, so they won't inflate costs or delay production. Expansions will be unlocked with stretch goals to be made available as add-ons; they'll ship later, since they'll be on their own production schedules. Expansions are planned to match the quality of the final stretch goals unlocked. Whatever expansions that don't get unlocked as stretch goals may see their own campaign down the road, but I'm getting ahead of myself.

Question

I also see you are very optimistic about this November delivery. I know you say you are partnering with a game producer but... I have pledged for several minis games. Usually takes 6 months to a year to get all that produced especially when you are adding more as stretch goals. Now add in that the sculpts are not done. Then comes tooling and production and shipping and final packaging and shipping to us. That adds a good bit of time.

Now if you are adding pre-painted as an option that has backfired for several KS projects. Pop over to the KS for Tokaido. This was for a collectors edition of and already produced and sold game by a game publisher in the market. Their goal was to add pre-painted minis. They really underestimated the quality and work on that and delivery slipped to two years before most got games.

I say all this to suggest you take a hard look at schedule and what it takes for pre-paint to happen. Make sure you understand what it takes and how it will look.

Answer

We're confident about our deadlines based on all the information we've gathered. We'll be as communicative as absolutely possible if anything impedes this schedule, but until those things happen, we're going with the schedule as planned.

Question

Looking forward to this.

Can you please post a picture of one of the hero miniatures lined up against something from a game we know for size and scale comparison.

Would you also be able to describe what type of plastic they're made of and perhaps any other game that has them made of that plastic?

Finally, would you consider releasing a PSD template file so we can make our own characters to have bad things happen to within the cabin!

Many thanks.

Answer

We'll post a size comparison of all of our models to scale, yes! They're poly-resin; we'll post more info when we share out the full specs. PSD file, huh? I wasn't aware this was something folks wanted! We'll pass the idea around.

Question

It would be great if we could get a small plastic box that looks like the book of the Dead to store all are cards in, plus during the game we could put the pages from the book we get in the box. something to think about.

Answer

We'll consider this for an add-on!

Question

yes, a clarification on your timetable would be nice, that schedule is way too fairy tale, i mean, november is 4/5 months from now, this game will finish KS august 10th, so that takes another month , so it gives you 3 months to make and ship the game, but, you need to have the pledge manager done, which would take another month of that time, so you'll have 2 months to create and deliver, shipping usually takes a couple of weeks, being generous, so that gives you 6 weeks to have the game done..... well, i can say that it won't be possible to produce a game in 6 weeks, BIGGER companies do this for a living, and they have toon of delays, get CMON for example, they have 3/6 months delays, and they plan the delivery for 9/12 monts, so, there is a huge concern about your schedule, clarification about how you plan to do it would be great

Commenter Answer

pre-production and survey aren't mutually exclusive. They can begin at the same time so long as the survey is closed before they have to give a quantity for actual production they're fine there. I do agree the time line seems very "fairy tale" but I hardly think the survey will be the thing to hold it up for 1 month or more. I think realistically we'll see this game in June of 2017, or as late as November 2017, but I'd love to be wrong and have it arrive at my door in November or December.

Answer

A full production update is inbound. But yeah, a lot of the processes run concurrently with each other.

Question

I hope people realize this game won't be arriving until at least April 2017. Other than the Ash Combat alternate sculpt and the Gooseneck Henrietta, you'll be able to pick up everything from retail for probably less. If you're into variant covers, I guess there's some value to you.

Commenter Answer

if every one of us decided we could get it at retail and stopped backing then the game wouldn't be made at all because no one would be backing this campaign.

Answer

We'll make sure that all the Kickstarter exclusive items are clearly labeled as such. It's also our intention to keep add-ons and extras cheaper here than they'll retail for.

Question

If a character dies in the game will the player have the option to turn into a deadite so the player doesn't have to sit out the rest of the game?

Answer

Yes! There are a few ways a character can come back from the dead, so it's not over until it's over.

Question

It would be cool to have a comic style rule book like Sentinels

Answer

Good idea! We're looking into it!

Question

explain how the shipping cost would be for the expansions, do we have to pay another round of shipping for them?? or are they include on the shipping cost of this core game?

Answer

All shipping will be calculated at the end of the campaign via BackerKit. We'll bundle as much together as possible, but will keep delivery dates in mind while doing so. Full shipping updates to come.

Question

Please look into the nazi/swastika problematic with your second comic book SG and shipping those to germany. At the moment there are 103 backers from germany. It can turn out very "bloody" if none of those will get what they paid for and you can get some legal problems on top of that.

Answer

We have a version w/o the Swastika that will be shipped to Germany. We are very familiar with that prohibition. Thanks!

Question

will you sign my chest hair? Also thanks for the Q&A

Answer

I may regret saying this, but if you find me at a con...yes. I will sign your chest hair.