

Game Dev Q&A Session #2 - July 17

Taylor here! It looks like a fair number of questions were missed in the live Q&A, mainly due to Update comments refreshing differently than campaign comments. There are a lot of new answers here, even if you participated in this Q&A session. Some conversation has been trimmed out for brevity. As always, thank you for your questions and feedback!

Question

Great work so far guys. Just curious about game mode variants. Will you guys have anything in the final product that pits players against each other from the beginning? E.g player(s) start as deadites or demons and aim to stop the other players from completing their objectives

Answer

New game modes that don't require too many extra cards or components will be offered in the standard box box. There will be two solo modes, the normal mode, and a couple others we want to make sure are absolutely perfect before we announce anything. These additions won't be stretch goals or add-ons or anything like that. We'll just add them because you want them.

Question

Basically i want to suggest using a traitor mechanic with personal agendas like in Dead of Winter for the new addon expansion.

Answer

Secret agendas is the name of the game for the Secret Soul Suckers add-on. If I can swing it, I'll add a couple more role cards for a few different versions of this mode. At no extra cost, of course!

Question

Can you please comment on the inclusion or not of the blue hued tiles?

Answer

Okay, so the story on the blue hue tiles is that when we went to make our first Evil Dead 2 comic, Beyond Dead By Dawn, we wanted to capture that iconic look of the movie—blue, dark, washed out... And it looked pretty bad. We ended up recoloring the first issue for the trade because that palette that works so well for the film can end up pretty muddy in print. While we want to stay as true as possible to as much of the film as we can, readability on the board weighed out.

Question

How is being a Despite player different from normal enemy AI?

It seems to be pretty easy to turn both into and from a deadite. How do you balance it so that so that you're not constantly switching back and forth?

Answer

The Deadite player motivation issue has been addressed here:

<https://boardgamegeek.com/article/23203917#23203917>. And yep, you'll definitely get to see the updated rules before the campaign ends.

Question

Have you playtested the games with some experienced gamers? I say that, because playtesting it with people who only play occasionally is fine, but you need some seasoned gamers to really make sure the game is airtight. A competent gamer will look for strategies, and in this pursuit, will often find ways to "break" the game. Games with a possibility of changing alliances are very prone to this. You can NEVER be too careful with this, if you want your game to appeal not just at fans of the movies, but also seasoned gamers."

Answer

This game has been playtested with very experienced gamers, game designers, people who kind of like board games, people who love Evil Dead 2, people who've never heard of Evil Dead 2, and people who don't really play board games at all. It's our goal to get feedback from all these demographics and they've been very helpful!

Question

I also remember someone in the comments suggesting a dice tower that resembles the cabin. Even if the towers are not made from the actual wood used for the films, I am sure some people would be interested in them. Hopefully this can because how often are you going see someone with an Evil Dead Cabin dice tower(maybe the dice could pop out the cellar door)!

Answer

Dice Towers look super cool, but are very intricate sculpts. We've been emphasizing goals that won't expand our production time, but will definitely look into it. If enough people are interested and we can make it realistic, we'll add it as an add-on that may ship separately.

Question

it will be translated into other languages? (Spanish, French, etc...)

Answer

We've gotten a ton of requests for translations, so that's definitely something we hope to do. We won't be offering translated versions in the boxes that ship out for backers, but digital translations of the rules should be made available online after the campaign.

Question

One of the most frequently asked questions is if we are going to see actual game components before this KS ends?

Answer

Like many other campaigns, we're sharing our renders for now. Prototype copies are not indicative of final quality, due to the many differing factors, so to share those would be to misrepresent the final product. We do plan on some full prototype copies for trade shows, but those won't be ready before the campaign ends.

Question

Will we see final rules before the end of the campaign? Will we see all contents and cards (of at least the base set)?

Answer

Final rules will be posted and shared during the campaign; checkout the gameplay section of the main page to see the most recent version. Cards, tokens, and most other components have and will continue to be shared throughout the process. Physical manufacturing won't start until funding is over.

Question

What animals are the possessed animals sculpted as?

Answer

The plan is for deer and/or squirrels. Both are a fun nod to key scenes in the movie. We're waiting to see how all our figures fit into molds to see if an extra figure is feasible.

Question

Do events and weapons have the same card backs?

Answer

Event cards and Item cards are two different decks with different backs to tell them apart. Ex-Mortis Pages make up the third deck with a different back as well.

Question

Can we no longer download the draft of the rules that was posted last week? Will there be a revised draft posted with the new rules which have been added since then?

Answer

Check out the gameplay section of the main page to see the latest rules sheet.

Question

What about a day/night cycle variant? Maybe some kind of tracker to show the sun or moon, and characters would change back and forth from human to deadite accordingly. Don't really have an idea on gameplay or goals, just thought of it now haha!

Answer

While this is a very cool idea and one we considered, we decided not to include it. Maybe it'll get featured later, but it didn't fit the scope of our intentions. The game is paced with a single night in mind.

Question

Any chance at having the deluxe box that looks like the necronomicon be an actual book?

Answer

Oh man, that'd be cool. Most likely not, but I'll see what Panda can do for us (without blowing up our schedule).

Question

Will the newly added mini-expansions fit inside the box?

I've seen too many KS add content which end up not fitting inside the box because it wasn't taken into account when the box was designed.

Answer

Yes, they will! This may mean a pretty big box, when all is said and done, but we want to make sure the box literally contains what it says it does. The component specs are subject to change so we can optimize the fit once everything's unlocked. Most add-ons will likely be packaged separately (this is to avoid having a dozen different versions of box content), but should be able to fit into the box once it all arrives. Anything that doesn't fit into the box for whatever reason will come in its own shelf-ready packaging.

Question

Have you had much chance to play test any of the expansions and add ons? Like the possible extra forest tiles pack? Has the gameplay balance been affected any?

Answer

We're offering a couple of different levels of "expansions" so hopefully this clears it up: Card Packs (like the Director's Cut) can be slipped into the main game decks and the game plays as normal with some fun extras mixed in.

The Add-On Packs (we should come up with a different word, huh?) offer extra cards that could just be added to the core game (like Cabin of Carnage or Ancient Nonsense, which replace the base Ex-Mortis cards), but also come with rule variations for different goals, strategies, and interactions.

Expansions (which haven't been fully announced, but will likely populate SGs past 500,001) will be totally new packaged sets, including figures, tiles, cards, and all that. They'll add wholly new aspects to the game, like fighting demons in hell, summoning dark ones from the mirror dimension, portal hopping through time and space, all that fun stuff.

Everything has been and will continue to be tested, but not all possible combinations of sets will be able to be tested as the extras on their own.

Question

Since you seemingly have no components at all, did these very experienced gamers and game designers playtest the game with blank pieces of paper and gummy bears?

Answer

The gummy bears were specifically for the video and haven't actually been included in real playtests. We usually just use generic pawns. All components are present in the playtest version of the game, so all playtesters were able to fully experience all aspects of gameplay. The only thing that's missing is the art, which doesn't actually affect the rules at all.

Question

Will the inserts allow the game to be stored vertically, or bookshelf-ed? Maybe instruct players to put the now-empty cardboard punch out boards underneath the plastic insert to make it flush with the top of the box, much like Small World.

Answer

The game box comes with vacuum shaped plastic trays for the figures, so they should be okay for vertical storage. However, it is always safer to store games with lots of figures horizontally, just in case. The game also comes with little baggies to keep the tokens gathered up; they should be able to fit underneath the tray. A little slip-in print-out might be a good idea for boxing advice.

Question

can you give a hint as to what the next load of add on's might be

Answer

We're currently pricing out extra figure set add-ons and game accessories, like sleeves and game mats. We're not likely to add more full gameplay add-ons; any additional game additions will be focused on boosting what's already offered.

Question

Have you guys figured out what company you'll be shipping to Canada with? USPS is the much preferred option for most Canadians I imagine.

Answer

Shipping is being handled by head goat Shon himself and our campaign manager. I know they're working tirelessly to get the absolute best option available for as many regions as possible. Rumor around the office is that Canada is like 90% locked in with way lower prices. One of the "EU friendly" shipping providers was pulling our leg, so we're still narrowing in on that one. Shipping definitely isn't my deal though, so I can't say any of this for sure.

Question

One more question - you certainly addressed the Deadite motivation issue, however, can you give a rough estimate as to how frequently a player might flip back and forth from Deadite? Are we talking a couple of times a game, or like every other turn?

Answer

Turning happens a few times in the course of the game, moreso for Ash (by intention). Turning from human to Deadite restores all health and going from Deadite to human restores all virtue, so you don't get stuck in the rut of switching back and forth constantly.

Director's Cut Stretch Goal Teaser

I'm going to tease out some of my plans for the Director's Cut cards (which I'm probably most excited about).

-Item, Weapon: Clawed Glove: 4 Damage; "A dream weapon. Perfect for ending feuds."

-Event, Target All: Flies Everywhere: Everyone's movement slows by 1 until end of next turn.

"All that corn syrup on a hot day was a bad idea."

-Item, Special: Reverse Fog Machine: Discard to undo a current negative effect. "Just play the clip in reverse and it looks supernatural!"

Follow-Up

Though they do sound more like Director's Cut: The Sequel! That mentions more behind the scene stuff, like the flies and fog machine. Maybe the first Director's Cut card pack should be more deadite snake tongue and chop-top events ;-)

Answer

Oh, you're right! Those are all my Sequel thoughts. The deleted scene ones are great too, like being able to eat a squirrel to restore health.

Follow-Up

The squirrel idea is awesome! It really is nice to know the game is being handled by super fans, to be played by super fans.

Answer

I've got the bluray with all the commentary and extras and junk, so that's where I'm pulling my ideas from. It unfortunately has to stay a low priority until we get closer to that goal, but I'll be teasing more out along the way.

Question

When a human dies, it appears they are out of the game. Is there a scenario or event where dying would cause them to turn deadite?

Answer

When a human dies via Deadite (the most common enemy), they automatically come back as a deadite. There's an event and spells that can bring the dead back as deadites too. Pretty much, you're not out until the game is over! Cabin of Carnage will have rules for permanent death and dismemberment and all that gory fun stuff.

Question

Being concerned about the overall cost going 'all in', can we expect the Isolation addon (IMHO, probably most important one that's been shown) to be very high, or will it have been brought down like the current 3 were?

Answer

We definitely want to keep the cost of the Isolation add-on down, which is why it's tied up with a stretch goal. That gets our units costs down enough to soak up the extra production costs. Ideally, we'll keep having bundles that'll discount everything too.

Question

Can you use all the addons at the same time? How much longer will the game take to finish with them? Thanks!

Answer

You could play all at once and it really doesn't inflate it too much. All the spells and enemies and secrets going on at once is pretty intense though! Maybe half an hour or so? The game is designed to end once the Event deck runs out, which always keeps the time in check, though you can always go the endurance mode route and reshuffle the deck and keep playing.

Question

Not sure if this has been asked but will there be Ash's Car in the game?

Answer

Yep! The car appears on an outdoor tile, unfortunately smashed into a tree. You can raid it for items.

Question

The endless isolation tiles. How do they change the game and play time? If you can answer about these yet.

Answer

Endless Isolation definitely expands play time, by intention. There's more to do, more running around, more complexity. I've been keeping my focus on other game modes recently, so I'll report more specifics in the next dev blog (#4).

Question

Is there any chance of an add-on based on the forthcoming "Revenge of Krampus" comic? Because nothing says light-hearted Christmas fun with all the family like chainsaw themed Holiday mayhem.

Answer

We've got plans for add-ons for each of the Revenge of characters. If we can plan right, they won't have to be stretch goals, but we'll see. For those not familiar with the comics, that includes Hitler, Dracula, Martians (from War of the Worlds—I have an interview somewhere that talks more about my plans for this one), Jack the Ripper, and Krampus. Good stuff!

Question

Hey Taylor, what do YOU think the name of the deer was, before he got beheaded and mounted on the wall?

Answer

I'm a sucker for puns, so I thought "Buck" was pretty great. That's my headcanon now!

Follow-Up

Works for me. Revenge of Buck: a fan-spanion coming soon.

Question

Still don't understand why are you wasting high money SG (450k and up) with ADDONS, where in EVERY campaign those addons come to move the campaign, get new backers and get more money from the backers and obviously to unlock new SG, so please STOP using the addons as a 450k sg, or more than 500k for the expansions, because we might get those numbers too late SG must be things that will include the game "for free"

ADDONS are things that we pay to get, and help unlock the "free" stuff

Answer

We've made some unorthodox decisions along the way in the name of balancing costs for both us and backers. Some we stand by, some we change when they don't work. We'll keep working on our end to offer up the best we can for the right prices and with reasonable production time.

Question

Any hints on these "plans" you mentioned elsewhere on the other cast members from the movie? Maybe will we see there likeness' as well? By the way, I absolutely love the concept art on the deadite version of characters who were never deadited! Tree-Bobby Joe and Mega-Smile Annie are my favorities!

Answer

I can definitely say that I was part of a very fun phone call with one of the cast and a deal is in place. Won't say anything more on that! The crazy thing about likeness rights is that the actor's aren't even the ones that can license them most of the time. We won't be getting any additional likenesses for the game, which is for the best, since that'd definitely balloon our initial costs.

Tree Bobby Joe is my favorite! I just got the render in this morning, so we'll likely start sharing those out soon.

Question

By the way, i don't know if you talked about a mode where you can hide the fact that you have become a deadite, at least for a while, it would be cool to try to manipulate your friends to strike when they least expect it, like in the movies, when the deadite changes they deadite face for the human face to try to convince the good guys

Answer

Yep! Secret roles is what the Secret Soul Sucker add-on is all about. It gives different characters different ways to win, like having to protect one specific character no matter what (which means you win, dead or alive, so long as they live until the end) or having to corrupt all the characters into Deadites.

Question

When an NPC baddie/deadite are equidistant from a good guy what tie breaker decides their movement?

Answer

There'll be a clear order of operations for weird tiebreaker situations like this. Mainly its: 1) move to whomever's weakest (lowest health) 2) Deadite players decide 3) Enemy continues in whatever direction it was already going 4) Fight over it. But, I mean, it'll be clearer in the final rules.

Question

In regards to the car, any chance of getting an actual molded car replica as a possible add-on that we could place on top of the car tile. Just think it would be kinda neat to have something like this.

Answer

We definitely talked about including the car in the item set that just unlocked. We'd love to make figures for everything, but each figure expands production time. So, short answer: we'd love to and will if it's feasible.

Question

Are all of the Revenge Of's planned to be paid addons, or will any be actual SGeD?

Answer

TBD! We're slow rolling out these things because it's super important that we get everything buttoned down as best as possible ahead of time. Then things get moved up, we end up asking \$20 for a deck of cards. Either way, the value will beat any post-campaign prices, if whatever we offer is going to go retail.

Question

Any chance on a Elvis impersonator deadite?

Answer

We may be able to get away with a Bubba Ho-Tep reference, but not the same jokes the AOD comics made. Maybe have a My Name is Bruce joke in there, but the hope is to keep it mainly ED2 as much as possible.

Follow-Up

I guess I was looking at different versions of deadites. Similar to what CMON done with Zombicide.

Answer

We'll have nine unique designs for the generic deadites, as determined by that Deadite Army Recruit tier. They'll be based on backers. If we end up with open slots, we'll probably do some silly things with them.

Question

Relooking at Hitler one, I see it's just one Event card, the figure and rules for it. So I take it, even if we get (by whatever means, SG/AO) all of the Revenges, you could put whatever ones into the event deck to have that one show up during the game but otherwise it's a normal game? Or does each cause separate end-game goal?

If you only want to say about the already unlocked Hitler one and not the others atm, thats fine. I just couldn't find much info at all about how the Hitler one worked, and then saw there were even more Revenge packs coming so it made me even more curious how they work.

Answer

The Hitler Event card can be added to the events for the standard rules and played that way OR you can play an optional version where Hitler is building an army from Hell and you have to stop him. Totally different win condition. The other add-ons will be similar.

I'm pushing to get another sheet of cards added to our manufacturing, which will let us add a few more cards here and there to flesh out the core game and add-ons. I'll keep you all posted!

Question

Are the Ex-Mortis pages illustrated to show the same pictures as the movie? Hero from the sky page, portal page and the like?

Answer

We made our own illustration based on pages that appear in the movie. All nine cards lay out in one big picture. That full illustration is what we're offering as a print.

Question

Will there be possessed animal figures? I see tokens listed in the game contents, and the animals NOT listed under the 300k figure boost. I'm wondering about this...

Answer

The possessed animal figures were unlocked with the Monster Madness goal! The plan is to have a deer running around. Someone mentioned a headless deer and I think that'd be hilarious. I also had a squirrel in mind when I wrote the card, so we may go with two (interchangeable). Those will post as the renders come in.

Question

The comic book add on that's the complete collection how many pages does it have?

Answer

128 pages, included the prequel, all three Beyond Dead By Dawn issues, and a bunch of stories from Tales of the Ex-Mortis.

Question

In the deluxe box, personally, I'd rather 5 basic Deadite models and 5 KS Exclusives, instead of 10 exclusives, if they REPLACE the basic ones completely. To give variation in models instead of 10 of 1 model

Answer

The unlocked goal replaces nine of the ten generic identical Deadite figures with Kickstarter exclusives. The retail versions will still have ten of one model and the deluxe versions will have ten unique Deadites—each with a different model, including the standard Deadite.

Question

I was going over the stretch goals and noticed something. The \$375k Baring our Backsides SG has an alternate side for the cabin, car, and work shed tiles. What about the cellar?

Answer

Good catch! Everything that doesn't already come with a backside will get one, including the basement (cellar plus crawl space).

Question

Will the deluxe edition's Ex-Mortis box be a slipcover over the original, or a new artwork all together?

Answer

The Deluxe version will have an all new box with different art. Our current production schedule takes into consideration painted figures.

Question

Is there going to be a sample print and play version of the game or a pdf showing the final components of the game?

Answer

There will definitely be a final component sheet made available once everything is locked in. It's not our plan to make a print and play version publicly available, but copies are going/have gone out to reviewers.

Question

I would honestly suggest just getting rid of the "normal" game. There's almost 4,000 Deluxe game backers and only 90 normal ones. I would just either let them upgrade for only \$10 to the Deluxe one or receive a refund. It seems like it would cost more money to print only 90 games that are different than it would be to give them the Early Bird price. Heck, maybe even just upgrade them to the Deluxe game for free. It's only a \$900 difference and it'll probably save you twice that in having to do 2 separate runs. Just Lock that Pledge level and make it a "thank you" present to anyone who pledge at \$60.

Answer

The standard version of the game is the official goal of this campaign. That's the version that will hit retail. Even if it only stays at 90 backers for the campaign, there'll be far more printed for the many retailers we're mass distributing to.

Don't forget to check out the new gameplay video here: <https://vimeo.com/176062167>