

## IMAGINATION CREATES HAPPINESS

As a lifelong game enthusiast, I love playing both video and tabletop games. I believe in the power and impact games can have whether through entertainment, learning or strengthening social bonds. My goal is to design board games that spark imagination and bring joy to the table. I cherish the time we share with others and I want my games to make those moments even more meaningful.

From the very beginning, I plan to share my creative journey through content for like-minded creators and anyone curious about my ideas. I'll document my progress by celebrating victories, learning from missteps and sharing lessons learned. My passion for game design goes beyond the tabletop; in the future, I hope to empower others by giving players the tools to create their own prototypes and board games. I want my work to offer lasting value, not just as entertainment but as a source of creativity and connection.

## THE PILLARS OF CREATION

The philosophy behind my game design rests on the following pillars:

- Rooted in Eurogame principles
- Thematic worlds powered by imagination
- Campaigns with a shared story arc
- A personalized player experience
- Focus on accessibility and replayability
- Commitment to quality

## ROOTED IN EUROGAME PRINCIPLES

The board games I enjoy most follow the Eurogame design philosophy. These games emphasize challenging mechanics with indirect player interaction. They offer meaningful choices where outcomes are driven more by decision-making than by luck. A Eurogame allows multiple strategies to win, with clear rules and open information so that everyone can follow the game state. No one is eliminated during play and thoughtful catch-up mechanisms help keep all players engaged until the end.

While I value the foundations of traditional Eurogames, I like to tweak it slightly. I enjoy games with a bit more direct interaction, where players challenge each other in interesting ways. I prefer subtle catch-up mechanics and while strong core mechanics are essential, I believe theme should hold equal weight. Blending theme with gameplay, not just sitting on top of it.

## THEMATIC WORLDS POWERED BY IMAGINATION

I strive to elevate the player experience through deeper immersion. My games feature strong thematic storytelling and richly imagined worlds. Theme and mechanics should be intertwined. Players should be visually represented on the board, preferably through a meeple that reflects their presence in the game world. Abstract elements should be kept to a minimum. Even something as common as scoring should feel integrated into the story. The game's objectives should make sense within the world itself. Every title I design is a unique chapter in a greater saga.

## CAMPAIGNS WITH A SHARED STORY ARC

Each game I design tells its own story, but together they form a larger campaign. These are not expansions or sequels in the traditional sense; each game is a standalone experience with its own rules and narrative, yet they all contribute to an overarching story. Key elements carry over across the series like thematic progression, character development and game world state. Players who enjoy one game will likely feel at home in the others.

Every campaign is designed with a set experience level: novice for curious newcomers, journeyman for seasoned players or artisan for those who enjoy a challenge. It has a clearly defined mode, whether cooperative for team play, player-versus-player for direct conflict or player-versus-environment as a hybrid in between. A campaign is designed for 2 players (+1 optional) or for groups of 2 to 6 players.

## A PERSONALIZED PLAYER EXPERIENCE

My vision is to give players tools to shape their own experience, allowing them to tell their own stories within the framework. From choosing custom colors and meeples to adding their own event cards or tiles, crafting character backstories and even uploading personalized avatars. Personalization is a core part of the journey, the game delivers the foundation and the players bring it to life.

## FOCUS ON ACCESSABILITY AND REPLAYABILITY

Each game has easy-to-learn rules, regardless of the difficulty, with intuitive systems. Each game includes both short- and long-term objectives and offers at least one example of a viable winning strategy to help new players learn. Rule explanations should never take more than 15 minutes, making it easy to get started quickly. Each game comes with a clear tutorial or instructional video. I avoid mechanics that allow players to gang up on or single each other out. Instead I design around positive interaction, encouraging shared goals alongside individual achievements.

## COMMITMENT TO QUALITY

All of my games are crafted with a deep commitment to quality. They have premium artwork, graphic design and components. Every detail from custom tokens to intuitive layouts is carefully considered to enhance gameplay. Quality isn't just visual; it's about durability, clarity and delivering a smooth, rewarding player experience.

— LaPicuda, Board Game Designer



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