

IMAGINATION CREATES HAPPINESS

As a lifelong adventurer in the realms of both digital and tabletop games, I've always believed in the magic they hold. Whether through tales of laughter, lessons in strategy or the forging of new bonds around the table, games possess the power to inspire and unite. My quest is to craft enchanted board games that ignite the imagination and bring joy to every gathering. I treasure the moments we share with others and strive to make each one feel like a memory pulled from legend.

From the very first spark of inspiration, I set out to share my creative journey with fellow dreamers, curious travelers and kindred creators. I share my triumphs and my trials, every lesson a rune etched in experience. I believe game design should be an open road. One day, I hope to empower others to craft worlds of their own, offering tools to forge new tales and bring their visions to life. My creations are more than pastimes, they are gateways to creativity, connection and wonder.

THE PILLARS OF CREATION

The foundation stones of my design philosophy are:

- 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 games I love and design draw strength from the Eurogame tradition: intricate systems where strategy reigns and every decision matters. They offer meaningful choices where outcomes are driven more by decision-making than by luck. Here, fate bends to wit and wisdom. No hero is cast aside mid-journey, all remain until the final tale is told. With clear rules, open knowledge, and many paths to victory, these games invite every adventurer to stay engaged until the end.

Yet even as I honor this noble lineage, I enjoy weaving in twists of my own. I embrace direct interaction in ways that encourage challenge and creativity between adventurers. I believe that gameplay and story must dance together, never merely stitched atop one another. Every mechanism should have meaning within the world it serves.

THEMATIC WORLDS POWERED BY IMAGINATION

I seek to draw adventurers into thematic and wondrously imagined worlds. Whether traversing hidden lands or unlocking ancient mysteries, every tale is built around adventure, exploration and fantasy. My games are woven with deep lore and immersive storytelling, where every rule serves the realm it belongs to. Theme and mechanics are not separate, they are bound like sword and scabbard. Adventurers should see themselves on the board, embodied in meeples that reflect their role in the unfolding tale. Abstraction is kept at bay, even something as mundane as scoring should feel like part of the journey. Trophies won, legends earned. Each game I create is not just a standalone quest, but a chapter in an ever-expanding saga. A world that deepens with every new tale.

CAMPAIGNS WITH A SHARED STORY ARC

Each of my games spins its own tale, yet together they form a vast and interconnected campaign. Whether through evolving lore with shared characters, achievements, character development or a persistent world state, these games connect like constellations across a night sky. Adventurers who enjoy one game will likely feel at home in the others.

Each campaign is forged with an experience tier in mind: *Novice* for curious newcomers, *Journeyman* for seasoned wayfarers and *Artisan* for those who seek a worthy challenge. Modes of play are clearly marked: *Fellowship* for team play united in purpose, *Duel* for rivals seeking glory or *Quest* for adventurers that like a blend of danger and cooperation. Whether you journey for just two adventurers (+1) or a full party between two and six, the road will be rich with challenge and story.

A PERSONALIZED PLAYER EXPERIENCE

In my realms adventurers are not just participants, they are storytellers and shape their own experience. From choosing colors and crafting avatars to designing their own event cards or hero backstories, adventurers shape the world they play in. Customization and personalization are more than extras, they are part of the mythos. The game provides the framework, the adventurers breathe it to life.

FOCUS ON ACCESSIBILITY AND REPLAYABILITY

A good tale should welcome all who gather to hear it. Each story has easy-to-learn rules, regardless of the difficulty, with intuitive systems. Each game includes both short- and long-term objectives and offers beginners at least one example of a viable winning strategy. Rule explanations should never take more than 15 minutes, making it easy to get started quickly. Each game comes with a clear tutorial video. I avoid systems that punish or isolate, instead I foster friendly interaction and positive tension. Victory is sweet but the journey must always be worth it.

COMMITMENT TO QUALITY

Each game is forged with care, passion and purpose. From custom tokens and elegant layouts to vibrant illustrations and clear iconography. After each launch, I listen, learn and improve because lasting quality is forged through continuous refinement. Quality is more than visuals, it's the weight in your hand, the smoothness of your journey, the clarity of your path. A rewarding adventurous experience that lives well beyond its first play. My goal is not just to make games worth playing, but worth returning to. Drawn by wonder, grounded in joy.

*Let the adventure begin. Let the stories be told.
And always, let imagination create happiness.*

— **LaPicuda**, Board Game Designer



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