

WEEKLY UPDATE

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HIGHLIGHT

Struggler, welcome to our first official update!

The highlight this week was announcing Animarium which got a lot of positive responses. Over **1000** views on youtube in less than 2 days without external help, and 50+ subscribers which for the channel is a new record.

The Facebook page also got to **100+** followers already which is a great start, this number needs to grow a LOT more in order for a fund-raising campaign to ever be successful, but this is just the very beginning of our journey.

With moderate consideration, tell a friend if you think they might be interested in the project, just don't spam... that usually has the opposite effect!

Finally if you wish to help, join the Discord channel and participate or create interesting topics of discussion or ask if you can join a playtest group for **Table Top Simulator**.

DEVELOPMENT UPDATES

- ◆ Resumed working on the Rulebook and made steady progress. The goal is to make it as clear and as easy to read as possible.
- ◆ All of the 30 double-sided map tiles were completed last week, so I have been doing some art polish on them.
- ◆ All punchboards have been designed and prepared for manufacturing, leaving only a bit or room left for anything I might want to add later down the line.
- ◆ Updated the look and feel of the "Search Markers" to a round diameter of 25mm from their previously square 16x16mm. This makes it easier to read when laying on the map tiles.
- ◆ Reviewed the Lore document