

# WEEKLY UPDATE

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## HIGHLIGHT

Welcome back Struggler.

Steady progress has been made in the community growth of the Animarium's Facebook and Youtube channel. I have experimented with paid advertisement to solicit growth and it worked rather well. It can be a bit pricey over the long run so it will likely be resumed from time to time rather than being constantly "on".

A large portion of developing this week went into the manual writing and layout, and it is growing ever so close to the completion of the base rules, which do not include Boss Fights and Outpost gameplay.

To break from the monotony of writing I alternate my work with Art, and some interesting progress has been made that I cannot wait to share until the time is right to do so.

Do you have any suggestions you'd like to contribute with? Do you want to know more about the game? Do not be afraid to start a discussion!

## DEVELOPMENT UPDATES

- ◆ Writing and working on the layout of the manual.
- ◆ Worked on the concept of one of the Angels.
- ◆ Worked on refining the concept of a very unique, playable character which goes by the name of "Harth the Wanderer".
- ◆ Updated the concept art of an enemy type known as the "Blessed Sons"
- ◆ Fixing the language of some Spell cards as well as adding more.
- ◆ Bought materials to refine the prototype box to look more professional.
- ◆ Tweaked the language of the Lore document.