

Well, I've finally got the website up and running properly. The Ramblings page is just that, the ramblings of my addled mind. As a sort of introduction I thought I'd lay out FJGamings philosophy, so you can understand where FJGaming is coming from. This can be summarised fairly easily:

1. The game mechanics should never disrupt the flow of the game. If they do have to be complex they should be intuitive.
2. A game should have the minimum number of mechanical systems, which can be used in the maximum number of ways.
3. The best games have a few simple elements/rules which be combined in many ways to create very complex combinations.
4. Gaming should be fun.
5. Every gaming group is different, and also differs with time. Sometimes we want to play heavy, serious games.. other times its beer and pretzels.
6. Games should involve more than random drawing of cards or chucking dice... Every game I design aims to reward creative thinking and strategic play. You must always be able to out-think your opponent.. never relying on the roll of a dice.
7. Don't waffle... say what you want to say and leave it at that.
8. You can never have enough examples of play.
9. Always go the extra mile in content.. give the players what they need, and then add a little bit more.
10. Feedback is astonishingly useful. Every piece of feedback I receive from you, the customer is noted and considered.. and there's a good chance it will influence future product design.
11. And, if in doubt, ask for a Perception roll :)

First and foremost, like most other small games companies, I'm a gamer. Everything I release and ask you to pay for has been well play-tested, and meets my own requirements, as I've just described.

17/08/04

Marines versus Zombies is out and ready for all you eager gamers to buy :)

SamLaidh is coming along nicely and, cross fingers, hopefully it may be out in the late summer, mainly depending on the speed of artists and other factors. It looks like SamLaidh is going to be my first print game, probably in hard-back and sold through the web site.