



Jonathan Gilmour

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Helping game designers refine and focus their games through development, revision, and rules streamlining.

Schedule a free ~15-minute introductory call to discuss your project(s) and what path you would like to take with our time. We will develop a plan that fits your needs and budget. [Book your evaluation here!](#)

<https://calendly.com/jon-gilmour/board-game-consulting-evaluation>

SERVICES OFFERED: *(For additional services, please inquire.)*

- 1-on-1 session to playtest a game you are working on.
- Sanity-check and workshop your early concepts.
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- UI/UX graphic design direction.
- Help brainstorm ideas and develop them into initial prototypes.
- Make suggestions on early concept design.
- Discuss target audiences and how to shape your game to appeal to them.
- Form a long-term plan to get your design ready to pitch to publishers.
- Explore potential themes that fit your game.
- Address specific design issues with your game.
- Help analyze and trim your mechanics/content to create a more cohesive experience.
- Assist you with writing design documents and rules, or review balance.
- Advice about publisher interactions, pitching, and finding the best fit for your game.
- Cardmaker tutorial / help.

RATES: Designers \$45 USD/hour | Publishers \$65 USD/hour

* People from marginalized backgrounds: Free/Low-Cost/Community-Supported hours are available.

QUALIFICATIONS:

Co-designed and helped bring to market many tabletop games, expansions & RPGs:

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|----------------------------|-------------------|--------------------------------------|
| ▪ Dead of Winter | ▪ Dinosaur Island | ▪ Kids on Bikes |
| ▪ Apollo | ▪ CoLab | ▪ Vault Wars |
| ▪ Path of Light and Shadow | ▪ Mental Blocks | ▪ Wasteland Express Delivery Service |

Developer on a variety of titles:

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| ▪ Duelosaur Island | ▪ Dead Man's Cabal | ▪ CTRL |
| ▪ Sonora | ▪ Posthuman Saga | ▪ Godspeed |
| ▪ Sweet Mess | ▪ Nyctophobia | ▪ Robin Hood and the Merry Men |

