

## Brainwaves Intro

### Style guide for articles?

- Mention game up top, designer, artist?
- If name of someone is mentioned, give them context in the piece i.e. I didn't mention who Mike Mearls was in the Zak S piece
- Original release dates of games
- Don't need to mention show notes so much

Iain, breathe and relax. Remember this maybe the first time people will have heard this news. We need to make sure they get everything

Iain

Jamie

### Introduce Mike

#### Who Dares Rolls

"This is Brainwaves, bringing you the best in board game and Tabletop gaming News"

"These are the headlines for week of 5th of August, 2019"

### Headlines

Cmon rebuilds boardgames to be stronger, faster, smarter?

Spiel Des Jahres takes flight

Two giants of the Tabletop scene pass away

All this and more on this episode of Brainwaves

### Correction

Satine phoenix is no longer DND community manager. She held the post from 2018-2019.

### Headlines

Iain

#### Richard H Berg dies

<https://twitter.com/RBMStudio1/status/1154885530649165825?s=09>

<https://boardgamegeek.com/boardgamedesigner/135/richard-h-berg>

- Game designer, actor, composer, director, writer, rock singer, attorney, Communications Consultant, also worked for IRS for a while. A real polymath.
- Known by some as "The Pope of Wargaming"

- Designer or co-designer of over 140 published games and expansions according to Board Game Geek.
- Designed the (in?)famous 1979 game 'Campaign for North Africa' with a 10-foot board and a play time listed as 1500 hours with a full complement of 10 players (5 per side) and has a bunch of strangely detailed rules (Italian units requiring extra water supplies due to eating pasta)
- Final game called Big Apple, due to release in 2020, about city building in NYC.

### **Mike Brunton dies**

- Renowned in gaming circles for his work with Games Workshop, specifically Warhammer Fantasy Roleplay (WFRP) 1st ed.
- Started at TSR UK with Imagine magazine, D&D supplements. Moved to GW in 1986, edited White Dwarf, and wrote for several supplements and modules, including the renowned *Empire in Flames* and *Realm of Chaos*
- Most recently was working on *The Enemy Within: The Director's Cut* for WFRP 4th ed and Cubicle 7

### **Mike**

### **Cmon launches smart board tech**

<https://www.cmon.com/news/teburu-a-new-evolution-in-board-games>

- Teburu is a joint venture between CMON and Xplored. A games console that integrates physical and virtual worlds. (Japanese for table)
- Wireless dice and the system itself takes care of all mechanics, with companion apps for GM and players
- CMON's CEO, Chern Ann Ng- "We are excited to bring new technology and gameplay innovations to tabletop games in the form of the Teburu. We expect this will both excite existing tabletop gamers and draw a whole new audience into tabletop gaming."
- The first game to be released on Teburu will be Zombicide Evolution- Las Vegas. Players will get (should it be have had as this will go out after Gen Con?) their first chance to try the Teburu gaming system at Gen Con August at the CMON booth.
- Initial reaction from journalists and public has been fairly mixed. Iain, I know you have some... opinions on this.

### **Jamie**

### **Spiel des Jahres 2019 awarded**

<https://www.spiel-des-jahres.com/en/spieldesjahres>

- Just One (Ludovic Roudy und Bruno Sautter, Repos Production) won Spiel, beating out L.a.m.a. and Werewords
- Wingspan (Elizabeth Hargrave, Stonemaier Games) won Kennerspiel (connoisseur's choice) beating out Carpe Diem and Detective.
- Valley of the Vikings (Marie Fort and Wilfried Fort, HABA) won Kinderspiel (children's game) and was announced at the end of June this year, beating Fabulantica, and Go Gecko Go!

## News

Iain

### **Terraforming mars digital studio shuts**

[https://www.gamasutra.com/view/news/346822/Terraforming\\_Mars\\_dev\\_LuckyHammers\\_has\\_closed\\_down.php](https://www.gamasutra.com/view/news/346822/Terraforming_Mars_dev_LuckyHammers_has_closed_down.php)

- LuckyHammers shut, with the loss of 70 jobs.
- Made Terraforming Mars and the unreleased game Mansions of Madness: Mother's Embrace
- Financial woes, both from issues with publishing partners and underwhelming revenue from VR projects, led to the decision.
- Joint statement from Dom Roussy and Marc-Antoine Pinard (owners of LuckyHammers): "We are working very hard at making sure all of our employees can find a new home/studios where they will be able to keep expressing their creativity and the art of making games... We organized a get together for our employees with all the major studios in Montréal to assure a smooth transition and continuity."

### **Bezier Games try before you buy.**

<https://www.youtube.com/watch?v=OCJtl6yO73E&feature=youtu.be>

- Released a free (for now) app version of their new game Silver. Learn the game and play against an AI opponent before playing your friends with the physical version.
- Physical version for sale at Gen Con then at retail in October. (past tense)

[https://m.economictimes.com/news/politics-and-nation/how-india-caught-on-the-new-age-board-game-culture-of-the-west-to-create-an-ecosystem-of-cafes-communities-back-home/amp\\_articleshow/70005721.cms?\\_twitter\\_impression=true](https://m.economictimes.com/news/politics-and-nation/how-india-caught-on-the-new-age-board-game-culture-of-the-west-to-create-an-ecosystem-of-cafes-communities-back-home/amp_articleshow/70005721.cms?_twitter_impression=true)

Jamie

### **Funko Verse board game**

<https://www.funko.com/funkoverse>

- 21st century Beanie Babies now have a tie-in board game
- Before getting cynical, Funko owns Forrest-Pruzan Creative, the team behind Harry Potter: Hogwarts Battle, Disney Villainous and the recent Jaws game under the designer name Prospero Hall
- Harry Potter, DC Comics, Rick and Morty and the Golden Girls characters will make up first game sets released in October, but you can't use any Funko minis you already have- only the ones specific to the game (which are new 3-inch models)
- 2-4 players, scenario-based game with scenarios taking between 20 minutes and an hour.
- Sets will be mixable, so Batman can fight Harry Potter for title of worst affected by being orphaned.
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Iain

## **DnD in prisons**

[https://www.kickstarter.com/projects/kleercreative/lets-play-dungeons-and-dragons-behind-bars?ref=project\\_link#](https://www.kickstarter.com/projects/kleercreative/lets-play-dungeons-and-dragons-behind-bars?ref=project_link#)

- Funding on KS for documentary about inmates of American prisons playing D&D, and the dangers of doing so.
- **LET'S PLAY** told from the perspective of inmates who have waged legal battles for the right to engage in gaming rehabilitation
- RPGS banned in US prisons as some wardens claim games are demonic and foster fantasies of escape.
- Yet incarcerated players band together to battle monsters and overcome obstacles, in virtual worlds as well as real life. Importantly, RPG table can bridge racial divides.
- Inmates say these games are rehabilitative and are helping them prepare for life on the outside.
- Created by Elisabeth de Kleer, who has over ten years experience in true crime media.
- Campaign ends 14th August, asking for \$60,000.
- [https://www.vice.com/en\\_us/article/padk7z/how-inmates-play-tabletop-rpgs-in-prisons-where-dice-are-contraband](https://www.vice.com/en_us/article/padk7z/how-inmates-play-tabletop-rpgs-in-prisons-where-dice-are-contraband)
- [https://www.vice.com/en\\_us/article/yvwnpx/dragons-in-the-department-of-corrections](https://www.vice.com/en_us/article/yvwnpx/dragons-in-the-department-of-corrections)

## **Jamie**

### **Warhammer 40k Eisenhorn TV series in development**

[https://www.warhammer-community.com/press\\_releases/games-workshop-and-frank-spotnitz-to-create-live-action-warhammer-40000-tv-series/](https://www.warhammer-community.com/press_releases/games-workshop-and-frank-spotnitz-to-create-live-action-warhammer-40000-tv-series/)

- Big Light Productions (*The Man in the High Castle*, *Medici* and *Ransom*) and GW are working together, with Big Light's creative director Emily Feller serving as Exec Producer, alongside Frank Spotnitz (*Man In The High Castle*, *X-Files*) as Exec Producer and Showrunner.
- Focussing on the character of Gregor Eisenhorn, member of the Inquisition
- In Development, meaning it's in the stages prior to production, with assumptions that script writing, concept art et al is being worked on now.
- (Jamie's opinion at least, good plan as it's a slightly lighter side of 40k and an easier easy into the galaxy).
- GW has done visual media before (*Ultramarines* film (despite John Hurt it's very eh.)). Will we see more? *Gaunt's Ghosts* maybe, or is that just *Sharpe* in 40k?

## **Brainstorm**

With Gencon and Essen just around the corner and thousands of releases about to hit the release schedule, can there be such a thing as too many games?

## **Outro**

## **Patreon Shoutouts**

Mention patreon

**Links will be in show notes**

Thanks very much for listening. If you like what you've listened to then the best way to help us out is to share the podcast and drop us a review and rating on itunes. You can also follow us on

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