

[Download](#)

It's been a long time, and I am pleased to present my next game, paper Shakespeare: Cthulhu Coriolanus. You may have heard of it - it's the game that inspired me to start Paper Shakespeare, so y'all are definitely in good hands here! But here's a summary: Paper Shakespeare is a story-telling card game with aspects of craft and satire that is meant to "transform into an interactive game" in a way that other games can't. The game is set in a universe where the history of literature is actually real, with a literal caste system based on the job of writing. It's meant to be funny, and I hope that the interactive version will help to make the game even moreso. Other than that, it's a pretty standard Cthulhu Mythos game, and it takes somewhere around eight hours to play. Paper Shakespeare: Cthulhu Coriolanus is supported by the following lovely people and organizations: Comments are disabled. Dissension in the ranks Your support at Kickstarter My Patreon About Paper Shakespeare I love games. I love the idea of games. I love making them. Many of my friends make great games, but unfortunately, they are usually out of my reach. I'm not a business person, so I never had a good reason to invest in making a game. I thought I'd make one game, and I'd use it to make myself feel better about it all. I also thought I would go on to make more games, and that I'd be able to support myself doing it. I've been through a lot this year: depression, anxiety, and a move to the Bay Area. But I've had some good times and some good friends, and I want to try and make some more of those. I thought that some people might enjoy games too, and I can make some kind of career out of it. I want to make games full time. I also love stuff. Stuff is very important to me. I didn't expect to be a landlord, I didn't expect to buy all this paper, and I certainly didn't expect that none of this stuff would cost me anything. I'm cheap, and it has been so nice to be able to do this. I don't take very well to being asked to pay anything, and I want to give something back to the people who are listening to my ramblings. I want to make games that I love, in as many genres as I can. RPGs,

My Lovely Daughter - The Inquisitor Features Key:

Set of 6 miniatures representing the Sentinels of the Multiverse
Enjoy the full Size version of the game
56 pages full color rulesheet
140mm x 120mm game board
The game starts with two players each taking an android host figure, a nerve center and a systems engineer
Each player rolls a dice to determine the number of action points they can use this turn
Each turn you can choose one of the following actions

- Activate one of your action markers
- Place one of your action markers
- Re-roll one of your die rolls
- Cause one of your guards to move

The game ends when your opponent has no actions available, causing him or her to die

Game Supplies:

- Numbered game board & counters
- 6 cylindrical miniatures of varying heights
- 6 counters of various types for the game board
- 15mm paint

Contents:

- 6 cylindrical miniatures of varying heights
- 8 action marker tokens
- 6 guards to represent your Sentinel
- 6 guards to represent your opponents Sentinels
- 6 shield tokens
- rulebook

You will get:

- A Sentinels of the Multiverse game
- a set of 6 miniature models representing the Sentinels
- a 3 ring binder with all the rules
- good luck!

Notice:

- The miniatures are pictured at default state, ready to be painted