



Mind Shadows is a game of kindness

In this board game, you and one or two friends together find ways to overcome Shadows - real-world problems or concepts that you approach playfully. You give each other super-powers that represent your strengths in the real world.

You monitor each other's well-being, finding ways to make each other happy, and lending each other support when low. The shadow will fight this all the way, but by playing creatively you can reduce the negative emotion and the significance of the Shadow - and win the game.

You play with supportive cards while the shadow uses destructive ones. You can author new support cards as needed, to make new types of actions that affect both the other players and the shadow.

During play a story-pile is created, helping you to keep track of who did what, and so that you, in the end of the game, have a summary of how you jointly approached your problem.

Deck building in the end: pick the best new cards to become part of your play-deck. In future sessions cards made by one friend can help another one! The more you play, the more personalized and varied your deck will become.

Kickstarter Release Plan for Mind Shadows Board Game:

Minimum:	All backers get a printable black and white PDF which they can print, cut and play.
Medium:	Boxed version in cardboard (print-on-Demand)
More:	Boxed version in cardboard with glass cabochon markers
Art-piece:	A unique lacquered watercolor painting as the board (3 different pieces will be painted).

Mind Shadows gives:

Deeper friendships	new perspectives on existing close relations, and a way to deepen new ones
Constructive problem solving	helps to find ways to support each other concretely

Recognize this?	Mind Shadows:
"How can I help?"	Lets find ways for how I really can help, by more than just listening to you.
"Lets mull this over!"	Lets talk through a mutual situation, reflect upon it, and find new approaches and solutions.
"We need to talk"	I need a way to reach through to you, and to the core of the problem.
"I don't know what I'm feeling."	Help me to clarity by deconstructing a situation, and figure out how to handle it.

Next steps - 2 versions for iOS and Android:

- 1. Single Player version.** For this I'll rewrite an AI module I built (Mind Module) to give the Shadows autonomous behaviors as well as to cater for the co-creative aspects.
- 2. Multiplayer correspondence version for groups of friends.**

What I am looking for:

- 1. Seed-funding** for development in the next steps (dev not dependent on this, but would be quicker).
- 2. People** who'd like to help on the way. I'll take care of the game design, AI coding bit and play-testing, but it would be great to have:
 - Help with the rest of the coding (likely, Xamarin),
 - graphics and UI,
 - marketing, and most importantly:
 - advice and nice company on the way.

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