



THAT HOUSE BY THE LAKE

THE NEWSLETTER (JUNE 2024)

IT'S BEEN A WHILE



Our last newsletter was back in December 2023. Since then we have been making some significant changes to the game based on playtesting and feedback and have reached a more polished version of the game that we are almost happy with.

As we push our game into the forefront of the marketing phase, you will receive monthly updates and an early access into the project's process and where we sit with it at the time of writing (usually the first week of each month)

As such, we apologies for the lack of continuity and appreciate your patience on this. Now on to the good stuff.

THE 1ST PROTOTYPE

We couldn't wait to get our hands on some 1st draft cards, tokens and room tiles. This made playing the game feel more engaging and visually pleasing. So we wanted to share the full component image with you now. These will be on social media in the coming months with a breakdown of what they do but you get a sneak peak of it all now.



All of the components are subject to change as we modify what we are after to best suit the theme and mechanics of the game.

UK GAMES EXPO 2024



We attended the Annual UK Games EXPO to playtest our game outside of our normal playtesting groups. This was to give us some fresh feedback as well as some brutally honest opinions and ideas, which all were very welcome and will only increase the game's balance and fun.

We want to thank the groups for taking time out of their convention day to help us on our journey with it and the advice they provided was beneficial and will be implemented.

OUR NEXT STEPS

We noticed with our first drafts that there was a mistake in the colouring of one of the room tiles, so this will need amending.

We also found that certain room icons made the game too easy for the victims searching the house and so are looking to rearrange these to make 'choke' points in the house, which will create a risk/reward event. Does a victim go into the loft with only 1 way out to search for a useful item, knowing the killer could potentially block them in. Try it and find out.

Another idea we shall be toying with is victory points. Rather than the victims collectively needing escape cards to escape the house. They do this individually with the escape card advising what they need to do to escape. Easier escapes will award less victory points. This way we can track an overall winner from all the victims, even when in death.



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Thank you from the LDG Team



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