

Albedon Wars: a story of cards, friendship, and strategies...

In a sort of reversal of horizons worthy of Asimov, it's now clear to everyone that it's more and more difficult to distinguish what's virtual from what isn't, what's futuristic and what's the here and now, or conceivably already lying in wait around the corner.

A quintessential sector in which this "game" is played is that of video games, in which the recreational activity is increasingly accompanied by intersecting planes of reality (face-to-face meetings, tournaments) and where the entertainment aspects typical of the field are flanked by business investments whose zeros tend to infinity. ;)

A niche of its own in this context is the Indie world which – faithful to the hallmark of every true enterprise, imaginative or otherwise – has its protagonists play in the first person according to the typical rules of engagement of a game: knowledge of the "world" and its rules, the focus of the objectives, tactics, strategies and... the infamous "RNG".

The story of Albedon Wars fits this scenario like a glove; an indie video game born out of a collaboration between Nicolò Merusi and Andrea Dallatana.

From the initial idea to its implementation nearly two years have passed. A time span in which the paper prototype of a board game using cards has been transformed into the idea of a dynamic living world, where players are not limited to the challenge of merely scaling the rankings, but can actually further the world's evolution.

The decisive input came about a year ago from a setting that was quite literally a bolt from the blue: the world of Albedon, chronicled in black and white in a science fiction novel, which spun off into the video game's plot and setting.

From there onwards the vagaries of Albedon Wars rapidly gained momentum: from the founding of Andrea Dallatana's FiremillGames, to the mustering of the development team (still being added to) that counts among its ranks two illustrators, an art director, a writer, a sound director, and a translator, ending in the realization of the video game.

And after much enjoyable chit-chat we come to more "serious" matters, i.e. the technical ones for those in the know.

The game is built on a cross platform custom engine developed in C++ and runs on any PC with a Windows, Mac, or Linux 64bit operating system, that has at least 1GB of RAM and an internet connection.

At present, Alpha Testers can download the game and receive updates via the itch.io platform.

The development team's strategic choice, both with regard to the game design and the business model, was to rule out free-to-play distribution.

This is because, in our view, the market is saturated with games of this type, and also because we wanted to offer a more complete game experience that rewards commitment and individual skill, rather than the exponential purchase of packets or bonuses of various kinds.

The result is that, thanks to a setting that's both original and suitable for the project, the team has opted for a mix of the two favourite genres preferred by the founders: the role-playing game and the card game. All in search of a hybrid form that could prove equally stimulating for the inveterate completionist and enjoyable and engaging for the more casual player, thanks to the mind-blowing world of Krenus.

The state of play of the video game?

Easily answered: the Milan Games Week is the chance to enlarge our pool of playtesters so that we can begin to incorporate and test new features:

- movement around the game's map;
- carrying out quests and dialogues with the NPC;
- the conquest of zones and control of strategic points.

Subsequently, when the Alpha test period is over, the game will be released in Early Access with a world consisting of three different regions and all game modes already available. This second phase will aim to consolidate the community and fine tune the various mechanics and dynamics.

This will be followed by the development of the remaining five regions, culminating in the release of the final version of the game.

The secret ambitions of the development team? For people to remain captivated by the originality and depth of the game. To involve players from different types of game that the team is particularly fond of. To create a community that is both cohesive and competitive, that loves having fun and wants to live the stories of Albedon Wars first-hand...

So, as we all know, "dreaming" costs nothing. (Or almost!)