

YUTANI GAME DIVISION

Building Better Games™

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From: Yutani Game Division
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Re: New Book Release

Yutani Game Division™ is a new game company dedicated to “Building Better Games™”. Yutani is pleased to announce our first product, a book by veteran game designer Dan Bress, titled “Two Massive Online Game Blueprints: RPG, FPS.” Dan has a lifetime of innovative game design experience from 28mm Napoleonic rules to pinball machines to 6-degree-of-freedom motion platform arcade games.

Dan believes that innovation in Massively Multiplayer Online (MMOs) games has stalled and that the way forward is in niche games. Dan describes two innovative niche games that bring new unique gameplay to MMOs yet can be created affordably. Dan’s favorite quote is “for things to be different, they cannot be the same.” The elevator pitches for these two games are:

Codex of the Lifegiver: A MMO that maximizes player community and gameplay choices while minimizing gameplay/interactions that a player does not want. This game proactively helps a player find other compatible gamers with compatible play-styles.

Away Team: A MMO that maximizes exciting edge-of-your seat gameplay in scheduled, 45 minutes or less “Missions.” Less grinding, more fun! Players can schedule a gameplay session in advance and the game will match them up with comrades and opponents. A MMO does not have to be a second job.

Dan has also included some of his most compelling Blog posts in the book’s Appendix.

Yutani Game Division is currently working on two new games:

Asteroid Wars, a new take on 4x real-time-strategy games where CEOs fight it out in the Asteroid Belt 20 minutes in the future, and

Hack Attack (Now With More Robots™) a cooperative miniature game where heroic members of a crack Computer-Incident-Response-Team battle against hordes of Computer Hacks controlled by the game itself.

Look for these games on Kickstarter.com in the near future.



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