



CAPTAIN'S GAMBIT

KINGS OF INFINITE SPACE



APPENDIX

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Refer to this if you have any questions about game mechanics.

You don't need this to start the game, but keep this nearby in case you have any questions during gameplay.

DESIGNED BY



AC ATIENZA



ALVIN LEE



ETHAN LI



MITCHELL LOEWEN

WINNING AND LOSING

Q: What happens if I finish my objective before round 12?

A: Actually, most captains can finish their objective before round 12. As soon as you succeed, show your captain card and declare victory. This ends the game!

Q: What if someone else leaving the game because they won (or lost) means I now win (or lose), according to my captain card?

A: Chain-reaction victories and losses are common. If you have now lost, show your captain and permit cards and set your health to zero. If anyone wins at any point in a chain of losses, the game ends for everyone; if there were only losses, then all losing players simply bow out of the game and let it continue.

Q: What happens if I have to suddenly leave the game? Can it keep going without me? (Do I make other people lose, does anyone else win now, etc.?)

A: It's best to end the game as a Tragedy and restart. If others want to continue the present game, though, flip your cards up and leave the game as if you had died.

If your group continues, any captains that were bound to you during the Prologue (Romeo/Juliet, Tybalt/Mercutio, Hamlet, Cordelia and Brutus) immediately lose with kill credit going to nobody. Captains like Rosalind, who care about total deaths, might also lose from your departure.

You can't rejoin a game that you've left.

Q: What do I do if I'm the only captain left in the game, nobody's won, it is not round 12, and I still haven't finished my objective?

A: You enter Monologue mode. Here, you may choose *To Be* or *Not To Be*:

TO BE

Continue playing through the game alone. Depending on who you are, you may still have a chance to complete your objective before round 12 ends.

NOT TO BE

Lose 99 health  and end the game. You gain no blood  from this. A game that ends with all players losing is declared a *tragedy*.

KILL CREDIT

Several captains - Hamlet, Portia, Brutus, Tybalt, Mercutio, and Othello - need to kill a certain captain to win the game. Most of the time it's obvious if you killed someone, but things can get complicated if multiple deaths or sources of damage are piling up at once.

If a captain's health  reaches zero and they die (*and you're still alive*), you have kill credit on them if any of the following happened:

- You declared a Strike/Barrage against them and it wasn't cancelled by a bluff call.
- They took bluff damage from you (or was about to take bluff damage from you).
- You used a Reveal  ability and it damaged them (or it was about to damage them).

Some captains (like Hamlet, Juliet, Rosalind, etc) have a loss condition triggered by other captains dying. If you trigger this loss condition by killing someone with one of the above Barrage/bluff/Reveal  methods, you also have kill credit on the captains that lose.

Q: How do combined kills work? (ie if someone else Barrages my target, and I call bluff on the target's Shield, who gets kill credit?)

A: Both of you share kill credit.

If you both needed to assassinate that target, then you both win!

Q: What if I attacked somebody at 3 health  and they Shielded, but they still died from someone else's bluff damage?

A: You still successfully launched Strike/Barrage against them, so yes! This rule is important to ensure that Hamlet/Brutus can't lose from their own successful attack.

Q: Do chain reactions go 'backwards'? e.g. if I damaged Tybalt on the turn that Mercutio dies, do I get credit on Tybalt for damaging him before his chain-reaction loss?

A: Nope! The idea is that you need to be contributing (or in the process of contributing) damage towards the actual person whose health  reaches zero. In this case, you would be kind of incidentally damaging someone who died from an unrelated cause (chain reaction).

Q: Do I get kill credit if I made somebody's objective impossible in a way other than murder? (For example, if I Drain Prospero on round II.)

A: Nope! You only "kill" a captain if your action made their health  reach zero, or if your murder caused a chain-reaction loss.

PRIORITY SEQUENCING

Q: What happens if multiple people shout a bluff call around the same time?

A: First, see if anyone wants to volunteer to step back. Otherwise, bluff call priority goes first towards the active player (whoever's turn it currently is), then whoever is soonest in the turn sequence that had declared a bluff call. This only includes the players who were part of the simultaneous declaration. You can't notice that other people are fighting to make a bluff call and suddenly decide to join in.

If anyone says something like, "You called 0.03 seconds too late", they immediately lose.

Q: Can you collude with someone to bluff? e.g. can you tell someone, "Make a bluff call on the action I'm about to do"?

A: Yes, but this isn't a game of reflexes - you can definitely tell someone to "queue up" their bluff call, but if other players recognize what's happening, they are free to jump in and "queue up" their bluff too. That means depending on turn order, your bluff may not be called by the ideal player. You're free to speak vaguely like "Maybe someone will call this bluff" in the hopes that your ideal player will catch the hint and others won't.

Q: What's the sequence of resolving bluffs and shuffling permit cards?

A: Every permit action allows for a bluff call, then counteraction. Each shuffle+draw bit is its own little sequence, meaning if a Barrage and Shield have both been revealed, the Barrage shuffles+replaces first, then the Shield shuffles+replaces.

[ACTION -> BLUFF -> SHUFFLE+DRAW] -> [COUNTERACTION -> BLUFF -> SHUFFLE+DRAW].

This technically means if you show your Barrage, you get to redraw before deciding if you want to call bluff on a Shield or not.

If you have a casual playgroup, feel free to just shuffle and redeal all at once instead of shuffling and drawing one at a time.

Note that either way, you can't use a permit on the same turn that you draw it.

DEATH

Q: What happens when my captain dies?

A: First, make sure you're actually dead, and that nobody's going to Shield you or call a bluff or whatever. To die, simply show your captain card and your permit cards. Your permit cards stay out of the game. Then, sit back and see how the rest plays out.

Q: Can I talk when I'm dead?

A: Yep! You may speak freely while dead, unless you choose to view other player's hidden cards - if you do, you obviously cannot reveal or hint about that information.

BLOOD

Q: Does calling a bluff give you blood 🩸?

A. Nope. Only Strike and Barrage.

Q: Do you still get blood 🩸 if your attack is fully Shielded?

A. Yep. Blood 🩸 tracks how many attacks you launch, not the damage they cause.

Q: If my Barrage fails due to someone calling my bluff, do I still get blood 🩸?

A. Nope. Blood 🩸 tracks how many attacks you launch, not how many you threaten.

Q: If I was marked by Hamlet, does that count towards my blood 🩸 total?

A. Nope. The token given by Hamlet is just to prove who was marked by him at the beginning of the game. It should be kept hidden until you die or the game ends, and it doesn't count towards your personal blood 🩸 total.

Q: Do I get blood 🩸 from using a damaging Reveal 🗉 effect?

A. You do not - only Strike and Barrage give blood 🩸.

Q: Is there a limit to how much blood 🩸 I can have?

A. There is no limit, you monster.



SIMPLE ACTIONS

There are five potential simple actions you can take on your turn. All you need to do for a simple action is pay the cost if there is one, then execute the action. They're weaker than permit cards but always available to use. Since they're always available, you don't have to bluff them - so they're safe in that sense.

STRIKE

Deal 2 damage to another captain.
If you have 3 or more blood , deal 3 damage instead.
Gain 1 blood  at end of turn.

3 ENERGY

You need three or more blood  before your attack in order to get the damage bonus.

REPAIR

Restore 2 health  to any captain. If you have 2 or more blood , restore 1 health  instead.

3 ENERGY

*You can repair anybody, including yourself.
The health  cap is 15. Any additional healing is wasted.*

CHARGE

Gain 1 energy  from the center pile.

FREE

This is in addition to the free energy  you get at the start of your turn.

BRIBE

Give 1 of your energy  to another captain. You may do this action a second time.

“FREE”

This means you are donating 1 or 2 of your own energy  to those other captain(s). You can give just 1 energy  if you want.

MESSAGE

Draw 1 card from the permit deck, then select 1 card from your hand and shuffle it into the deck.

FREE

You can shuffle back the card that you had just drawn. No pressure to keep it.



PERMIT ACTIONS

These are the actions where you claim that you have the matching permit card.

BARRAGE

3 ENERGY

Deal 4 damage to another captain.
If you have 3 or more blood , deal 5 damage instead.
Gain 1 blood  at end of turn.

*If your bluff is called and you don't reveal this permit, you don't gain blood . You DO gain blood  if your attack is Shielded.
You need to have 3 blood  before your attack in order to get the damage bonus.*

FORTIFY

3 ENERGY

Restore 4 health  to any target captain. If you have 2 or more blood , restore 3 health  instead.

*You can heal anybody, including yourself.
The health  cap is 15. Any additional healing is wasted.*

OVERCHARGE

FREE

Gain 2 energy  from the center pile.

This is in addition to the 1 free energy  that you get at the start of your turn.

DRAIN

FREE

Target another captain who has 4 or more energy . Steal 2 energy  from them. *[Negated by Shield.]*

If your Drain is negated, you don't get another action. It's just a lost turn. Keep in mind that other players can't negate for each other.

NETWORK

FREE

Draw 2 cards from the permit deck, then select 2 cards and shuffle them back into the deck.

If your bluff is called and you reveal this permit, remember to replace this permit before completing the network action.

SHIELD

X ENERGY
REACTION

Free: Negate a Drain that targets you.

Pay 2/4/6 : Block 2/4/6 damage from a Strike or Barrage this turn. The damage you block equals the amount you spend.

You can't pay 3 or 5 energy  to block 3 or 5 damage.

You must pay the full Shield amount before declaring it, and there's no refunds if your bluff is called.

WILDCARDS

Wildcards are advanced cards that go in the permit deck. Unlike other permit cards, Wildcards don't "do" anything on their own; rather, they mimic and interact with other permit actions.

IDENTITY THEFT

X ENERGY

Instead of declaring a permit action, Reveal : **Do any permit action** as though it were a simple action (*bluffs can't be called*). Shuffle and replace this card.

You **cannot** show Identity Theft in response to a bluff call.

You can't use Identity Theft to do wildcards like Diplomatic Immunity.

You can't meaningfully bluff wildcards (though you're free to table talk). For example, you can't say "I'm going to Identity Theft" without actually Revealing  the card.

When multiple permit cards are shown at once, shuffle them away and re-draw them in the order they were shown. If you're in a casual playgroup, feel free to just shuffle all at once before redrawing.

DIPLOMATIC IMMUNITY

FREE REACTION

Instead of taking bluff damage, Reveal : **You're immune to bluff damage** this turn. Shuffle and replace this card.

You can **only** Reveal  Diplomatic Immunity in response to a bluff call that you're taking part in. You can wait until you're confirmed to have lost the bluff call.

You can Reveal  Diplomatic Immunity if you lose any bluff call; either from someone catching you lying, or if you make an incorrect call.

You can't meaningfully bluff wildcards (though you're free to table talk). For example, you can't actually declare "I use Diplomatic Immunity" without actually Revealing  the card.

When multiple permit cards are shown at once, shuffle them away and re-draw them in the order they were shown. If you're in a casual playgroup, feel free to just shuffle all at once before redrawing.



CAPTAIN DETAILS



HAMLET: During the Prologue, mark a captain with a hidden blood  token. Kill that captain to win. You lose if they die any other way.

Bluff damage counts as a killing blow!

The token must remain hidden by the player who has it, but any player may claim to have it.



PORTIA: You win if you kill whoever has (or is tied for) the most blood  among your opponents (*living or dead*).

Bluff damage counts as a killing blow!

The blood  of dead players count. This means if someone else kills the player with the most blood , you need to make sure someone else catches up to that dead player in blood .

You don't count your own blood , which is nice.

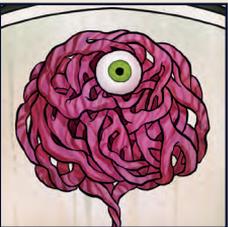


PROSPERO: As you end your turn, you may spend 8 energy  to Reveal  this card and declare your departure. If you're still alive by your next turn, you win. You lose on round 11 if you can't Reveal .

You still get to do a full turn before Revealing .

You can stockpile more than 8 energy  before declaring.

You can Reveal  on any of your turns if you have 8+ energy .



LADY MACBETH: As you end your turn, if you have at least 3 blood , you may Reveal  this card and declare your accession. If you're still alive by your next turn, you win. You lose on round 11 if you can't Reveal .

You still get to do a full turn before Revealing .

You can stockpile more than 3 blood  before declaring, and wait until a later turn. Feel free to look for the perfect opportunity.

Tip: When you prepare the captain deck before the game, arrange the captain tokens on the table to show who's in your pool. Some tokens have a different captain on the back - those are alternate captains that swap out with your default captains.



IAGO: You win if you're alive and have more blood 🩸 than anyone else (living or dead) whenever the game ends.

Ties are not allowed, unfortunately for you.

The blood 🩸 of dead players count. So you can't win just by killing off anyone bloodier than yourself, though this can certainly help.



PUCK: You win if you're alive and the game ends on (or at the end of) round 12. You lose if anyone wins before then.

This means you spend rounds 1-11 preventing everyone else from winning, but you can then make alliances for round 12 if you want. As long as you're alive on round 12, you'll win no matter what.

How you choose to stop anyone else from winning before round 12 is up to you. Maybe you just murder everyone. Or maybe you try to confuse everyone to make them waste their turns.



CORDELIA: During the Prologue, mark a captain with a loyalty 🗳️ token. You win if that captain wins, even if you're dead. You lose if they lose.

This means you'll want to figure out what your target actually needs to do to win, so that you can help them.



BRUTUS: During the Prologue, mark a captain with a loyalty 🗳️ token. Kill that captain to win. You lose if they die any other way.

Bluff damage counts as a killing blow!

You can impersonate Cordelia to get closer to your target.



ROMEO: During the Prologue, select a player to become Juliet. Both you and Juliet win if you're the only living captains left by the end of round 12. You lose if Juliet dies.

In order to be the only living captains left, you two basically need to kill everyone else.

Both of you know who each other are, but it could be dangerous if anyone else learns. Be careful with how you communicate!



JULIET: Both you and Romeo win if you are the only living captains left by the end of round 12. You lose if Romeo dies.

In order to be the only living captains left, you two basically need to kill everyone else.

Both of you know who each other are, and you also know one captain who is not in the game. Use this knowledge well!

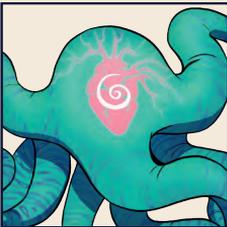


RICHARD III: You win if you're the last one alive. Before your action on your turn, you may Reveal  to target all opponents with less health  than your energy . Deal 10 damage to **all** of them.

The free energy  at the start of your turn counts for this. You need at least one more energy  than a target's health . You don't spend energy  to use your ability, so you're all set up to Strike or Barrage after your big Reveal  if you want.

You can only Reveal  once per game.

You don't gain blood  from your ability.



ROSALIND: You win when another captain wins, or at the end of round 7 (even if you're dead). You lose once two captains die from damage.

(Attacks, bluffs and Reveals  cause damage, but chain-reaction losses do not. That means you don't need to worry about chain-reaction losses counting for your death total.)

You can win while dead, but your own death counts towards your losing condition.

Once the first death happens, you can only win with nonmurderous captains or at the end of round 7.

You win at the end of round 7, not on your round 7 turn.

ALTERNATE CAPTAINS

When you set up your captain deck, you may swap in alternate captains to suit your preferences. Adjust your captain tokens to keep track of who's in your game.

Note: Viola, King Lear and Othello don't use the Prologue.



Replaces Hamlet

VIOLA: Whenever one or more captains die, after their death effects resolve, you may Reveal  to take **any** dead captain's card and flip it face-down. This is your new role.

This means you have their objective and Reveal  ability.

You can only Reveal  as Viola once per game.

*You have to complete your win condition **after** you become the captain. For example, you can't kill Brutus' target and then steal Brutus for the win. You can't kill a bloody person and then transform into Portia.*

Rulings for specific captain forms with Viola:

Hamlet: Hamlet is not in the game with Viola.

Prospero, Lady Macbeth: You can totally Reveal  on the same turn that you took their form.

Cordelia/King Lear: You can win while dead, and the original player can still win even after you take their card.

Brutus: You don't get to know which captain the original Brutus marked, and that Brutus shouldn't say who it was.

Romeo/Juliet, Tybalt/Mercutio: These are considered impossible conditions; you'll instantly lose if you become one of them.

Richard III, Titus, King Lear, Imogen: Your card goes face-down when you take it, meaning you can Reveal  when you need to. However, if you become Lear after round 4, you don't Reveal  again - the trigger is at the end of round 4, not "after" round 4.

Rosalind: You can't team up with assassins since deaths count across the game, and Rosalind herself was clearly part of the first death. You can also prevent deaths until the end of round 7, or pair up with ascension captains like Lady Macbeth. Technically, Rosalind can win with you even if you take the card.



Replaces Cordelia

KING LEAR: At the start of each player's turn, they may exchange their free energy ⚡ token for 1 loyalty 🗳️.

You win if another player wins and they have the most loyalty 🗳️ among your subjects. At the end of round 4, select another player, then Reveal 🗳️. They gain 2 loyalty 🗳️, then choose: keep their loyalty 🗳️, or turn *all* of it into any mix of health ❤️ and/or energy ⚡.

You can win while dead.

Ideally players argue why they deserve your favour before you Reveal 🗳️, but it's not a big deal if you forget.

The first player still removes energy ⚡ from the round counter even if they choose to exchange it for a loyalty 🗳️.

You don't have to target the person with the most loyalty 🗳️.

If a player converts their loyalty 🗳️, they can mix it up however they want. For example, 🗳️🗳️🗳️ can exchange into ⚡⚡⚡, ⚡⚡❤️, ⚡❤️❤️ or ❤️❤️❤️.



Replaces Brutus

OTHELLO: At the start of each player's turn, they may exchange their free energy ⚡ token for 1 loyalty 🗳️.

You win if you kill whoever has (or is tied for) the least loyalty 🗳️ among your living opponents.

You don't need to worry about the loyalty 🗳️ of the dead.

The first player still removes energy ⚡ from the round counter even if they choose to take a loyalty 🗳️.

You don't count your own loyalty 🗳️ when determining targets.





Replaces Romeo

TYBALT: During the Prologue, select another captain to become Mercutio. You win if you kill them before they kill you. You lose if they die any other way.

Bluff damage counts as a killing blow!

You're free to tell people who Mercutio is, but remember that anyone else killing Mercutio also spells doom for you.

Make sure that you both see each other in the Prologue.



Replaces Juliet

MERCUTIO: You win if you kill Tybalt before he kills you. You lose if he dies any other way.

Bluff damage counts as a killing blow!

You're free to tell people who Tybalt is, but remember that anyone else killing Tybalt also spells doom for you.

Make sure that you both see each other in the Prologue.



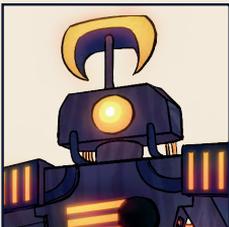
Replaces Rosalind

IMOGEN: As you end your turn, you may spend 5 energy ⚡ to Reveal 🗨️. If you do, **all** captains lose 3 health 🩸. If you're still alive and the game ends before your next turn, you win. Otherwise, you lose.

You should spend some time co-ordinating a victory in advance.

All captains losing health 🩸 includes you.

You can win by yourself on round 12.



Replaces Richard III

TITUS: You win if you're the last one alive.

If you would die and you haven't made a bluff call this turn, Reveal 🗨️ instead of taking damage. Then, for each of your blood 🩸, gain 2 health 🩸 and 2 energy ⚡, and distribute 3 damage between any captain(s).

Other players can make bluff calls against your actions. You can't frantically make your own bluff calls to self-activate.

You don't have to damage in blocks of 3; you can split this into single points of damage if that suits your needs.

You can only Reveal 🗨️ once per game.

You gain the health 🩸 and energy ⚡ on top of what you have.

Give people a chance to Shield or call bluffs before you Reveal 🗨️.

Once you have 3 or less health, players can't make bluff calls on you or else they risk making you explode.

SPECIAL THANKS

Captain's Gambit made it here thanks to the support of countless individuals. it may be impossible to thank everyone, but that won't stop us from trying!

DR. LENNART NACKE

BO MOORE

ALANNA LOEWEN

THE GAMES INSTITUTE

THE AU GAME LAB

UW GAME DEV CLUB

DINO "WEREDINO" QUARESMA

BRYAN FELLOWS

MERRY MEEPLE PEOPLE

PATH OF PLAY

KARLIE / THOR

ALEX AMORATI

CARRIE PAN

CHERYL JEAN LEO

EDMOND LEE

EMAD SENEJANI

EMAN

EMMALYN PILUK

EVELYN ROY

JESSICA JAMIESON

JOE WIGGINS

MARISA BENJAMIN

MATTHEW HERREWYNEN

MATTHEW AUSTIN

PAMELA MARIA SCHMIDT

PARAGON DPI GUY

PHILOMENA LUM

QAANITA CHAUDHRY

RICARDO FONG

ROGER GOULARD

SALLY LU

SEAN BRADY

VENISHA WANG

THE ATIENZAS

THE CHAMBERS

THE HABIBS

THE LEES

THE LIS

THE LOEWENS

THE ROTHES

DISCORD PLAYTESTERS

We wouldn't be here without our playtesters. Thank you for your invaluable feedback over our months of tuning, and also for just being a lot of fun.



AYIM160



BASILNUT



BRENDANLS



COSMICDUCTTAPE



CRIMSONSKY14



DAEMON



DIONYSUS_666



GEEKYN8



LAYTON



MADCATALYST



MEERTOONTHEMONTAGUE



MOSGON



MEGAMIND



MOLLBEISEN



OSHNI



PEREGRINE



PSIGUY7



SEAMUSNORTON



SKYE



SO AND SO



STEVE KALTENBAUGH



SYTH



VOLLMINCH



WARBEN



WEST93

BACKERS

This game exists thanks to you. Whether you're a cadet or captain, your belief and support won't be forgotten. Take from our hearts all thankfulness!

1

A Sentient Banana

Aaron Crow

Aaron Gunlock

Aaron L.

Aaron Rhoads

aclarry

Adriana

Adrianus Sukuramsyah

Michael Ryan

Alex Fleck

Alex Jbeily

Alex Truong

Alexander Mayr

Alexander Wang

Alexandra Petersen

Alexandrew L'heureux

Amanda Atkins

AmbaGary Domingo

Andrew Brogan

Andy Hultquist

Angel Roth

Dave Roth

Sidney Roth

Anna McGaughey

Anthony DePasquale II

Anthony R. Ponzio

Arden Song

Atienza Family

Ayda

BUNNICULLA

Ben Fuligni

Ben Gutowski

Ben Pinfold

Benjamin Stokes

Beth McCloskey

Bibo Bertin

Brandon Cyr

Brendan Lane Scarborough

Brian V. Rowe

Brian Work

Bryan Fellows

Caitlin Pinn

Caleb Engman

Carl Moore

Catherine Atienza Bolton

Chelsea

Cheryl Mootoo

Chris Beaubien-Jeffrey a.k.a. Nekozilla

Chris M

Christopher Massé

Christopher Pioske

Christopher Zunic

CJ Gibson

Clint "Chaos" Cabrera
Cody Scott Graham
Conor Griffin
Cory Greenberg
Craig Collins
Betty Bei
Cynth Lam
D. P. López
Dallin James
Daniel Adam Moore
Dante Warborn
David "Pouge" Getzlaf
David Adkins
David Chambers
Meg Chambers
David David
David Eichinger
Eichinger Family
Derrick Milton
Claire Flanders
Dean Morshed
Dean Morshed x2
Deano and Ri
Derek Brinkman
Devin Basart
Diana Wang-Martin
DieHardGambit
Dino "Weredino" Quaresma
Dixon
Fergus
Dom Gaskell
Doug Kent

Dread Priest
Dremcyfer
Drew Belle
Drew Moger
E.A.C. Moreno-Davis
Ed Kowalczewski
Edwin (Twitchter)
Edwin Bell
Elizabeth Jaye
Elyssa Tromp Loewen
Emily S. Yu
Emmalyn Piluk
Emmanuel
Eric Cunningham
Erik
Esteban R
Evan Taylor
Evelyn
F
Felipe Simas
Filippo Cipriani
Floyd Valentine Gorney III
Frank Wende
Frank Vitiello
Gary Roth
Geekyn8
Rachael Bellis
Gelz
George Stamm
Gibson Chu
Anant Agrawal
Max Viver

Allison Fu & Michael Gump

GiggleSnack Games

Glenforest S.S.

Go Lay Wanna

Gordon

Gwommy

Doc Smith

Ha mmm Ha Hi Hui Wendy'saa?

HaiKulture

hammy

Hanna Polowczyk

Harrison Greenbaum

Hazel Michelle Arroyo

Hobbit House

Homer Gadfly

Hotsy

Ian Fox

Ian M.

Isaac Townsend

Isabelle C

J Harris IV

Jacob Noonan

Jake

Sam

Andrea

Dad

James Butler (KI)

James Olson

Janek

Janus Kimeran

Jared Kirk

Jared Wright

Jasmine Manz

Jayden Campbell

Jeff "Toy" Heemstra

Jenkin Mok

Jenny Loewen

Jeremy

Andy

Rob

John

Jeremy Nichols

Jeremy Falletta

Jessica Jamieson

Jiabin

Jim Loewen

Jim McIntyre

Jimmy Jerenfelt

JoCo

Jodi Laginski

Joel A. S. Butler

Joel Zachary

John V. Pozniak

Jon Court

Jon Green

Jonathan Wiedman

Jordan Booth

Jordan Busza

Jorge Alvarez

Jose Emil Tejada

Josh Mendenhall

Josh Moore

JP Williams (Crytos)

junepepper

Kaden Huget-Rampersad

Kalen Na'il Roach

Kaonee Shugart
Kathy Narraway
KD Friesen
Kevin Allen
Kevin Perez
Khalid
Knights of Norwood
Kristen Dela Cruz
Laine
Landon LeBaron
Lennart Nacke
Lillian Black
Lisa Ryckman
Logan Finn Miller
Louis-Philippe Fortin
Louise Willow May
Connor McLaren
Lori Brown
Luca Disera
Kyle Smith
Lucas "Shmizer" Wawrow
Lucas Warford
Lucy Zhang
Emily Wang
Luke Fenneck
Luke Rivett
M Leisure (TheEos)
Mac Burton
Mackenzie "CosmicDuctTape" Johnson
Mari Ramirez
Maribel Galvao
Marisa Benjamin
Pamela Maria Schmidt

Kayley Marner
Nikolas Drakulovic
Mark Davis
Mark Fenlon
Marshall Penn
Martin Alcantara
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Matt Herrewynen
Jim Herrewynen
Kristen Herrewynen
Helen Herrewynen
Madeleine Wilson
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Michael
Michael Bishop
Michael Gump
Michael Lattanzi
Luke Lattanzi-Silveus
Greta Lattanzi-Silveus
Bart Lattanzi-Silveus
Michael Ruckstuhl
Michael T. Turner
Mitchell's Proud Parents
Mitchell's Proud Omama
Mitchell's Proud Sister Alanna
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Miguel Koscianski Vidal
Mike and Liz
Mike Rittle
Molly & Justin Eisenback
Monica Grove

Myrna Loewen
Khoa Tran
Morgan Mofle
MrBigend
Nadya Primak
Nanxiang (Gssd) Wang
Natasha Ivanova
Nate Sweeney
Nate Thompson
Nathan Chan
Nathan Griffin
NFPinn
Nicholas Cole
Nick Badagliacca
Nick Kueker
Noah Reagan Blount
Noah Steele
Noel Oishi
Oleksandr Chervonov
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Owen Kuenzler
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Peregrine
Peter C. Hayward
Petra Grantham
Petros Lee
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Zoe Powell

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Sam Gingrich
Victoria Guderian
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Griffin Walker
Sofia D
Sophia
Daniel
Spaceballthehero
Stephen Fletcher
Stephen Roscoe
Steve Kaltenbaugh
Steven Langan
Michelle Kramer
Steven Portzer

Stuart "Therberus" Hallifax
Susan Silliness
Sven Hamz
Sylvia Haak
Patrick Haak
Nikola Haak
T Aitken
Taylor Gill(Parim)
Telicis
Thai Bui
Tom Jones
Tom Kaplan
Tony "The greatest man ever born" Ayala
Tony D'Ambrosio
Tony Taylor
TulitUnamCostis
Vadjong
Veggie
Victor Schutz
Victoria Lynn
Vigour Games
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Wingfoot
XLiger
Yim
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Zack Chatters
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Zoeybird19
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Cloudfall Interactive Studios
PO Box 84587 | Bloorwest PO
Toronto, Ontario | Canada | M6S 4Z7