

eryk@peregrinecoast.press

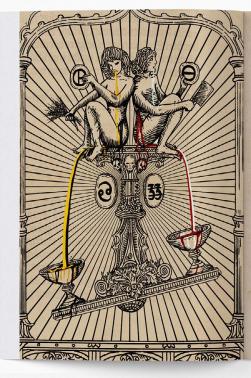
Sin Eater

When Anica approached me for Sin Eater, they wanted a book made to look like a medieval manuscript taken through the wringer. A manual to the medieval art of... sin-eating, we wanted it to look as though it had been passed down from eater-toeater, each one adding a bit of their own personality to it. What started as a simple 40-page staplebound zine ended up as a bespoke piece where each spread was unique.

Bater

- Typography and Layout
- Graphic Design
- Art Direction from Johan Nohr, award-winning designer of MORK BORG, amongst others.







Flip each coin twice.

WRITE. The four seasons of the soul, in perfect harmony. What recipe did you choose that represented each in such measured ways?

IMBALANCED HUMOURS

 WRITE. of how things go wrong per the altributes of the repeated humour.

 S S Burnt, heavy.

 A secret sadness that ooerwhelms you.

 left unspoken neoer stay buried.

 B B Acidic, bitter. A thirst of mignane that you cannot slake.

 A kindness at their core that they

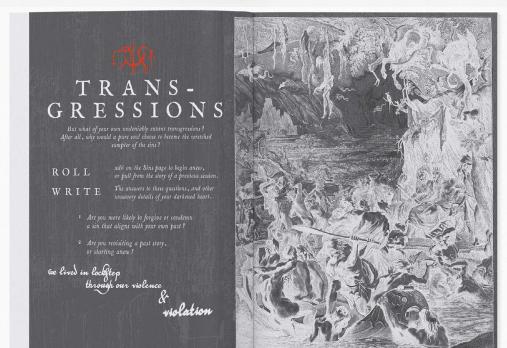
kept hidden.

DISCORDANT HUMOURS

WRITE. How did this go so wrong ? Is this a time-honored recipe that your muscle memory failed you in preparing ? Are you trying something new with disastrous consequences ?

How much ownership will you take? Does the way you write about this catastrophe change based on whether you re writing this for yourself or for future sin caters to read?

This is an abject failure, there is no question of that. But the chronicling



Flip each coin twice. Note the harmony of the results.

BALANCED HUMOURS **90 ① ① 芬**

WRITE. The four seasons of the soul, in perfect harmony. What recipe did you choose that represented each in such measured ways?

IMBALANCED HUMOURS

WRITE. of how things go wrong per the attributes of the repeated humour.

3 3 Burnt, heavy. A secret sadness that overwhelms you. left unspoken never stay buried.

• O Acidic, bitter. A thirst for influence that you cannot slake.

 \ominus \ominus Undercooked, bland. Things

芬 芬 Overpowering, decadent. A kindness at their core that they kept hidden.

DISCORDANT HUMOURS

WRITE. How did this go so wrong? Is this a time-honored recipe that your muscle memory failed you in preparing ? Are you trying something new with disastrous consequences?





TRANS-GRESSIONS

But what of your own undeniably extant transgressions? After all, why would a pure soul choose to become the wretched sumpter of the sins?

ROLL WRITE

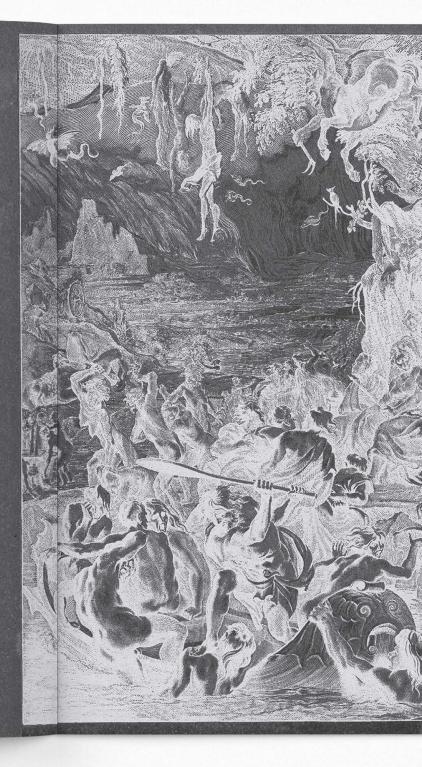
xd6 on the Sins page to begin anew, or pull from the story of a previous session.

The answers to these questions, and other unsavory details of your darkened heart.

I Are you more likely to forgive or condemn a sin that aligns with your own past?

² Are you revisiting a past story,

we lived in lockstep through our violence & **violation**



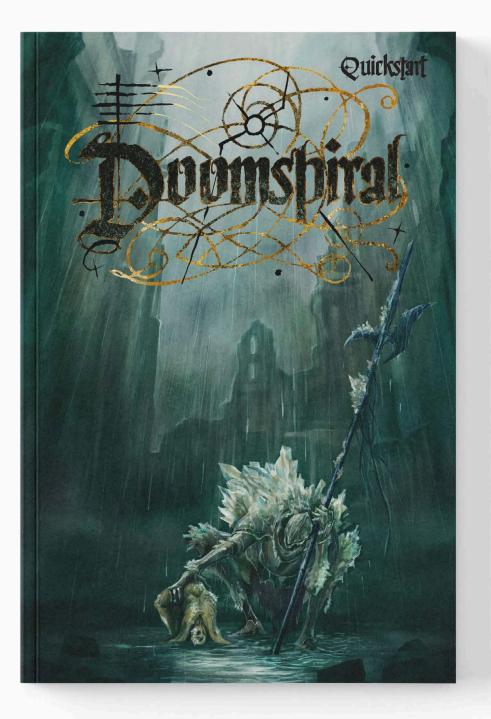
Doomspiral (Quickstart)

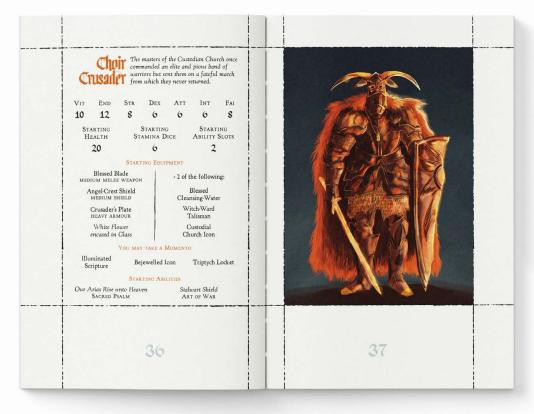
A Quickstart commissioned by SoulMuppet Publishing for their new Dark Souls-inspired tabletop RPG, Doomspiral. Our inspiration for the direction of Doomspiral came in two forms: Zach said to me, "make it look like an abandoned cathedral" and we later developed that into what we loving call "A24 Fantasy Brutalism".

The Quickstart is intended to be easy to print, A5, and given away as a promotional tool. I will also be designing the full, A4 book.

Art by Dwyn D'Alton

- Typography and Layout
- Graphic Design







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fpealth Health is the measure of your life: your drive to continue, the fight in your body. When you have 0 Health, you enter Torpor (page 23). Your maximum Health is equal to double your Vitality. Your current Health resets to its maximum when you rest at a Tether (page 32).

Ftamina Dice You have a number of Stamina Die depending on your Endurance Attribute, which are in one of two pools, the Ready Pool, or the Exhausted Pool. Stamina Die in the Ready Pool are available to spend and roll, and then move to the Exhausted Pool where they can't be used.

At the start of a Combat, all Stamina Die begin in the Ready Pool.

You roll Stamina Dice to take most Actions in combat. When it's your turn to act, you can take as many Actions as you like, so long as you have the Stamina Dice in your Ready Pool.

You regain Stamina Dice from your Exhausted Pool at the start of each Round, based on the Weight Class of your armour (page 20) or by taking the Rest Action (page 25).

If you are told to exhaust a number of Stamina Dice, these aren't rolled and move straight to the Exhausted Pool instead.

Bilities an 21 Bility Blots Abilities are powerful techniques a Forsaken can use to turn the tide in a fight, should they pay the cost to use them. Abilities in this Quickstart fail into 3 categories: Arts of War, Geomancy Spells, and Sacred Psalms. See page 48 for the full list of Abilities and how they work.

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Johnson Squared

Johnson Squared was Peregrine Coast Press' entry for Mothership Month 2024, a month-long crowdfunding campaign featuring 21 modules for the sci-fi horror roleplaying game Mothership. It was in the top 5 funded projects, raising over £20,000.

The team's guiding idea was "Cronenberg Memphis", combining body horror with the art style of 2020s tech start-up corporatism. Strong whitespace, limited colours, Helvetica, and dry British wit combine to create something that looks more like a financial report than an RPG.

To make up for the sins of a sparse layout that's looked down upon in the industry, I decided to use Swiss binding so that the book laid flat on the table, and included way-finding information and indexes on the insides of both french flaps so that players could have them unfolded and accessible at all times.

The inlay is printed on 120gsm Munken Rough and sewn together with a blue thread, matching the book's colour profile.

Art by Kyle Prior

Deliverables

- Project Management
- Productisation
- Typography and Layout
- Graphic Design
- Art Direction
- Offset pre-press

Airiau * Cable * McNally * Prior * Sawicki

JOHNSON²

A Farcical Whodunit Mystery featuring one crime and the seven clones who did it



FOR USE WITH THE MOTHERSHIP® SCI-FI HORROR RPG

1E

21

Green Johnson

"The eccentricities of genius addles the work ethic of my good brothers. If they truly applied themselves, Janus Corp would surely see fit to elevate us."

Agenda

He wants to gain favor with Janus Corp by revealing the deficiencies of his fellow Johnsons.

He keeps a notebook written in cipher which details the suspicious activities of his fellows. Green does not reveal his findings lightly.

He is looking for any opportunity to remove Magenta, as he is next in line to inherit the Project Supervisor role. He cannot outright kill Magenta without being euthanized himself for psychopathy. He has tried before, and tests to see if the Crew Members are receptive to helping him.

His next method of removing Magenta involves trapping him with released Specimens. It will look like the cages failed.

omething my kin lack: vision the Project

to supervise Gemini Station as sible.

akes the case to Janus Corp to euthanize maimed and elderly they can be rehabilitated. His •serving.

misses he believes someone is him. The line of succession the prime suspect.

f in dire situations, he built a <u>t Pipe Pistol</u>, possession of breach of company policy.

3

2

1

Δ

The Many Johnsons of Gemini Station

18

The Johnsons are mostly identical: paranoid, neurotic, emotionally stunted geniuses.

They are assigned a color designation when birthed from the vat, replacing a previous Johnson. Their color is what sets them apart, and features on the trim of all their clothing. Their roles in the project are interchangeable, as they are too irritable to focus solely on one discipline.

The one exception to this is the Project Supervisor. The eldest of the Johnsons assumes the position, currently Magenta Johnson.



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L3. Workshop

A smell of solder, sawdust and gunpowder. Tools laid out in neat racks. Defective pieces of inventions past their use, taken apart and repurposed countless times.

Any tools to build or break apart something can be found in the Workshop. Anything more specific could be made, although the Johnsons may not appreciate their toys being taken.

1d10	Who's there?				
1-2	Magenta is collecting various components to take to his office.				
3-4	Blue is making sure all the tools are in their precise place.				
5-10	Black is working on all the equipment he's been tasked with repairing, plus a few side projects.				

The Workshop has enough materials for Crewmembers to create their own weaponry. Weapon Schematics are also scattered around Gemini. Encourage players to improvise, using the appropriate skills and time.

Weapon	Range	DMG	Shots	Wound	Special	Turns
Syringe-on-a-Stick	Adjacent Close	/1d5	1	Bleeding	Body Save, or sedated. All Stats/Saves[-] for 1d5 Station Turns. Repeated dose renders target unconscious 1d10 rounds.	1
Electrified Glove	Adjacent	1d10	N/A	Fire & Explosives	Body Save, or stunned 1d5 rounds.	1
Spring-Loaded Wrist Blade	Adjacent	1d10	N/A	Bleeding	COM[+] in first round.	2
Makeshift Pipe Pistol	Close	3d10	1	Gunshot	Explodes in user's hand for 1d10 DMG.	3
Remote Controlled Explosive Device	Close	5d10	1	Fire & Explosives	Remote range covers entirety of Gemini Station. Body Save for half DMG.	4
56		-	La	boratory	Johnson ²	

L4. Infirmary

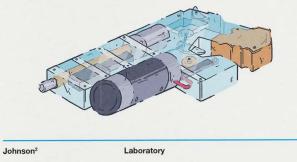
This state-of-the-art infirmary is used for minor injuries. Existence of the vat grown Johnsons disincentivizes saving a Johnson's life.

The Infirmary grants [+] to Field Medicine and Surgery skill checks.

The stock of medication is strangely limited. Crewmembers who check the list see the supplies do not match the inventory.

Yellow steals medication to save Defective Johnsons' lives. Black steals Radiation Pills to combat his own illness. Red steals anesthetics, syringes, and gear required for his self-experimentation.

1d10	Who's there?				
1-5	Blue is using the infirmaries' state-of-the-art equipment to check himself for various injuries and diseases.				
6	Yellow is taking copious amounts of antibiotics.				
7	Black is taking Radiation Pills.				
8	Red is removing surgical supplies.				
9-10	No one.				



Filmmakers Without Cameras

Filmmakers Without Cameras: The Trilogy was the biggest project I've undertaken to date: a 180-page omnibus of the three issues of FWC made so far, re-designed to be a singular and high-quality piece of work. Offset printed, hardbound,

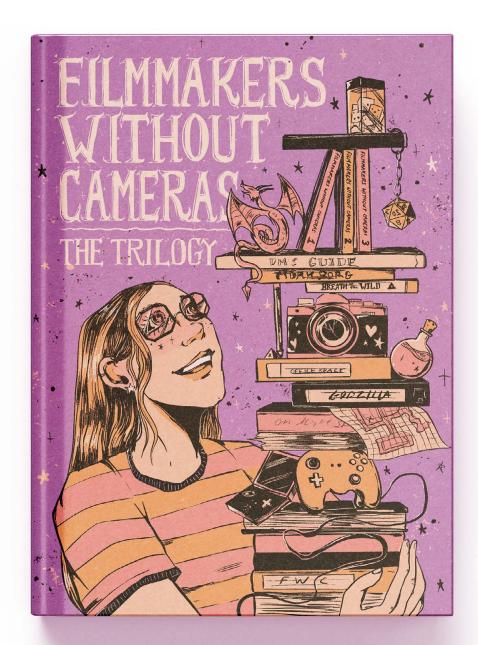
Deliverables

- Project Management
- Typography and Layout
- Graphic Design
- Art Direction
- Offset pre-press

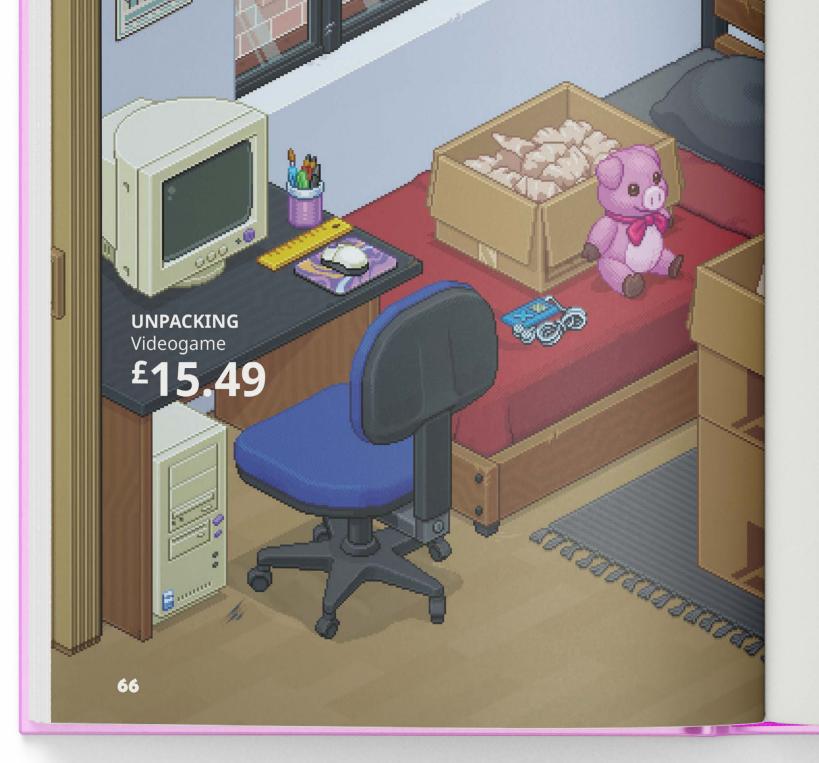
featuring Pantone endpapers, and with a soft-touch laminated cover, it was the highest quality work I've produced so far.

Each article featured in The Trilogy was a project in itself: I wanted each article's design to be a response and a meditation on the media featured within.

Cover art and lettering by Evangeline Gallagher







how much joy gaming brings, I've modeling driver, asking questions like 'why is hower there?' to my long-suffering part like a spectator sport. A lot of things – from feeling like I'd missed the natur gaming at some self-imposed age-apalienated by the cis-het-normative arimagined so many games were built that the latter point may have more to listening to teenage boys sharing storthey were living out in GTA, rather the the games landscape.

Occasionally though, something has play it myself. The first time I really fe of Us II. I'm sure I could offer all sorts explanations of its appeal, but for me draw was an opportunity to play alor cast. I loved Ellie and Lev, but my big excited by Dina. Ultimately though, T is a story of hardship, and burying yo in this form ultimately replicates wide placing queer characters in extremel putting the precarity and danger of c albeit in highly dramatized situations place for these stories, but bury-your due to the sheer relentlessness of ha in history where many of us need no can be cruel.







"If the point of life was simply to enjoy At the height of lockdown — from the moment that you're in, we'd all be playing video games constantly," writes then — it seemed everyone had a new Spencer Kornhaber in The Atlantic.

what I can remember, time was fluid hobby.

BORING VIDEO GAMES ARE GOOD, ACTUALLY!

OREGON TRAIL

Originally released in 1985, Oregon Trail has been rereleased in 1990, 1991, 1992, 1993, 2018, and recently remade in 2021 by GameLoft.

book club AND a writer's group.

interactions largely mediated through video games. I was one of them.

up without a games console at home, which meant I played obsessively tension. Playing games wasn't about whenever invited to a friend's, I've enjoying the moment so much as trying never been an aficionado. I'm picky. to disappear into it. Fortnite is a no-go: it's too much, too fast, and why are you dancing on my corpse? Meanwhile, I know it's sacrilegious to say, but Minecraft's remember the original 1971 MECC Lego-blocky visuals just don't do it release in all its minicomputer glory;



Sourdoughs were proved, yoga for me. And it soon becomes clear that positions perfected, and even I, a card- roughly all Among Us players are, carrying misanthrope, had joined a at best, twelve year old boys seeking irrational chaos – and boobs.

With the world and our social Then, as spring 2021 elapsed, I found myself meandering from tank battles screens, it's unsurprising that 62% to point-and-click murder mysteries to of UK adults passed the time playing catapulting sheep like a lost parishioner looking for a church. Every game held the promise of escape from the As one of those annoying kids who grew real world's eerily empty streets, its constant ambulance sirens, its palpable

ENTER THE OREGON TRAIL

More wizened brains than mine will 61

Originally in Issue 3



Sidekick

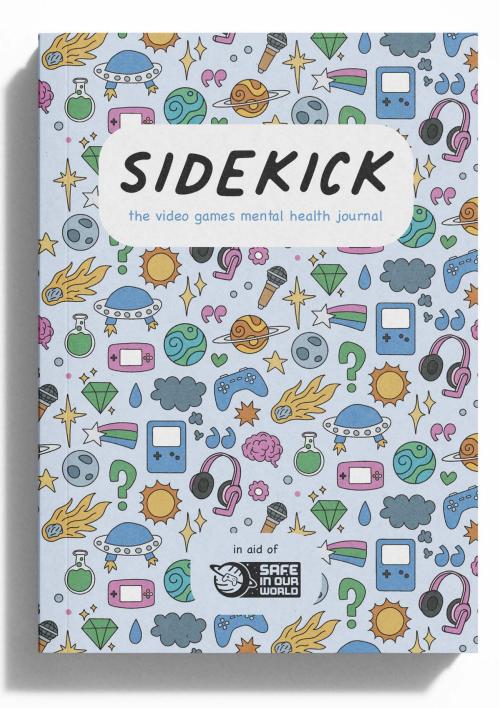
Videogames industry mental health charity Safe In Our World approached us with an idea for a project: a journal which would guide and teach the reader about dealing with their mental health. They wanted a design which was welcoming, cosy, and immediately recognisable to a gamer audience. I decided to add the pattern to each page to create a well-defined, cosy space for the reader to write their thoughts into.

Interspersed were pages featuring inspirational quotes from videogames, with a design reflecting the game the quote came from.

Cover art and lettering by Megan Dobbyn



- Typography and Layout
- Graphic Design
- Offset pre-press



EDITING Sydney Bollinger 0 0 ILLUSTRATION WORDS LOGISTICS Tristan McGuire of Sky Tunley-Stainton Airship Interactive Hugh Wells Harry Stainer 0 Megan Dobbyn Rosie Taylor ast Press We'd like to thank everyone who has supported us throughout this SS Firstly, thank you to every single person who has supported Safe In 600 e Our World so far by donating, collaborating, sharing our content, Peol -04-6 y 2023. To Ripstone and Thunderful Games, for supporting us in the 0 andart Impressa 4 ideation process and creating prompts around Stick It To The Man. inated Alaska Arktika To Airship Interactive and Tristan McGuire for creating board, Palmer Lake ed with Thunder Lotus Games, Safe In Our World's original illustrations. ughty Dog, Glumberland, Infinite To Sarah Sorrell, Safe In Our World's Charity Director, for always 600 having faith in us and being an advocate for our abilities and the e Bithell, or Toby Fox. personal wellbeing whilst working on Sidekick. orld is simple. We are creating and From Eryk: thank you to my partner Rose, who is the brightest light nealth awareness within the video e stigma surrounding mental health, 0 iscussion, and to promote dialogue To Safe In Our World for taking a chance on us. eople are not afraid to reach out for And thank you to all the pets whose companionship has been And thank you to all the pers whose companionship has been crucial throughout this process: Jerry, Pippin, Zuko, Geordi, Woody, icial uniougnous unip process, jerry, rippin, Luro, Georgi, Woody, Same Poris Badner, Mushroom, Poppy, Teddy, Livy, Sasha, Sansa t of that mission. Normalising talking 600 identifying our emotions is crucial for which is why we've created this book: to Pero D as so we're sure 0 -

Oh no, it happened again. Oh no, it happened again.

Keep on trying, don't let it get to you.

> —Getting Over It with Bennett Foddy Bennett Foddy (2017)



Transmission For Them

Transmission For Them, chiefly inspired by the song *Transmission For Jehn* which in itself was chiefly inspired and set to Erik Satie's *Gnossienne No.1,* is a fairytale about chasing a long-lost lover across space. Combining archival footage from NASA, highly-stylised artwork from Charlie Freer, and a rich, black and white colour palette was my way of leaning into a fairtyle vision of science

A solo journaling game across the stars

fiction. Printing pages upon pages of rich black was a true trial by fire.

- Typography and Layout
- Art Direction
- Graphic Design
- Writing

You saw many slender ships slingshotting from one the saw many stender snaps ournessing from on Dianetary orbit to another, and gliding over the planetary orbit to another, and gliuing over the roiling surface of a yellow sur, like gnats around a FOILING SURFACE OF a yearow suff, tike gnats around a giant bulb. One ship led the way. Wheever was behind giant bulb. Une ship teu the way. Whoever was behind the helm was one hell of a pilot, they reached incredible the networks one netton a picot, they reached increation speeds, and risked it all to do so. What were they doing speeds, and risked it all to do so. What were they doing out here? The ship slowed, the sizzling hull of the racing craft cooled in the vacuum. The Racer drifted by you, giving a seed showned by their nacing helmet hid you converse with craft cooled in the vacuum. The Racer drifted by you, giving a warm nod, obscured by their racing helmet. Did you converse with the Racer? what did you think of starship racing?

You flew over the skies of a mineral rich frontier world on a supply run when You flew over the skies of a mineral rich frontier world of a supply run when an all-points-bulletin appeared on your dashboard from the local authorities. There was a missing woman a bride no less. Kidnapped on her wedding da an all-points-bulletin appeared on your dashboard from the vocal authorit. There was a missing woman, a bride no Less. Kidnapped on her wedding day, they said. The jilted Sheriff made an impassioned plea for information, offering a decent bounty to encourage his bride's petine while should they said. The jitted Sheriff made an impassioned plea for information, offering a decent bounty to encourage his bride's return. While planetside, you spied a familian face beneath a low brigged bat. If was the plate offering a decent bounty to encourage his bride's return. While planetside, you spied a familiar face beneath a low brimmed hat. It was the Bride, but the was no bostede. She was bantering fiercely with the preesider of the you spied a ramiliar face beneath a low brimmed hat. It was the Bride, but she was no hostage. She was bartering fiercely with the proprietor of a lor life chop shop. She was looking for a ride off planet, but that be she was no hostage. She was bartering fiercety with the proprietor of a low Life chop shop. She was looking for a ride off planet, but that bounty had stacked the odds against her. You realised more eyes than just your own had clocked the Bride in disguise what did you do? stacked the odds against her. Tou requiser more clocked the Bride in disguise, what did you do?

Perspective is tricky in space, through your 'cockpit window everything a second to be retting to the second to be Perspective is tricky in space, through your Cockpit window everything far away, yet that white spot seemed to be getting closer. No. it was su far away, yet that white spot seemed to be getting closer. No. it was sill you were the one approaching. You saw an arm outstretched with a thumb point up. celative to your ship. It was the white cost account you were the one approaching. You saw an arm outstretched with a thum point up, relative to your ship. It was the white spot, an astronaut of some kid. at least they once were: now they were just a Wischelber to a Up, relative to your ship. It was the white spot, an astronaut of some lid at least they once were; now they were just a Hitchhiker. Their tether drin like a vestigial tail in the vacuum. Who knows how it came to be out more this Hitchhiker under their tinted helmet visor? All you know of the set Like a vestigial tait in the vacuum. Who knows now it came to be use an this Hitchhiker under their tinted helmet visor? All you know was that the this Hitchniker under their tinced netwet visur Att you know was stranger wanted a lift. Did you take them where they wanted to go?

28

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Every card from this suit

will prompt you to write about people you met during your journey. .

A skull and crossbones blinked on your screen as a rusted starship. Levelled beside your own. "Prepare to be boarded" spoke the wiry, half-hearted voice of the old captain at the helm of the 'Juliet's Revenge.' Beneath a tricorn hat too big for his shrunken head, his liver-spotted face stared at you through the cockpit window. The warped metal of its gun barrels spoke of old age and overuse. He called himself a 'space pirate,' but he was alone, and what kind of captain has no crew? How did you handle this attempted robbery? A

Κ

persistent rival, or an unlikely friend?





Milk Bar

Milk Bar is my statement piece: a reflection of my own background as a "1.5G immigrant". Milk Bar's design is both a nod towards Polish-Soviet typography and the governmentsubsidised restaurants (known as Milk Bars), and the iconic design of British wartime chocolate rations.

Oreale your

A deadly, of

- Character progression uno

base-building: the stronger your time the stronger your Communards.

-A setting combining gritty sci-fi with Polish

deep

and upgrade your

Includes

W Core Kules

Everything you need for OSR sci-fi

roleplaying in an alternate timeline.

- Solo rules for individual play-

myth and folklore.

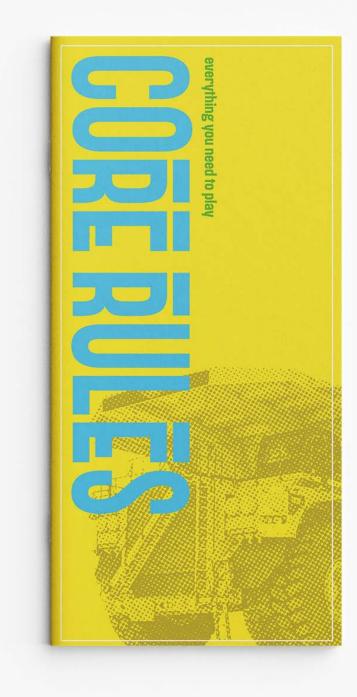
cooling towers and the deepest mining

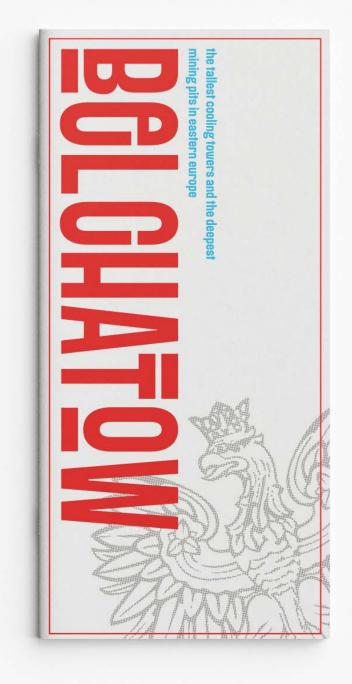
of Belchatow. The tallest

pits in Eastern Europe.

nost-souliet science fiction roleplaying

This is a work-in-progress.





Hard Light Dynamics

The most intense commission I've ever worked on—this psychedelic module for CY_BORG is informationdense, grid-free, and a total smörgåsbord of influences.

- Typography and Layout
- Art Direction



Lost Bounty

Sudden Darkness

Never-ending

T

Tagger

Ripple

Stairwell

Hunters

Experimental Serum Dispenser A vending machine dispenses syringes

that can alter your DNA (See Fractal DNA item).

Hard Light Window

stare too long, D3 Phasmic

Eyes open and look back at

you, then break through the unreal window and attack.

A glass pane in an interior wall gazes out into an abyssal void of darkness. If you

> line up the perfect angle to photograph you, draining all the red color from you and dealing I damage. Roll on the Random Encounter table when the players take too long.

Camera Crawler A large camera with spider legs stalks around the corner. It will

or when the narrative suggests it.

Constructor System A 3D constructor that can print any schematic loaded into the system, or any item you are able to scan. The system will require the material cost of liquid plastic in order to print anything. Roll a d6 after using a printed item. On a falls apart.

1000

she will shove the fractal into her pocket and demand that you help her escape.

You see a faint glow and hear aggressive whispering coming from behind you. As you turn around, you see a woman holding an unstable fractal and muttering to herself. When she notices you,

Unstable Fractal

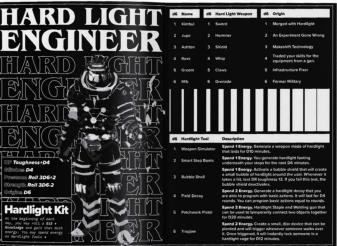












Demesne of Conflagration

A tri-fold pamphlet made over the course of a weekend for a MORK BORG game jam.

Deliverables

- Typography and Layout
- Art Direction
- Graphic Design

4:3 Look to the West. Forth comes fire, and a horde, and the Kingdoms burn.

The Endless Sea burns.

Within it, a flaming fortress of stench and grotesque hordes. Venture within before all blackens and burns. Free the Lich Queen Aoiva from unrepentant misery.

What You Know..(<mark>d</mark>f

1. The Lich Queen doesn't take kindly to visitors. (true)

2-4. The flame doesn't burn. Sometimes it heals, too. (partly true)

5. The castle purges. Every hour the castle is cleansed with flame, killing everything inside. (false)

6. The Lich Queen can be doused with water. (absurdly false)

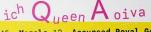
The Flame Knows...

1. There is no way in. Fire blocks your path and deals d66 damage.

2-4. The way in only leaves you with 1stdegree burns.

5. Two mephits spring forth. HP 3, Morale -, Claws d4

6. The flesh burns and is remade. Recover d66 HP.



HP 45, Morale 12, Accursed Royal Gown -d6, Knighting Sword 2d6 Special summon followers; every 3 rounds summons 1d2 seth goblins

> flaming sword; can ignite her sword to cause severe burns on next 3 attacks (agility tests -2 for a day)

THE DEMESNE OF CONFLAGRATION is an independent production by Roll With Ir Ltd. and is not affiliated with Ockult Ortmästare Games or Stockholm Kartell. It is published under the MÖRK BORG Third Party License.

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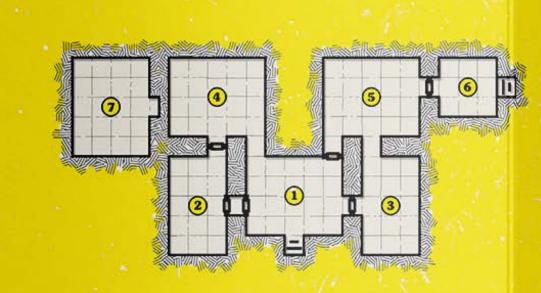
DETRESITE DETRES



ROLL WITH I







LEVEL 1

ENTRANCE

The heat here is unbearable. Flames adorn every wall, dealing 1d66 damage if touched. You hear shredding.

- Three skeletons guard the entrance.
 HP 6, Morale -, Chain -d4, Halberd and Scythe d6. Old and dry: DR10 to hit them.
- 2. An unlit sconce stands in the middle. Lighting the sconce summons two Horde scum. HP 3, Morale -, Flameblade d6
- 2 Thursday in the second se

THE FLAMING HALLS

LEVEL 2

These halls are fetid and blackened and burnt. SHE welcomes Yetsabu-Nech beaming with delight, praising the fire which burns all.

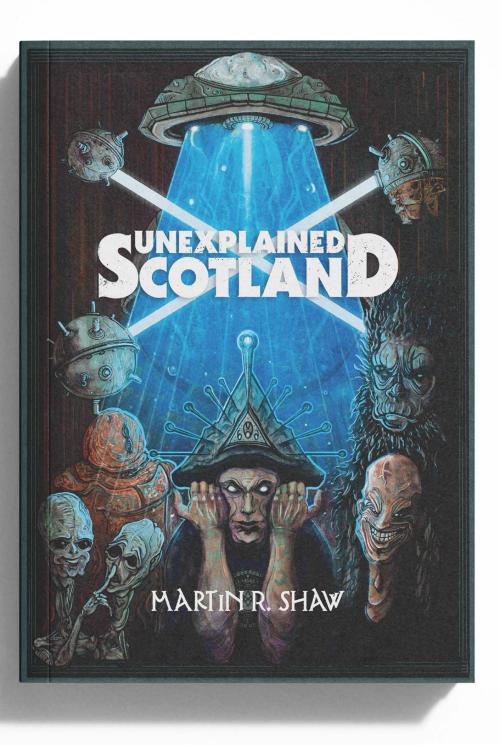
- 8. SHE demands sacrifice. An altar stands here. The southern gate is white hot, and will only open at the taste of blood or holy water. Take d4 damage if cut.
- 9. A flaming Womb of Scum births three Horde scum every three rounds until doused. HP 3, Morale -, Flameblade d6 Swollen timbers in this room contract and expand with every birth.
- The Flaming Hall. The flames grow when you pass.
- 11. A Depraved Throne Room. Lich Queen Aoiva sits here. Everything is blackened and burnt. You are not the young she sent for and you will die.
- 12. Her torrid riches. A table lined with stretched skin, on top of which is a jar of Mother's Flame. Pour it on a weapon for d6 extra fire damage with every hit.
- Her Ladyship's Fetid Chamber. If Aoiva is slain, a clone wrapped in silken sheets boils on the bed here. If not descrated.

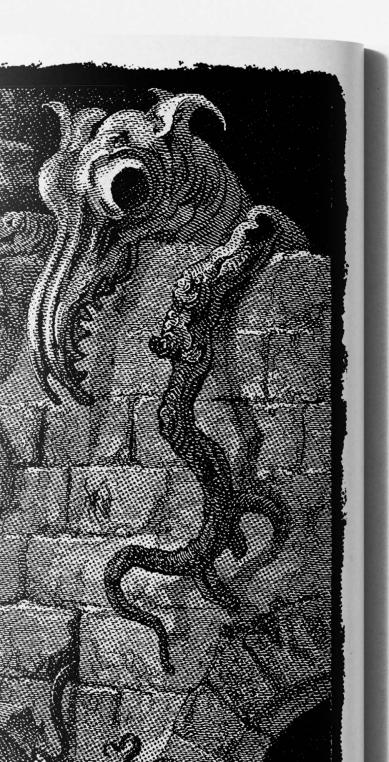
Unexplained Scotland

This was my first foray into traditional typesetting. Inspired by traditional canons of page construction, I used wider margins for a more comfortable reading experience.

I set the body text in FreightText Pro, a historic serif, to ease eye strain and because I *adored* its italics.

- Typography and Layout
- Art Direction
- Graphic Design





INTRODUCTION

COTLAND IS WEIRD.

Inside its small 30,000 square miles are contained more paranormal encounters, legends, folklore and tales of the unexplained than most countries several times its size. You cannot enter a city, town or village without some ancient legend or modern myth being told to you. Dark beasts stalk the woods and mountains, ghosts haunt everywhere from farms to theatres to subways, the lochs are riddled with monsters, witches and warlocks cast curses and summon monstrous minions, occultists try to conjure the devil himself, UFOs attack ordinary people in broad daylight, and much, much more.

But why is this? Is it due to the age of the country? Scotland is so ancient that it makes many larger countries like the United States look like newborns by comparison. From Druids to Saxons, Scotland has been occupied by a great number of peoples all bringing their own beliefs, religions and superstitions to the country. Could this mishmash of mysticism have stirred something up that has made Scotland just a little bit more unusual than most other places in the world?

Or could it be that Scotland has always been a strange place, even before anyone set foot here? Throughout the world you find places where high strangeness seems to be the norm. Places like Skinwalker Ranch, The Bermuda Triangle, Point Pleasant, and Twin Peaks. Places like these, writers such as John Keel, author of The Mothman Prophecies, speculate are areas where the veil between this world and some other, hidden, unknown world is thin. In these areas strange



Lock-on 005 (unreleased concepts)

I was approached by Lost in Cult for some editorial design for their award-winning Lock-on videogame journal. Sadly they had changed design direction after submission so these layouts weren't published, but the quality of art I got to work with was incredibly exciting nonetheless. Deliverables

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Typography and layout

Seminal ADVENTURE

THE LEGEND OF ZELDA: OCARINA OF TIME was a towering achievement a game that raised the bar far above all that had come before.

In 1998, 3D games were not new: 3D games with first-person, top-down, and side-scrolling viewpoints had already arrived, as had third-person platformers. But nobody had made a third-person game with both strong camera control and melee combat, especially not in a vast, immersive world. There was no blueprint and design pitfalls awaited any team that tried.

Ocarina of Time solved that puzzle decisively. It became the archetype for third-person 3D action games that were both approachableand ambitious. It broke new ground in terms of camera control, melee combat, level design, and world design. It achieved a high standard for readability and approachability; nothing like it had ever been made beft and it set a high-water mark that wouldn't be surpassed for we

"The masterpiece that people will still be talking about ten years down the road." —GAMESPOT'S REVIEW OF OCARINA OF TIME, 1998

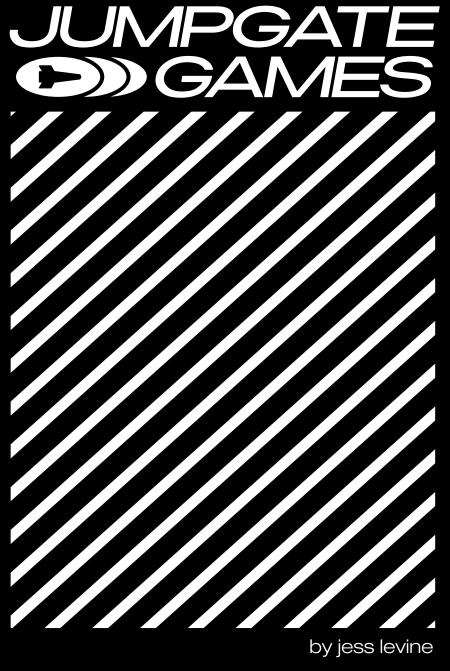
Jumpgate Games

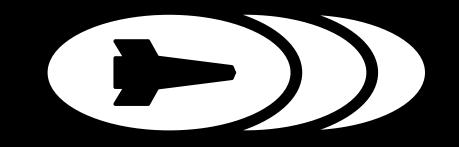
Jess Levine approached me to design a logomark for her new imprint: Jumpgate Games. We wanted the logomark to appeal to old-school sci-fi design sensibilities, with bold lettering and a modular design which would allow Jess to branch out to publishing other people's work too.

Deliverables

- Logotype Design
- Logo Design

JUMPGATE DGAMES by jess levil.e





Let's work together.

Need something designed? Get in touch at eryk@hey.com and let's chat.