



DECEMBER 2021

It's been a busy year in terms of setting things up and designing games. The steps needed to take a game from 'finished' design to actually finalised and ready to produce are considerable, so although I have about 15 games 'finished' I've spent most of the year trying to get 3 of them in a place where they are ready to be published.

The first is Circuity which is now ready to run off the press. I'm planning on launching it on Kickstarter in late February if all goes well. Review copies are about to be sent out and I've just started to make some instructional videos which I'm posting up on You-Tube. If you scan the QR code in the bottom right hand corner, it'll take you to the CIRCUI TRY webpage where you can check out the game description, download instructions, and also view video content.



If you're interested in reviewing the game then please email me at:

bloodmoongamesltd@icloud.com

If you're UK based I can send you a physical copy or, if you're based in another country, then I can send you a full colour print and play version.

All the best for the festive season

Jeremy



BloodMoonGames@MoonfacedBaboon

BloodMoonGamesLtd.com

