



Kobold Tactics Press Kit

At A Glance

Developer: Phantomice Interactive

Location: Sacramento, Ca

Release Date: TBA

Platforms: PC

Website: <https://www.koboldtactics.com>

Press Contact: support@koboldtactics.com

Social Media Links: [Facebook](#), [Twitter/X](#), [Discord](#), [Reddit](#), [Youtube](#)

Project Description

Kobold Tactics is a tactical roguelike RPG that takes inspiration from Dungeons and Dragons, Final Fantasy Tactics, and XCom UFO Defense. In Kobold Tactics, you take on the role of The Kobold, a sniveling, coniving, wretched little creature with illusions of grandeur. In your search for a new nest you encounter Red, an imperious red dragon who wants nothing more than to spend his days napping. Deciding that it's not worth his time to even snap you up in his jaws, Red decides to send you out on what he believes to be a suicide mission. Whether you survive to frustrate Red further will be decided by your skill and tenacity.

As a tactical roguelike, Kobold Tactics features many easy-to-learn yet hard-to-master elements. Over numerous playthroughs, you will gain knowledge to help you decide which units to recruit, outfit them with the appropriate equipment, and choose the best skills for each unit to utilize in combat. Each run you can change and improve your strategy using different combinations of races, classes, and skills in new ways.

Composed of 5 main scenarios, Kobold Tactics also features procedurally generated fights for players to develop new strategies and advance their characters throughout gameplay. Players regularly have a chance to recruit new units to bring into battle with them. Surviving units gain experience and levels and players will have the option of recruiting them to bring along in future missions.

Keeping with the tabletop inspirations for the game, Kobold Tactics was designed and early playtesting was completed using classic tabletop game elements – miniatures, dice, and battlemats. Nearly all of these same features can be found inside Kobold Tactics and a fully playable version of the tabletop game will be included for those wishing to invite friends to play alongside them. Kobold Tactics features a “24-bit” art style, and throwback soundtrack to lend a lighthearted feel to the game to help things feel fresh every time you play it.

The Studio

Phantomice Interactive is an independent game studio established in 2022. It was founded as a result of the [Progressive Game Jam](#) hosted by the [Sacramento Developers Collective](#). The founding team of Andrew (sound design), Chris (game design), Dan (Art), Jonathan (Programming), and Kevin (Music) formed around a game pitch for a "reverse D&D, where you play as the monsters." The game was first showcased at the [Capital Creative Showcase](#) in 2023, and again at [MAGWest](#) later that year.

Phantomice Interactive has one driving goal: to make games we would want to play for others to enjoy.

Features

- 5 main scenarios and 20 procedurally generated fights with increasing scale.
 - Easy to learn mechanics with enough depth to keep even veterans of tactics games entertained.
 - A unique class and skill system allows players almost unlimited options to build characters.
 - Fully animated one-of-a-kind pixel art.
 - A host of NPC's and dialogue to keep players chuckling and entertained.
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Legal

Phantomice Interactive allows for the contents of Kobold Tactics to be published through video broadcasting services for any commercial or non-commercial purposes. Monetization of videos created containing assets from Kobold Tactics is legally & explicitly allowed by Phantomice Interactive.

Credits

Daniel Todd: Lead Artist

Chris Jentzen: Game Design, Narrative, Dialogue

Jonathan Camarena: Lead Software Engineer

Andrew Santos: Composer, Lead Sound Design

Joshua Avery: Software Engineer

Greg Harrison: Software Engineer

Kevin Hodge: Composer

Kip Fletcher: Art

Chaiz Tuimoloau: Software Engineer

Contact

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Discord: <https://discord.com/invite/GBDgEVUAkF>

Reddit: <https://www.reddit.com/r/koboldtactics/>

Website: <https://koboldtactics.com/>