Heroes of Feonora
Credits and Acknowledgments

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Some of these will have been used for a period of time and then later replaced, either with a different piece or with a more "narrative" form of artwork

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Development of content and gameplay mechanics have drawn inspiration from a variety of sources, including numerous video games... The goal was to combine and remix these elements along with our own ideas in a way that created something conceptually new, artistically unique and hopefully memorable and fun for players of all ages.

Sources of Inspiration: The original 'classic' Dungeons & Dragons *(roleplaying and custom characters)*; 'Dice Combination' games of the Yahtzee variety; Settlers of Catan *(concept of a random criminal)*; the long-running series of Mario Party video games by Hudson Soft; Legend of Zelda: The Wind Waker *(mini-games, collecting things)* and Paper Mario: The Thousand Year Door *(well-written NPCs and that cleverly addictive Troubles board)*. During the early days of development, back when we imagined card decks with traditional artwork on them, we found ourselves inspired by the illustrations of Tom Wham, Stephanie Tabat & David C. Sutherland *(as seen in Mertwig's Maze)*, David A. Trampier *(as seen in King of the the Tabletop)* and the delightful visual presentation found in the works of Doris Matthaus and Frank Nestel.
The concept of a modified ruleset for solo adventures came from "Adventure of D" by Jack Darwid. Others include memorable miscellanea found in various Video Game RPGs of yesteryear ~ including especially Baldur's Gate and Morrowind, select LucasArts Adventure games, so many bizarre but endearing RPG monsters, a handful of wonderful fantasy and science fiction films and other literary works, such as those by Charles Dickens, in particular the fully realized worlds created by J.K. Rowling and J.R.R. Tolkien (alongside the film adaptations). Last, but most of all was our desire to create a fun, imaginary world appropriate for casual board gamers and roleplaying enthusiasts alike.

Thanks again to all of you for creating and contributing the tools and resources, or providing the inspiration that helped make this game possible. ...to anyone who has taken the time to assemble a set and share it with friends and loved ones; those who've come back to offer their thoughts on the experience of playing the game, it's been a joy to have you discover this elaborate thing with such unique design sensibilities that it doesn't quite fit the usual genres.

We hope it's been as fun to play as it has been for us to share.

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