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Greymalkin Designs, LLC Formed to Create and Market Post-Apocalyptic Fantasy Roleplaying Game

Desolation™ licenses the Ubiquity Roleplaying System™; to be playtested at Gen Con Indy 2007 in August

CLEVELAND, OH – Greymalkin Designs, LLC, a game design company, will playtest its first roleplaying game, Desolation™, during three events at Gen Con Indy 2007. The convention takes place Aug. 16-19, 2007 at the Indianapolis Convention Center. The Desolation events will take place Aug. 17, 18 and 19.

Gen Con, “The Best Four Days in Gaming,” began 40 years ago as a meeting among friends who wanted to play games. It now draws more than 26,000 gaming enthusiasts to experience more than 5,000 gaming events, celebrity appearances, Anime and more. Just as Gen Con was begun by friends interested in gaming, so, too, was Greymalkin Designs.

“We wanted to create advanced games for advanced gamers,” says Matthew Somers, one of the three co-founders of Greymalkin Designs. “We wanted to create a game where story and action take precedence over time-consuming rules and precise miniature movements.”

Desolation, which takes place one year after an apocalypse nearly destroys the high-fantasy world known as the Six Lands, immerses players in the gritty realism of life in a broken world. The setting presents moral challenges for player characters who must decide whether to rebuild the Lands’ former glory — or take advantage of the chaos to seize power. Of course, they must survive first. With governments, societies, economies and the Lands’ magical infrastructure in ruins, players can take nothing for granted.

To focus gameplay on storytelling and cinematic action, Greymalkin Designs licensed the Ubiquity Roleplaying System™ from Exile Game Studio, LLC. The engine behind Exile Games’ Hollow Earth Expedition RPG™, Ubiquity perfectly matches the vision Desolation’s creators had for a system of fast dice rolls and style point rewards.

“We played Hollow Earth Expedition at Gen Con 2006, and realized right away it had hit upon a nearly invisible means of fair rules adjudication that didn’t interfere with the narrative,” says Somers. “Desolation is a story-driven game where players and Gamemasters should interact to move the plot forward, not spend game time poring through the rule books.”

“We’re extremely excited to be working with Greymalkin Designs,” says Jeff Combos, President of Exile Game Studio. “Desolation is one of the most original and intriguing games that I’ve seen in a long time. Plus it gives fans of Ubiquity a whole new world to explore.”

In Desolation, time is spent on character development and entertaining roleplaying. To ensure each character is well developed, Desolation introduces Greymalkin Designs’ Motivation, Personality and History (MPH)[™] method of character creation. The MPH method helps players and gamemasters share the responsibility of creating a great, interactive roleplaying experience.

For more information on Desolation, visit www.greymalkindesigns.com. To learn more about the Ubiquity Roleplaying System[™], visit www.exilegames.com. To inquire about running your own playtest of Desolation for your roleplaying group, send an e-mail to info@greymalkindesigns.com.

About Greymalkin Designs, LLC

Founded in 2006 by three Cleveland, OH-area gamers, Greymalkin Design’s mission is to create quality games for experienced gamers by focusing on story and character development. Its first roleplaying game, Desolation, details a high-fantasy world, its near destruction and its inhabitants’ struggle to survive in the After. Desolation will be officially released in 2008. For more information, visit www.greymalkindesigns.com.

About Exile Game Studio, LLC

Exile Games is based in Seattle, WA, where its founders came to reside following a series of calamitous and near-apocryphal events that don't really bear closer examination. Following a heated dispute over the hollow earth theory, they fashioned a crude set of dice from rocks and shells and set about creating new and innovative roleplaying games to pass the time. They were eventually rescued, and vowed to exact vengeance by sharing with fellow gamers all they'd created during their banishment. For more information, visit www.exilegames.com.

About Gen Con

Gen Con, LLC produces the largest consumer fantasy, sci-fi and adventure game convention in North America. Its operations include Gen Con Indy, Gen Con So Cal and Star Wars Celebration IV, and licensees for European and Asia Pacific Gen Con shows. It was founded in May of 2002 by former CEO and founder of Wizards of the Coast Peter Adkison, who solely owns the company headquartered in Seattle, WA. The company’s mission is to create The Best Four Days in Gaming! every year for its customers. For more information visit the website at www.gencon.com.