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## Tenderfoot Tactics Torrent



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### About This Game

For a generation, the terrible Fog - one vast, voiceless, and cruel spirit - has been eating the once-thick forests of the mainland. Now, with nowhere left to call home, and granted magic by the friendly spirits of the archipelago, one small party of would-be adventurers sets out. Find a way to save the many goblin towns of the rocky coast, discover the truth of the Fog, and, if possible, put an end to it.

Raise a ridge of stone to block the enemy's approach. Flick an ember into the brush where enemy archers hide, then push a swell of water to intercept the flames before they endanger your own side. Evolve your party into a well rounded squad to better control the wild complexity of nature, or specialize and hazard the risks.

Featuring:

- deterministic combat: random encounter setup, but no chance to miss, no damage ranges
- interdependent natural systems (such as terrain height, soil moisture, plant growth, fluid flow, heat and fire) mean that small decisions have far-reaching repercussions
- vast open-world exploration
- 25+ goblin evolutions: shamans, druids, warlocks, wights, lavamancers, bog witches, knights, and more

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Gameplay heavily inspired by Final Fantasy Tactics.

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For now this is a small window into a very large project. Make sure to wishlist and follow (here and elsewhere) so you see updates as more of the game becomes showable!

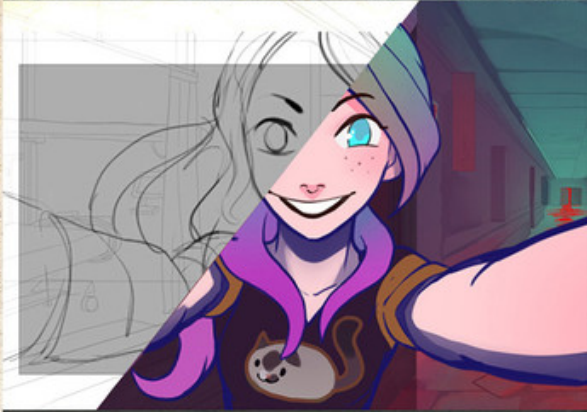
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Title: Tenderfoot Tactics  
Genre: Adventure, Indie, RPG, Strategy  
Developer:  
Badru, Michael Bell, Isa Hutchinson  
Publisher:  
Badru  
Release Date: LATE 2019 / EARLY 2020

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English

## Perceptions of the Dead Art Book



## The Beginning

The Phantom Ice Cream Truck was the first visual novel that Ithaque Labs brought to completion.

It was done during NaNoReNo (a Ren'Py game jam event), over the course of a month.

It was a good practice project that helped Geckos begin to figure out how to code using Ren'Py.

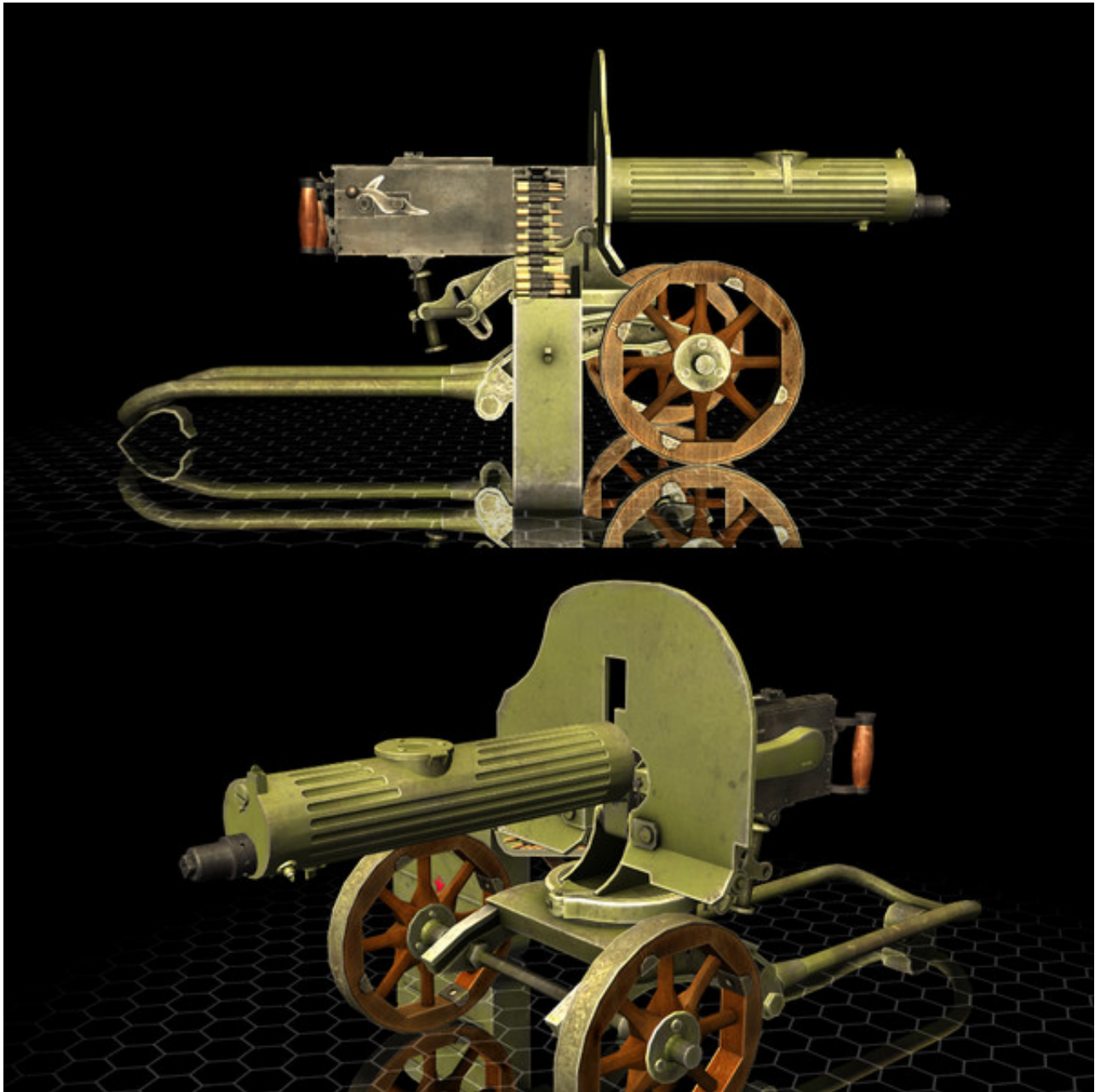


The art style was also experimental, featuring quite a few filters such as Photoshop's Find Edges.

Both of us as Ithaque Labs enjoy the eldritch horrors theme of Lovecraft, and so that inspired the overall feel of the story.

It featured both original filtered photos, hand drawn art and a stock art piece or two.













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