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THE BRISBANE GAME DESIGNERS BRINGING SOMETHING DEVILISH TO THE TABLE FOR YOUR NEXT GAME NIGHT

Determined to shake up your next games night, newly established Brisbane-based startup, Knifedge Games, has just released their debut game, *We Forlorn Few*.

This new resource-management survival game has been designed from the ground up to satisfy players with all levels of experience. 'I really wanted to make something substantial that didn't intimidate people,' said Lead Designer/CEO of Knifedge Games, Alexander Bayliss, 'I was tired of bringing out these awesome games at different games nights to only have guests look at the rule book and get stressed out.'

Set in a fictionalised version of the 1800s American West, *We Forlorn Few* challenges players to take on the hostile environment, and each other in an attempt to lead their wagon across the country. There is, however, a deadly Donner Party-esque twist that allows fallen players to return to the game as one of The Ravenous, a hunger driven cannibal whose only goal is to stop other players from reaching their destination.

We Forlorn Few has been rigorously developed over the last four years by a group of avid board game enthusiasts led by Mr. Bayliss who started the venture by hand making components at his dining room table. 'It started out as a hobby I picked up during the Covid-19 Lockdowns. It all just spiraled out of control from there.' While many people discovered new hobbies during Covid, Alex took his to a whole new level, with the theatre-maker and playwright turning his hobby into a whole new career, bringing along an all-Brisbane design team including Alex's childhood friend and Software Engineer Anthony Pitts, and Sean Dowling who has had a long term working relationship with Alex through the theatre industry.

This is only the beginning for Knifedge Games who are working hard to keep developing and publishing new exciting games, with an eye on a truly international market. 'I think the kind of games we're interested in making have their place alongside anything else coming out of the US or Europe.'