

MORE GAMES FROM

SHARKBOMB

Studios



WWW.SHARKBOMBS.COM

CREATIVE

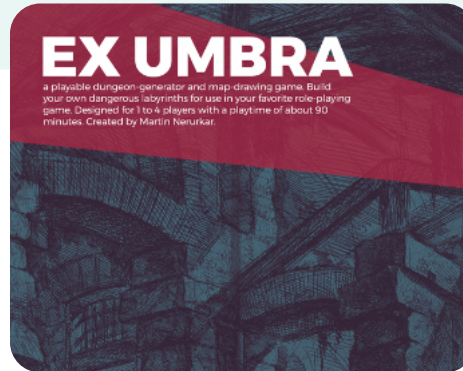


*A playable city-generator
for 1 to 4 players*

Together you construct a fictional village or town and draw its map. You will explore the conditions that led to its founding and the events that shape its development.

Have fun crafting a town and its history and use the result in your own role-playing campaigns!

exnovo.sharkbombs.com



*A playable dungeon-generator
for 1 to 4 players*

Together you uncover a fictional-labyrinth of caves, tunnels and tombs. Chart its winding corridors, define its dangers and uncover its legendary treasures.

Enjoy designing the environment and use your drawn map, threats and rewards in your favorite role-playing game's next session.

exumbra.sharkbombs.com

ROLE-PLAYING



*A print-and-play fantasy
campaign kit for any system*

You have been stranded in the Planar City, your home forever lost. But fate be damned! You'll make a new home, even if you have to bend the cosmos to your will.

This campaign kit gives you a structure to bring your characters together and to inspire your planar adventures.

planedawn.sharkbombs.com

HEART-WARMING



A wholesome, gm-less tabletop RPG for 3-players

You come together as a coven of three witches that want to heal the world, one person at a time.

Follow your intuition and a hand-draw sigil to discover the Wound you are meant to heal. As you tell this healing story together you will help people find safety, peace and a way forward.

mendingcircle.sharkbombs.com



A light-hearted no-prep RPG for one GM and 2 to 5 players

Play as a gaggle of goblins trying to run an errand for their community. Things become tricky since you live in a world made for folk much bigger than you.

Dive into the humor around the gaming table as things go wrong, hijinks compound and the crazy misadventure unfolds.

goblinerrands.sharkbombs.com

ROLE-PLAYING



A no-prep one-page RPG for one GM and 3 to 5 players

Play as a group of kids discovering a threat to the small town they call home. Unfortunately nobody wants to believe you so it looks like it's up to you to save the day.

No need to prepare, just pick up and play!

holdyourown.sharkbombs.com

TACTICAL



A single player card game for computers and consoles

You lead a desperate convoy of outcasts through a broken world in search of a safe, new home.

The characters you meet and items you find can be added as cards. Improve your deck step by step and increase your chances for the battles on your procedurally generated pilgrimage.

www.nowhereprophet.com

VIDEO GAMES

AND MORE TO COME...



COMMUNITY, VULNERABILITY AND GROWTH

SHARK- WHO?

Hi! I'm Martin, an independent game developer from Germany. I design digital and physical games around the themes that resonate with me and my life.

In my games you will find fascinating storyworlds, systems that celebrate creative collaboration, and intense, tactical decisions.

*Thank you for supporting
me and my games!*



SUMMER 2023