

Game Design

Here is a short index of games being designed or the design discussed on [wishray wiki](#):

- [Halflings](#) - This is a RPG about halflings.
- [The Game of Shadows](#) - Dark Victorian Alternate Universe Pulp Adventure.
- [byzantine](#)
- [Obscurity](#) - The rules for the offline, lite version of The Game of Shadows.
- [LiveHack](#) - a d20 hack, where the whole world is a dungeon!
- [These are the voyages](#) - A page for Let Us Play Old Scifi(LUPOS) RPG!
- [GTX](#) - A Transformers Inspired RPG.
- [Consulting Detective](#) - another collaborative design, based on perceptive detectives.
- [Karbon](#) - Blade Runner meets Ghost in the Shell.
- [Resonance](#) - A board game focused on fostering a dynamic between cooperation and competition.
- [HAT](#) - A game using the D20 rolls of D&D, HP, and AC but with a much different design agenda.
- [Audeo](#) - A game about daring adventure in a typical fantasy world.
- [In Media Res](#) - A roleplaying game about cyberpunk and scifi with classic gaming ideas.
- [Specter](#) - A Roleplaying Game about people surviving in a ruined universe of the far future.
- [Snatched](#) - A Roleplaying Game of unlikely heroes dealing with an invasion of body snatchers.

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