

Unfinished Stuff

All of these are dormant projects in an unfinished state.

Links

- [Battle High!](#) - A lightweight Roleplaying game about the story of star spangled heroes discovering their destiny in a high school ruled by a zealot warrior.
- [Centaurus Gate](#) - A Roleplaying Game with scifi theme using a rebuild of WEG's Star Wars D6 inspired heavily by Farscape.
- [Jump Space Saga](#) - A cooperative Board Game about a daring crew lost in space because of a Jump Drive failure, desperately seeking the way home.
- [Moir](#) - A miniature battle war-game about demons invading a high-fantasy world.
- [Audeo](#) - A Roleplaying Game about daring adventure in the classic dungeon exploring style.
- [Paradox](#) - (see [Karbon](#)) A Roleplaying Game about people trapped in a mad world of tomorrow facing an impossible dilemma. They face unsolvable puzzles, insane danger, and madness in the course of their work, hunting down Karbons.
- [Obscurity](#) - A tabletop or face-to-face system for playing The Game of Shadows.
- [Wire](#) - A feature-rich client to server, portable, C#/Mono/IronPython online gaming client with full powerful scripting.
- [SystemONE](#) - A traditional style gaming system, the one that backs [Northern Lights](#).
- [SystemTWO](#) - A modern style gaming system, the one that backs [Paradox](#).
- [System1/2](#) - A lightweight version of SystemTWO for pickup gaming and one-shots.

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