

WEATHERGUARD GOLD ~ SPELL SAGA 2.0 PROTOTYPE



Dear Weatherguard, this letter is to acknowledge the debt you paid to own a piece of gaming history--The Spell Saga 2.0 Prototype from December 2010.

Let's see. I'm trying to remember. I was feverish with design. I remember that much. We (my ex wife, Sarah and I) had just driven back from 6 hours away to the grey walled home where we lived in our new grey marriage. I could barely understand Photoshop, she had showed me a few basics a year before, but I had grown up on MS Paint. But I could make boxes. I could type text.

Christmas time represented a strange blank light in the darkness of our my life. I had spent all the rest of the year ignoring the marriage, ignoring the abuse, and ignoring the loneliness my choices had brought about. I did this by working on a novel. And going to work. And slowly sliding into the sort of life that as I child I might have killed myself had I ever known what was coming. But Christmas was a break from all of that--we had family, and both work and abuse would subside for a few days spent six hours away. Sarah's father Andy lived in St. Louis, and so St. Louis became a safe haven, a zone where I could enjoy my life, or what little I could find of it. Not much was left of myself, when I stepped out from behind my thoughts.

Another thing that occurred was a new yearly tradition, where I would put the novel away and work on my new idea: Spell Saga, a stack of index cards that would take me into another world, even further from the pain of the one I was living in. I had come up with Spell Saga the previous holiday season, and was very excited to sit down again after twelve months of writing prose. But while I very much enjoyed the act of refining the tone and mechanics (still had not figured out how to properly battle though), it was readily apparent that I needed a set of sleek readable cards. I spent the vacation scribbling through index cards, creating a whole new deck for 2010. Then we drove home. My ex-wife and I arguing more and more the closer we got to Nashville (our home was like an anger battery). By the next day I was on the couch, Photoshopping the first "clean looking" deck. She was mad but I ignored her. I had learned. She wasn't important. Nothing was important. Hunger. Pissing. Temperature. Nothing. I was feverish with the addiction of creation. Everything else would only harm me until I finished.

That's not something to be proud of. But I was an proto-alcoholic/newfound workaholic (if work in this case meant "shit I wanted to make"), and I was basically drawing pictures in a war trench. I was 26 years old and trapped in my own endless horror. The war of my life was the war against my life, and so I hid in my own head and made things to express my feelings.

When I finished it was done. I think I played maybe once, or perhaps even twice. It didn't matter. It was the act of making the thing that I needed. To know that I was pushing it further.

Five months later I had a meeting at Gen Con to pitch the game, and I worked on refining and overhauling the entire thing as the deadline of August drew nearer. About eight months after I made this deck in a travel exhausted fever dream, my ex-wife told me she wanted a divorce. The Gen Con pitch failed, I got kicked out of my house, and I went into a cocoon like stupor for five years. When I awoke from it, I had a new life, with a new wife, and Spell Saga had been funded and was being printed in Hong Kong.

One final note about the deck in this box..it IS playable with modern Spell Saga rules, but you sort of have to fudge them a little bit. This 2.0 deck is also double-sided, which can get very confusing (and is not very fun, hence why the idea was dropped with version 4.0 in 2011). Essentially, DECK A starts on the right, and Cycled cards are Moved into a new Deck B to the left of the Play Area. Then each time a card is placed under Deck B, The top card of DECK B is moved back under DECK A, Flipping as they do so. It was a shower thought, based on the idea of a cassette tape. It was really clever, and not fun at all.

Inside this box is the Spell Saga 2.0 Prototype designed in December of 2010 at 918 Knox Ave. Nashville, TN. USA.