KOMA – Game world

Europe, the 1930's. The world still remembers the horrors of War, but behind the facade of the roaring decade, great forces are at work.

Secret Societies are in continuous struggle to gain power. French witches dance on moonlit fields, performing age-old rituals for gaining the powers of the Moon. English gentleman-magicians meet in secret clubs to exchange information about the worlds of the demons, while Turkish alchemists are sweating in their their laboratories mixing potions to find the fabled Philosopher's Stone.

The world is slowly steering towards another great war, but can it be avoided? Which side will gain the most power and will they use it for good or evil?

Compose your unique army from different units and spells and take part in the struggle!

The English summoners

The unnatural is natural for the English summoners. They twist the very laws of nature to their own advantage - and the annihilation of their enemies.









The French druids

The war has aroused the anger of the Earth, and the French druids hear its suffering. They draw power from the earth and the moon bringing the natural elements and the animal kingdom at their control.









The German occultists

Bold and strong, the Germans value bravery above all. Their powers originate from the ancient Arian pagan gods of war, which the Germans summon using mystic rites and runes. Their strategies are efficient and straightforward.





ARMAMENT - WHEN ONE OF YOUR UNITS DESTROYS ANOTHER UNIT IN COMBAT, YOU MAY PAY 3R TO PUT +1 POWER TO A UNIT IN YOUR CONTROL WITH POWER LESS THAN 4.
"A GIFT FROM THE GODDESS"







The Russian monks

The black monks are told to have many lives. The Russians have honed their bodies and minds to near perfection giving them unnatural mental and physical abilities. Their religious conviction gives them strength to withstand the most extreme stress their bodies suffer allowing them to reject death itself.









The Turkish alchemists

The unnatural abilities of the Turkish alchemists might seem magical, but in fact they are applications of their phenomenal knowledge of the elements. The Turkish weave the four elements to create artificial servants and powerful artefacts.



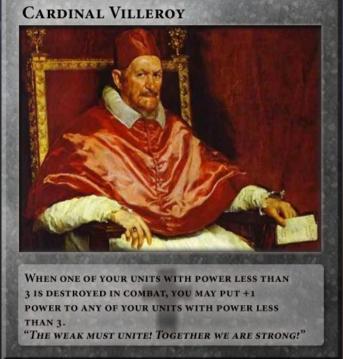






The Vatican brotherhood

God has promised that one day there shall be eternal peace upon the Earth, but the followers of Vatican have taken the matters into their own hands. They aim to crush all resistance, and feel certain that one day the Cross and the Holy ghost shall guide them to the ultimate victory.









KOMA – Visual

- -Mostly dark colors
- -All groups can have distinct styles for card images (for example watercolor painting, digipainting, comic-like, woodcut etc)
- -Different groups' cards also have different frames
- -Frames also show if a card is a hero or a regular card
- -A defined era helps with clothing design

KOMA – Game design

- -Distinctly different groups with different playing styles support the mechanics
- -Belonging to a group makes the player more committed
- -Groups can be ranked, encouraging players to stay updated and work towards a shared goal
- -The game is happening in a state of continuous struggle, that cannot end, because the game has no end. Groups fighting for power works well as a setting, supporting the setup.