

# Stone Story RPG Joins PAX's Indie Megabooth

And leverages Discord's growth with an official server for community engagement

**San Mateo, CA - August 18, 2018** - Stone Story joins the Indie Megabooth at this year's PAX West in Seattle (Aug 30 - Sep 2) after a fairly competitive curation round (Booth #756)(<http://indiemegabooth.com/project/stone-story-rpg/>). This indie RPG is set in a dark and ominous world with a unique minimalist look, achieved entirely through ASCII art animated in plain text. In development since 2014 and currently in closed beta, it features 9 locations to explore each with an epic boss fight, mind-blowing cutscenes and plenty of loot to discover.

Trailer:

<https://www.youtube.com/watch?v=z9YdLPg3ncY>

Some images and gifs:

[http://www.stonestoryrpg.com/gifs/Cross\\_River\\_Banner.png](http://www.stonestoryrpg.com/gifs/Cross_River_Banner.png)

[http://www.stonestoryrpg.com/gifs/Mushroom\\_Forest\\_Banner.png](http://www.stonestoryrpg.com/gifs/Mushroom_Forest_Banner.png)

[http://www.stonestoryrpg.com/gifs/spider\\_attacks.gif](http://www.stonestoryrpg.com/gifs/spider_attacks.gif)

[http://www.stonestoryrpg.com/gifs/skeleton\\_boss\\_breathing.gif](http://www.stonestoryrpg.com/gifs/skeleton_boss_breathing.gif)

[http://www.stonestoryrpg.com/gifs/epic\\_snail\\_walk.gif](http://www.stonestoryrpg.com/gifs/epic_snail_walk.gif)

One of the game's defining mechanics is an artificial intelligence that controls the main character and executes various actions, such as combat and looting. According to developer Gabriel Santos (@standardcombo) players often create bots in MMOs and RPGs to take the boring grind away. "I decided to make a game which comes with such a bot built-in. In Beta testing, some players have found ways to further automate the game, and I've incorporated those ideas into the bot as well. This leaves players to focus on strategic decision making, such as which items to equip and what location to explore next. It also creates a more relaxed experience than action-heavy RPGs such as Diablo. However, this bot mechanic catches most players by surprise due to what most games have taught us over the years."

In terms of player actions we can also expect items that benefit from good timing, such as potions and powerful activated abilities. Other gameplay that provides agency includes a crafting system, which allows you to combine items into more powerful ones. Such common loot in other RPGs is often disposable and dumped at shops. But in Stone Story you are rewarded by experimenting with crafts and making full use of everything gathered.

"I've always known that, as a western RPG, the game needs a way to dump duplicate and low-level items. Lots of games solve this by allowing items to be sold for soft currency. That's what Hearthstone does, for example, but there are several solutions. I want to try this combination system in Stone Story because Little Alchemy always stuck

with me as an effective design deconstruction, and I've been looking for an opportunity to reconstruct that mechanic into a full game. My hypothesis is that, figuring out the item combinations is fun by itself and fits with Stone Story's main emotional drive, which is Curiosity. I further hope that, as your character becomes more powerful, finding low level items will be seen by the player as a positive thing, instead of a negative. This feature creates interesting design space, which allows me to do things such as a treasure chest full of many copies of stuff – a mechanic that I have seen proven recently in Clash Royale.”

[http://www.stonestoryrpg.com/gifs/anvil\\_craft\\_30fps.gif](http://www.stonestoryrpg.com/gifs/anvil_craft_30fps.gif)

**Stone Story RPG Channels Community Power With Discord App** - Texting apps have taken off as the primary form of communication between people. One advantage of being a small developer is how quickly new technology and trends can be incorporated into the process. This is the case with Stone Story's use of Discord, a voice and messaging app which has seen hockey-stick growth in the last year amongst gamers.

Gabriel began inviting players to Discord as a way to communicate during the game's closed beta. But players invite their friends and suddenly there is a community interested in following each step of the development, now able to voice their opinions in real time.

“I am able to develop and test some things which would only happen after the game is live. For example, to balance the game an item may need to be replaced by another. If I accidentally break one player's progress they can directly show me the trouble. That's a huge advantage over faceless analytics or other ways of communicating, because sometimes gamers have difficulty expressing a bug they have found, but the real-time nature of Discord allows me to drill down and understand the problem.

“I've also streamed development on Twitch, another real-time way of interacting with fans. The difference, and why I am leaning on Discord more, is that content on Twitch is ephemeral. The record of what happened between me and players is difficult to dig through. This matters when recalling someone's suggestion or looking at details of a bug. I think it also matters from the players' point of view, because in Discord they are able to look back at the history of development. I also suspect it fosters healthier interactions with less hate and trolling because it's a cozier setting. It's more personal.”

Development continues, with release of the whimsical game planned for Steam in early 2019 for Windows, OSX and Linux, followed by mobile versions on iOS and Android.

Press Kit: [http://www.stonestoryrpg.com/press/sheet.php?p=stone\\_story](http://www.stonestoryrpg.com/press/sheet.php?p=stone_story)

Discord: <http://StoneStoryRPG.com/Discord>

Steam page: [https://store.steampowered.com/app/603390/Stone\\_Story\\_RPG/](https://store.steampowered.com/app/603390/Stone_Story_RPG/)

Twitter: <https://twitter.com/standardcombo>

Devlog: <http://StoneStoryRPG.com/devlog>

**About the developer**

Gabriel Santos is a gameplay engineer and designer with 15 years experience working in the games industry. His last published game was Mountain Goat Mountain, an endless climber. His goal is to create interesting new games that combine genres and push conventional design boundaries, with an emphasis on gameplay that is structured intuitively to dispense traditional tutorials and induce learning. Development of Stone Story RPG began in 2014 on the heels of a failed Kickstarter for another project. Two other devs contribute in the production of Stone Story: Rafael Langoni Smith is the audio designer and Chris W. Early draws the pixel fonts.