

Chatting with Colby

- ♦ **Summoner Wars first edition released in 2009 to critical acclaim and success. Why make a second edition instead of just reprinting the first edition?**

Back in 2009, not even I was a full time Plaid Hat Games employee. I didn't have the team I have today. I didn't have the experience publishing games I have today. I didn't have the resources I could bring to bear on a project that I have today.

I knew that we could build a better Summoner Wars, and we did.

- ♦ **What are some of the new gameplay changes that you're excited about?**

The most exciting thing is definitely the faction deck designs. So much care has been put into making each deck have a very unique feel and have its cards combo in fun and powerful ways.

Summoner Wars was always a very tactical game, but we've rebuilt it in a way that makes it a very strategic game as well. In the first edition you would see a lot of the board just getting cleared out turn after turn. Positioning and longer term strategic designs are so much more a part of this second edition.

We've also elevated the stats of all of the units in a way that has players rolling more dice per attack and being better able to withstand an attack. This makes the game feel less 'swingy' and luck oriented.

I could keep naming things but I'm really finding it difficult not to get too inside baseball when discussing why I'm excited about the game. It really comes down to a lot of attention to details that have really elevated the game, while still feeling 100% Summoner Wars. It really feels like we were able to keep all of the good things about the first edition and just make it all better and much more balanced.

- ♦ **Why change the artwork?**

I got a chance to work with artist Martin Able on a game we published called Crystal Clans. He is such a creative force and working with him was a true delight. Every piece of art he would finish and submit would have me grinning ear to ear. He illustrates characters with such life and personality to them. When it came time to find an illustrator for Summoner Wars, I really wanted it to be Martin who was helping me bring this game and its characters to life.

♦ Who is **YOUR** favorite Summoner?

Don't make me pick a favorite among my sweet sweet babies. The truest answer to this is whichever one I've gotten art back on most recently. It is so fun to do the art direction on a character and faction and see it brought to life that whichever one I've worked on most recently is the one that feels the most exciting. Right now that would make Sera Eldwyn and the Vanguard's my favorite.

♦ Why should I buy this game at all?

*I'm not going to say anyone that they **SHOULD** buy one of our games. That's a little presumptive. What I am going to say is that if you don't buy this game, you will go to your grave regretting it. The last words you will whisper to your gathered love ones upon your death bed is, "I should have bought into the second edition of Summoner Wars..."*

