



We talked to Frank from DT games, a lone cowboy developer at the moment. He will be presenting 'Lands of Loot' at the 2nd Franco-German Co-production Meeting for Videogames mid-September in Strasbourg. He was happy to give us some details about his project and explain to us why a co-production would be a suitable model for it.

'Lands of Loot' is a mobile deckbuilding RPG that blends tabletop, card battle and roguelike elements. Players explore a tactical map and fight monsters in card battles. As they progress and defeat the monsters, players earn loot and gain access to new cards and abilities. It's a bit like Slay the Spire, but with a more functional map which makes different strategies possible and each gameplay session results in a brand-new

experience. Frank plans to release the game as a free download with what he calls a "fair free-to-play model" where players can buy extra content, particularly different hero classes.

While Frank has a development background, he last worked as a studio manager and producer on mobile free-to-play in Asia. His game now illustrates his decision to focus on developing games himself and not just managing other people doing it. Still, being mostly a one-man operation by now, he would like to find partners who like the project and would like to collaborate especially in the art department.

Frank describes the game's current art style as "retro low-poly" which he found to be quite appealing for the target audience due to nostalgia while at the same time reasonable manageable to produce. When he demoed an early prototype of the game at events in Berlin and Shenzhen, China, Frank was amazed how much certain people liked the game and realized he was on to something – "It was kind of funny, some guys would be at my booth and play for half an hour and then come back the next day to play some more".

Of course, Frank is also interested in financial support. Up to now, he had to make some compromises since one person cannot do all but what if he finds a suitable partner in Strasbourg? We are very curious to see his project evolve with a bigger team!

Frank learned French at school back in the day and took part in many exchanges, but it's been many years since this French connection – although he can still speak without accent! His last time in France was last year for the Game Connection in Paris, where he made some industry acquaintances. As mentioned, he spent the last decade in Asia and has almost more contacts over there than in the German game scene. The second Co-production Meeting will therefore surely be an enriching experience for him, making it possible to establish some new contacts both in France and in Germany.

Natalia Lalinde Diez