

More Games and Worlds from

SHARKBOMB
Martin Nerurkar



Nowhere Prophet

You lead a desperate band of outcasts through a broken world inspired by Indian culture. Together you search for a safe, new home.

The characters you meet and items you find can be added as cards, improving your deck and your changes in the many battles ahead.

A single player card game for computers and consoles.

www.nowhereprophet.com

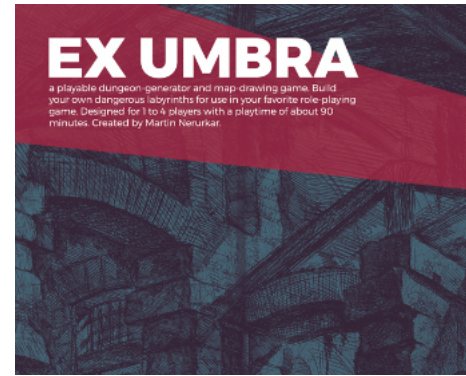


Ex Novo

Together you construct a fictional village or town and draw its map. You will explore the conditions that led to its founding and the events that shape its development.

A city-generator print-and-play game for up to 4 players.

exnovo.sharkbombs.com



Ex Umbra

Together you uncover a fictional underground labyrinth of caves and tombs. You collect questionable rumors and chart its winding corridors, define its dangerous threats and uncover its legendary rewards.

A dungeon-generator print-and-play game up to 4 players.

exumbra.sharkbombs.com



Who am I?

I'm Martin, an independent game designer from Germany. Being my own boss allows me to make the kind of games I'm truly passionate about.

I've been a big fan of RPGs and card games for a long time. The joy of creative collaboration, deep storyworlds and complex, tactical decisions are what I think makes games compelling.

Thank you for supporting me and my games.

[@mnerurkar](https://twitter.com/mnerurkar)