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This advertisement has not loaded yet, but your article continues below. Phantom Compass takes advantage of a distributed workplace to its advantage Phantom Compass Each week in Download Code, Daniel Kaszor looks inside the business of video games with news and analysis. Over the next few weeks, he will profile upcoming releases from Toronto developers and studios. Today, Phantom Compass. Board games line the walls of Toronto's Snakes & Lattes, a recently expanded board-game café on the western edge of the Annex neighbourhood. While the primary use for Snakes & Lattes is for customers to play European board-games while sipping coffee, the venue also sometimes plays the part of an office for independent game studio Phantom Compass. It's also where I met three of the company's key employees. Tony Walsh, the company's creative director, started Phantom Compass in 2008 after he decided to start working for himself instead of as a gun for hire. This advertisement has not loaded yet, but your article continues below. "I was making a good amount of income as a freelancer. And having to flip that around and invest in my company [was a bit of a shock]," said Walsh as customers started to file into Snakes & Lattes and pick out board games. "It was just me as employee No. 1, and then I brought contractors in to do different types of projects." After the first few years, Walsh slowly expanded his permanent crew to include technical director Jos Yule and producer Erika Evans, who joined us at Snakes & Lattes and a crew of other team members who bring the total employee count up to eight. "Jos and I had worked together off and on through the early years of the company, and 2012 was the year that I realized I couldn't reasonably run the company exclusively with freelancers," Walsh said, citing the higher costs of freelancer hours versus hours from permanent staff and the fact that he wanted people to be able to work on homegrown projects when the company didn't have contract work. This advertisement has not loaded yet, but your article continues below. Phantom Compass operates as a distributed workplace. That means each employee and freelancer worked from home, and collaboration on projects happened over Skype chats or during occasional in-person meetings at Snakes & Lattes. One of the advantages of the decentralized workplace is that it allows people such as Yule, who has a family, or Evans, who lives in St. Catharines, to have more flexible hours. "When running a company, having a location is obviously a cost and an overhead," Yule said. "[Tony, Erika and I] have families ourselves, and having the flexibility around the hours ... means that I can pick my kids up from school, but I can make time up in the evenings or on the weekends." Phantom Compass's core business up to this point has been service-related games, specifically, contract work related to educational and television properties such as a game for the YTV program Splat!at!. This advertisement has not loaded yet, but your article continues below. Although these games pay the bills (and the employees at Phantom Compass are proud of their service work), sometimes it can be hard for a company to get out from under the service-related workflow. The games cost a certain amount to produce, and by the time they're finished sometimes the company isn't that far ahead of where they were in the first place. Walsh said he feels this is especially true now that the company has expanded to include more employees. "The budgets on the [service] projects are not really where they need to be for a company our size," Walsh said. "We started off really interacting in that TV producer space, and I would have to bring in so many of those projects in per year to keep the company going.... These types of projects work for small, small companies and we aren't a small, small company anymore." This advertisement has not loaded yet, but your article continues below. Instead of service projects, the company is now turning its focus on original intellectual properties. The biggest such project right now is Rollers of the Realm, a game that combines pinball and RPG adventuring. "Rollers of the Realm is what we're calling a Pinball/RPG blend." Evans said. "The kind of core of an RPG in our minds is the story. In addition, there is character progression through levels." Evans explained that this progression isn't "stats" based: you aren't going to be upgrading a strength or dexterity number, but that each character in the game has additional abilities they gain as the story progresses. For example the rogue can "call in her dog" and which acts as an additional ball on the board. "Each [pinball] board is like a scene in a medieval realm. So one might be a village, where your ball is a little orphan. You bring her onto the board and there are enemies on the screen that she's bouncing off of." "It's basically like pinball where there are little dudes on the screen trying to attack your flippers," Walsh said. The game will also include boss battles reminiscent of the old black-and-white Gameboy classic Kirby's Pinball Land. And although we enjoyed the ambience at the board-game café, Phantom Compass won't be working out of a mess of Catan chits exclusively anymore. The company was just offered office space in St. Catharines. "We were offered space at nGen, which is the Niagara region's 'interactive media generator,'" Evans said. "They offer support with low rent." Kingdom Come: Deliverance (opens in new tab) has a couple years under its belt now. If you're considering a new playthrough—or a first one with the benefits of a couple years of mod development—we've got a list of the best tweaks and fixes for you to try. There are still mods being developed for KCD, thanks in part to the official modding tools (opens in new tab) released by Warhorse Studios on Nexus Mods in 2019.KCD's commitment to realism is neat, initially, but can quickly become a bother. Several of the mods we've selected help to do away with helmet vision and other annoyances. Others, like the No GPS, bring back some realism. Whatever degree of immersion you like your big RPGs cooked to, the beset Kingdom Come: Deliverance mods have you sorted.And for those looking for console commands to enhance your experience in Kingdom Come: Deliverance, we've got a handy list of those console codes, too (opens in new tab).Unlimited SavingDownload link (opens in new tab)KCD has some restrictions on when you can save your game, limiting it to when you sleep in a bed or drink 'Savior Schnapps' (in addition to autosaves and saving upon exiting the game). The idea is that with limited saves players will be more careful with their decision-making and perhaps have to live with the choices they've made, good or bad. The idea of the Unlimited Saving mod, created by EddieShoe, is this: it's your game, so save whenever the heck you want. It allows you to save the game from the main menu at will, even if you don't have Schnapps in your inventory. There's still a hard limit of 30 saved games before it begins prompting you to overwrite one of them. This mod has been updated to work with patch 1.3.1.Sectorial LockpickingDownload link (opens in new tab)Sectorial Lockpicking, created by Tyddy, adds visual spikes to the 'wheel' of the locks you pick. This gives you a visual aid as to where to keep your cursor while turning the lock, instead of only being able to rely on the yellow hover zone (I wrote a bit more about it here (opens in new tab)). It makes lock-picking a shade easier without making it completely easy.A Sorted InventoryDownload link (opens in new tab)Poor Henry, his pockets are stuffed with weapons, food, and loot, and it's a bit hard for the lad to stay organized. While you can sort in categories, the A Sorted Inventory mod by Haslami (inspired by another inventory sorting mod by Papirochzek) tags every item in the game with a prefix that gathers them into lovely alphabetical lists by item type. At a glance, you'll be able to quickly find what you're looking for.More Functions for Right Mouse ButtonDownload link (opens in new tab)This mod is handy, literally: it allows you to do more with the hand resting on your mouse by adding extra functionality for your right mouse button. You can skip the intro movie, back out of cutscenes, close the map and inventory screens, skip through conversations, cancel haggling sessions, and much more. Very useful if you don't feel like tapping keys since you've already got a finger resting on that mouse button anyway. No need to memorize all its uses: it also adds a prompt onscreen.First-person Herb PickingDownload link (opens in new tab)Your interest in this mod is probably proportional to the level of your herbalism skill. If you're an avid weed-picker, you may be annoyed by the fact that every time you harvest a plant, the game takes you out of first-person perspective and into third. The first-person herb-picking mod keeps you in first-person view while picking plants.No GPS and Remove CompassDownload link (opens in new tab)If you're looking for a bit more of a challenge and added immersion, this No GPS mod will remove you from the map each time you use it. The basic version of the mod will still center the map on your location, but the full version will center on the spot you last added a map marker. Finding your way around will require a bit more work, since you won't simply see your precise spot on the map. For an even bigger challenge and more realism, there's also a mod that removes your compass.PerkaholicDownload link (opens in new tab)You'll have to start a new game to fully enjoy this mod, but Perkaholic by Xylozi adds perks to Agility, Unarmed, and your Bow skill. New perks for Agility will let you take even less damage from falling, while perks for Unarmed will give you faster sprinting speeds, more damage during combat, lessen the rate of bleeding from wounds, and more. Bow perks include greater accuracy, better odds for poisoning, and more frequent knockouts for striking an enemy in the head.Very Unintrusive ReticleDownload link (opens in new tab)The UI in KCD isn't exactly sleek, and the reticle onscreen at all times (except when using your bow—more on that in a moment) is a heavy yellow dot that isn't exactly attractive to stare at all day. Very Unintrusive Reticle by Lobuno de-colors the reticle and makes it mostly transparent, so you will barely see it unless you're really looking.If that's a little too unintrusive for your tastes, there's also a mod called Unintrusive Reticle (opens in new tab) by PcFreaky99 that you can try, which isn't as unintrusive as the Very Unintrusive one, but it still less intrusive than the vanilla one. I think that all made sense.Restore HalberdsDownload link (opens in new tab)Restore Halberds, a mod by Tahknall, turns polearms into primary weapons and displays the experience bar for your (normally hidden) polearms weapons proficiency. That means you can now equip, repair, and use polearms as either two-handed weapons or one-handed with a shield, on horseback or on foot.Roads Are DangerousDownload link (opens in new tab)Roads Are Dangerous, created by Zaatch, is a mod for players looking for a bit more conflict while fast-traveling. It ups the chances of running into trouble while moving across the map, and includes an optional module that adds different types of enemy encounters, like the Merry Lads, who are bandits dressed as noblemen, and bigger, tough warriors called Berserkers. No Stamina Visual EffectsDownload link (opens in new tab)Let's face it: Henry is no superman, and that's by design. While it's natural he can't run or swing a heavy sword for very long without getting winded, you may not be a fan of how the game informs you that Henry is almost out of gas. The color drains from the screen and your vision blurs, and there are audio cues to tell you that you're low on stamina—but it's all pretty heavy-handed. The No Stamina Visual Effects mod by TheCorex comes in three versions: no visual cues, no sound cues, or both visual and sound cues removed (meaning you'll have to keep your eye on your stamina meter to tell when you're out of juice).Bow Dot ReticleDownload link (opens in new tab)Remember that yellow reticle that (perhaps) annoys you because it's always present? Well, it may also annoy you that it vanishes when you use your bow. Some folks like it that way, making aiming more challenging, but others wouldn't mind a little aid when loosing arrows. The Bow Dot Reticle mod, by FOX_D3f3nd3R, keeps the aiming dot in place when you ready your bow. Good hunting.No Helmet VisionDownload link (opens in new tab)I feel like everyone has a limit when it comes to how much realism we want in games. How much do we really want? Like, really? While it makes perfect sense that when you wear a helmet in a first-person game it would obstruct your vision, you may not really want that. No Helmet Vision, by JustAnOrdinaryGuy, removes the obstruction so you can have a clean view of the world. Perhaps it's not realistic, but it may be more enjoyable.Volumetric Fog EnablerDownload link (opens in new tab)Apparently, volumetric fog exists for Kingdom Come: Deliverance, but it was left dormant by the developers. Volumetric Fog Enabler, by Moosan82, lets you turn it on if you'd like to add a little more atmosphere to your surroundings.Dark Times OverhaulDownload link (opens in new tab)The first really ambitious-sounding mod for KCD, now in beta, is Dark Times - A Difficulty and Balance Overhaul, by sideway24. It's making changes to lots of aspects of the game, tweaking carry weight, stamina regeneration, XP gain, jail time and punishments for crimes, random encounter chances, and more. The mod tunes the economy, making changes to vendor pricing and replenishment times, as well as tweaks to combat, making enemies more difficult in battle. It's even overhauling perks and visuals. The end goal is to make progression slower, the economy harsher, and combat more challenging. It incorporates a number of existing mods: check the mod page (opens in new tab) to see exactly which ones, and to read a more thorough description of Dark Times (or to submit feedback if you've tried it).Skip Intro MoviesDownload link (opens in new tab)It's perhaps a minor annoyance, but still: having to press E every time you launch the game because the narrator wants to tell you the same thing he's told you every time you've launched the game... it grows tiresome. (Though it's a bit like a minigame: can I cut him off before he finishes saying "Charles? Yes!")Anyway, The Skip Intro Movies mod by PcFreaky99 cuts the narrator off automatically. For good.NPCs Complain Less(image credit: BlacRyu and rata)Download link (opens in new tab)KCD's townsfolk are a sensitive bunch. They're liable to tell you off just for bumping their shoulder on the way through town which quickly goes from a minor distraction to a real annoyance. Who are these folks to holler at me on my nice stroll through town. With this mod by BlacRyu it takes a lot more force for NPCs to get actively angry at you. No longer will a passing mudge send them flying off the handle.Henry Face Customization(image credit: Fuse00)Download link (opens in new tab)Admit it, Henry's a bit bland, isn't he? If you've ever wanted to make him just a bit more spicy, modder Fuse00 has several great and mostly lore-friendly options for you. Henry can have a scar on his face, a few different hair cuts, or a rough beard. There's also a Ronald McDonald version (opens in new tab). I don't want to know who is using that one and why.

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