

LUCK OF X THE WILD



DRAKE HENDRICKSON

PRESENTATION

3/20/2026





INTRODUCTION

THE SCOPE

This is a new table-top, deck building, card game that stars animals crossed with human archtypes.

- Card set (140)
- Spirit Codex (Lore Book)
- Full Game / Brand Identity



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PROCESS WORK

COLOUR PALETTE

#A98F2B OCHRE GOLD	#6E7B57 MOSS GREEN	#4C6A92 SLATE BLUE
#5B3A29 CHESTNUT BROWN	TEXTURE	TEXTURE

TYPOGRAPHY

LUCK
OF THE
WILD

BROKENSERIF OT COND BOLD

LOREM IPSUM

HEADER - ALMENDRA BOLD

Tabem in sendius nemus factaribut auctorta, coendi,
Ti. Cul verum ad acivivi vilicus consus vis; etiac
omne mactero volium esillem nonvo, sum sum
terem. Sernicae mena, et; nit.

BODY - MINION PRO



PROCESS WORK



CARD LAYOUTS

Tried to find a balance between tactile, gritty, and a fantasy feeling while keeping using clean UI required for a fast-paced card game that utilizes quick reading.



VI



CURRENT

IDEATION

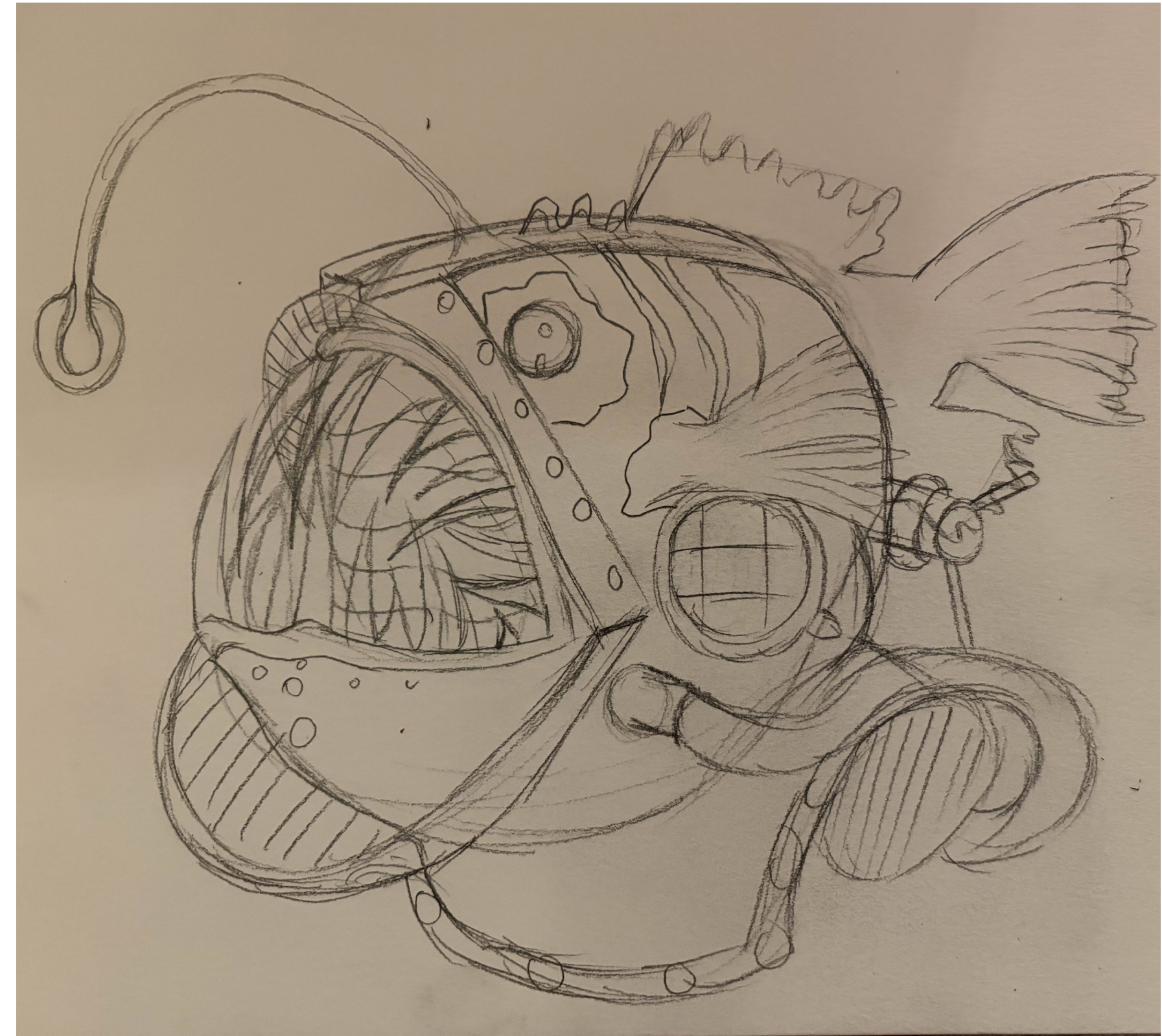


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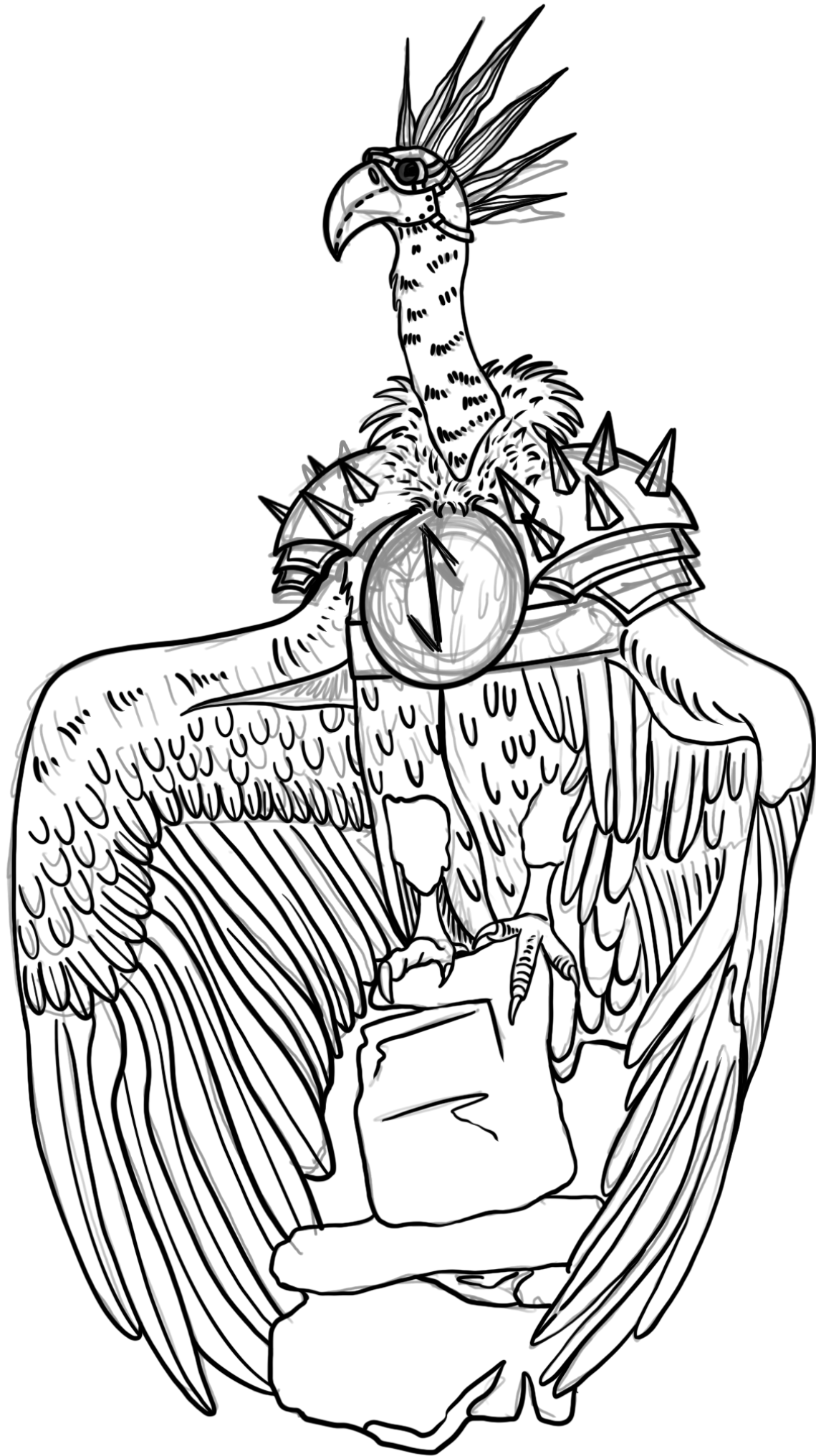
PROCESS WORK

SKETCHING



PROCESS WORK

ILLUSTRATION



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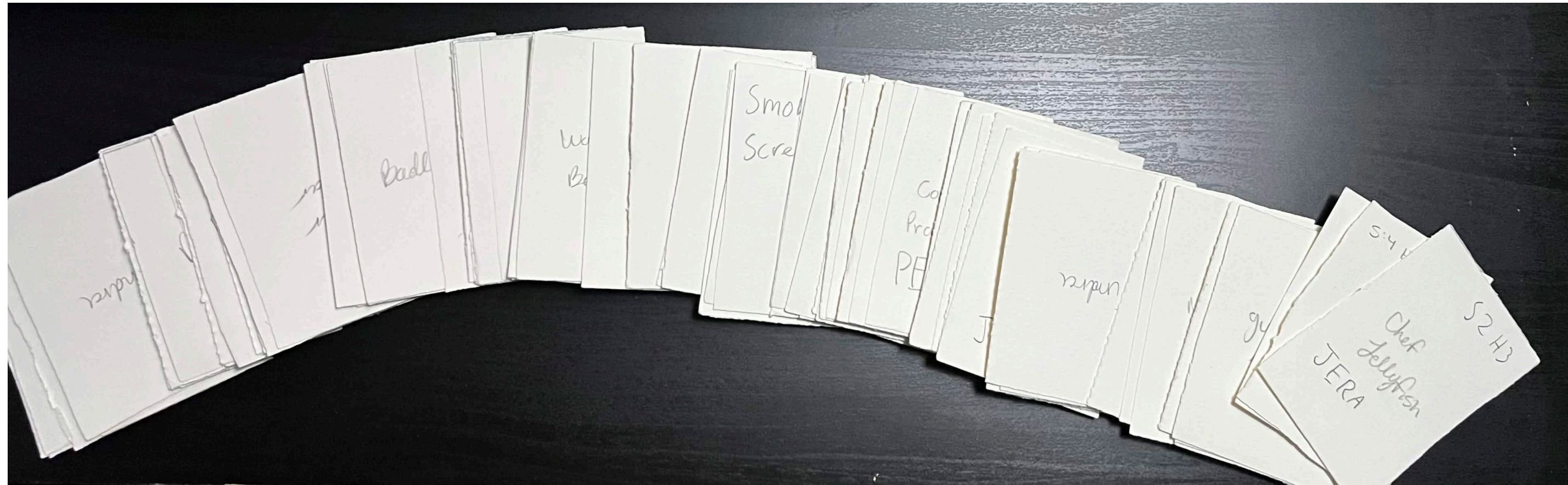
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IO

PAPER PLAYTEST

TESTING

Design is nothing without playability. I spent hours with my fiancée, hunched over scraps of paper, physically moving cards across the table to test the balance.



CHANGES

- Bear ability
- Enviroments last 1 turn
- Vulture 3 health
- Add recommendation to remove 1 of each character card when playing 2 players to make games shorter
- Change defense to health wording
- Frost core surge change
- Yak to 5 health
- Narwhal charge 3 damage each
- Rattle snake second move remove word target
- Pelican transport move 1 energy plus 1 health
- Prickled thorns change slowed to stun

FINAL DESIGNS - PACKAGING



BACK SIDE

UNLEASH THE RESONANCE: LUCK OF THE WILD

*The veil has thinned, and the spirits of
the wild are calling.*

In Luck of the Wild, you step into a world transformed by ancient runic magic. As a Tamer, you must command a party of three powerful *Spirit Beasts*, navigating the treacherous environments of the Frozen Tundra, the Desert Badlands, the High Seas, and the Mystic Forest. Every choice you make matters, align your beasts by their primal runes or thier biomes to unlock devastating synergies and outmaneuver your opponents in a battle of strategy, luck, and raw elemental power.

Will you hide behind the unyielding defense of the Tundra, or unleash the piercing, direct damage of the Badlands outlaws?

The destiny of the wild is in your hands.

THIS BOX INCLUDES:

144 High-Quality Cards: A complete set including 20 unique Spirit Beasts, Traps, game winning Spells, and Strong Items.

Premium Game Mat: A dedicated battlefield featuring slots for your active spirits, benched allies, and the Spirit Arts deck.

The Spirit Codex: A comprehensive guide to the lore of the Four Dominions, detailed Bestiary entries, and a manual that is full rules so you can be the best in every engagement.

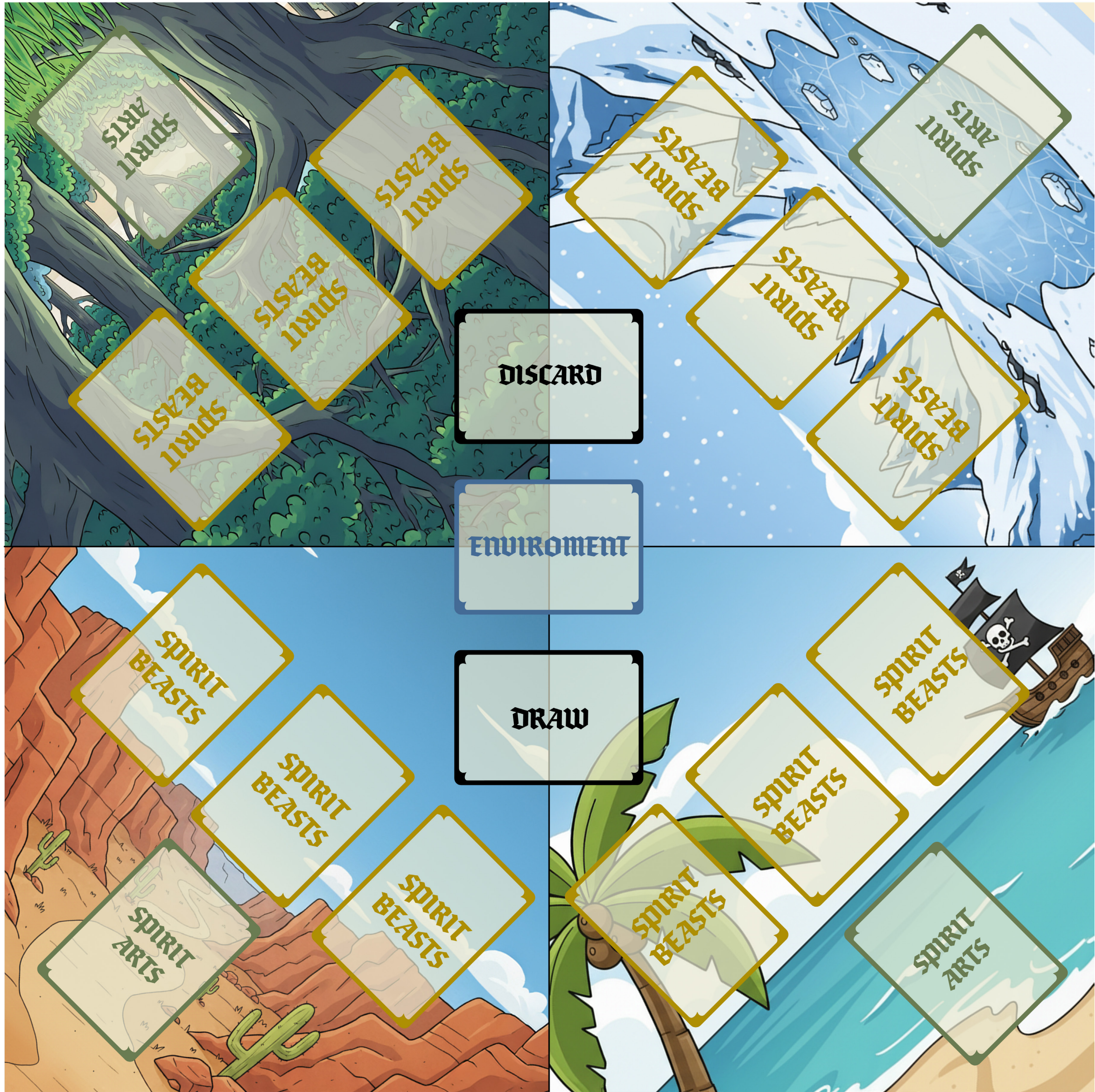
2 - 4 Players/Joueurs | 20-40 Min | Ages 10+ / 10 ans+

WARNING: CHOKING HAZARD – Small parts. Not for children under 3 years.
AVERTISSEMENT : DANGER D'ÉTOUFFEMENT – Petites pièces. Ne convient pas aux enfants de moins de 3 ans.

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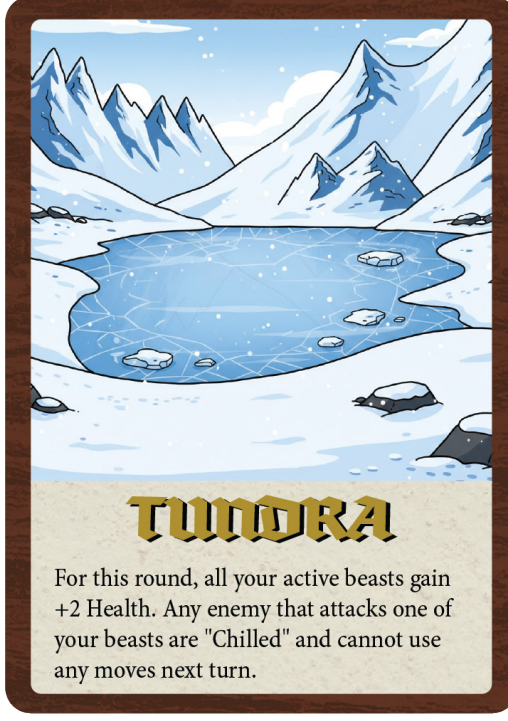
FINAL DESIGNS - GAME BOARD



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FINAL DESIGNS - CARDS



FINAL DESIGNS - MANUAL & CODEX



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YOUR TURN

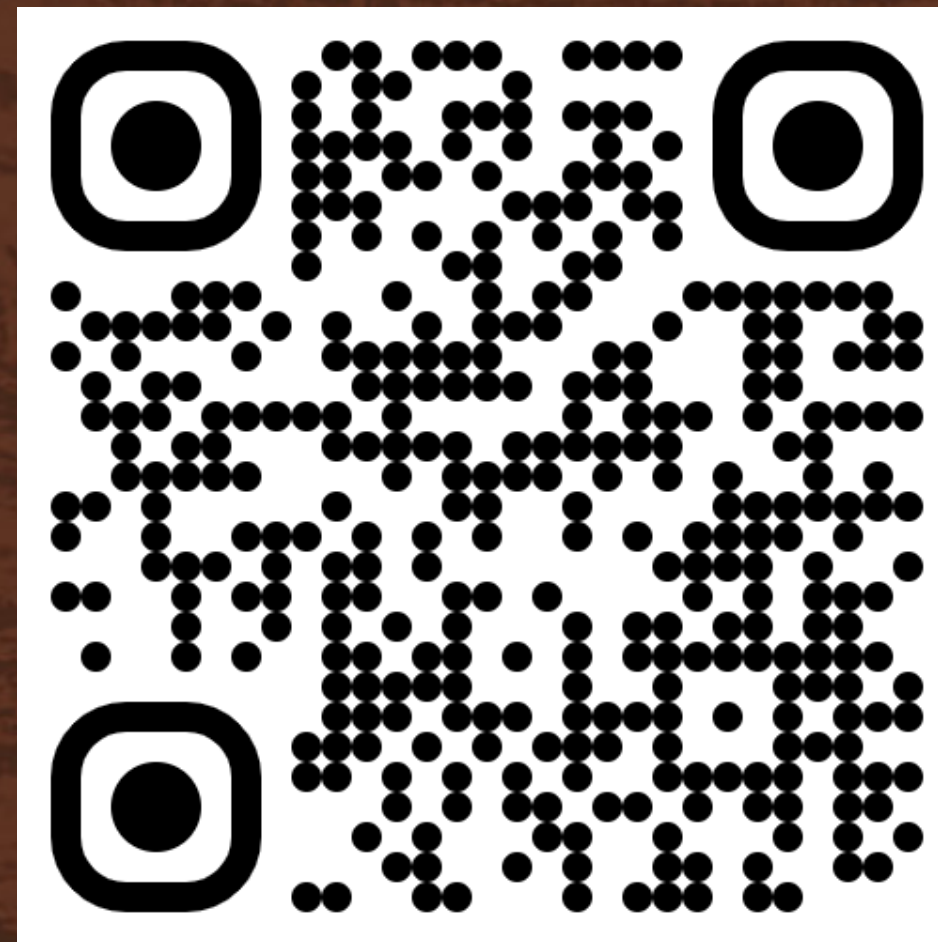
- DRAW:** Pick up 1 card (1 Energy)
- ATTACK:** Use your spirit beasts strength to deal that amount of damage. (1 Energy)
- MOVE:** Move an active spirit beasts position, or, swap out with one from your bench. (1 Energy)
- SPIRIT ARTS:**
 - Play a spell card. (1 Energy)
 - Play a trap card face down that retaliates when enemies make plays. (1 Energy)
 - Play an item card on a spirit beast. (1 Energy)



THANK YOU

LUCK OF **X** THE WILD

CHECK OUT OUR PORTFOLIOS



DRAKE



DANIELLA



DRAKE HENDRICKSON