

# THE UNCHARTED SEAS



## FANTASY NAVAL GAME GOES DIGITAL

Higher quality models, enhanced detail levels, new designs, faster to market ability

**Spartan Games** is excited to announce that it has concluded a major project in taking its highly successful *Uncharted Seas* fantasy naval tabletop game and moving it into the digital age.

This project has seen **ALL 7** current fleets, which had been previously hand sculpted, completely rebuilt using state of the art digital technology. This has been a huge undertaking, involving over 70 new models, and reaffirms Spartan's commitment to enhancing and supporting the fantasy realm that it created some three years ago.

Please Note: this project does not affect the Ralgard or Sky Pirate models as they are already digitally sculpted.

*"Although this has been a mammoth task for our creative and manufacturing guys, we're committed to this digital remodel as part of our expansion plans for the **Uncharted Seas**,"* explains Neil Fawcett, Creative Director of Spartan Games. *"Our first digital fantasy sculpts created the Ralgard Fleet, the results of which were very successful. As we continued to review our other races, a digital rendition of the designs made huge sense."*

To this end our 3D modellers have taken each nation in turn and remodelled the core ships. For some fleets this has meant taking an already strong look and improving upon it with enhanced detail and precision, as well as remaking some models from scratch, whilst holding on to their aesthetic. A perfect example of this is the Orc Raiders, which has seen several models translated into the digital world, retaining their overall shape, but being massively overhauled with painstaking amounts of detail.

Other fleets have held on to their core shapes across the range, and these include the Dragon Lords and Iron Dwarves. The designers liked their look so much that they held true to it during the sculpting process, increasing detail levels and adding some new twists. With the Dragon Lords a new and intuitive way of locating the *living sails* has been created, whereas with the Iron Dwarves the uniformity and precision of this race has been captured with the new models.

*"When the chance to digitally sculpt **Uncharted Seas** from top to bottom came up Chris Drew and I were very excited about doing it. The chance to re-envisage classic models like Imperial Humans and Thaniras Elves was impossible to say no to,"* explains Dave Kidd, senior modeller on the Uncharted Seas project.

*"We split the fleets up, chatted with the game guys about what they wanted from us and dived in. My first fleet to design was the Orcs, a nostalgic journey for me as it was the fleet that got me into the game. I looked to hold the original feel of them, but wanted to make them more aggressive and spikey, and genuinely mean looking."*

Along with the new models, the team has reworked the core Rule Book into a new revision. It is worth clarifying that the core rules are **not** changing, and that the book is just a reflection of the new models, featuring photography of the new digital sculpts in all of their glory. The rules remain at Second Edition, as do the Race Decks.

The re-launch of *Uncharted Seas* will take place September 2011, when all 7 re-crafted fleets and the new look Rule Book will be simultaneously released to our trade partners around the world.

As well as new models, the packaging for the *Uncharted Seas* game will also change, allowing stockists and customers to easily identify new items.

### IN SUMMARY

- Highly detailed digital sculpts
- The same core rules - **NO** existing models are obsolete
- New packaging to easily identify the re-crafted designs
- **NO** change in product codes
- Faster development times for upgrade models
- **NO** scale change
- Existing and New sculpts all work/play together
- New sculpts can be viewed as upgrades to current fleets
- **NO** existing models **OR** rule books are obsolete



