PAGE 7 • INSIDE BACK

🚀 Your Post-Jam Quest

SEATTLE DEV HUB

🎮 1. Seattle Indies Gaming Hall
Head downstairs to **Skagit Lower Level / 3rd Floor** right now! Play dozens of indie games created in the PNW, and demo **UpLiftVR** firsthand.

💬 2. Seattle Indies Discord
Connect with 5,000+ local creators at **seattleindies.org**. Free bi-weekly socials, monthly playtests, and active game jam teammate matchmaking.

🌎 3. Global Game Jam 2027
Every January, thousands of devs in 100+ countries make games in 48 hours. Seattle hosts premier beginner-friendly GGJ sites!

⏰ 4. The Sunday Polish Window
Stop coding at 1 PM Sunday. Reserve the final 3 hours strictly for playtesting, bug fixes, taking screenshots, and polishing your Itch.io page!

Adjacent to Page 2 Fold

Back Cover on Right →

PAGE 8 • BACK COVER

🌟 Panelists & Game Jam Hub

SCAN QR CODES

Game Jam Hub
Official Slides & Tool
`game-jam-panels`

Larry James
Mod • UpLiftVR
`wulfdesign.github.io`

Tim Cullings
ED • Seattle Indies
`timcullings.carrd.co`

Heather Coles
CD • Orbicular Games
`linktr.ee/heathercoles`

Renee Gittins
Lead • Stumbling Cat
`potionsacurioustale.com`

Dr. Evie Powell
Staff SWE • Niantic
`LinkedIn Profile`

GeekGirlCon 2026 • CC BY-NC-SA

UpLiftVR & Seattle Indies

GEEKGIRLCON 2026 • ROOM 'AMERICA'

v1.2.1

🎮 THE GAME JAM

🧙‍♀️ ✨ 🎲 🎮 ⚔️

POCKET GRIMOIRE

QUICKSTART SURVIVAL SPELLBOOK

Transform Wild Sparks into Playable Games in a Weekend — Zero Coding Required!

Sunday, Oct 25 @ 1:30 PM • Room 'America'
UpLiftVR Studios • Seattle Indies Community

🎯 Live Tarot Spark Generator
Scan to roll live game jam prompts, cards & Session Zero toolkit:
`wulfdesign.github.io/game-jam-panels`

📖 8-PANEL MINI-ZINE FOLDING GUIDE
1. Fold in half lengthwise • 2. Fold into 8ths
3. Slit magenta center line ✂️ • 4. Pop into booklet!

Official Take-Home Guide

Open Cover to P2 →

PAGE 2 • INSIDE COVER

📜 The Quest & Crew Cards

START HERE

✨ Why Game Jams Matter
A jam is a 48-hour creative sandbox with a **License to Fail**. In a studio, mistakes cost thousands; in a jam, failure costs nothing and teaches you invaluable skills. Sleep, pace yourself, and have fun!

✍️ Fill Out Your Table Crew Card!
Grab a physical Crew Card from your table and complete each section:
- **Name, Handle & Pronouns:** How teammates can reach you.
- **Goals:** Check `[✓] Need Crew` (looking for team) or `[✓] Crew` (have group).
- **Major & Support Crafts:** Write your tools (Unity, Godot, Pixel Art, Audio, Twine).
- **Skill Benchmarks:** `Lv 1-2 Contribute` • `Lv 3-4 Solo-Ready` • `Lv 5+ Pro`.
- **Dot Circles:** 🟢 Skilled (ready) • 🟡 Develop (practicing) • 🔵 Learn (want to try!) • 🔴 Not Today (taking a break!).

💡 The Golden Rule
All skill levels are equally welcome. Beginners bring fresh perspectives; veterans learn by mentoring!

Inside Front Spread

Fold Out for Spread (P3-P6) →

Turn Page to Inside Back (P7)

Spread 4 of 4 Completed

SPREAD PANEL 4 • PAGE 6

🦴 Collab Spells & Engines

RAPID TOOLS

☁️ Shared Google Drive is King
Set up a shared cloud folder on Day 1 for art sprites, music files, docs, and zip builds. Never email asset files back and forth!

🎁 Git & GitHub Basics (Worth Learning!)
Version control saves projects! Commit small changes often, push after each working mechanic, and don't fear merge conflicts—resolve them together calmly.

🚀 Free Rapid Prototyping Engines:

Bitsy (bitsy.org)
8-bit walking sims and tiny pixel narrative art.

Twine (twinery.org)
Zero code. Interactive stories, exports clean HTML.

Construct & Godot
No-code visual events (Construct) or free 2D/3D (Godot).

GB Studio (gbstudio.dev)
Visual retro engine that exports real Game Boy ROMs!

Continue to Tools & Engines

Next: Panel 4 →

SPREAD PANEL 3 • PAGE 5

⚡ Veteran Jam Cheat Codes

SECRET SPELLS

🔪 The Scope Butcher Knife
Sat 8 PM: Cut 50% of your planned features.
Sun 10 AM: Cut 50% of what is left. A polished 1-room toy beats a broken open world every time!

🎯 The "One Atomic Verb"
Pick **ONE** interaction (*Jump, Brew, Rotate, Catch, Dash*). Make that single verb feel juicy and delightful before adding any other mechanic!

🎨 NO 2D or 3D Artist? Use Free Assets!
Use **OpenGameArt.org, Kenney.nl**, itch.io packs, or Unity / Godot Asset Store assets! Thousands of free CC sprites, audio loops, and 3D models are ready to use!

🟦 No Coder? Use No-Code Engines!
Build in **Twine, Bitsy, GB Studio**, or **Construct**. Incredible award-winning jam games are built with zero traditional code!

Continue to Cheat Codes

Next: Panel 3 →

SPREAD PANEL 2 • PAGE 4

🤝 Step-by-Step Team Formation

15-MIN GUIDE

1. **Spark the Seed (Roll / Draw) 🎲**
Draw prompt cards or roll the online spark generator (*wulfdesign.github.io/game-jam-panels*): *Theme + Atomic Verb + Bizarre Twist*.

2. **Talk & Mingle 🗣️**
Walk the room! Pitch your spark to neighbors and listen for an idea that makes your eyes light up.

3. **Rally Around the Pitch 🎯**
Cluster around the idea. Agree on the core vision in 10 minutes. (Keep teams to 2–4 creators!)

4. **Balance Your Archetypes 🎭**
Lay Crew Cards on the table! Ensure Code, Art, Audio, and Story are covered (or flex, or check Cheat Codes next!).

5. **Lock Comms & Shared Drive 💬**
Exchange Discord handles, create your shared Google Drive, and pick an engine before coding!

Inside 4-Card Spread

Next: Panel 2 →

SPREAD PANEL 1 • PAGE 3

🎭 The 5 Crew Archetypes

NO CODE REQ

Code Wizard 🧙‍♂️
Game logic, movement, physics, camera, turning bugs into hilarious features.

Visual Alchemist 🎨
Color palettes, 2D sprites, pixel art, 3D models, textures, animations, UI.

Audio Bard 🎸
Banging loops, crunch sound effects, atmospheric tension, dynamic audio, voice.

World Architect 📜
Narrative, player choices, dialogue trees, game lore, mechanics & level flow.

Guild Guide (Producer / PM) 🧭
Scope keeper, clock tracker, snack provider, cheer squad captain!