

Groningen Game Design graduate launches novel grand strategy game

***Konkwest* mixes up the grand strategy game genre by introducing a more accessible variant**

On Friday, the 10th of May, a hot new game is set to change up the grand strategy game genre: *Konkwest*, calling itself "the arcade grand strategy game", is the first commercial project of indie game developer Vincent Busch, who recently graduated from the Hanze UAS' Game Design program.

Konkwest combines elements of popular board game *Diplomacy* with simulation aspects inspired by *Europa Universalis* and *Civilization* and a control scheme inspired by *Google Earth*. "While this is already a unique combination, several other features make *Konkwest* really stand out," says developer Vincent Busch of Vincent Creative Technologies.

Unlike most games of the genre, *Konkwest* presents a globe instead of a flat map to play on. The game focuses on no particular historical period and allows players to choose from a broad list of starting scenarios ranging from various years in history, to completely fictional settings, and ones players can add themselves through modifications.

While the game is easy to pick up for veteran strategy gamers, it is also quickly learned by people unfamiliar with the genre. This is in part thanks to its single-resource economy, minimizing the amount of statistics players need to keep track of to play effectively.

Busch began developing *Konkwest* as a side-project next to his Game Design studies in March 2022, but the idea goes back even further in time. In 2016, back when Google+ was an actively used social media platform, he designed and moderated a country roleplay group. Players in the group would create their own fantastical empires on a world map and play out their history as presidents and kings. "It was a great joy to see how players would interact with each other and the game world we built together, to see things evolve and collapse. I always tried to balance it so that everyone can have a good time, and make it better by making world maps and illustrating events," says Busch. Taking this as inspiration to create a video game allowing players a comparable experience, he started the development process.

Over time, *Konkwest* has developed beyond just a side-project and became Busch's primary work following his graduation last year. In various sessions the game has been tested by several dozen participants providing valuable feedback and helping to create a well-functioning game experience. Of course not everything in the process went flawlessly. There were quite some software issues, translation errors, other problems to repair, and once the developer even had to delay the game's public release for several months. Busch explains: "I think that being able to play the game online with friends is an important feature and I wanted to make sure that this feature works well before release."

While Busch had no prior marketing experience, with the help of some friends, he was able to reach out to a number of YouTubers and other influencers to showcase the game on their platforms. Luckily for the developer, this resulted in a gameplay [video by popular gaming YouTuber Drew Durnil](#), watched by over 100 000 people. This brought the game onto many gamers' radar.

After over two years of work, *Konkwest* is available [on the Steam store](#) starting tonight around 6 p.m. UTC. Get the game now at a reduced price before 2024-05-17, and take over the world!