

Odds & Ends

A party game where friends bet body parts.
What you lose changes how you play.

2–4 players on PC

Working title. Early prototype.

Kasra Mafi, Gothenburg, Sweden

ODDS & ENDS

A little less of yourself, every round.

YOUR NAME **Rageboy**

HOST A MATCH (STEAM)

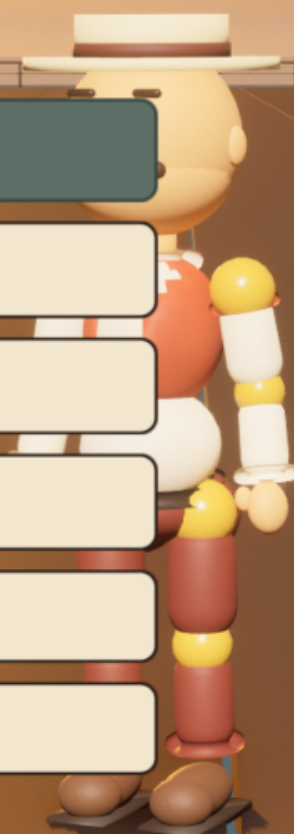
HOST ON LAN / DIRECT IP

JOIN A MATCH

PRACTICE ALONE

HOW TO PLAY

QUIT



One wager changes the next round

- | | | |
|-----------|----------------------------|---|
| 01 | See the challenge | Players learn which minigame comes next and how their current body affects their chances. |
| 02 | Choose the risk | Trade spare parts and decide which body parts to stake on yourself. |
| 03 | Play the minigame | Win to collect parts. Lose your stake and carry the consequence into the next round. |
| 04 | Recover and compete | Keep playing with your changed body. Nobody drops out simply because they lose a limb. |

Design goal: the next wager should stay interesting even when you are behind.

A missing part can change your strategy

Body change	Immediate effect	Possible opportunity
One leg lost	Hop instead of running	Use a higher jump in suitable challenges
Both legs lost	Use your arms to move	Fewer limbs can favour rolling downhill
Gut lost	Lighter, faster and easier to knock away	Speed helps, but collisions become risky

Planned mechanics. Movement, advantages and comeback balance need playtesting.

An audience for competitive chaos

Who it is for

Friends who enjoy short competitive challenges, physical comedy and talking each other into bad decisions.

The intended appeal is both playing the match and watching friends deal with its consequences.

The difference to demonstrate

Machine Party is a relevant comparison for 2-4-player competitive minigames.

Odds & Ends adds wagers with persistent physical consequences. The next challenge depends on the body you still have.

Audience hypothesis. No sales or retention forecast.

A focused first release

Planned launch scope

PC on Steam
2-4 players with friend lobbies
6-8 compact minigames
Body-part betting and trading
Changed movement between rounds

Visual direction

Third-person camera so players can see their changed bodies.

Warm colours, hand-painted characters and loose, expressive movement. Cartoon limb loss without blood.

Scope and visual direction remain provisional. Additional minigames would follow only if justified.

Development timeline

Developer and progress

Kasra Mafi
Independent developer in Gothenburg,
Sweden

Initial exploration in 2024.
Development resumed in August 2026.

Current stage: early prototype.

Completion target

Publisher-playable build: December
2026.

Completion target: January-February
2027.

Four-month development plan through
February 2027. Launch timing to be
agreed with the publishing partner.

Developer targets, subject to remaining scope, testing and production planning. Updated 25 October 2026.

Funding request and publishing

€60,000 development funding

Four-month plan through February 2027.

Covers developer time, specialist support, art and audio, testing, project expenses and contingency.

Allocation and milestones to be agreed with the publisher.

Publishing partnership

Seeking a partner for marketing, community development and the Steam launch.

Responsibilities for QA, localisation and production support to be agreed together.

Marketing budget to be scoped separately from the development request.