

Darrell Hardy

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Ludography and Publications

Narco Wars (Stochastic, 2024)	Game Writing
Boundless Stride (Incredible Dream, 2024)	Quest Writing, Game Design
Unannounced (video game, Allcorrect Games)	Narrative Design, Game Writing, Game Design
Thunderstone Quest: Raging Seas (AEG, 2024)	Game Design
The Secret World RPG (Star Anvil Studios, 2023)	Adventure Writing, Game Design, World-Building
Kinfire Chronicles (Incredible Dream, 2023)	Quest Writing, Game Design
Starliner 3000 (visual novel, Hardy Tales, 2022)	Writing, Game Design
Anomalous RPG (Hardy Tales, 2022)	Game Design, World-Building
Moonscape 76 RPG (Hardy Tales, 2022)	Game Design, World-Building
Bamboonis toys (Bamboonis, 2019)	World-Building
Shadows Over Newport (Fable Labs 2019)	Writing, Game Design, scripting
Lankhmar: City of Thieves RPG (Pinnacle, 2018)	Adventure Writing
Motherlode RPG adventure (Sigil Entertainment, 2018)	Adventure Writing
Thicker Than Water RPG adv. (Sigil Entertainment, 2018)	Adventure Writing
Blood Secrets RPG adv. (Sigil Entertainment, 2018)	Adventure Writing
Irongate RPG (Pinnacle, 2018)	Adventure Writing, World-Building
Clank! The Mummy's Curse (Dire Wolf Digital 2018)	Game Design
Clank! In! Space! (Dire Wolf Digital 2017)	Game Design
Elder Scrolls: Legends (digital TCG, Dire Wolf Digital 2016)	Game Design, Writing
Ghost Punchers RPG (Hardy Tales, 2016)	Game Design, IP development
Eight Epics card game (Alderac Entertainment Group 2015)	Writing, World-Building
My Little Pony CCG: Equestrian Odysseys (Enterplay, 2015)	Lead Design
My Little Pony CCG: Absolute Discord (Enterplay, 2015)	Lead Design
My Little Pony CCG: The Crystal Games (Enterplay, 2014)	Lead Design
My Little Pony CCG: Celestial Solstice (Enterplay, 2014)	Lead Design
My Little Pony CCG: Rock n Rave (Enterplay, 2014)	Lead Design
My Little Pony CCG: Canterlot Nights (Enterplay, 2014)	Lead Design
Cypher card game (Alderac Entertainment Group 2014)	World-Building
My Little Pony CCG: Premiere (Enterplay, 2013)	Lead Design
Jetpack 2 video game (Adept Software, 2013)	Game Writing
Flytrap arcade game (2013)	Game Writing
Karthador RPG (Reality Blurs, 2013)	Game Design, World-Building
Anointed RPG (Dark Skull Publishing, 2012)	Game Design, World-Building
Seventh Hero card game (AEG, 2012)	World-Building
The Big Bang Theory: Mystic Warlords of Ka'a (DWD 2011)	Game Design, World-Building
Mansions of Madness: The Silver Tablet (2011)	Lead Design

For Sony Online Entertainment

Magic: the Gathering - Tactics (2010)	Lead Content Design, Game Writing
Free Realms TCG: Shattered Past (2010)	Lead Design
Free Realms TCG: Core Set (2009)	Lead Design
Star Wars Galaxies TCG: The Price of Victory (2010)	Game Design
Star Wars Galaxies TCG: Threat o/t Conqueror (2010)	Game Design
Star Wars Galaxies TCG: Nightsister's Revenge (2010)	Game Design
Star Wars Galaxies TCG: The Shadow Syndicate (2009)	Game Design
Star Wars Galaxies TCG: Agents of Deception (2009)	Game Design
Star Wars Galaxies TCG: Galactic Hunters (2009)	Game Design
Star Wars Galaxies TCG: Squadrons over Corellia (2008)	Game Design
Legends of Norrath: Doom o/t Ancient Ones (2010)	Game Design
Legends of Norrath: Vengeful Gods (2010)	Lead Design
Legends of Norrath: Travelers (2009)	Game Design
Legends of Norrath: Storm Break (2009)	Game Design
Legends of Norrath: Against the Void (2009)	Game Design
Legends of Norrath: Ethernauts (2008)	Game Design
New Gods of Mankind RPG (Dark Skull, 2007)	Game Design, World-Building
The Old Man (Cthulhu Live RPG) (2007)	Editing, Layout
House of Pain (Cthulhu Live RPG) (2007)	Editing, Layout
Green Fairy (Cthulhu Live RPG) (2007)	Editing, Layout
For Fantasy Flight Games	
Warrior Knights (2006)	Managed production
Drakon 3E (2006)	Managed production
Great Wall of China (2006)	Managed production
MagBlast 3E (2006)	Managed production
World of Warcraft: The Boardgame (2005)	Managed production
Descent (2005)	Managed production
Twilight Imperium 3E (2005)	Managed production
Britannia (2005)	Managed production
Fury of Dracula (2005)	Managed production
Arkham Horror (2005)	Managed production
Runebound (2004)	Game Design, World-Building
Doom: The Boardgame (2004)	Managed production
Call of Cthulhu CCG (2004)	Art direction, story editor
Fireborn RPG (2004)	Art direction, Game Design, World-Building
Warcraft: The Boardgame (2003)	Game Design, managed production
Dragonball Z Battle Boardgame (2003)	Co-Designed, developed, wrote rules
Wreckage (2003)	Game Design, developed, art direction, wrote rules
Quicksand (2003)	Game Design
Frenzy (2003)	Developed, art direction, wrote rules
Dawnforge RPG (2003)	Game Design, World-Building
Redline RPG (2003)	Game Design, World-Building

Citadels (2002)	Art direction, wrote English rules
MagBlast SE (2002)	Developed, art direction, wrote rules
Scarab Lords (2002)	Art direction, wrote rules
Galactic Races (d20 RPG) (2002)	Game Design, World-Building
Nocturnum (CoC d20 RPG) (2002)	Game Design, World-Building
King's Gate (2002)	Developed, art direction, wrote rules
Drakon (2001)	Game Design, art direction, wrote rules
Twilight Imperium Armada (2001)	Game Design, art direction, wrote rules
Vortex (2001)	Game Design, developed, art direction, wrote rules
Mythic Races (d20 RPG) (2001)	Adventure Writing
Olenar's Heartstone (d20 RPG) (2001)	Adventure Writing
Raid on Tonwell (d20 RPG) (2001)	Adventure Writing
The Black Stairs (d20 RPG) (2001)	Adventure Writing
Delta V (2001)	Game Design
Kingdoms (2001)	Developed, art direction, wrote rules
Range Wars (2000)	Game Design, developed, wrote background and rules
Disk Wars (2000)	Game Design, art direction, wrote background rules