



Tristam Rossin

Board and Card Game Illustration



Hi, I'm Tris Rossin,

I'm a designer who has set up his own company, Bright Light Games.

Bright Light games brings together over 20 years of design and Illustration experience to the board and card game market. Specialising in the design, development and illustration, turning great ideas into great games.

I design my own games for publication and also take on the roles of In-Game Illustrator, Designer and Marketing for commissioned projects. These include indie projects for smaller independent studios, bespoke work for Kickstarter projects as well as work for larger game publishers within the industry.

The following pages show some of my work over the last year and a half, highlighting a dozen projects I've worked on from conception to finished designs and product.

Thanks for taking a look at my portfolio of work.

Tris Rossin

Tristam Rossin

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tranquility

Jump on board the good ship Tranquility and set sail for paradise. Take care though; in a land where the day blends into night it's easy to lose track of time and you still need to find that special little island to call home.

Tranquility is a co-operative strategy game for 1-5 players suitable for players aged 8-100 and games last around 15-20 minutes. Players must fill the sea with islands and guide the ship home before any player runs out of cards. In the world of Tranquility though, the only way to play is in silence.

Designed by James Emmerson
Illustrated by Tristram Rossin
Published by Board Game Hub
(2019)

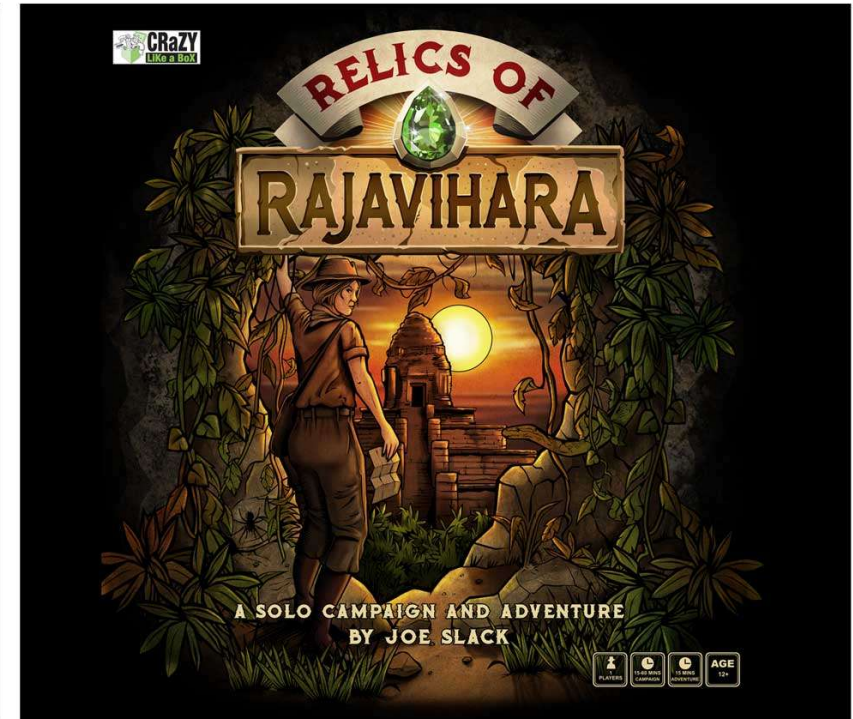


RELIQS OF RAJAVIHARA

You've discovered an ancient temple filled with treasures, but you're not the first to arrive. Your arch nemesis has beaten you there. Bent on power and with thoughts of world domination, you must stop him before it's too late (and collect some of those treasures along the way)!

Relics of Rajavihara is a solo campaign-style game, but also a single play solo adventure game. Make your way through 50 levels of puzzling adventure, spread out over 5 floors, each floor introducing new challenges, and each level harder than the last. Then, once you've reached your nemesis and put an end to his devious plot, you'll unlock a new world that will allow you to play an infinite number of single play solo adventures that you'll be able to take part in creating.

Designed by Joe Slack
Illustrations by Tristram Rossin
Published by Crazy Like a Box
(2020)





Pebble Rock Delivery Service is a game designed and Illustrated by myself.

A family Friendly board game where characters are tasked to deliver a list of supplies to a series of Islands. Things aren't so plain sailing though as you'll need to deal with whirlpools, coral reefs, pirates and sharks as you make your deliveries.

The first player to complete their list and return home to Pebble Rock Lighthouse is the winner.

Designed by Tristam Rossin
Illustrated by Tristam Rossin
Published by Skybound Games
(2020)





NOT SO HAPPY FAMILIES

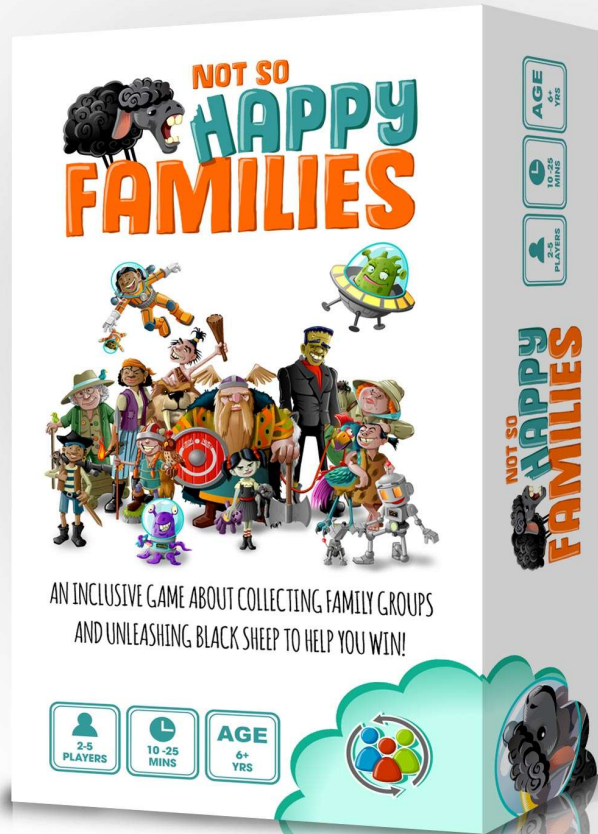
Welcome, Not So Happy Families is an easy to pick up and play card game for the family or light card game players. Based on the original card game classic "Happy Families", this game has been re-developed to add some fun mechanics which add a little mayhem, and a few Black Sheep into the mix.

This game is also highly inclusive and has been designed to represent what a family unit is in 2019. Inclusion of single parents, elderly carers and same sex parenting are included to reflect the necessity for a more modern take on what a family is.

Designed by Tristam Rossin
 Illustrated by Tristam Rossin
 Currently looking for publication



NOT SO HAPPY FAMILIES



AN INCLUSIVE GAME ABOUT COLLECTING FAMILY GROUPS AND UNLEASHING BLACK SHEEP TO HELP YOU WIN!

ИГРАЮЩИЕ В БЛЭК ШЕП ТО НЕПЬ ЛОН МЛНІ
АН ИНКЛУСИВЕ САМЕ АВОЛІ СОРРЕКТИНС ФАМІЛІ СКОУПІ?



UNLEASH YOUR INNER BLACK SHEEP!

NOT SO HAPPY FAMILIES IS A NEW TWIST ON THE CLASSIC GAME "HAPPY FAMILIES" WITH NEW INCLUSIVE FAMILIES TO COLLECT. A FUN FAMILY FAVOURITE THAT CAN BE PLAYED AS THE CLASSIC ORIGINAL OR WITH NEW EXTENDED "BLACK SHEEP" RULES TO ADD A LITTLE CHAOS TO THE GAME.

NOT SO HAPPY FAMILIES

2-5 PLAYERS
10-25 MINS
AGE 6+

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10-25 MINS
AGE 6+



The King has assembled the most prominent town guilds and issued them a challenge: rid the surrounding forest of monsters. Defeating monsters will earn your guild widespread fame and glory!

Players take turns controlling the adventurers moving about the village to build up new or refresh existing resources.

Once you have enough resources you venture into the Forest. There you'll encounter a variety of monsters that will give you points to add to your glory, the first player to gain 20 glory triggers the end game, the guild leader with the highest glory total is declared the victor!

Designed by Henry Audubon
Illustrated by Tristam Rossin
Published by 25th Century Games



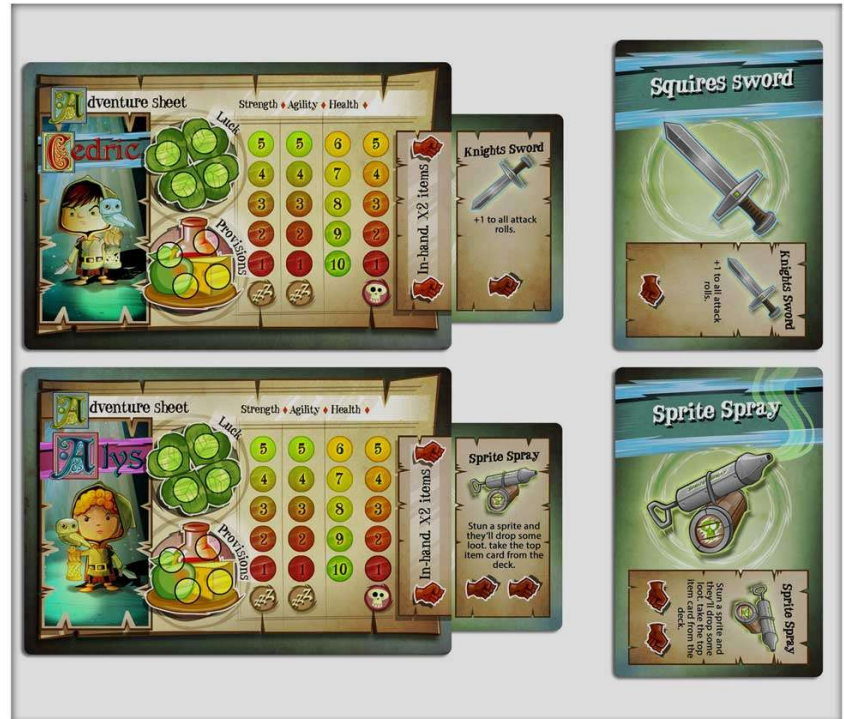
Squire's Quest

Squires Quest is a game designed and illustrated by myself.

A single or multi-player game based on a rogue-like system where you generate a random dungeon every time. Fight monsters and take on quests, collect new and more powerful weapons and items to advance your skills and delve deeper in to the dungeon.

This game is currently signed and in publication, further details as I get them.

Designed by Tristam Rossin
 Illustrated by Tristam Rossin
 Published by Skybound Games
 (2020)





Cosmic Colonies is an Orbit-Drafting, Tile Placement Game for 1 to 5 players and plays in about 30 to 60 minutes.

Players must leverage their workers' unique abilities to gather resources and construct new buildings while cleverly expanding their colonies. Each round brings new opportunities — and new talent while your old workers will blast off to other players.

Using clever planning you can build the best celestial city to shine the brightest in Cosmic Colonies!

Designed by Scott Almes
Illustrations by Tristram Rossin
Graphic design by Matt Paquette
Published by Floodgate Games



DIE IN THE DUNGEON!

DIE in the Dungeon! is planned to be the next boardgame creation by FunDaMental Games. It is a Solo dungeon crawl where you are the epic monster, scouring the dungeon to destroy the heroes who are trying to reclaim the the Undercity.

The game features all six classic RPG dice (d4, d6, d8, d10, d12, and d20) in a creative, player controlled way. It is designed to setup in 5 minutes, and play a full game in 30 minutes.

Designed by Wes Woodbury

Illustrated by Tristam Rossin

Published by FunDaMental Games
(2020)



hERRLOF

The title of king was not simply inherited in the Viking age, you have to fight for it. Enter the Viking age and use the armies of four magnates and chieftains to brawl for the Herrlof: a sign of victory and praise gained in war. Through trick taking and special abilities, you will seek to win just the right amount of power to become the Viking king.

This is a trick taking two player game where the goal is to be the first player to reach 50 points or more, the player with the most points wins. You score points by winning tricks and can gain bonus.

Designed by Alexander Kneepkens & Inge van Dasselaar

Illustrated by Tristram Rossin

Published by Joly Dutch Games (2020)



HIDE SEEK

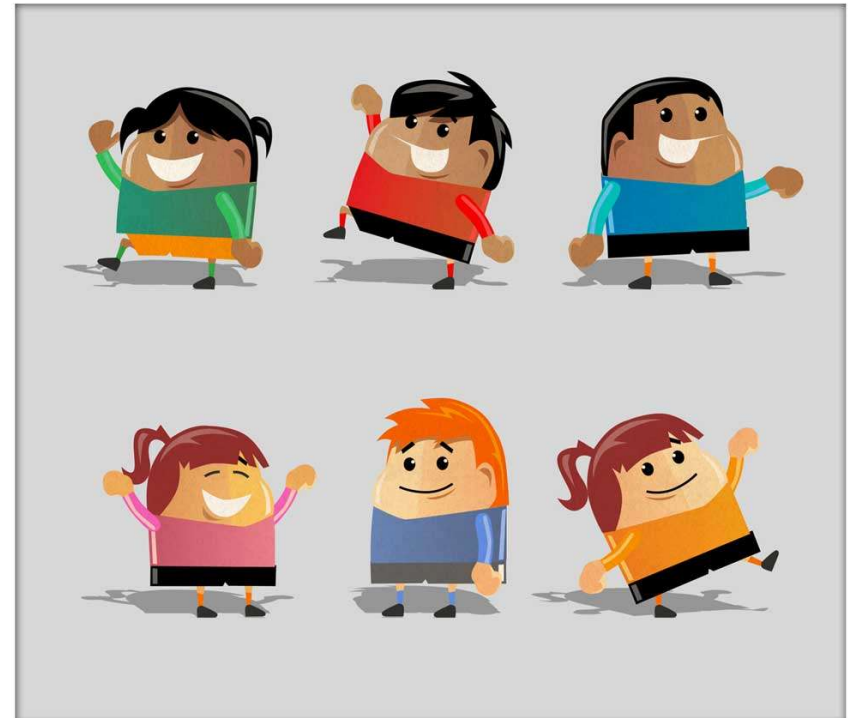
HIDE N SEEK – Is a universal childhood family game that we've all played as a child, and which children around the world are still playing every day. Now, parents and grandparents can once again enjoy the game of Hide and Seek with their children from the comfort of their tabletop.

Designed by Dayo Akinbinu

Illustrations by Tristam Rossin

Graphic design by Tristam Rossin

Published by Gadgets and Fun Games



3 LAWS OF ROBOTICS

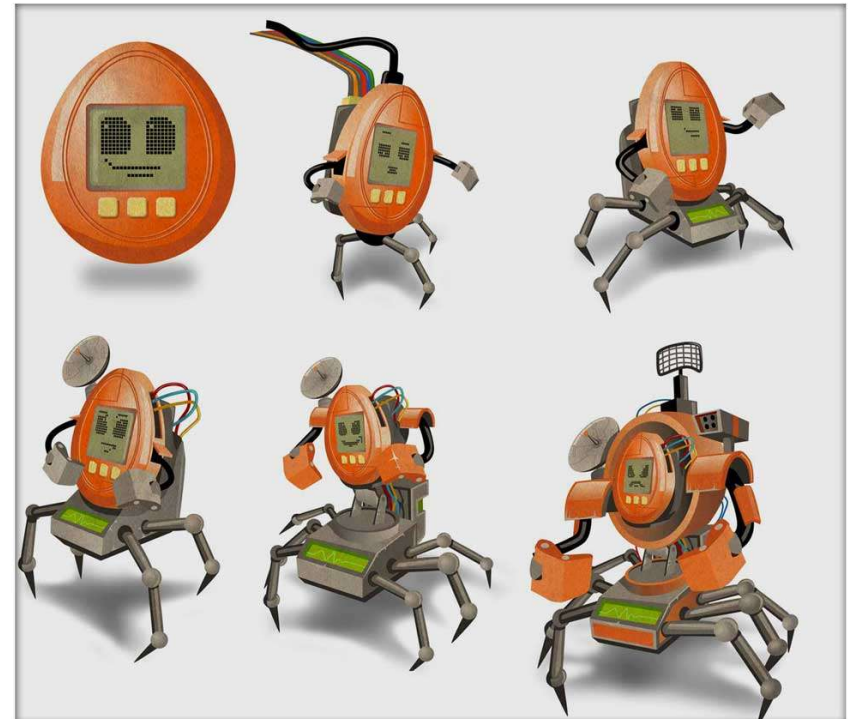
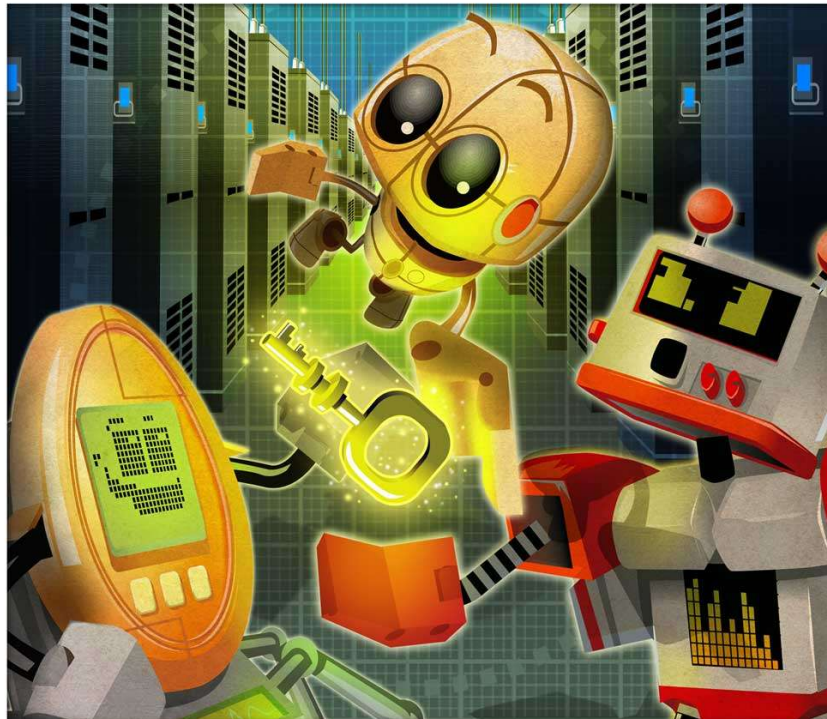
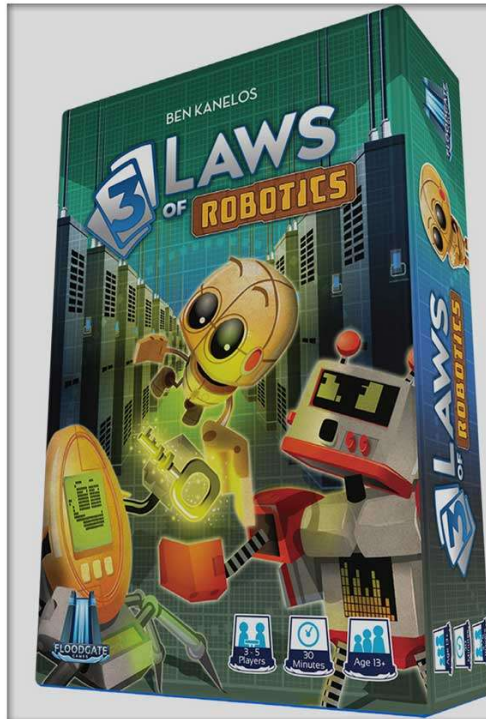
3 Laws is a lively deduction game for 4 to 8 players where you know everyone's information except your own! Each round you ask a single question to try and figure out who is on your side, being sure to obey the laws as they're added. Ask the right questions, find your team, and boot up victorious in 3 Laws of Robotics!

Designed by Ben Kanelos

Illustrations by Tristam Rossin

Graphic design by Matt Paquette

Published by Floodgate Games



RUNE

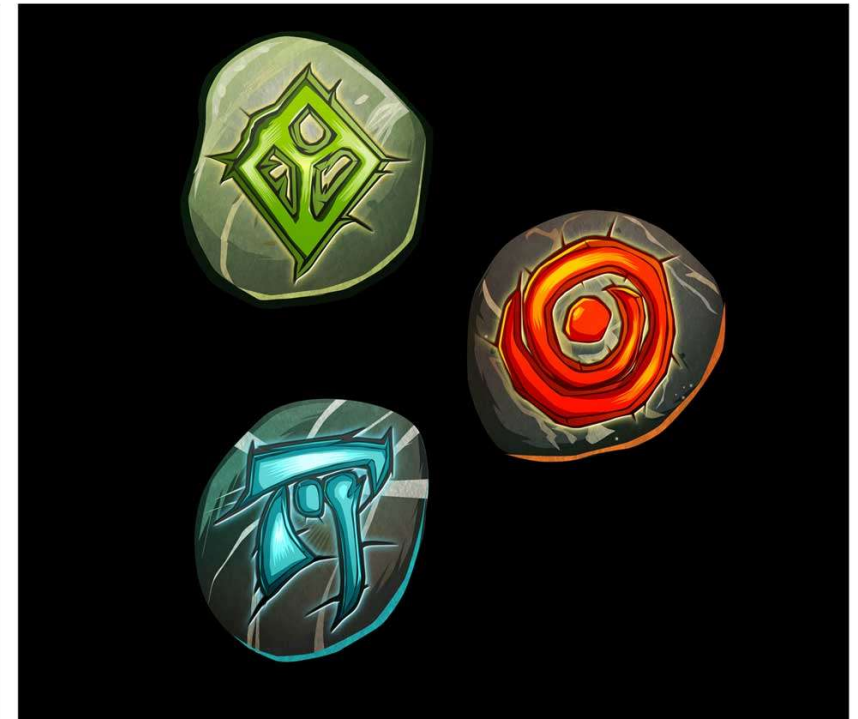
Rune is a fast-paced card game where you'll try to summon Zemilio from another world. Only the one who will collect the most mana from the rune stones will be able to complete the ritual.

Designed by Zemillio

Illustrated by Tristam Rossin

Published by Zemilio

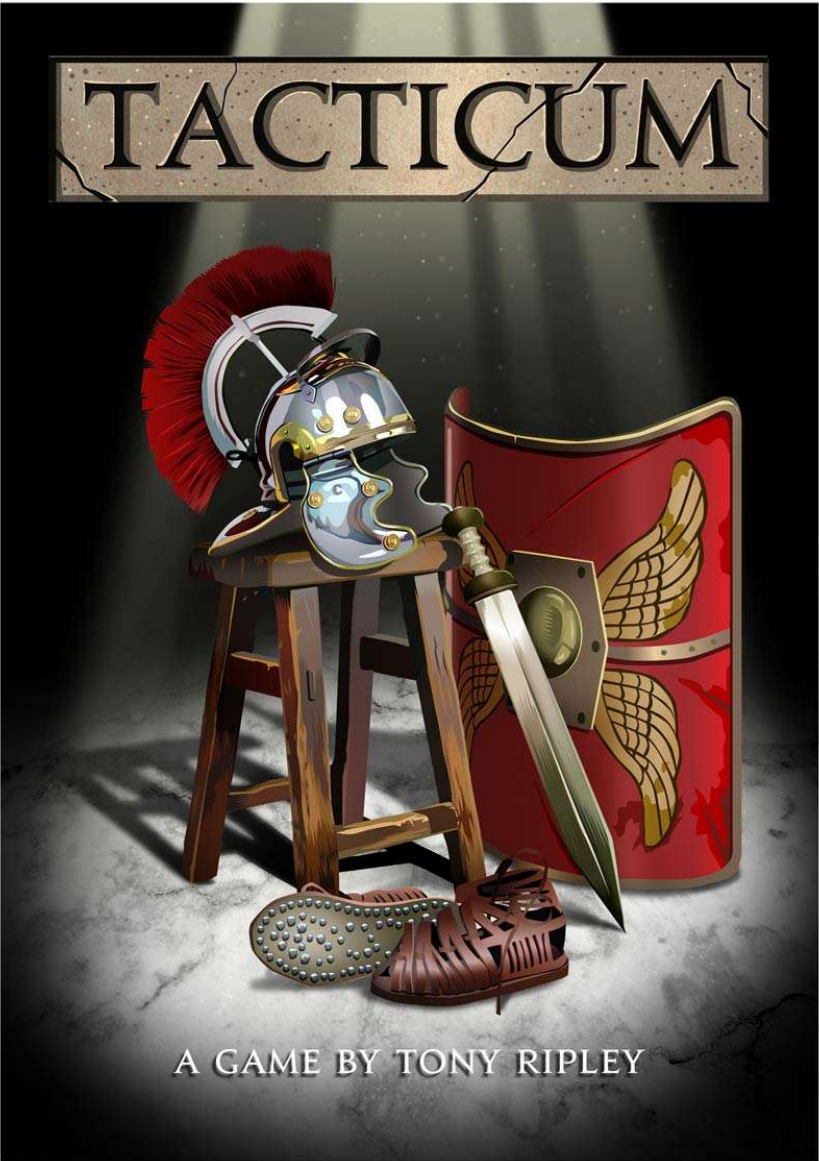
Entertainment



Current work in progress



Current work in progress



WHAT THE INDUSTRY THINKS...

Tristam's passion is contagious! He pours a lot of love into his work and that is the type of person I want to partner with!

James Hudson

Owner at Druid City Games, Senior Director of Tabletop Games at Skybound Entertainment

Tris is an ideal illustrator to partner with — lightning fast delivery, crystal-clear communication and just dripping with talent! I can't wait to work on another project with him!

Ben Harkins

Owner at Floodgate Games

Tris is an immensely talented artist. Combine that with his passion for the hobby, creates a combination that really shines through in his work and the worlds he helps build.

Chad Elkins

Owner of 25th Century Games

A true professional, Tristam will go above and beyond your expectations to deliver incredible works of art. I cannot recommend him highly enough!

Derek Funkhouser

Board Game Spotlight

Tristam Rossin, a committed Fantasy Artist and Game Creator is one to watch out for! Having worked with Tristam I hold a high regard for his skills, game design and attention to detail.

Rene' Batsford

Co-Founder, Lonewolf AR

We reached out to Tris with the brief of designing some bespoke artwork, what we received was a series of highly detailed, branded artwork that far exceeded our expectations.

Tim Jones

Director of Marketing at Geopost UK - DPDgroup

Tristam is a consummate professional. I knew I made the right choice as soon as I hired him. I asked him to create a style that was outside his normal genres, and he delivered a masterpiece.

I would highly recommend Tristam to anyone looking to make their game beautiful and really come to life.

Joe Slack

Owner of Crazy Like a Box

I chose Tristam as the artist for my game after seeing his many amazing creations in the boardgame world, and how he interacted with the community through social media. He has taken any ideas given for the game concept and embraced them, delivering exactly the types of characters and visuals I was hoping for.

Wes Woodbury

Owner of FunDaMental Games