Fateless

WE ARE CREATING AN AMAZING LIVE SERVICE GAME! | Fateless Games - WE ARE CREATING AN AMAZING LIVE SERVICE GAME! | Fateless Games 41 minutes - WE ARE CREATING AN AMAZING LIVE SERVICE GAME! | Fateless, Games WELCOME TO FATELESS, GAMES! Fateless, is a ...

Intro \u0026 Corey Joins

Netflix \u0026 Game Philosophy

Why Fateless?

Starting at Sega

Breaking In via Networking

Musician Turned Gamer

Climbing the Ranks

Community Survey Insights

Team Intensity \u0026 Culture

Why It Doesn't Feel Like Work

Simon's Favorite Feature

Corey's Favorite Feature

Brad's Favorite Feature

Sham's Favorite Feature

Friends \u0026 Family Alpha

- Community Buzz \u0026 Feedback
- QoL Feedback \u0026 Changes

Soft Launch Planning

What Great Teams Do Right

God myth and legend

EVERYTHING YOU NEED TO KNOW ABOUT ALPHA RELEASE! | Fateless Games - EVERYTHING YOU NEED TO KNOW ABOUT ALPHA RELEASE! | Fateless Games 23 minutes - EVERYTHING YOU NEED TO KNOW ABOUT ALPHA RELEASE! | Fateless, Games WELCOME TO FATELESS, GAMES! Fateless, ...

Alpha sick day COMPETITION!!! - Alpha sick day COMPETITION!!! by Fateless 5,464 views 9 days ago 26 seconds - play Short - Simon has been practicing his excuses ahead of Alpha wave 1 next week! Who else is rehearsing their best 'sick day' spiels ...

DESIGNING SMART SYSTEMS FOR EVERY PLAYER - Can We Please them ALL?! | Fateless Games - DESIGNING SMART SYSTEMS FOR EVERY PLAYER - Can We Please them ALL?! | Fateless Games 52 minutes - WELCOME TO **FATELESS**, GAMES! **Fateless**, is a dynamic game studio founded by passionate content creators Simon Lockerby ...

Meet the Guests

Designing for Casuals \u0026 Veterans

Creating Engaging Early Gameplay

Gear System Breakdown

Attunement \u0026 Build Permanence

Quick \u0026 Optional Tutorial

Smart Tooltips \u0026 In-Game Codex

Hero Drop Pools \u0026 Unlock Paths

Avoiding Meta Clones

Chasing Heroes vs. Having Them All

Godforge Approach to Roster Balance

Weapon Imprints Explained

Balancing \u0026 Break Prevention

Speed Isn't Everything

User Interface Philosophy

God Myth and Legend

3D Art BTS ?? - 3D Art BTS ?? 2 minutes, 48 seconds - 3D Art BTS 3D Character Artist, Nico, takes us through the creation of feathers for 3D modelling.

Intro

Tutorial

Outro

IT'S BEGUN! F\u0026F ALPHA WAVE IS OVER! | Fateless Games - IT'S BEGUN! F\u0026F ALPHA WAVE IS OVER! | Fateless Games 20 minutes - IT'S BEGUN! F\u0026F ALPHA WAVE IS OVER! | Fateless, Games WELCOME TO FATELESS, GAMES! Fateless, is a dynamic game ...

DEEP DIVING THE GAME MECHANICS! | Fateless Games - DEEP DIVING THE GAME MECHANICS! | Fateless Games 47 minutes - WELCOME TO **FATELESS**, GAMES! **Fateless**, is a dynamic game studio founded by passionate content creators Simon Lockerby ... Welcome \u0026 Guest Introductions Why Godforge Is So Exciting Inside the Alpha: Dev Progress \u0026 Playability Accuracy vs Resistance Explained Should RNG Exist? No More 3% Miss Chance Crits, Strong Hits \u0026 Their New Interactions Deep Build Customization \u0026 Synergy Stacking Status Cap: Why 10 Effects Per Hero UI Design: Clarity, Feedback \u0026 Visual Challenges Damage Ranges, Variance \u0026 Game Feel Bleed: Max HP Damage That ticks Starter Champs \u0026 Their Unique Debuffs Status Effect Limits \u0026 Passive Triggers Unique Buff/Debuff Flavor \u0026 Effects Crowd Control Deep Dive: Freeze, Sleep, Confuse How Disables Work on Bosses \u0026 in Team Synergies Multi-Hit Skills vs Debuff Durations Radiance: Reflect Damage Transform (Morph)

Closing off

?The Knight SFX ? - ?The Knight SFX ? by Fateless 1,616 views 2 weeks ago 42 seconds - play Short - Norbert, our incredible Sound Designer takes us through a snippet of some of his work. You'll want to turn your sound on for this ...

ALL ALPHA HEROES FOR GODFORGE! | Fateless Games - ALL ALPHA HEROES FOR GODFORGE! | Fateless Games 19 minutes - ALL ALPHA HEROES FOR GODFORGE!| **Fateless**, Games WELCOME TO **FATELESS**, GAMES! **Fateless**, is a dynamic game studio ...

Intro

Common Heroes

Epic Heroes

Legendaries

Alpha EXPLAINED: Big Reveals, Goals and MORE! | Fateless Games - Alpha EXPLAINED: Big Reveals, Goals and MORE! | Fateless Games 53 minutes - WELCOME TO **FATELESS**, GAMES! **Fateless**, is a dynamic game studio founded by passionate content creators Simon Lockerby ...

Meet the Hosts \u0026 Guests

Alpha Goals \u0026 Player Contributions

- Reading Between the Lines
- Gathering Feedback
- Hero Acquisition in Alpha
- Game Progression \u0026 Tiers
- Alpha Endgame Competition
- Rerolls \u0026 RNG Philosophy
- Streaming \u0026 Content Creation (Alpha)
- What Makes Godforge Unique
- Weapons \u0026 Hidden Challenges (Reliquary System)
- Why Players Are Hyped
- Guilds, Clans \u0026 Clusters
- PvP \u0026 Friendly Battles
- Visual Polish in Alpha and Many more
- Beyond Alpha: Full Game Progress
- Character design and a leak

GODFORGE ALPHA RELEASED! HOW FAR ARE WE? - GODFORGE ALPHA RELEASED! HOW FAR ARE WE? 31 minutes - GODFORGE ALPHA RELEASED! HOW FAR ARE WE?

Start

What's are we focusing on, Alpha

Alpha signups and Leaderboard

Birth of Scion

Upgrading Heroes and Ascensions

Skill upgrades

Gearing System

Imprints

Visual quality

Combat

Boss Battle

Outro

IT'S BEGUN! F\u0026F ALPHA WAVE IS OVER! | Fateless Games - IT'S BEGUN! F\u0026F ALPHA WAVE IS OVER! | Fateless Games 20 minutes - IT'S BEGUN! F\u0026F ALPHA WAVE IS OVER! | Fateless, Games WELCOME TO FATELESS, GAMES! Fateless, is a dynamic game ...

Crack-Boom in Köln: Wie Abhängige und Anwohner darunter leiden - Crack-Boom in Köln: Wie Abhängige und Anwohner darunter leiden 7 minutes, 28 seconds - Besonders am Kölner Neumarkt boomt das Geschäft mit Crack. Die Drogenszene bräuchte dringend mehr Schutzräume, doch die ...

Infinite Lifetime Omega Sawblade Run - DunkOrSlam Plays - Noita - Infinite Lifetime Omega Sawblade Run - DunkOrSlam Plays - Noita 8 hours, 40 minutes - Noita expert DunkOrSlam needs to create a projectile that does not have a lifetime limit. The Omega Sawblade spell would ...

Intro

Twitch Integration

The Run

You're Hard to Love | July 28th - August 3rd - You're Hard to Love | July 28th - August 3rd 30 minutes - Unlock Your Goals with the Planets Masterclass - the system for actually moving your life forward. Comes with a free month of the ...

Can Bettas and Shrimp REALLY Live Together? - Can Bettas and Shrimp REALLY Live Together? 10 minutes, 48 seconds - Want to Become a Shrimp Keeping Expert?* Check out The Neocaridina Shrimp Handbook! It's packed with everything you need ...

DARK CARGO 08 WITH REENA / Dark industrial space music - DARK CARGO 08 WITH REENA / Dark industrial space music 32 minutes - CentCom: We are receiving strange signals from the center of sector 27d. Communication with the administration has been ...

4HEAD Presses Lucky For Selling Dusty ARs To Habibis | NoPixel 4.0 GTA RP - 4HEAD Presses Lucky For Selling Dusty ARs To Habibis | NoPixel 4.0 GTA RP 3 minutes, 25 seconds - SUBSCRIBE for more GG clips and videos, gangy. Credits to: https://kick.com/4head https://kick.com/sukhi_1 Make sure to follow ...

NORMAL TO HARD! MAXING FIRE KNIGHT PROGRESSION! ACCOUNT TAKEOVER HELP! | RAID: SHADOW LEGENDS - NORMAL TO HARD! MAXING FIRE KNIGHT PROGRESSION! ACCOUNT TAKEOVER HELP! | RAID: SHADOW LEGENDS 27 minutes - Account take over! Back on Blumkin's account here working on his Fire Knight Dungeon - we take his account to new levels!

Rotting Christ - 'Their Underrated Spells' (Compilation made for fans by fans!) - Rotting Christ - 'Their Underrated Spells' (Compilation made for fans by fans!) 2 hours, 10 minutes - TRACKING LIST Helios Hyperion 00:00 Gaia Tellus 03:46 Diastric Alchemy 08:24 Where Mortals Have No Pride 13:19 Visions of ...

- Helios Hyperion
- Gaia Tellus
- Diastric Alchemy
- Where Mortals Have No Pride
- Visions of the Dead Lover
- The Fifth Illusion
- For a Voice Like Thunder
- Tou Thanatou
- Santa Muerte
- Eon Aenaos
- Out of Spirits
- Thine is the Kingdom
- A Dead Poem
- If it Ends Tomorrow
- My Sacred Path
- You My Flesh
- Snowing Still
- Quintessence
- Rusalka
- The Nereid of Esgalduin(LOA)
- The Coronation of the Serpent
- Doctrine
- The New Messiah
- Lex Talionis
- Fateless

Release Me

Visions of a Blind Order

ALPHA DATES \u0026 INFO RELEASED! GET READY FOR ALPHA! | Fateless Games - ALPHA DATES \u0026 INFO RELEASED! GET READY FOR ALPHA! | Fateless Games 13 minutes, 42 seconds -ALPHA DATES \u0026 INFO RELEASED! GET READY FOR ALPHA! | **Fateless**, Games WELCOME TO **FATELESS**, GAMES! **Fateless**, is ...

Intro

Alpha Dates

Final Wave

Gameplay

THIS FUSION DOES INSANE DAMAGE! | Raid: Shadow Legends - THIS FUSION DOES INSANE DAMAGE! | Raid: Shadow Legends 20 minutes - THIS FUSION DOES INSANE DAMAGE! | Raid: Shadow Legends ...

Godforge Has A Promising Future! (Everything You Need To Know) - Godforge Has A Promising Future! (Everything You Need To Know) 20 minutes - Godforge by **Fateless**, Is coming in hot! dont miss out on a chance to be apart of something great! make sure to like and subscribe ...

Faithless - Insomnia (Official 4K Video) - Faithless - Insomnia (Official 4K Video) 3 minutes, 35 seconds - Faithless - Insomnia (Official 4K Video) Stream Faithless here: https://FaithlessOfficial.lnk.to/StreamAY Subscribe to Faithless' ...

Fateless trailer - Fateless trailer 1 minute, 35 seconds

The Future of Fateless? - The Future of Fateless? 11 minutes, 6 seconds - Thank you so much for watching my breakdown of my thoughts on the current situation on the game, and the company. Please let ...

GODFORGE IS ABOUT TO CHANGE EVERYTHING.... - GODFORGE IS ABOUT TO CHANGE EVERYTHING.... 36 minutes - Today I'll have Simon aka @HellHades to dicsuss the Alpha launch of Godforge from studio @FatelessGames atelessGames ...

Godforge Alpha - Wave 1 Day 1 #godforge #fateless - Godforge Alpha - Wave 1 Day 1 #godforge #fateless 8 hours, 31 minutes - The day we have all been waiting for is finally here. Godforge Alpha is finally here for us to enjoy and I am so happy to be able to ...

DEEP DIVING THE GAME MECHANICS! | Fateless Games - DEEP DIVING THE GAME MECHANICS! | Fateless Games 47 minutes - WELCOME TO **FATELESS**, GAMES! **Fateless**, is a dynamic game studio founded by passionate content creators Simon Lockerby ...

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Inside the Alpha: Dev Progress \u0026 Playability

Accuracy vs Resistance Explained

Should RNG Exist? No More 3% Miss Chance

Crits, Strong Hits \u0026 Their New Interactions Deep Build Customization \u0026 Synergy Stacking Status Cap: Why 10 Effects Per Hero UI Design: Clarity, Feedback \u0026 Visual Challenges Damage Ranges, Variance \u0026 Game Feel Bleed: Max HP Damage That ticks Starter Champs \u0026 Their Unique Debuffs Status Effect Limits \u0026 Passive Triggers Unique Buff/Debuff Flavor \u0026 Effects Crowd Control Deep Dive: Freeze, Sleep, Confuse How Disables Work on Bosses \u0026 in Team Synergies Multi-Hit Skills vs Debuff Durations

Radiance: Reflect Damage

Transform (Morph)

Closing off

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Ennio Morricone - Return To Life (Fateless OST) - Ennio Morricone - Return To Life (Fateless OST) 6 minutes, 6 seconds - Ennio Morricone - Return To Life (**Fateless**, OST) So beautiful.

Godforge Alpha Test Phase 1 - LIVE! - Godforge Alpha Test Phase 1 - LIVE! 5 hours, 59 minutes - GODFORGE is the upcoming game by **Fateless**, Games Studio set to release at the end of 2025. It's a turn based Hero Collector ...

Fateless - Fateless 4 minutes, 11 seconds - Provided to YouTube by Century Media **Fateless**, · Rotting Christ Khronos ? 2000 Century Media Records Ltd. Released on: ...

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Godforge Approach to Roster Balance

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Balancing \u0026 Break Prevention

Speed Isn't Everything

User Interface Philosophy

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Respecting MYTH, Reimagining LEGENDS – Creating Own World | Fateless Games - Respecting MYTH, Reimagining LEGENDS – Creating Own World | Fateless Games 49 minutes - WELCOME TO **FATELESS**, GAMES! **Fateless**, is a dynamic game studio founded by passionate content creators Simon Lockerby ...

Meet Aaron

The Story of Godforge

From New World to Godforge

Mike on lore

Story Challenges

Why narrative matters

You Are the Story: Making Players the Protagonist

Community Reactions to the Godforge Trailer

What Makes Fateless Different from Big Studios

Building with Trust: Creative Freedom at Fateless

IP Building \u0026 Immersive World Design

Fan-Favorite Gods \u0026 Story Ideas

Respecting Myth While Reimagining Legends

Outro

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