VESPER HOUSE GAMES

Mahjong Gambit: Bone Collector

A roguelite tile-matching mahjong game. High stakes, playful vibes.

LAUNCH	**December 8, 2026**
PLATFORM	iPhone, Android
PC	Steam, March 2027
PRICE	$3.99, no ads or IAP
GENRE	Roguelite puzzle

THE GAME

The god of the underworld slides into your DMs, and now you're in a deal you can't back out of. Win the game, keep your bones. Lose… well, he's called the Bone Collector for a reason.

Mahjong Gambit is a strategic tile-matching game. Build runs and matches, cash in favors from Aunty Fate, and outplay the debuffs the Bone Collector stacks against you, one chapter at a time. Think Balatro's run-building, played with the tiles of Vita Mahjong.

WHAT MAKES IT DIFFERENT

A familiar genre, rethought. Real mahjong tiles and the easy pick-up of tile matching, with the strategic depth of a roguelite.

Every set plays differently. Every three boards brings new power-ups and a fresh rule twist to outplay.

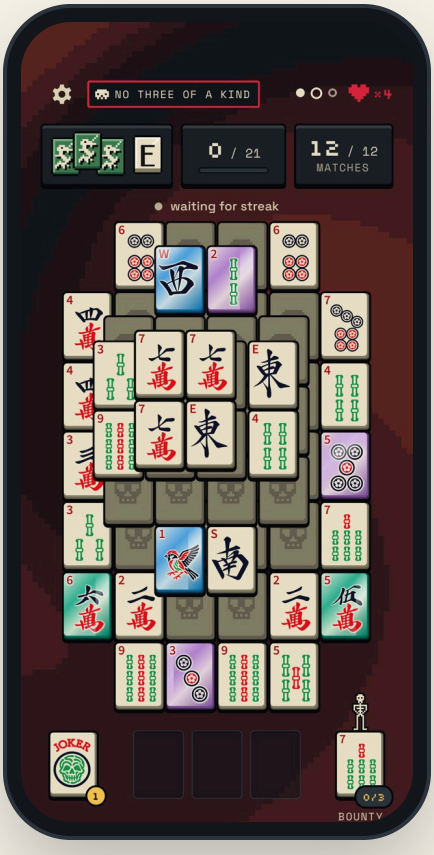
A story worth finishing. A 12-chapter arc told in DMs, with Aunty Fate's shop, bounties and upgradable tiles along the way.

Endless mode. Finish the story to unlock a calmer, zen endless mode built for eternal play.

Welcoming to newcomers. A guided first board, one-time tips as each system arrives, and a Learn the Tiles primer.

BUILT FOR MOBILE

Made for short sessions, one board at a time. Fully playable offline, with tile symbols, large tile numbers and reduced motion. Premium from the first tap: no ads, no in-app purchases, no timers, and no data collected.



AT A GLANCE

- **108 boards** across 12 chapters
- **4+ hours** to the ending
- **Unlockable** zen endless mode
- **Original** bossa-nova score

THE DEVELOPER

Lindsay Edwards founded Vesper House Games, a one-person studio in Bend, Oregon. She spent years in mobile games leading production on top-grossing, chart-topping titles including Monopoly GO! and other Scopely titles.

Before games she was a classical musician, with two performance degrees in oboe and years in professional orchestras. She also writes romance under a pen name. Mahjong Gambit is her first independent game, designed and produced by her.

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Press kit: vesperhouse.games/presskit

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HOW IT PLAYS

Core loop. Tap face-up tiles into a three-slot tray to make runs (like 1-2-3 of one suit) and matches (three of a kind), using real mahjong tiles.

Combo multiplier. Match the same suit several times in a row and your score multiplier keeps climbing.

Buffs. Before each set of three boards, choose a power-up and a passive bonus that stay with you for the whole set.

Debuffs. Each set also adds a rule twist, from No Runs to Bamboo Is Neutral, so no two sets play the same.

Bounties. Some boards name a target number. Match three tiles of that number to rescue a soul from the Bone Collector.

Aunty Fate's shop. Spend the points you earn on stronger power-ups and wild-card jokers.

Upgradable tiles. Bounty tiles level up from silver to gold, and a few special tiles grow into rare jewel-toned versions.

Fresh, fair boards. Every board is generated new, and a solver plays it against your exact power-ups and debuff before you see it, so no run ends on an impossible board.



FROM THE DEVELOPER

> "I'd been trying to learn mahjong online and found it hard, so I made the game I wanted: one that helps you get comfortable with the tiles, with more depth than most tile-match games. As a producer, I knew a little about a lot of what goes into a game. Pushing myself to bring all of it together into something cohesive and fun has been very rewarding. Doing everything from the level logic to the SFX put a challenging creative constraint on what the game could be, and I'm really happy with the end result."
>
> LINDSAY EDWARDS, FOUNDER, VESPER HOUSE GAMES

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