

A place for the next heavy game.

Independent English-language board-game tutorials, with interactive 3D tables, full guided playthroughs and readable setup, strategy and glossary guides. Free to explore worldwide, without an account.

16

Website page views

Excludes /play/

3

Launch attempts

Player-page loads

2

Countries

Page-view geography

Measured 8-14 September 2026 (UTC) / retrieved 15 September 2026

Page views by country: United Kingdom 11 / United States 5.

Page breakdown: Homepage 6 / Privacy & analytics 6 / Inis tutorial page 4. All 3 measured launch attempts were for Inis. These are page loads, not unique people.

Games and teaching routes

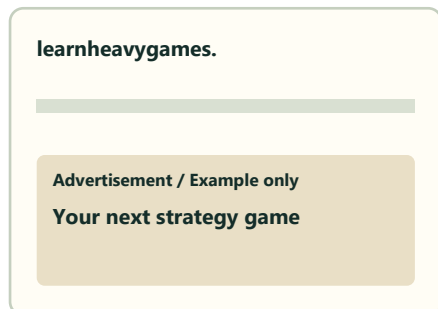
Game	Covered lessons	Page views / launches
Pax Renaissance: Second Edition	2 & 3-player playthroughs	0 / 0
Hegemony: Lead Your Class to Victory	4-player playthrough	0 / 0
Kemet: Blood and Sand	4-player base / 3-player Book of the Dead	0 / 0
Inis	4-player base / 3-player Seasons of Inis	4 / 3
Earth - the board game	2 & 3 players / Base and Abundance	0 / 0
SETI: Search for Extraterrestrial Intelligence	3 players / Base and Space Agencies	0 / 0
Forbidden Stars	3-player playthrough	0 / 0
Bios: Origins (Second Edition)	4-player advanced game	0 / 0
Underwater Cities	2-player New Discoveries / Quick Start / Museum B	0 / 0
1846: The Race for the Midwest	4-player playthrough / GMT base game	0 / 0

An early snapshot, not established advertising reach

Cloudflare Web Analytics counts may include operator and QA activity and have not been independently audited. Collection began during the period and settings changed. A zero is no matching measured event, not proof of no visitors. See page 2 for measurement limits.

Alongside the learning.

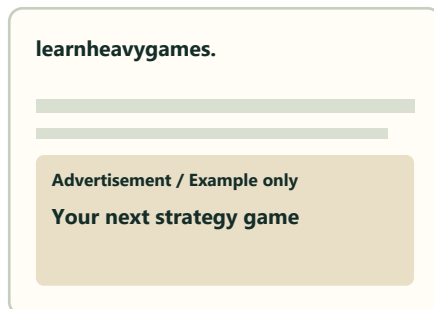
Discuss a Kickstarter, Gamefound campaign or game release. The examples below are proposed locations, not current advertisers. Placement, dates, artwork and price are agreed before a campaign runs.



Library card

Homepage or game library

1200 x 630 px artwork



Guide card

An agreed reading guide

600 x 500 px artwork



Tutorial strip

Above the viewer, before Start

1456 x 180 px artwork

Paid placements would be labelled Advertisement and use sponsored links. The table and its controls stay unobstructed. Placements do not buy favourable explanations or imply endorsement of existing tutorials.

Measurement limits

Source: Cloudflare Web Analytics (rumPageloadEventsAdaptiveGroups), apex and www hosts, bot = 0. Interval: 8 Sep 2026 00:00 UTC inclusive to 15 Sep 2026 00:00 UTC exclusive. Analytics was created on 8 Sep at 09:31 UTC; settings changed during this launch period. The current setup is opt-in.

Website page views exclude /play/. Launch attempts count /play/ loads, including reloads and direct links. They do not establish successful game loads, unique players or completions. Direct raw-export visits are outside the launch measure.

Website counts are sampling-adjusted estimates (average sample interval 1.143); launches returned an interval of 1. Country is approximate request geolocation, not nationality. Operator/QA traffic is not excluded; bot classification can be imperfect.

Consent refusals, privacy signals, blockers and interrupted loads can reduce measurement. No measured ad impressions, ad clicks, backer conversions, unique visitors, demographics or completion rates are available. No traffic or funding outcome is promised.

Full figures, filters and source definitions: learnheavygames.com/advertise/#measurement

Discuss a campaign

Send a campaign link, launch dates, preferred placement and budget range. Fixed-duration placements are quoted individually. A commissioned tutorial is a separate production scope.

admin@doubletick.org / learnheavygames.com/advertise/