



Want to Conquer Your Favorite City?

Luke Costanza '09 and Mac Stutzman '09, creators of Havoc Boards, can help guide your attack.

By Karen McCally '02 (PhD)

“HAVE YOU EVER VISITED A NEW PLACE AND asked yourself: What is the best way to conquer this territory? What are the key defensive positions for moving armies? And what are the choke points?”

Luke Costanza '09 posed just those questions last spring in a video uploaded onto Kickstarter.com.

The tongue-in-cheek video served an earnest purpose: He and Mac Stutzman

▲ **SO LONG, GENTLE WATERS:** Rochester’s blissful riverside campus is carved into strategic territories on Costanza and Stutzman’s Risk-style University of Rochester gameboard.

'09 were vying to raise \$20,000 on the online funding resource to turn an idea into a business. At midnight last July 17, their 45-day campaign closed with \$25,348, minus a small cut for Kickstarter, in the bank. That’s enough for the two to finance their new company, Bungled Board Games, and launch their first line of products, called Havoc Boards.

Brothers in the Phi Kappa Tau fraternity, Costanza, an optics major, and Stutzman, a history major, were big fans of the Hasbro board game Risk. After graduation, as roommates in Boston, they continued to play, and on a whim, drew up their own game board—a map of Boston—and invited friends over to play.

The Boston board was a hit. Soon the two

had created on a home computer game-style maps of the United States, the United Kingdom, and New York City, and arranged for a board game manufacturer to create prototypes of the three boards.

“We can do any map,” says Costanza. In fact, they’ve created designs for 15 game boards so far, among them, boards featuring maps of Washington, D.C., Austin, Texas, Portland, Ore., the solar system, and even the River Campus.

But those with their eyes on Jupiter—or even Wilson Commons—may, at this point, want to consider a laser engraved wooden game board as opposed to standard cardboard.

“The whole idea for Havoc Boards kind of clicked when Luke had the idea of laser engraving,” says Stutzman. It solved a problem of economies of scale. Since each design would require a separate printing run, the only game boards it would make sense

