



# TAMBA

*The Party Game  
That's Never The Same...*

## 12 PLAYERS. 8 DECKS. ZERO SUBSCRIPTIONS

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### *Why Rodell Made TAMBA*

- "Party games are fun until someone has to explain the rules for 10 minutes. I want to fix that. With TAMBA, you choose your decks, add your friends, customise the rules, and hit play. The app creates a personalised experience just for your group. **No AI chatbot, no data harvesting** - just swipe for a new card or tap it to remix it."
- "Classic, Daredevil, Spicy, Controversial, Witty, Romantic, Party Animal, and Truthful - there's a deck for **every crowd and every mood**. With 5 dynamic remixes for each card, the odds of playing the same game twice are statistically impossible. **Text-to-speech** and adaptable screens mean everyone gets an invite to this party."
- "**Not everything needs to be a subscription**, especially drinking games. **The game is free**. Get all premium decks for **less than a London pint** - no monthly fees, ever. My mission is to give everyone a party in their pocket!"



Download on the  
**App Store**

*Out 20<sup>th</sup> September 2025*

# Additional Information

## About the App & Creator

### 1. How did the idea for TAMBA come about?

I wanted to make my perfect party/drinking game and, once I did, I had to share it!

### 2. What makes Tamba different from other drinking games?

TAMBA is designed for everyone. That's why I call it a "party game" rather than just a drinking game. It uses a special card system so the game is never the same.

### 3. What does "never the same" mean in practice?

Every deck has its own theme, and each card can be remixed into five different versions. That way, no two games ever feel alike.

### 4. What do you want players to feel when they use it?

It can be intimate and revealing at times and then suddenly very chaotic and wild - it **really** depends on how you set up your game. I see TAMBA as a vibe catalyst because it takes the direction you want and builds on that. I want players to feel like they have a party in their pocket.

### 5. Who is behind the app (roles/backgrounds etc.)?

Just me! This is my first app, and it's been hectic but rewarding. Playing early versions with friends and getting their feedback has kept me going. I've always loved technology, especially when it captures or enhances memories. I grew up in Croydon (Archbishop Tenison's High School/Sixth Form, 2010–2017), I now live in Whitechapel, and I'm first-gen with Sierra Leonean heritage.

### 6. How does accessibility show up in your design?

Inclusivity **has always been a must**. TAMBA includes text-to-speech, scalable text, and motion reduction. I've tried to make the game as accessible as possible, but I can't do that on my own. I need to test the game with all kinds of people. That way everyone can join the party.

## Launch & Growth

### 1. Do you have a crowdfunding or growth strategy?

I launched a Kickstarter and built a website, but, honestly, a lot of it has been word of mouth. The plan for now is to keep it organic and fun, and let players spread TAMBA through their own parties, socials, and experiences.

## Music & Influences

### 1. How do you plan to incorporate music into the game? Why playlists?

Each deck has its own vibe, and music sets the mood just as much as the cards do. Curated playlists make the experience feel complete...like a soundtrack to the night.

### 2. How did you approach the illustrations and visual style of the game?

Every deck is themed around a vibe, and I wanted the artwork to communicate that instantly. The goal was bold, representative, and easy to recognise. Representation matters. Growing up, I rarely saw myself in games. Each TAMBA character reflects the culture and people who inspired it, and all of them wear Afro hairstyles as a deliberate design choice.

### 3. What cultural gap are you trying to fill with Tamba?

Most party games are either too broad or too niche. Tamba adapts to any group and helps people connect.

### 4. How does your South London background influence the project?

South London taught me that the best parties are inclusive, where anyone can jump in and the vibe just builds - that's TAMBA.



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