

PRODUCT INFORMATION

PRIVATE AND CONFIDENTIAL

THE FALCONEER



THE
FALCONEER

A GAME BY
TOMAS SALA

BAFTA
NOMINEE
GAMES

WIRED
PRODUCTIONS

Key Information

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Game Name: The Falconeer
Platforms: Xbox Series X|S / Xbox One / Xbox One X / PC / PS4 / PS5 / Nintendo Switch
Genre: Aerial combat / Flying
Launch Date: Xbox/PC November 10th, 2020
Launch: Warrior Edition August 5th, 2021
Localization: EFIGS, RU, JP, KO, PT-BR, CH (Simp/Trad), Pol
VO: Eng, FR, DE
Engine: Unity
Age Rating: ESRB: TEEN / 12 PEGI / 12 USK
Publisher: Wired Productions
Developer: Tomas Sala



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XBOX SERIES X



XBOX ONE



PS5 | PS4



PC



NINTENDO SWITCH



Developer | Tomas Sala

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The Falconeer is a homage to the great air combat games of the past and is the sole vision of maverick independent developer, Tomas Sala. Hitherto, best known to most gamers for his exotic Skyrim Mod series, Moonpath to Elsweyr. As a work of personal expression and left field game design, The Falconeer contains a very personal narrative that is conveyed through the art, the story, and the emotive qualities that it inspires.

Tomas is also the co-founder of game studio Little Chicken Game Company. Best known to most gamers for his exotic Skyrim Mod series: Moonpath to Elsweyr, Tomas has developed a unique visual style over the years that have helped turn helped turn games such as Rekt! (iOS/Switch), SXPd (iOS) and TrackLab (PSVR) into unique visual and interactive experiences.



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FROM THE CLOUDS THEY DIVE, THE SCREAMS OF BATTLE IN THEIR LUNGS...

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About The Game

You take on the role of Falconeer, a powerful airborne warrior traversing a vast oceanic world torn apart by generations of poisonous decisions and dissent. Throughout multiple campaigns, you will experience life from many different perspectives and loyalties, as you embark on a journey of discovery, and solve the mystery of the Ursee, its people and history.

Soar through the skies aboard a majestic warbird, explore a stunning oceanic world and engage in epic aerial dogfights, in this BAFTA nominated air combat game from solo developer, Tomas Sala.

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Key Features

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- **TAKE TO THE SKIES:** Experience the free-flying escapism of flying a giant warbird across a stunning open world.
- **EXPLORE AN INCREDIBLE UNIVERSE:** Discover a vast oceanic world filled with lost myths and breathtaking landscapes.
- **FRENETIC AERIAL COMBAT:** Soar above the clouds and engage in spectacular aerial dogfights.
- **RIVAL FACTIONS:** Join & support your faction, take on missions that may change the fate of your comrades as well as your own.
- **MULTIPLE CAMPAIGNS:** Experience life as a Falconeer from many different perspectives.
- **UPGRADE YOUR MOUNT:** Survive and earn splinters to improve your gear and mount.
- **FULLY VOICED:** An incredible voice cast brings to life the world within the Falconeer
- **SOUNDS OF THE URSEE:** Immerse yourself in the world of The Falconeer with an award-winning soundtrack.



Content Plan | DLC & Updates

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2020

2021

DECEMBER



THE KRAKEN [FREE]

Introducing *The Kraken*, the first free content update for The Falconeer. Featuring new exploration and discovery experiences with Cartographer and Wreckdiver guild locations and perilous under water adventures.

FEBRUARY



THE HUNTER [PAID]

Take to the skies aboard a fearsome serpent and unleash fiery vengeance from above with The Hunter content pack. Includes a new 'Mongres Hunter' player Class, with a flyable Ormir dragon, an exclusive set of pyro pot guided rockets and additional outfits for your player avatar.

£1.69 | \$1.99 | €1.99

MARCH



ATUN'S FOLLY [FREE]

Live the pirate life with 'Atun's Folly', a free new update for The Falconeer. Navigate the perilous waters of the Great Ursee, discover Atun's Folly, a Pirate settlement and take on missions to raid the Imperium's wealthy traders, with fearsome new enemies to defeat!

AUG



EDGE OF THE WORLD [PAID]

Take on epic new missions, embark on new adventures and discover stories that will lead you to spectacular new locations on the periphery of civilization, in '*Edge of the World*', an extensive new expansion for this BAFTA nominated game.

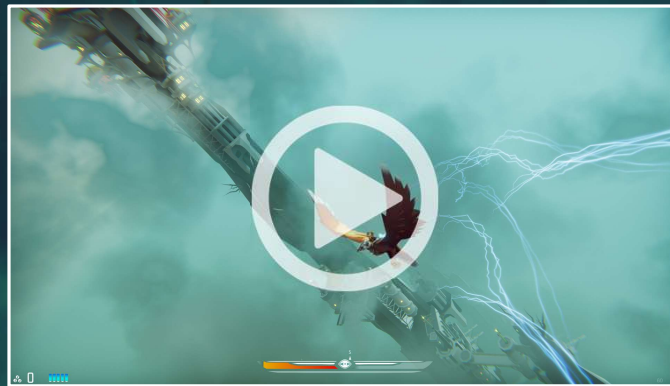
£6.99 | \$7.99 | €7.99

Trailers | To Date

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X019 Announcement Trailer | Nov 2019



Mancer Trailer | March 2020



Story Trailer | June 2020



The Path Trailer | Xbox Series X July 2020



Xbox Series X Release Date Trailer - Sep 2020



Xbox Series X | The Free & The Fallen Oct 2020

Trailers | To Date

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Xbox Series X|S, PC | Launch Trailer Nov 2020



The Kraken (Free update) | Dec 2020



The Hunter DLC | Feb 2021



Atun's Folly (Free update) | Mar 2021

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Background

An attempted assassination leaves the reigning Empress near death. As the seachantress heals her body she lets the empress experience the memories of Falconeers whose actions led to her downfall. Each chapter of the game is one of those experiences. Uncover the treasons and machinations that threaten the Ursee.

Water World

The Great Ursee is a near infinite body of water which makes up the world of The Falconeer. It covers the secret origins of this world and its people. As the player uncovers the mythical past, it will reveal a world in the grip of choices made millennia ago, although the consequences still impact the Ursee's inhabitants today.

Some see the Ursee as a prison others as a sanctuary, follow the storyline and decide for your self.

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Enemies

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The enemies are varied yet powerful!



SKULLSHIPS
Heavy fighters



WARBIRDS
Dogfights

**FREEBOOTER
CRABTON**
Epic bossfights



MANCER QUESTOR
Air superiority

IMPERIAL STEAMRAKE
Protect the merchant shipping



Falconeers

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That's a Big Bird

Warbirds have always been part of the survival strategy for people on the Ursee. Historically Warbirds and their riders served the noble houses, with a small order of Falconeers serving the common people from a sense of duty and honour. These Falconeers would wander the Ursee, trading security and protection for the hospitality from the local Lord.



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Flight

Warbirds use thermals and potential energy to glide and fly as efficiently as possible. As a Falconeer, the player will need to use altitude, naturally occurring thermals and the bird's natural grace to attain speed and advantageous combat positions and navigate difficult environments.

If the bird has enough energy, it can perform rolls that are unique to natural flight. They can barrel roll or twist mid-air and turn the tables on opponents. But only if they have the speed and energy to do so.

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Flight control

Energy

Energy is gained from diving. If you pull up or ascend you will lose energy. Energy can be used for dashes and rolls, but also gives you a good indication of your airspeed.

You can also use an emergency dive action to both evade fire and gain rapid energy, but you will lose speed and altitude rapidly.

Using actions such as rolling or emergency dives is also a good way to avoid rocket fire.

4 Lose energy and speed from ascending

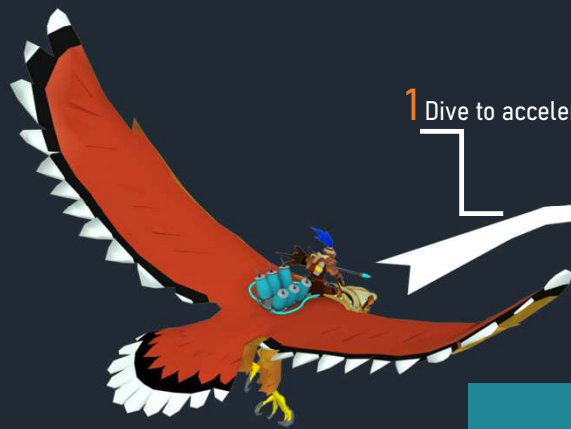
3 Gain energy and altitude from updrafts

2 Use energy to roll and dash

1 Dive to accelerate and gain energy

Speed is gained through diving, and lost thru rising. However you lose less energy in a shallow ascend than a steep one. So by flying smoothly rather than with sudden ascends you maintain your velocity.

The most advantageous position in combat is to be above the enemies. You are able to dive into combat with a maximum measure of potential energy. You can then use this energy to dash and roll, or ascend out of reach of the enemy.





Falconeer

Defender of the people. No mercenary for coinage, wield your lightning caster and warbird to escort trading and fishing ships against pirates, kraken and other threats.

Mercenary

Fly for the highest coin and work for whoever can afford your skills and the shiny new magnetar rifle you carry into battle.

Imperial Freelancer

The Imperium always has use for those not suited to the rigid hierarchy of its fleets. Free enough to achieve objectives, loyal enough to take the fall.

Mancer Seeker

The first on site as new relics are discovered or technology retrieved. Infiltrators and defenders of the Mancer Path, a Mancer seeker is always well equipped and dangerous.

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There also exist Arbiter, Corsair and Mongres Hunter classes. These classes either unlock as DLC or thru the Warrior Edition of the game. Each of these classes offers a new unique mount to ride.

- Ancient Pteron for the Corsair
- Mongres Ormir drake for the Hunter
- Feniks for the Arbiter

Classes

Each chapter the player gets to pick a new character and experience the next stage of the conflict from a new faction's perspective.

Each class comes with a base weapon and a different type of bird, this is both cosmetic and functional. Each bird has a distinct look and provides different base stats, focus on agility or survivability? choose wisely.

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Mutagens

Certain traders found in exotic locations will inject your bird with 'mutagens' for the right price.

These otherwise damaging substances increase a certain stat of your bird significantly. But they also come at an emotional cost as they are often damaging to your bird's health. Mutagens come in different qualities with improved effects, heavy mutagens cannot be removed and are permanent

Vein Rider

Vein Rider mutagen coats the cardiovascular system of your warbird in a self-repairing mucus. Allowing the bird to regenerate over time.

Benthic Blue

Benthic Blue enhances the metabolic rate, wasting your bird and reducing its weight. This greatly improves the speed a warbird can attain.

Sark Blood

Sark Blood stimulates the adrenal glands into permanent fear responses improving the agility of your warbird.



VEIN RIDER



BENTHIC BLUE



SARK BLOOD



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Seachantress Chants

The Seachantresses are the spiritual guides of the Ursee communities, especially among the Free Houses. Their healing services are renowned and vital to many on the Ursee. For Falconers they provide one additional service. Namely Chants and tokens that through unknown means illicit new abilities from warbird and rider.

Chants like purify are praised in battle, but chants can assist in the gathering of splinters, resistance to electrical storm damage and so forth.



Some chants are daily effects, that only last from take off until landing. These trigger when the conditions are met for their use. Such as low health or defeating an enemy

Factions

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The Northern Imperium

Of the main powers on the Great Ursee, the Imperium is the largest cohesive power bloc. The Imperial throne holds power over all the Northern Ursee. Noble houses scheme and manipulate at the court of the Empress

House Borgia's Spymaster has been preparing her House for a confrontation with the Mancer Order. House Borgia which she leads has always held a unique position away more independent of Mancer control. A trait she'd like to export to the rest of the Imperium.

Subterfuge and manipulation have always been the tools of House Borgia, but it has yet to be seen if she can hold her own in open conflict with a Mancer Crusade.



SPYMASTER ILLIAS

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The Mancer Order

The Order controls access to all technology across the Usree and by ancient decree manages the march of progress along “the path”. Their goal over countless centuries is unknown. What is known is that they possess huge stores and vaults of knowledge and technologies, and that houses great and small can apply for permits to access and use these technologies, in adherence with Mancer codes of conduct.

RECTOR MAGNUS BELAN

The Leaders of the Mancer Order always elect their best and brightest scholars to leadership positions. And Belan is no exception to this, but with a hardline streak for strict Mancer doctrine he marks a return to a more conservative adherence to “the path”. Currently he is slowing the technological progress allotted to the Imperium. Obvious plotting by House Borgia and a Freebooter uprising are cause to put ancient Mancer goals and plans on hold for the short term.

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Civilian Freehouses

On the whole many communities are practically independent, as long as they navigate political forces of the Imperium and Mancer Order. They will keep their local militia's focused on protecting trade from pirates and the sea monsters of the Ursee.



MASTER OF LETTERS MCMILLAN

As the de facto leader of the small freehouse of Dunkle, McMillan main concerns are keeping his house and settlement free of Imperial control and taxation. Recently a surge of well-equipped pirates have reduced much of Dunkle's wealth and resources. Dunkle has now been reduced to their last profitable holding, a leasehold for one of the few Mancer permitted mines along the Maw.

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Committing crimes on the Ursee will trigger an immediate faction switch to pirate. You will become wanted and more hunted with each subsequent crime.

Pirate "hidey holes" will welcome you now and you can even redeem yourself through a pirate questline at the secret pirate town of "Atun's Folly". Joining pirates can be profitable, and it will unlock dual wielded weapons for purchase if your ranking amongst pirates is high enough.



Pirate Berracutta Flagship

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BROTHER CECILE

From their underground dwellings the Freebooter uprising pours forth. Riding the creatures of the sea, merging with them seemingly more monster than man. Yet Brother Cecile leads outcasts and refugees forced into hiding over centuries, now once more alerted by the ambitions of their surface brethren.

Freebooter Rebellion

Those excluded from Imperial society are forced into banishment to the deep places of the Ursee. But sometimes they return with dark and ancient knowledge found there to wreak havoc on their erstwhile tormenters.

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Open Worlds Vs Campaigns



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Open World

- Explore the open world, visit other settlements, befriend NPC's and unlock side missions, rewards and separate stories.
- Explore friendly and hostile.
- Work with traders to find new settlements.
- Perform side missions to find treasures and hidden locations.
- Discover relics to unlocked for audio story sequences.
- Become a pirate and fight the law.
- Find caves, underwater temples and more.

Chapters

- Each time a chapter is finished, the player will unlock a new chapter, and with it a new starting location and perspective.
- Multiple chapters and story driven campaigns.
- Linear missions.
- Drive the overarching story forwards .
- Epic set-pieces, hidden locations. and climactic battles
- Different enemies per faction.

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Combat



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Your Warbird

Falconeer

Most weapons on the Ursee are of ancient design and provenance. Their ammunition based of electric energy. You can harvest the different coloured electrical storms over the Ursee to change the properties of your ammo

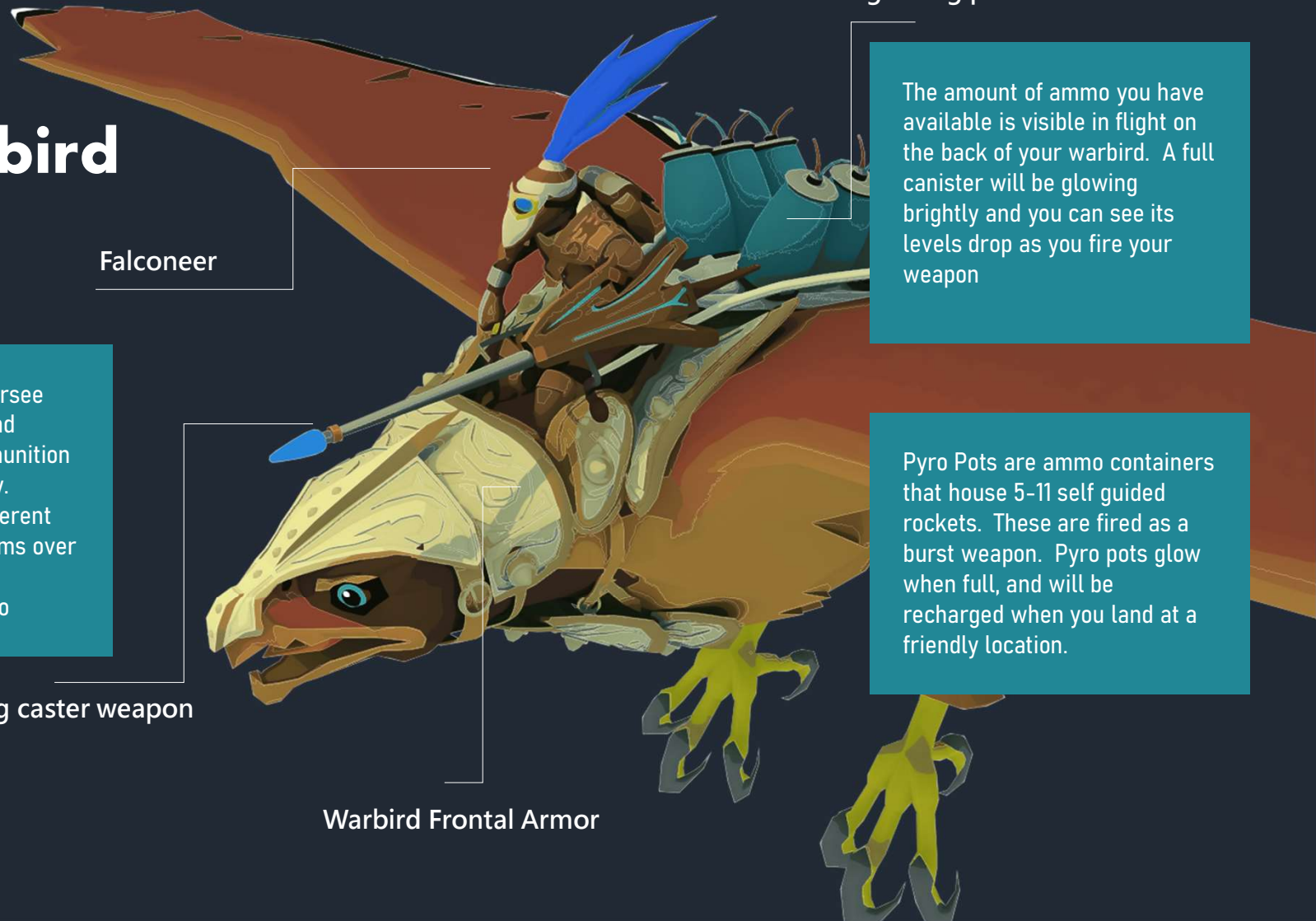
Lightning caster weapon

Warbird Frontal Armor

Lightning pot Ammo Container

The amount of ammo you have available is visible in flight on the back of your warbird. A full canister will be glowing brightly and you can see its levels drop as you fire your weapon

Pyro Pots are ammo containers that house 5-11 self guided rockets. These are fired as a burst weapon. Pyro pots glow when full, and will be recharged when you land at a friendly location.



Weapon types

The various weapon shops and quartermasters on the Ursee stock a range of diverse weapons to be used by Falconeers. Most common are the ancient lightning caster or the more modern magnetar rifles.

You will also find Shocklances and pyro pots in the game. Shocklances fire an arc lighting that can jump to multiple targets.

Pyro pots are self guided burst rockets that take up an ammo slot on the back of your bird.



Mancer Arm Cannon

High damage fixed weapon



Sweep Gun

Advanced energy weapon, fires single shot or charged shot.



Gobspitter

Freebooter caustic repeater rifle



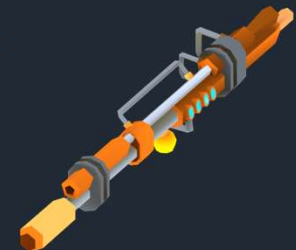
Needle Gun

Multi shot scatter gun



Lightning Caster

High rate of fire energy weapon. Adaptable ammo.



Magnetar Rifle

High velocity and accurate energy weapon. Adaptable ammo.



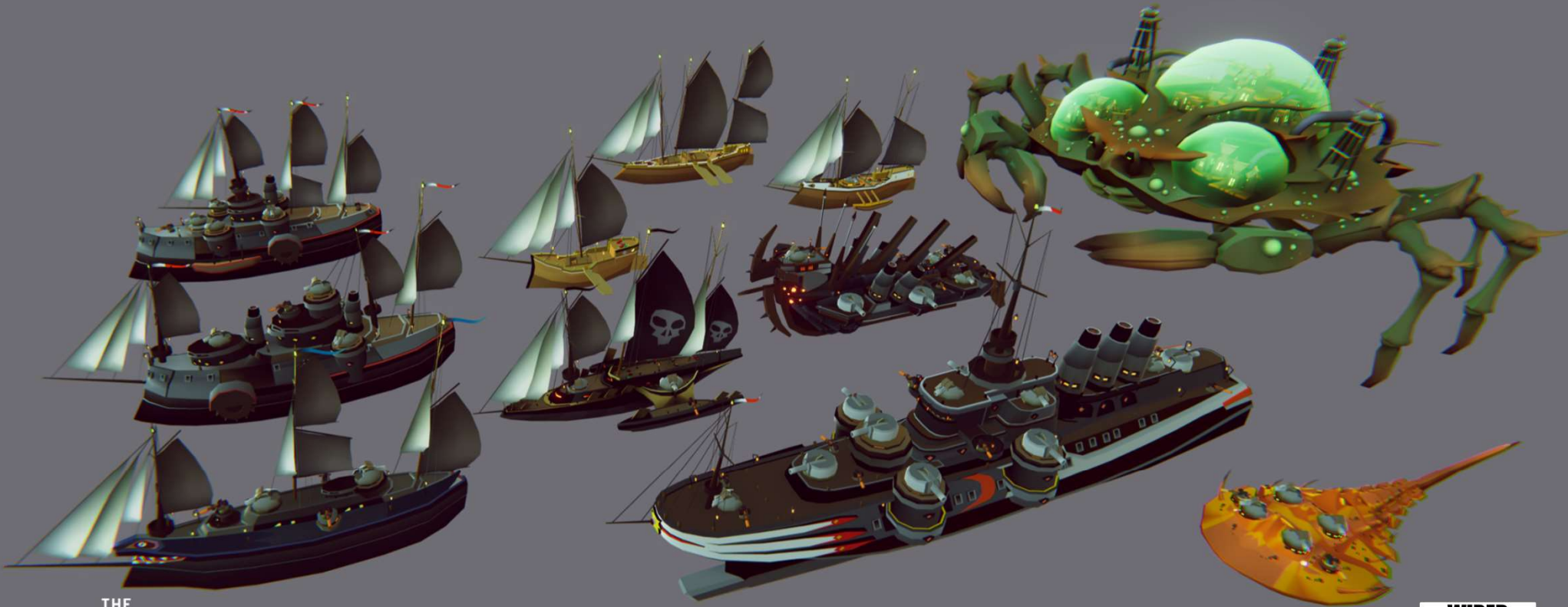
Lightning Pots

Lightning Casters and Magnetar Rifles can be used with different types of ammo. Red ammo providing incendiary qualities, Green ammo providing caustic qualities damaging to organic tissue, and blue ammo providing baseline Armor piercing damage.

Sea Power

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As the skies are patrolled by Warbirds, weaver dragons, razor beetles and a variety of airships, the most common vessel found on the Ursee are sailing ships and other surface vessels. With mixed technology being the norm, the Ursee's hardy trailers sail the winds with elegant tall ships, while the greater Houses of the Imperium fielding steam ships and even more advanced warships.



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Original Soundtrack



Benedict Nichols

Award-winning composer Benedict Nichols brings together an eclectic soundtrack to invoke the dual nature of The Falconeer; the transcendental ocean versus the frenetic and high-energy of aerial combat. From Mongolian throat-singing to razor-edge synthesis and organ, Balkan choirs to bagpipes and cimbalom, experience the sonic world of The mysterious Ursee as factions clash in a fight to preserve the past, or flee its horrible consequences.



Voice Artists

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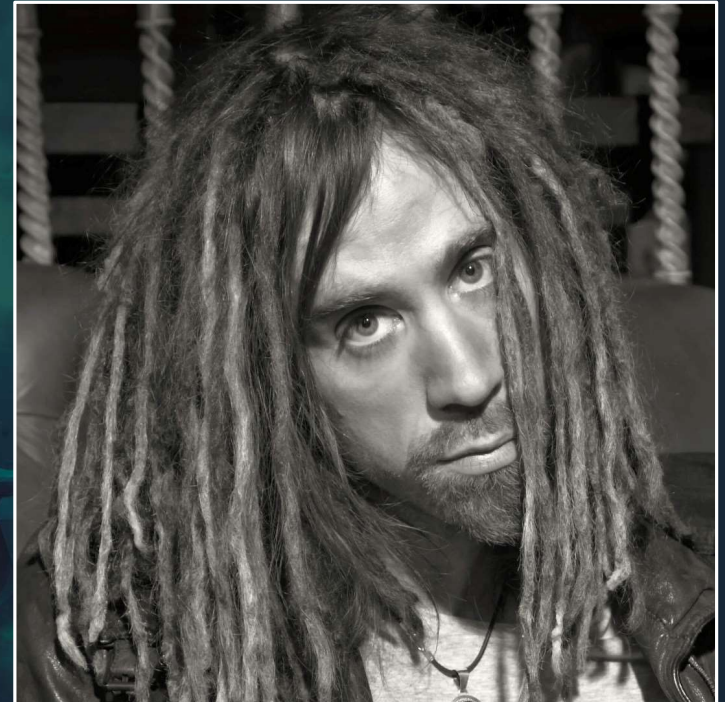
Mikee W Goodman

Roles: Dunkle Master of Letters | Loremaster | Mercenary cutter captain

Musically Mikee is most famous for fronting and being the lyricist of experimental tech metal pioneers SikTh. He also co wrote/produced an album with Adrian Smith from Iron Maiden called Primal Rock Rebellion. Mikee has toured 26 countries worldwide and played many major festivals.

As well as a musician Mikee also makes (directs, shoots, edits) many music videos including Killing Joke, The Cadillac Three and SikTh)

More recently Mikee's spoken word songs attracted the attention of Disco Elysium, he was given the roles of Ancient Reptilian Brain, Limbic System and Spinal Chord and more. He was a nominee in performance of the year 2019 for the IGN website for those characters. Other than this Mikee Directed, Produced and Casted all voiceovers for Disco Elysium which went on to win 3 BAFTS's and 4 The Game Awards.



Dot Major

Role: Sheriff of Dunkle

Dot Major is best known as a Pianist, Keyboardist and percussionist famous for his work in the British pop trio London Grammar, known for hits like the multiplatinum "Strong," which took home an Ivor Novello Award for Best Song Musically and Lyrically in 2014. His band's music has been featured in ad campaigns for brands like Sony and Dior. He was born on **February 23, 1991** in England. He has performed alongside frontwoman [Hannah Reid](#) in London Grammar. He grew up in Northampton and joined London Grammar in 2010, a year after the band's other two members began playing together.

London Grammar have sold over 2.3 million albums.



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Tegen Hitchens

Role: Shaman

Tegen is a professionally trained actor, who was awarded the Frank Finlay bursary and graduated in 2008. Originally from Cornwall and now based in London, she is a versatile performer capable of playing in a vast range of roles. From the kooky 'girl next door'; "a standout performance from Tegen Hitchens as Elaine Robinson in the Graduate" (The Stage), to gritty, character-led roles: "Dee Jessop played by Tegen Hitchens' performances in particular are outstanding" (What's On Reviews). Tegen has worked in TV, film, theatre, radio and voice over artistry, and is the director of her own theatre company where she produces and comperes weekly cabaret and comedy shows.

Some credits include Steven Berkoff's EAST at The Theatre Royal Brighton (Nominated Best Show Brighton Fringe 2016), A TRIP TO PARADISE, St James Theatre, OUT OF THE CAGE, Park Theatre, THE BITESIZE BREAKFAST SHOW, Pleasance Theatre, THE CAUCASIAN CHALK CIRCLE & A MIDSUMMER NIGHT'S DREAM, Theatre Royal Plymouth, MARINA AND THE DIAMONDS HOLLYWOOD Sony BMG, REQUIEM FOR A REDHEAD Channel 4, LILY ALLEN RAGS TO RICHES Channel 4. EASY HOURS Film4, DAY AT THE RACES ITV, DISCO ELYSIUM, THE FALCONEER.



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Carolina Rocio Stiles

Role: House Borgia Spymaster

Carolina Rocio Stiles was born in Santiago de Chile and later grew up in Hong Kong and Switzerland. Carolina experimented as a singer and songwriter with various styles, from funk and jazz to trip hop and electronic music and recorded with various artists as guest or front singer. She also briefly dove into the musical world and performed as one of the lead actors (Anita) in West Side Story. In 2009 she decided to focus on her solo career as "Linah Rocio" playing the piano and singing. She performed mostly in Switzerland, but also in Germany, France, USA, Netherlands and Sweden. Radio and TV appearances in Switzerland, UK and Austria.

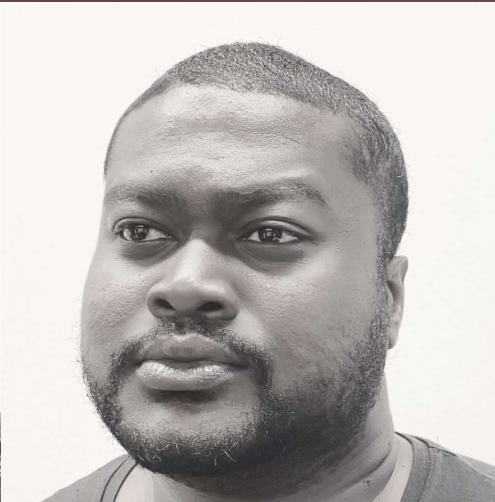
Outstanding artistic achievement grant Linah was honoured by Aargauer Kuratorium for outstanding artistic achievements 2018.



Additional Cast Members



TARIQ



JOREL



CHRISTOPHER G



LENVAL

Technical



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Texture-less 3D

The game is created on the aesthetical limitation that it may not use any pre-generated textures. Every visual (except only the font) is created from geometry and clever custom shaders.

The reason for this approach is not as a way to cut corners, but to provide a design frame and accompanying rules that lead to an original and unique visual style without compromise.

This leads to a unique aesthetic that combines carefully handcrafted geometry with incredible precise atmospheric and highly technical shaders. Through the use of perlin and gerstner functions, effects such as volumetric clouds and realistic water is created.

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Technical | Specifications

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PC:

RECOMMENDED:

OS: Windows 10 64bit

Processor: Intel Core i5 or equivalent AMD

Memory: 4 GB RAM

Graphics: NVIDIA GeForce GTX 1060, AMD Radeon RX 580

DirectX: Version 11

Storage: 3 GB available space

Sound Card: DirectX Compatible

Additional Notes: Microsoft Xbox Controller for Windows® (or equivalent) is recommended.

XBOX SERIES X:

4K / 120fps

HDR

Smart Delivery Enabled

XBOX ONE X ENHANCED:

1080 / 60fps

HDR

Smart Delivery

PS5:

4k @60fps

SWITCH:

Switch docked: GUI 900p/rendering 720p

Switch Handheld: GUI 720p/rendering 480p
60fps

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Press

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"THE FALCONEER IS THE DREAM FOR PC GAMERS THAT GREW UP PLAYING AERIAL COMBAT GAMES"

PC GAMER

"THE FALCONEER LOOKS UTTERLY SUBLIME"



"THE FALCONEER IS ABSOLUTELY MAJESTIC"

EUROGAMER

"ORIGINAL, UNIQUE, DISTINCTIVE"



digitalfoundry

"IT LOOKS AMAZING!" - WINDOWS CENTRAL



"THE FALCONEER TRULY SOARS ON NINTENDO SWITCH"



"A FASCINATING GAME"

nintendolife

"THE FALCONEER LOOKS GREAT, CONTROLS WELL, OFFERS AN INTRIGUING STORY, AND HAS AN EXPANSIVE, UNIQUE WORLD TO EXPLORE."

Forbes

"ONE OF THE MOST IMAGINATIVE LAUNCH GAMES FOR XBOX SERIES X/S."



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"LOOKS LIKE A DREAM, PLAYS LIKE A BLOCKBUSTER, FEELS LIKE A FAIRY TALE"



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