**Marketing Text**

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| **PRODUCT NAME** | Bulwark: Falconeer Chronicles | | | |
| **What is…** |  | | | |
| **Strapline** | Build your Bulwark  Let your creativity run wild  Design. Develop. Defend your Bulwark. | | | |
| **10 Words** |  | | | |
| **25 Word** |  | | | |
| **50 Word** |  | | | |
| **Full Description (Story)** | ***Bulwark: Falconeer Chronicles*** is a new city-building game set in the oceanic world of The Great Ursee, by BAFTA-nominated developer Tomas Sala. Design, develop and defend your Bulwark, manage resources and make choices to create unique fortress settlements in a world reeling from a cataclysmic war.  ***Bulwark: Falconeer Chronicles*** is about Tomas’s love for creating and kitbashing fortresses and settlements and it aims to bring that joy back to gamers. In the game players will create their own fortified settlements within the haunting landscapes of The Great Ursee, the world of *The Falconeer*.  The core gameplay is squarely focused on wildly building across the rocky cliffs and crags of the world. Light resource management, combat and story elements bring your creation to life, whilst giving a voice to its inhabitants and allowing you to expand with exotic new build options.  Let your creativity run wild as you become the creator of your own *Bulwark*. | | | |
| **Gameplay**  **(Steam Description Adder)** |  | | | |
| **Key Features** | * New stand-alone game set in *The Falconeer* universe. * Create and kitbash your Bulwark with boundless options and freedom across fantastical and impossible landscapes. * Meet and hire commanders and specialists that unlock new building options, units and stories. * Part of *The Falconeer Chronicles*, a series of games set in the same universe as the BAFTA-nominated flight-combat game, *The Falconeer*. * From pioneering developer, Tomas Sala. | | | |
| **Key Features Short** |  | | | |
| **Keywords** |  | | | |
| **Format(s):** | **PC** | **PS4/5** | **Xbox Series X|S** | **Nintendo Switch** |
| **Age Ratings (TBC):** | PEGI 12 Provisional |  |  |  |
| **Languages (Text)** |  | | | |
| **Languages (Audio)** |  | | | |
| **Copyright FULL** | Bulwark © 2022, published by Wired Productions. The Falconeer is a registered trademark of Tomas Sala. All rights reserved. | | | |
| **Copyright short** |  | | | |
| **Copyright Micro** |  | | | |
| **Developer name** | Tomas Sala | | | |
| **Publisher** | Wired Productions | | | |
| **Publisher URL** | [www.wiredproductions.com](http://www.wiredproductions.com) | | | |
| **Release Date** | TBC | | | |
| **About Developer** | BAFTA nominated Tomas Sala is an independent game artist and designer as well as the co-founder of game studio Little Chicken Game Company. 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 games such as Rekt! (iOS/Switch), SXPD (iOS) and TrackLab (PSVR) into unique visual and interactive experiences, before creating the critically acclaimed The Falconeer. | | | |