**Bulwark: Falconeer Chronicles Marketing Text**

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| **PRODUCT NAME** | BULWARK: FALCONEER CHRONICLES | | | |
| **What is…** | The follow up to ‘The Falconeer’ Switching from aerial combat to an open world city builder that encourages chaotic creativity – made by solo dev Tomas Sala | | | |
| **Strapline** | Build Your Bulwark | | | |
| **10 Words** | An open world builder with freedom and expression at its core | | | |
| **25 Word** | Bulwark: Falconeer Chronicles is an open world builder with freedom and expression at its core, allowing players to build sprawling towns, spires, and fortresses that become hubs for trade, or rallying grounds for conquests. | | | |
| **50 Word** | Bulwark: Falconeer Chronicles is an open world builder with freedom and expression at its core, allowing players to build sprawling towns, spires, and fortresses that become hubs for trade, or rallying grounds for conquests. Carve your legacy into a world shattered by the decisions of those who came before you. | | | |
| **Full Description (Story)** | Bulwark: Falconeer Chronicles is an open world builder with freedom and expression at its core, allowing players to build sprawling towns, spires, and fortresses that become hubs for trade, or rallying grounds for conquests.  Carve your legacy into a world shattered by the decisions of those who came before you, tower by tower, wall by wall, sculpting from the daunting cliffs and perilous waters of an unforgiving landscape that refuses to be tamed.  Tasked with rebuilding a civilization devastated by the aftermath of a war 40 years prior, you are in command of creating the last great settlement upon the Great Ursee - a vast, fantastical oceanic world filled with lost myths, breath-taking vistas and danger.   From humble docks and wooden jetties, you will scavenge resources and build your settlement as your population and creations grow ever grander, sculpting monumental stone towers and battlements that scrape the skies, where airships and giant warbirds rule.  Create trade routes and strike alliances with other factions scattered across the waves, acquiring powerful Captains and Commanders to protect your creations and utilise their aid in exploration -  or muster your own battlegroup to strike at them, waging war upon your ancient enemies.   This world and its choices are yours to make - what legacy will you leave behind? What creations will bear your name? | | | |
| **Key Features** | ***Rediscover The Great Ursee*** *-* The next instalment in the series which started with the award-winning 2020 aerial combat game, ‘The Falconeer’, taken into a completely new genre.  ***A World of History and Violence*** *-* An open world, full of opportunity. Explore the widest reaches of the Ursee in search of resources and engage with splintered factions - allying with them to acquire their aid, or sending your own warband to raid their settlements.  ***Defend Your Bulwark*** *-* Recruit powerful Captains and Commanders, used to provide powerful units, shore up your defences and adorn your settlement with their own architecture and style.  ***Build Without Limits***- Enjoy a cosy ‘Freebuild Mode’, devoid of the conflict and challenges present in standard play, you can build without the need for resources or upgrades.  ***Chaotic Creativity*** *-* Immerse yourself in building mechanics inspired by 3D modelling software and kitbashing, for a building experience that focuses on experimentation.  ***Transcendental Soundtrack*** *-* Award-winning composer Benedict Nichols returns to craft an eclectic soundtrack like no other, sculpting the audible landscape of the Ursee along with your creations.  ***Share Your Creations*** *-* Utilise an intuitive, flexible camera mode and time lapse replay feature to watch your unique creations grow brick by brick, then share them with the world. | | | |
| **Key Features Short** | * Made by Solo Dev Tomas Sala * The next game in The Falconeer Chronicles Saga * Build without limits in a beautiful, hostile open world * A resource system designed to minimize grind * Building mechanics inspired by 3D modelling software and kitbashing * Use a flexible camera mode and time lapse replay to share creations * Recruit powerful Captains and Commanders * Negotiate allegiances with other factions * Lead your battlegroup to war against other settlements * Build to a transcendental soundtrack provided by Award winning composer Benedict Nichols | | | |
| **Keywords** | 3d, open world, Bulwark, chaotic, casual, cosy, strategy, freedom, expression, war, resources, open ended, political, construction, building, city, architect, oceans, water, fortress, warbird, falcon, trade, muster, hostile, kitbash, model, beautiful, calm, vista, monumental, grandiose, airships, exploration, navigation, expansive, immersive, freeform, strategic, fantasy, high fantasy, dark fantasy, post-apocalyptic, dragons, ambitious, epic | | | |
| **Format(s):** | **PS4/5** | **Xbox One / Series X|S** | **Steam/GOG/EGS** | **UTOMIK** |
| **Age Ratings (TBC):** | **PEGI 7** | **ESRB 10+ E** | **USK 12+** |  |
| **Languages (Text)** | EN, FR, IT, DE, ES, PL, PT BR, CN Simp, CN Trad, JP, KO | | | |
| **Languages (Audio)** | English | | | |
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| **Copyright short** | Bulwark © 2023 Tomas Sala. Published By Wired Productions. | | | |
| **Copyright Micro** | Bulwark © 2023 Tomas Sala. | | | |
| **Developer name** | Tomas Sala | | | |
| **Publisher** | Wired Productions | | | |
| **Publisher URL** | [www.wiredproductions.com](http://www.wiredproductions.com/) | | | |
| **Release Date** | March 2024 | | | |
| **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. | | | |