

FALCONEER CHRONICLES BULWARK



Preview Guide

EMBARGO LIFTS: 20TH OF FEBRUARY 2PM GMT

A GAME BY
TOMAS SALA

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KEY GAME INFORMATION

TITLE:	Bulwark: Falconeer Chronicles
GENRE:	Management, City Builder, 3D Open World
FORMAT:	PC, PlayStation 4, PlayStation 5, Xbox One, Xbox Series S X
LANGUAGES:	English, French, Italian, German, Spanish, Polish, Simplified Chinese, Traditional Chinese, Japanese, Korean
DEVELOPER:	Tomas Sala
RELEASE:	26th of March, 2024
PRICE:	£14.99 / \$19.99 / €19.99



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ABOUT DEVELOPER



BAFTA Nominated developer Tomas Sala is an independent game artist and designer, as well as 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 games such as Rekt! (iOS/Switch), SXPD (iOS) and TrackLab (PSVR) into unique visual and interactive experiences before creating the critically acclaimed 'The Falconeer'



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TRAILERS



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STORY AND LORE

In a world ravaged by a cycle of cataclysmic war - there are those that would choose instead to build. Bulwark: Falconeer Chronicles is a relaxed city builder, featuring limitless building, freedom and creativity, while encouraging players to become the creator of their very own Bulwark, a fortress against the endless Ursee and its fierce inhabitants.

Set immediately following the explosive events at the end of The Falconeer, Bulwark tasks you with rebuilding civilization in a harsh unforgiving world, from the ashes of those who walked the path before.



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KEY FEATURES

THE WORLD IS YOUR CANVAS:

Sculpt your civilization out of sheer cliffs and vast oceans in an unforgiving world where the only limit is your imagination.

UNIQUE BUILDING MECHANICS:

Combining a minimal UI with a focus on locating resources rather than stockpiling them, and a simple and intuitive 'spoke' system.

FACTIONS, COMMANDERS AND CAPTAINS:

A range of fully voiced colourful characters to ally with, fight against, and install within your civilisations - each with their own desires, political influence, and boons.

PRESENT YOUR CREATIONS WITH EASE:

Sculpt your civilization out of sheer cliffs and vast oceans in an unforgiving world where the only limit is your imagination.

BUILD WITHOUT LIMITS:

Take your building skills into epic scenarios focusing on each of the factions within The Great Ursee, or simply relax with freebuild mode

EPIC MUSICAL SCORE:

Reprising his role from 'The Falconeer', Award-winning composer Benedict Nichols brings his dynamic, eclectic soundscape once more.



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CONTROLS



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GAMEPLAY



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GAMEPLAY ELEMENTS

Bulwark: Falconeer Chronicles is about kitbashing fortresses and settlements in an open world, the haunting landscapes of The Great Ursee. There is no scrollable view of a single map, there is a living, breathing 3D open world in which you can build on any rock, cliff and mountain you can find.

From your humble surveyor unit you will create sprawling settlements and master unique city building mechanics in an organic open world of fantasy that acts as a canvas for your chaotic creativity. Paint complex and stunning fortifications onto sheer cliffs and vast oceans as you search for resources, navigate political influences and extend your empire across a broken world.

Meet veteran commanders scattered throughout the Ursee who will offer boons and benefits from their command towers to protect you and your creations, and decide on the outcome of chance encounters with other explorers whose presence may help or hinder your expansion.



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THE MAP AND RANDOM EVENTS

Bulwark: Falconeer Chronicles has a world map reminiscent of the one from The Falconeer, which is accessible at any time.

It will display your surveyors current position and any structures you have built, along with icons for resources discovered, and claimed.

You can fast travel between any resources you have already claimed and any structure already built, to move your surveyor there instantly, or set a waypoint for your surveyor to automatically begin moving towards.



THE MAP AND RANDOM EVENTS 2

Additionally, random events will appear as locations or vessels with question marks on them - allowing you to seek them out.

Random events will offer you several outcomes depending on whether you accept them or not - sometimes providing you with new structures and outposts - other times with new Commanders, resources and Captains. Each of these events will also impact the political influence over your civilisation.



RESOURCES

There are 4 types of resources in Bulwark: Falconeer Chronicles:

- Workers (Shown as Green)
- Wood (Shown as Orange)
- Stone (Shown as Blue)
- Iron (shown as Purple)

Resources are used differently compared to most other construction games. For Bulwark: Falconeer Chronicles, locating and getting the resources linked up to your constructions and into your economy is the main focus. This is rather than having a 'tally' of how much of each resource you have, and those stockpiles being spent when creating a structure.



RESOURCES 2

Pushing the resource display button will bring up an overlay showing the flowing lines of each resource - which direction and how efficiently they are moving. A number is also displayed above each resource extractor showing you how many buildings it can pass through based on your current workforce and industry. There is also a chart on the bottom left that displays the current strength of ALL resources at the specific structure you have selected - a higher number means that resource can be transported further

Once you have got a resource (whether through linking towers, or from transport via seafaring ports) into your economy, you can upgrade any tower it passed through one step higher, allowing for more foundations and balconies and stronger linking walkways between towers. All of which allow for higher populations of workers to reside along these structures, therefore higher yields and further travel of the resource.





CREATION

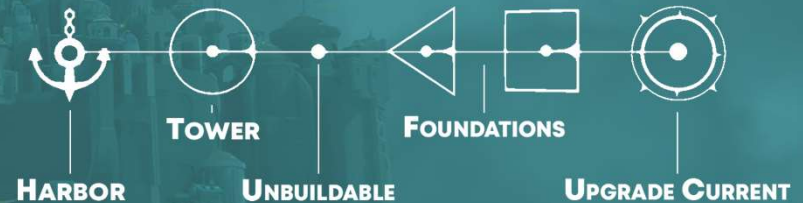


THE SPOKE SYSTEM

Bulwark: Falconeer Chronicles utilizes a unique method of building, allowing you to carve sprawling civilisations with simple 'one button' controls implemented over a linear spoke that adapts the behaviour of your build button contextually depending on where you have it placed.

Keeping it central over a tower will allow you to upgrade the current tower and increase its verticality - eventually resulting in a command tower.

Moving the spoke just beside your selected tower will result in a triangle or square, allowing you to build foundations at the base, or balconies and further additions the higher up the tower floors you select with the d-pad.

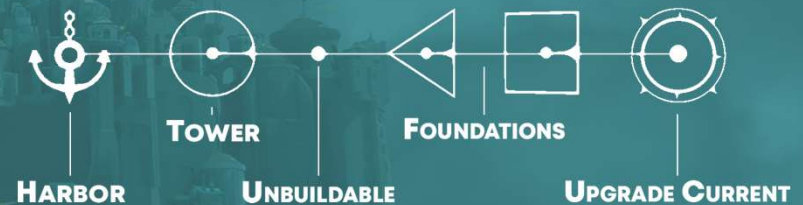


THE SPOKE SYSTEM 2

Moving away from your current tower entirely will either result in 'no icon' and red lines, indicating an unsuitable surface for building, or an entirely new circle - indicating a new tower can be built here and linked to another structure.

Additionally, when controlling your surveyor - anchor symbols indicate a harbor port can be constructed next to resources and paired with another by any of your structures for setting up resource routes.

Buildings can be connected together with walkways or skybridges (Depending on the selected height of towers), by simply moving the spoke towards another building until it snaps while still selecting another.



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OUTPOSTS

Your starting structure is called an outpost, it will provide the necessary workers to get your first few towers and resource extractors up and running - once you've gathered wood, stone and iron into your economy, it can be upgraded into a Citadel.

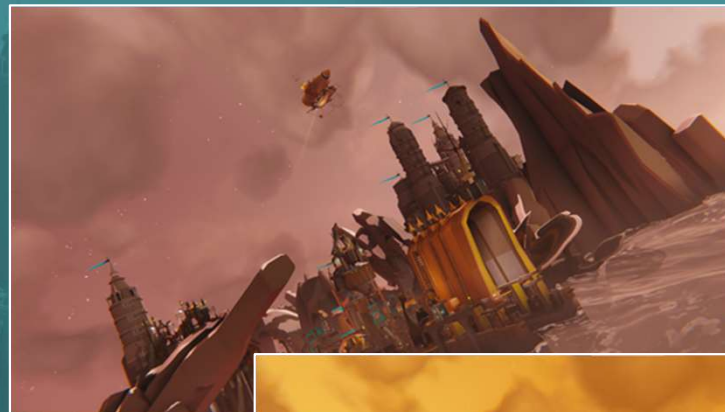


HARBOURS

When the Ursee delivers a challenge and the vast waters prevent buildings from being connected, Harbours can be utilised to allow resources to continue to travel between them.

When a Harbour is built, a second connecting harbour is required to establish an automatically generate trade route. Captains must then be assigned to transport goods and worker back and forth. However, be wary of which Captains are utilised as they only transport specific items and may also be members of certain factions.

Trade routes can also be turned into defensive paths which can be followed by Captains who specifically look to defend from attackers.



RESOURCE EXTRACTORS

As the name suggests, these buildings are placed on top of resources that you wish to extract and inject into the settlement. They are specific to each type of resource available within the Ursee.

These buildings require workers to function and begin producing resources. They begin by producing enough resources to travel a limited distance amongst a settlement, but they can be enhanced by connecting towers to them which encourages workers to develop their industry.

The more towers and walkways connected to a resource extractor, the more industry your worker will build, resulting in the resource being able to travel further.



TOWERS

Towers are the staple structure type, that allows the connection of your outpost to other buildings. They can provide accommodation for your workers and act as transit connections for resources across your civilisation.

Starting off as a small wooden structure, the more resource types you bring into your economy, the more options you have for upgrading - eventually becoming a command tower with the option to house a Commander, who provides useful perks or buffs.

The taller you make a tower and the more additions you make via foundations and balconies, the more workers will be able to move in and the more powerful the tower can potentially become with a assigned Commander.

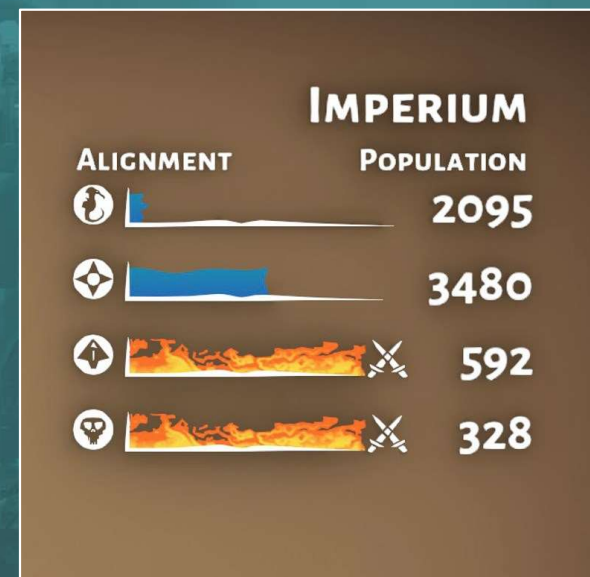


POLITICS AND CONFLICT

Each of your actions in the Ursee will have an impact on the political landscape - from minor hirings of Captains and Commanders - to larger declarations of war via faction Leaders.

The in game map has a constantly updating chart that shows you the general political state and influence of each of the factions within your settlement - along with confirmation as to which is the more dominant faction within your civilisation.

The most dominant faction dictates the default reaction to other residents of the Ursee - for example, who will react differently to you if you are aligned with the Imperium, more than say, the Pirates or Mancers.

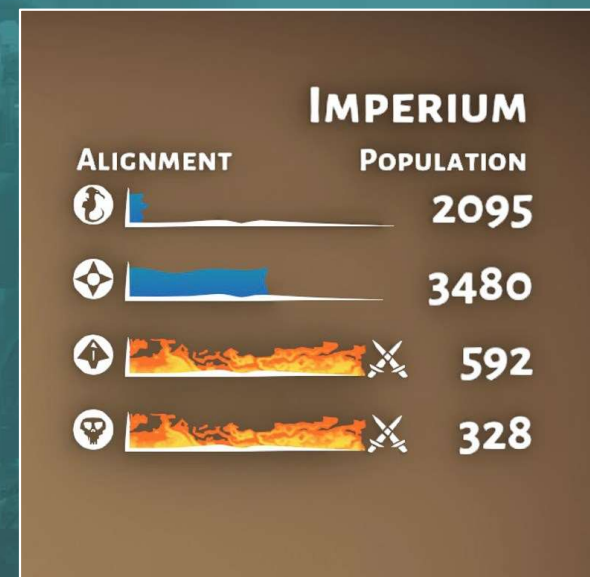


POLITICS AND CONFLICT 2

You can influence your settlements political state by hiring Commanders, Captains and Leaders who are members of the factions you would prefer to align with - or by choosing outcomes in random events that increase and decrease influence in the manner you prefer.

Eventually if you upset a faction enough via choices and events, or by having a political position they despise - they will declare war on you, sending raids to your settlement to demolish your buildings or even attack your surveyor itself.

Raids can be countered by Command towers with defensive boons, and by escorting units to patrol the skies alongside your surveyor.



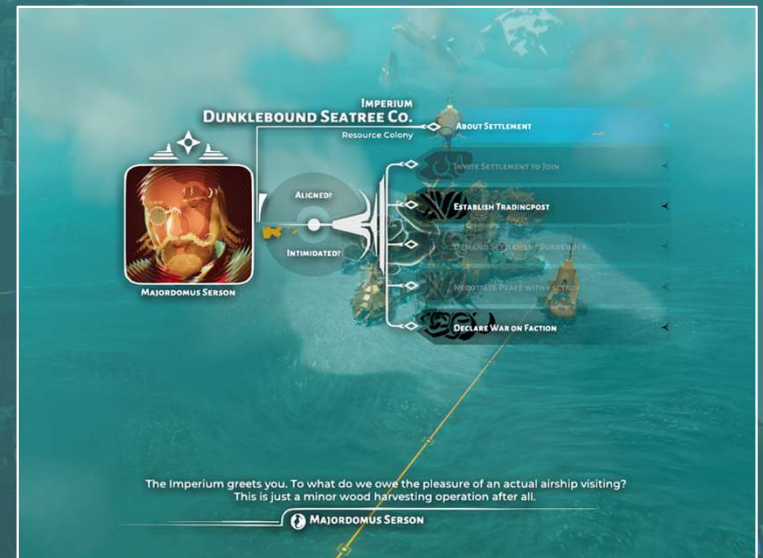
SETTLEMENTS

Scattered amongst the waves of the Great Ursee there are isolated colonies of different varieties, each aligned with one of the existing factions within the world.

Upon discovering one of these settlements in the wild you will be provided a variety of options depending on your current alignment with that settlements faction.

Aligned

Positive alignments will allow you to invite them to join your settlement, providing boons depending on the nature of the colony (such as extra resources or units / defences), resource colonies will also be able to be added as a trading post that allow you to ferry their resources using harbours back to your Bulwark in exchange for one of your own resources.



SETTLEMENTS 2

Intimidated

Negative alignments and highly intimidated relations will allow you to demand the settlements surrender, taking their resources by force, or attempt to negotiate peace with them should you be attempting to repair relations or increase your standing with a faction.

Miscellaneous

Regardless of your standing you'll be able to click 'about settlement' in order to learn more about the history of that settlement, and declare war upon settlements at will, impacting your standing with its faction.



CAPTAINS

Captains are enlisted at harbours which can be built in deep water - upon creating and linking two ports, a route will be generated between them - allowing you to select up to 3 Captains to ferry goods backwards and forwards along that route.

Different Captains have vessels equipped to transport different resources, so it will often be necessary to browse through available Captains in order to ensure that you can get your resources back to your main structures. It is also important that you can bring resources over from elsewhere to your resource extractors to build and develop their operations - resulting in higher resource yields.

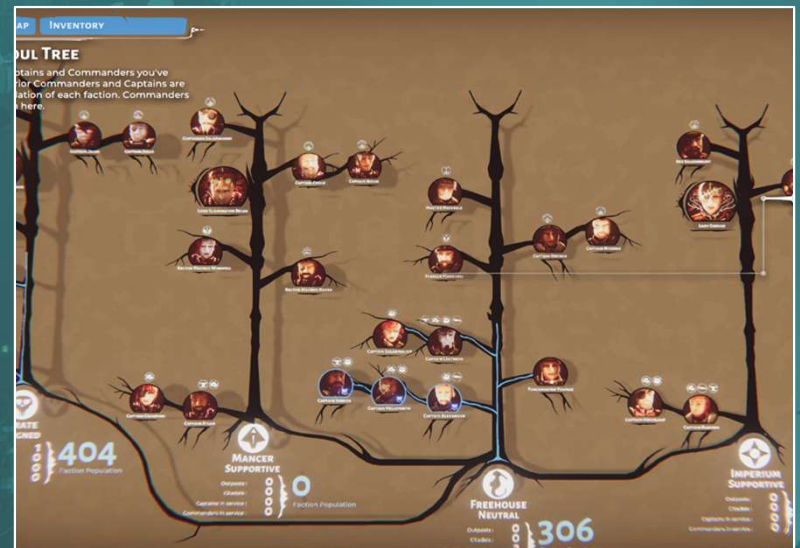
Captains will have a mild impact on the political tone of your civilisation, and more Captains can be found and recruited through random events.



THE SOUL TREE

The Soul Tree is a visual representation of your standing with each of the factions in the Great Ursee, it also allows you to see at a glance the captains and commanders you've unlocked for each of them, as well as dismiss them from service.

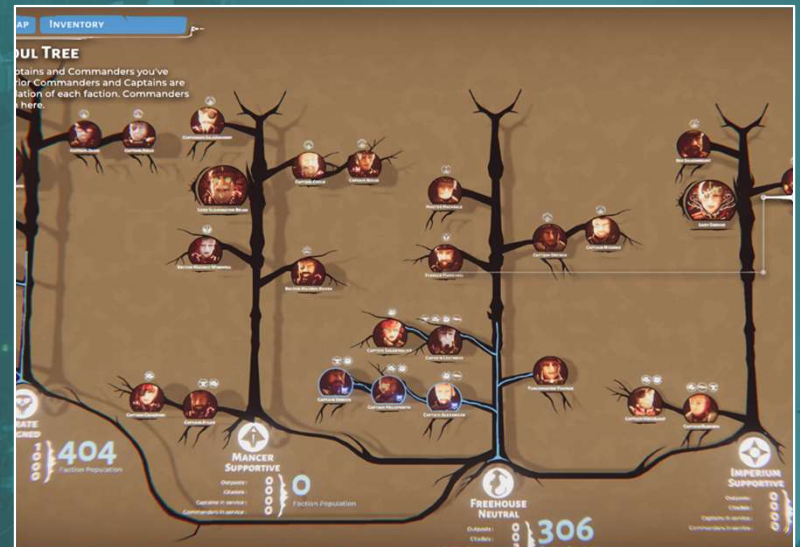
Commanders and Captains are unlocked as your population in each faction increases - The Soul Tree helps track the population progress, as well as a host of other useful information including:



THE SOUL TREE 2

- Captains And Commander counts
- Resources that Captains are capable of taking
- Number of Captains and Commanders in service
- How many major construction buildings you have dedicated to each faction
- Your progress along each factions 'Soul Branch'

Higher tier Commanders and Captains can be unlocked the further down a factions branch you go, offering stronger defences, escorts and in some cases, even new units.

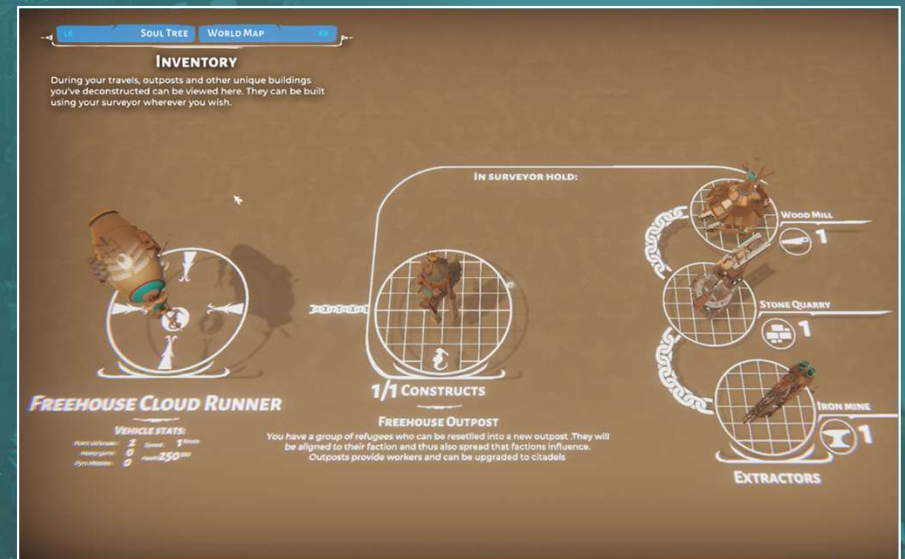


THE INVENTORY 2

Different flagships have a variety of different statistics that subtly change the way they handle and how survivable they are out in the world, including:

- Point Defences
- Heavy Gun Installations
- Missile Pods
- Speed
- HP

The Inventory acts as a useful 'all in one' screen to compare these statistics, and change out your flagship at will once a new class has been unlocked, as well as seeing how many extractors and unique constructs you currently have available in your surveyors hold.



FACTIONS



COMMANDERS AND LEADERS

Commanders can be placed in a tower once fully upgraded - turning it into a command tower and providing you with a useful boon in various forms - such as defensive structures to protect against raids, units that will join your surveyor and provide scouting and defense as you explore the Ursee, or as straight up boosts to your economy.

Each Commander comes from a particular faction, and installing them within your towers will increase that faction's political influence within your civilisation, and change the aesthetic of the tower to match their own designs. Combined with your decisions in random events, this will lead to a delicate balancing act of ensuring that factions don't gain too much influence within your nation at the risk of sparking all out conflict with those who oppose them - whilst Faction Leaders will install headquarters within the towers, providing much more powerful boons - at the cost of instant dominance over your political landscape, and a declaration of conflict with their opposition.



Mancer Boons



- Powerful Unit Recruits
- Gun Turret Defences
- Mancer Weaver Escorts

Freehouse Boons



- Warbird defences

Imperium Boons



- Thunderstrike Airship
- Powerful Unit Recruits

Pirate Boons



- Skullship Escorts
- Pirate Recruitment

CIVILIAN FREEHOUSES

“Our people were wrecked during the War of the Tree. Dunkle, Castellus, Mawbridge and even Port Remit, nothing remained of our prosperous free houses after decades of attrition. We took what we had and left in order to resettle in peace, away from the warlords and fiefdoms that remain. We will succeed because on our backs the past was built, and from our hands, the future will be wrought.”

On the whole many communities inhabiting the wilder and less populated areas of the Great Ursee are practically independent, as long as they navigate political forces of the Imperium and Mancer Order, keeping themselves out of the spotlight of the two political heavyweights to avoid becoming unwilling pawns in the greater game like so many inhabitants of The Ursee have found themselves in the past, whether through personal involvement - or acquisition and denial of vital resources.

Nevertheless, The Ursee is a dangerous place, and most freehouses will keep local militias focused on protecting trade from pirates and natural creatures that inhabit the waters - whilst the more industrious and adventurous captains - stake a name for themselves through exploration or lending their services to people of note.



THE IMPERIUM

“Our forebears fought to destroy the Mancer and their hold over the people of the Ursee. A war to find and open a gate to new worlds. A war that destroyed more than we could have ever imagined. There is nothing left for us, our fellows are gone, the gate now destroyed, no escape, we are the remnant. But we may rebuild as something new and righteous, and perhaps one day redeem ourselves.”

Of the main powers on the Great Ursee, the Imperium was always the largest cohesive power bloc - holding power over all the Northern Ursee from the Imperial Throne whilst Noble houses schemed and manipulated at the court of the Empress

Subterfuge and manipulation have always been the tools of the noble houses of the Imperium, enjoying the previously unique position of being more independent and free from Mancer control.

Whether the fragmented remains of the Imperium are in any position to hold their own against the Mancer Crusades however, remains to be seen...



THE MANCER ORDER

“The Path was our creed, for millennia, we maintained civilisation and technology amongst this sparse world. It's people too humble to develop and prosper without our vaults of wonders. An ancient legacy filled with secrets and regret. All of this now scattered across the Ursee. We will join the others, bring our remaining gifts and rebuild society. The Path is gone so we must forge our own way forward”

The Mancer Order controlled access to all technology across the Great Usree and by ancient decree manages the march of progress along “The Path”. Their goal over countless centuries is still shrouded in mystery.

What is known is that they possessed huge stores and vaults of knowledge and technologies, and that their internal houses great and small can apply for permits to access and use these technologies, in adherence with Mancer codes of conduct.



THE FREEBOOTERS

“The War of the Tree started with our ancient home up in flames. Our caves and sanctity. Our world gone. Servitude and escape was all that was left to us. We adapted and became mercenaries, allied with the Mancer and pirates. But now we roam the Ursee, just another tribe lost at sea.”

The original Freebooters found themselves outcast from all other factions amongst the Ursee, they were forced into banishment to the deepest and darkest of places.

The depths of the Ursee contain their own secrets and horrors, and these outcasts who found themselves able to thrive here became known as the Freebooters, creating a society below the waves.

Now they return with dark and ancient knowledge found in the darkest corners of the Ursee to wreak havoc on those who banished them from the freedom of the skies.



PIRATES

“A white stripe across our homes, bannerless, colourless we are. Our forebears were expelled from the games of the Great Houses. We were never pushed into crime and piracy, we took to it like a cosy cot and warm fire, and it kept us alive. Our ancient accusers are gone, only petty warlords remain and those too senile to see the end. And yet! We thrive, we build, we raid. We're not lost, we're truly free!”

There are those who find themselves excluded from Imperial society. Whilst some find themselves scraping a living across the surface of the Ursee as Pirates, taking what they need from others and forming temporary alliances between each other as shows of force against more established factions.

Whilst some find themselves engaged in hit and run tactics, contributing tithes to the secluded pirate town of Atun's Folly - others find themselves relying on themselves and their guile alone - and for the right price will offer their services to anyone they see the potential to benefit from, as long as they can handle the hit to their reputation for associating with such unsavory characters...



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Preview Embargo:

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