


A real-time tactical RPG. Collect an army of creatures, then fight beside it as the Commander.

Windows & macOS via Steam | Q4 2027 | Android & iOS planned | 5 interface languages

Tacticsmith Games is looking for a publishing partner

THE HOOK

# Collect Commandlings. Build your warband. Lead the fight.

You pick which creatures to bring and where to place them, within a limited budget. When the battle starts they fight on their own, and you play the Commander yourself.




Gameplay trailer · 79 seconds · current build

WHY IT STANDS OUT

# Creature collector, auto-battler and action RPG in one battle

01

## Collect

200+ creatures planned, 93 in the build today. Each has its own abilities and role.

02

## Command

You have a deployment budget. Who you bring and where you place them decides most battles before they start.

03

## Fight

You play the Commander directly, with MOBA-style controls and your own class, abilities and gear.

PLAYERS OF THESE WILL FEEL AT HOME

**Pokémon · Palworld**
collect and field creatures

**Teamfight Tactics**
lineups, budgets and counters

**League of Legends**
click to move, aim your abilities

**Diablo**
classes, gear and build-crafting

**Indie peers:** The Last Flame and Astronarch, party-building auto-battlers, both rated Very Positive on Steam.

CAMPAIGN LOOP

# Explore, prepare, defend, descend




## 1. Explore

Travel the world, find allies, take quests and recruit Commandlings.




## 2. Prepare

Buy recruits and gear from merchants, upgrade the castle and unlock defense rooms.




## 3. Defend IN DEVELOPMENT

Deploy the warband and hold back the Demon Invasion wave after wave.




## 4. Descend IN DEVELOPMENT

An Ancient Ruins portal opens after each invasion. Push toward the source of the demons.

↻ Then back to exploring with a stronger warband before the next invasion.

GAME MODES

# Four game modes in one campaign

## Exploration

Travel between regions, meet characters, trade with merchants and fight real-time battles within a deployment budget.

## Demon Invasion

IN DEVELOPMENT

Wave-based castle defense. Start with one room plus the King Room, then unlock more on the upgrade tree, including a Monster Room and a Boss Room for a single Commandling. When a room falls, the next line of defense takes over, down to the Commander, the King and his guards.

## Ancient Ruins

IN DEVELOPMENT

Roguelike in spirit: a one-day expedition after every invasion that ends when your units or resources run out. Encounters return on each visit, up to four times, so a stronger warband gets further on every run.

## Arenas

PLANNED

Challenge encounters with their own rules, such as melee-only lineups or banned creature families.

PILLAR 1 · COLLECT

# 200+ Commandlings, each with a job

No two Commandlings fight the same way. Each has dozens of stats, its own abilities and its own combat behavior. Before each battle you scout the enemy and pick the creatures that counter it.

| 93 | 9 | 4 | 5 |
|---|---|---|---|
| In the build today | Families | Tiers, weakling to boss | Elements |

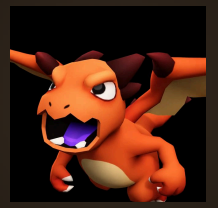
Browse the Compendium →


Wolf


Bee

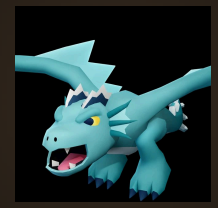

Goblin Chief


Crab King


Fire Drake


Angel


Treant


Ice Dragon


Skeleton Warrior


Demon Brute


Farmer Archer


Wraith

PILLAR 2 · COMMAND

# Creatures fight on their own. You play the Commander.

- **Creature tactics.** Each Commandling decides how it moves, which ability it uses and whom it targets.
- **Direct control.** Position, time and aim the Commander's abilities to support the warband.
- **Deployment matters.** Who you bring and where you place them decides the hard battles.



PILLAR 3 · FIGHT

# 30+ CLASSES, ENDLESS BUILDS

Attributes, equipment and Augmentation Stones all change how abilities work: a Morph Stone turns Firebolt into Fireball. Heroes you've built can join the army too, with their gear and builds, although each can fight only once a day.

**26**
Classes in the build

**151**
Abilities

**195**
Items

**7**
Stone families

Try the Augmentation explorer →



WORLD

# A WORLD UNDER DEMON INVASION

Between battles, players explore regions, meet characters, take on quests, rest at camp and trade with merchants for recruits and equipment. Each new region adds tougher enemies and new creatures to recruit.












AUDIENCE & PLATFORMS

# Who it's for, and where they'll play it

## PLAYERS

- **Collectors** who want every creature. Lose to a powerful boss, come back stronger, beat it, then recruit it and send it against your enemies.
- **Planners** from auto-battlers and tactics games who enjoy lineups and counters.
- **Build-crafters** from action RPGs. Each class has up to 5 customizable abilities, 5 passives, up to 5 more passives from equipment, and attribute points to spend.

Premium single-player game. Short sessions per battle suit both PC and mobile.

## PLATFORMS

**Launch · Q4 2027**
Steam: Windows and macOS (Apple Silicon)

**After launch**
Android and iOS ports

## LANGUAGES AT LAUNCH

English · 日本語 · 한국어 · 简体中文 · 繁體中文

More languages, including European ones, are planned.

ASIAN MARKETS

# Looking for a partner to bring Commandlings to Asia

## WHY ASIA

- Creature- and hero-collection RPGs have large, loyal audiences in Japan, Korea and China.
- Simplified Chinese is one of the most used languages on Steam (Steam Hardware & Software Survey).
- A later mobile version reaches the region's largest player base.

## WHAT I NEED FROM A PARTNER

- Publishing in Japan, Korea and China: local storefronts, platforms and contacts
- Regional press, creators and communities (Bilibili, Weibo, X, YouTube, Naver)
- Regional shows such as Tokyo Game Show, BitSummit, ChinaJoy and G-STAR
- Localization quality, LQA and culturalization

## ALREADY IN PLACE

- ✓ Steam page and trailer in Japanese, Korean and both Chinese scripts
- ✓ Regional storefront and trailer materials ready for outreach

WHERE IT IS TODAY

# What's playable, and what's next

## Works today

- Real-time battles with direct Commander control
- Creature combat tactics
- Deployment budget, placement, challenge tiers
- 195 items and per-class loadouts
- Merchants and recruiting
- Saving and loading

## Needs polish

- 26 classes, 11 playable in the current build
- Augmentation and Morph Stones
- Heroes joining the army
- Quests, dialogue and journal
- Castle upgrades, day cycle, camp
- Onboarding, settings, audio

## To build for launch

- Demon Invasion, Ancient Ruins and Arenas
- Village, more regions, the ending
- Roster from 93 to 200+ creatures
- Localization into 4 more languages
- Steamworks, controller, Steam Deck

## Can follow in updates

- Further roster growth after launch
- Android and iOS
- More languages, including European ones

**Also done:** Steam page live since September 2026 · commissioned capsule art · trailer localized into 4 languages · press kit and a 100+ outlet press list

Full-time since 2025. A playable build is available for publishers now.

ROADMAP

# Development phases to launch

Planned dates; depend on the partnership

0 **Foundation** — 2022 – 2026
Prototyping, core systems, combat and creature behavior, tools and content pipeline

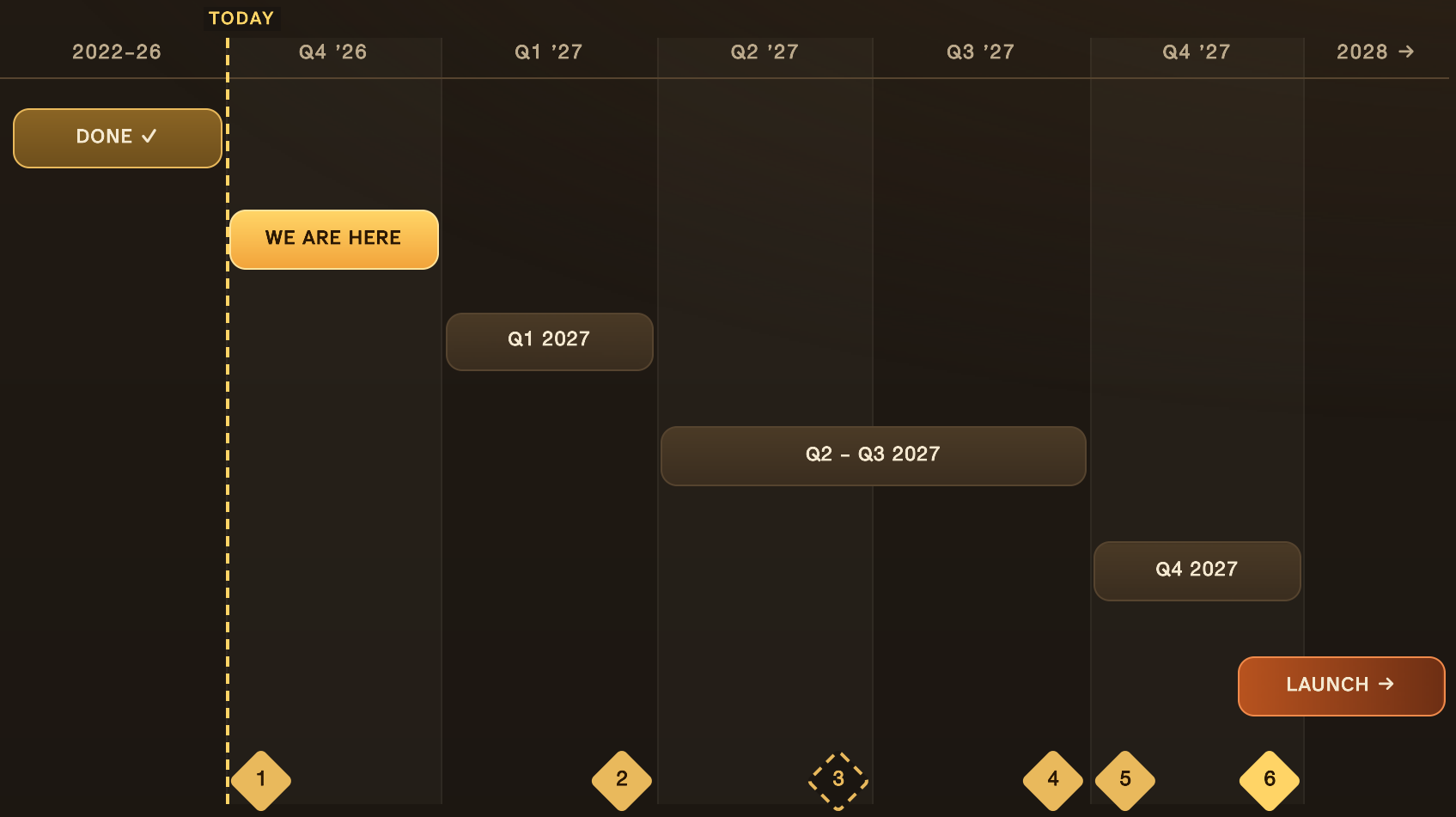
1 **Playable build** — Now · Q4 2026
Publisher demo, closed playtests, partner signed

2 **Vertical slice** — Q1 2027
Final-quality slice: Exploration, Village, Castle, Demon Invasion, Ancient Ruins, Arenas

3 **Content & feedback** — Q2 – Q3 2027
Content production across the game, balanced with playtest feedback

4 **Finalisation** — Q4 2027
Polish, bug fixing, performance, Steam Deck, localization with native review

5 **Launch & beyond** — Q4 2027 →
Windows and macOS in 5 languages, then updates, Android and iOS




1 Partner signed; press and creator outreach

2 Vertical slice with new trailer and screenshots

3 Public demo or Steam Playtest in June; sooner with partner support

4 Content complete

5 Steam Next Fest, October: our one entry, timed for launch

6 Launch in Q4 2027; Asian partners and PR

DEVELOPER

# Solo-developed since 2022

## Patryk Soltysik

**Founder & solo developer · Tacticsmith Games**

Game design, programming, combat and creature behavior systems, content, data pipeline and in-house tools. Commandlings has been built by one person from the first prototype to the playable game it is today, full-time since 2025.

## Where a partner fits

- Publishing, marketing and store presence
- Asian partners and localization
- UI design direction, outsourced art, QA and porting

Low running costs: partner funding goes straight into the game and its launch.

THE ASK

# A $50k development advance and a publishing partner

The advance keeps development going full-time to launch. The wider budget, $74k to $220k in total, depends on which services the partner provides. Region-specific partners for Asia are welcome.

## $74k
### Essentials

- ✓ $50k development advance through launch
- ✓ Translation with native-speaker review, and a paid QA pass before launch
- ✓ Store page refresh: trailer re-edit and capsule variants
- ✓ The partner brings in-house PR, creator outreach, platform relationships and Asian partners

## $220k
### Full partnership

- ✓ Everything in Essentials
- ✓ Marketing, creator and event campaigns; Asian storefronts and regional PR
- ✓ UI polish and onboarding, an art upgrade (stylized creature portraits, class art, icons) and original soundtrack themes
- ✓ External QA and test hardware

**Advance paid before launch:** 25% at signing · 25% vertical slice · 20% public demo · 20% content complete · 10% release candidate. The partner spends the publishing budget directly.

BUDGET

# Where the money goes

| ITEM | ESSENTIALS | | FULL |
|---|---|---|---|
| Runway to Q4 2027: full-time, software, assets | | $50k | $50k |
| UI design and polish: visual direction, readability, tutorial | Developer | $0 | $20k |
| QA and test hardware: PC, Mac, Steam Deck | Developer, Steam Playtest, one paid pass | $3k | $15k |
| Localization: translation + native review (JA, KO, zh-Hans, zh-Hant) | | $8k | $10k |
| Store page: trailer, capsule variants, screenshots | | $3k | $15k |
| Marketing: PR, creators and campaigns | Partner's PR team | $0 | $35k |
| Asian partners, storefronts and regional PR | Partner's network | $0 | $15k |
| Art upgrade: stylized creature portraits, class art, icons | Current art | $0 | $15k |
| Original soundtrack: main themes | Licensed music | $0 | $10k |
| Events and shows | Free showcases | $0 | $10k |
| Legal: trademark and contracts | | $3k | $5k |
| Contingency, about 10% | | $7k | $20k |
| **Total** | | **$74k** | **$220k** |

## ALREADY SELF-FUNDED

- ✓ Commissioned Steam capsule art
- ✓ Gameplay trailer localized into 4 languages
- ✓ Steam page in 5 languages

## FREE CHANNELS WE USE

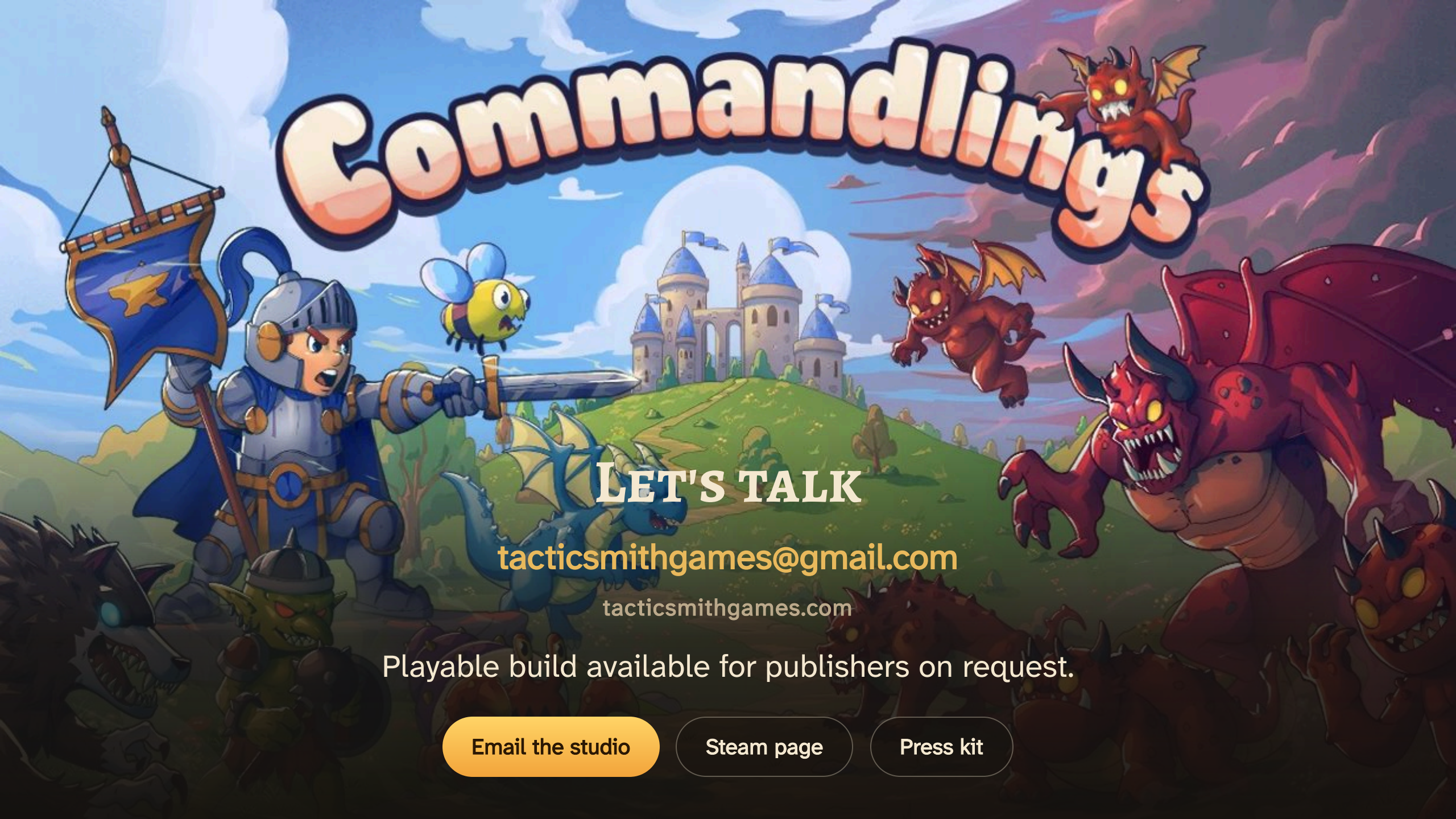
- Steam Playtest for testing
- Steam Next Fest and digital showcases

## PLANNED AFTER LAUNCH

- Android and iOS ports

## NOT IN THIS BUDGET

- European languages follow after launch, funded from revenue




## Let's talk

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Playable build available for publishers on request.

Email the studio | Steam page | Press kit