

THE SWORDSMAN AND THE SMITH

pitch sheet

Genre: Action-Adventure | Platform: Xbox Series X / S, Playstation 5 | Market: T for Teen (Violence)

The Swordsman and the Smith is a 3D third-person action adventure where the player takes control of two heroes, each setting aside old grudges to defend their home, Baluarte, against invaders in 16th century Spain. Defend the city, mobilize its citizens, fortify and rebuild its structures, and win peace for a people weary of war.

Regain the Swordsman's Honor

Wasil is a defected Moorish general who has escaped to Baluarte, the city he once tried to conquer. Win the trust of the people by fighting against threats from numerous enemies...and former allies.

Recover the Smith's Courage

Fidel, the lord of Baluarte and master blacksmith, crafts tools of war - but has little desire for it. Mount a defense using Fidel's knowledge of weapons, combat, the city, and its surrounding terrain.



Defend the Sacred City

Powerful forces vie for control of Baluarte - "the Sacred City" and coastal fortress in medieval Spain. Steeped in rich history and diverse culture, Baluarte lies in the shadow of the Inquisition, Moorish invasion, Barbary pirate raids, and rival lords. Baluarte's last hope is in two men whose fates are tied to the city they hold dear: the Swordsman and the Smith.



Gameplay Features

The Swordsman and the Smith is an action-adventure title with elements of city management and tower defense.

One Story, Two Heroes

Take control of Wasil and Fidel separately, sharing their ever-growing arsenal to complement their distinct combat styles.

A Living, Changing, Active Setting

Each battle you fight alters Baluarte's landscape. Allocate men and resources to repair fortifications between skirmishes.

A Reason To Fight

The people of Baluarte make it a place you want to save - make allies of those you fight for, utilizing them as builders, soldiers, scouts, and more.