Hello!

**About the game:**

Live by the Sword: Tactics is a Tactical / Strategy RPG. It initially began life as a board game but eventually transitioned into the game you see now. The game is an unashamedly old school tactical RPG with modern gameplay ideas. Set after the fall of the land, you control two brothers who must traverse the kingdom to stop it from falling back into the darkness of conflict. Single Player and Multiplayer game modes available.

**Info:**

* 7 Classes available to play
* No grinding or equipment system
* Story campaign length of around 7 hours
* Tactician Mode offers fights in the form of Puzzles that need to be completed in the shortest number of moves
* Adventure Mode is our roguelike that introduces new gameplay mechanics and turns up the difficulty. It is also our main pipeline for delivering new content
* 3 Secret classes can be unlocked for use in Adventure Mode
* Available in English, Spanish, French, German, Simplified Chinese, Japanese
* Available on PC, Switch and Xbox
* Post release content will include 9 new classes, a continuation of the story, a board builder and ranked online gameplay

**Studio:**

I (Matthew Hamilton) designed the game back in 2018 during the beast from the east. Originally, I had made it as a board game. I was then fortunate enough to meet my business partner Paul Jervis and we went into business and started development in 2019.

**Developer Comments:**

Tactics began development in 2019 with just the two of us. Myself (Matthew Hamilton, Creative Director) and Michael Knight (Developer). Eventually the team expanded around 6 months into the project. Then we had people come and go and now we’re sitting at 5 of us full time on the game.

* Matthew Hamilton
* Ellis Spice (Lead Developer)
* Michael Knight (Developer)
* Luke Sanderson (QA and Testing)
* Jack Thompson (Artist)

A full list of everyone who has worked on the project is located in the credits, under options in the main menu.

For a lot of us this was our first game. Our main office is located in York, UK with the majority of our employees or former contractors working remotely. We also made a cool game manual.

<https://heyzine.com/flip-book/e5b7cc16e0.html#page/1>**Early Access:**

We’ve been in Early Access for about a year, through Early Access we have received feedback directly from players with our in-game feedback reporting system, allowing players to send us messages directly, that gets posted to a Trello board for us to review. During Early Access our Wishlist count has grown to 11,000.

**Launch:**

We will be launching in Q3 2022. Our 1.0 release on Steam will see the game leaving Early Access and on the same day the game will be available on Nintendo Switch and Microsoft Xbox consoles. The 1.0 will introduce a large patch to the game, Story Mode will see some story fixes and the final Act of the game (Act 3) will be available, as well as updates to the other game modes.

**Design Insight:**

The main inspiration for Tactics was Final Fantasy Advance. I love that game and have logged hundreds of hours into it. The art style draws heavily from that game whereas gameplay differs quite a bit. For example, in FFTA you have experience and gear whereas our game does away with that. The characters at the start of the game are the same strength at the end of the game. The difference is that the players themselves have gotten better at the game and we can offer increasingly difficult fights to challenge the player with. This prevents players from farming XP and cheesing higher level fights or trying to steal a rare weapon over and over to learn an overpowered skill.

**Contact Info:**

[Matt@labradorstudios.com](mailto:Matt@labradorstudios.com)

[www.twitter.com/LabradorStudio](http://www.Twitter.com/LabradorStudio)