

Commandlings



A real-time tactical RPG where you collect an army and fight inside it.

Windows & macOS via Steam

Q4 2027

Android & iOS planned

5 interface languages

Tacticsmith Games is looking for a publishing partner

THE HOOK

YOU DON'T JUST COMMAND THE ARMY. YOU FIGHT IN IT.

Collect creatures with their own combat styles, choose who to deploy within a limited budget, then take direct control of your Commander while your warband fights on its own.

**COLLECT COMMANDLINGS. BUILD YOUR
WARBAND. LEAD THE FIGHT.**



WHY IT STANDS OUT

THREE THINGS PLAYERS LOVE, IN ONE FIGHT

01

COLLECT

The pull of a creature collector.
250+ Commandlings to find,
recruit and field, each with its own
role.

02

COMMAND

The planning of an auto-battler. A
deployment budget, counters and
placement decide the battle
before it starts.

03

FIGHT

The hands-on feel of an action
RPG. You play the Commander
directly, with a class, abilities and
a build.

PLAYERS OF THESE WILL FEEL AT HOME

Overlord · Pikmin

lead a horde while you act
yourself

Pokémon · Palworld

collect and field creatures

Teamfight Tactics

lineups, budgets and counters

Diablo

classes, gear and build-crafting

CAMPAIGN LOOP

EXPLORE, DEFEND, DIG DEEPER, REPEAT



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

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

4. DESCEND

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

🔄 Then back out into the world, stronger, to find new allies before the next invasion.

GAME MODES

ONE CAMPAIGN, SEVERAL WAYS TO FIGHT

EXPLORATION

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

DEMON INVASION

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 champion. When a room falls, the next line of defense takes over, down to the Commander, the King and his guards.

ANCIENT RUINS

A one-day expedition after every invasion, ending when units or resources run out. Each encounter returns on every visit, up to four times before it closes for good, so a stronger warband gets further each time.

ARENAS PLANNED

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

PILLAR 1 · COLLECT

250+ COMMANDLINGS, EACH WITH A JOB

Every creature has its own abilities, strengths and battlefield role. Reading the enemy and picking the right counters is the heart of each encounter.

88

In the build
today

9

Families

4

Tiers,
weakling to
mythic

5

Elements

[Browse the Compendium →](#)



Wolf



Bee



Goblin Chief



Crab King



Fire Drake



Angel



Treant



Ice Dragon



Skeleton Warrior



Demon Brute



Farmer Archer



Wraith

**THE ARMY THINKS
FOR ITSELF. YOU
TURN THE FIGHT.**

- [illegible]



PILLAR 3 · BUILD DEPTH

30+ CLASSES. ABILITIES YOU CAN REWRITE.

Attributes, equipment and Augmentation Stones change how abilities work: a Morph Stone turns Firebolt into Fireball. Heroes you've developed can join the army too, keeping their gear and builds.

26

Classes in
the build

122

Abilities

150

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 region raises the stakes and widens the collection.



AUDIENCE & PLATFORMS

WHO IT'S FOR, AND WHERE THEY'LL PLAY IT

PLAYERS

- **Collectors** who love finding, raising and fielding creatures and heroes.
- **Planners** from auto-battlers and tactics games who enjoy lineups and counters.
- **Build-crafters** from action RPGs who want classes, loot and abilities to experiment with.

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

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

BUILT FOR THE MARKETS THAT LOVE THIS GENRE

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.

ALREADY DONE

- ✓ Steam page published in Japanese, Korean and both Chinese scripts
- ✓ Gameplay trailer localized into all four
- ✓ Interface support planned for all four at launch

WHERE A PARTNER HELPS

- Local publishing partners and storefronts
- Localization quality, LQA and culturalization
- Regional press, creators and communities (Bilibili, Weibo, X, YouTube, Naver)
- Regional shows such as Tokyo Game Show, BitSummit, ChinaJoy and G-STAR

WHERE IT IS TODAY

A PLAYABLE GAME, NOT A CONCEPT

- ✓ In development since 2022
- ✓ The full loop is playable: explore, recruit, deploy, fight, loot, augment, rest
- ✓ Steam Coming Soon page live since September 2026
- ✓ Commissioned Steam capsule art; gameplay trailer in 5 languages
- ✓ Press kit published; international press list of 100+ outlets researched

Content counts reflect the current development build and will grow before launch.

ROADMAP

DEVELOPMENT PHASES TO LAUNCH



DEVELOPER

SOLO-DEVELOPED SINCE 2022

PATRYK SOLTYSIK

Founder & solo developer · Tacticsmith Games

Game design, programming, combat and AI 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.

WHERE A PARTNER FITS

- Publishing, marketing and store presence
- Asian partners and localization
- Outsourced art, QA and porting

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

THE ASK

A PUBLISHING PARTNER • \$64K – \$210K

A \$50k development advance to launch, plus a budget scaled to the services the partner provides. Region-specific partners for Asia are welcome.

\$64K

ESSENTIALS

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

\$210K

FULL PARTNERSHIP

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

Paid in milestones: 20% at signing · 20% at demo / Next Fest · 30% at content complete · 30% at launch

BUDGET

WHERE THE MONEY GOES

ITEM	ESSENTIALS	FULL
Your development runway to Q4 2027	\$50k	\$50k
Localization: AI translation + native-speaker review (JA, KO, zh-Hans, zh-Hant)	\$4k	\$10k
Asian partners, storefronts and regional PR	\$0	\$15k
Marketing: PR, creators and campaigns	\$0	\$35k
Store page: trailer, capsule variants, screenshots	\$3k	\$15k
QA and test hardware	\$0	\$15k
UI polish	\$0	\$15k
Original soundtrack	\$0	\$15k
Art upgrade: stylized creature portraits, class art, icons	\$0	\$15k
Events and shows	\$0	\$10k
Legal: trademark and contracts	\$3k	\$5k
Contingency	\$4k	\$10k
Total	\$64k	\$210k

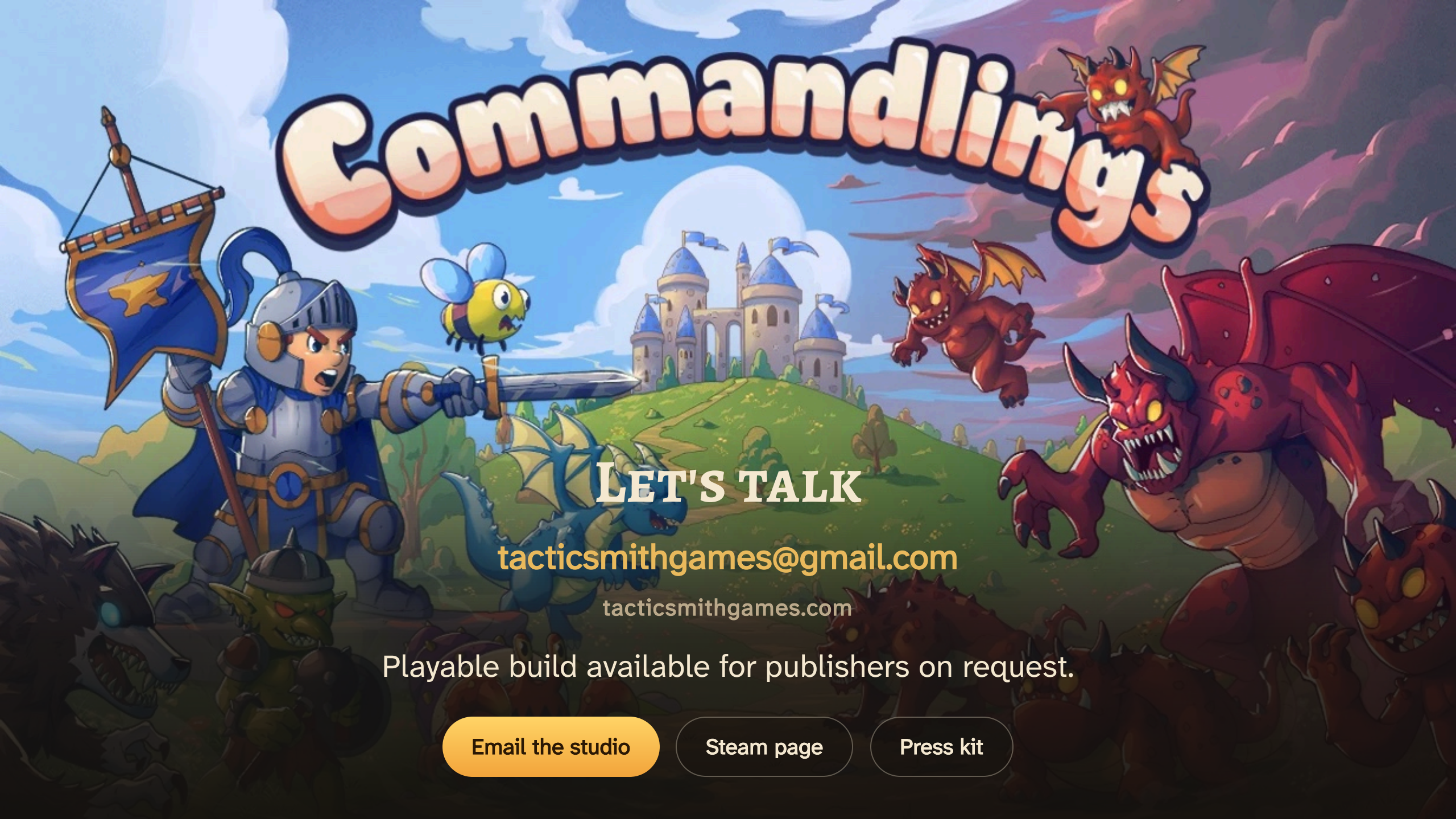
ALREADY SELF-FUNDED

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

FREE CHANNELS WE USE

- Steam Playtest and a Discord beta for testing
- Steam Next Fest and digital showcases

Commandlings



LET'S TALK

tacticsmithgames@gmail.com

tacticsmithgames.com

Playable build available for publishers on request.

Email the studio

Steam page

Press kit