



A GAME BY FREEMEN GAMES

FREEMEN

A city that carries on without you.

Persistent social simulation for PC

Freemen Games, operated by Freeman Solutions inc.

THE PROMISE

A life to build in Valmorne

Live. Work.
Build bonds.
Own your decisions.

A civil life remains viable.
No moral class imposed.



The urge to come back

FIRST VISIT

Settle in, meet someone,
start an errand.

WHILE YOU ARE AWAY

Authorized routines carry on.
Major choices stay with the player.

ON RETURN

See what changed, understand why,
then choose what comes next.

Consequences that persist

One character.

One shared world state.

TABLE to organize your life.
SCENE to inhabit the places.

The assistant explains the facts.
The game rules determine them.



Location visual, not a game capture

One living district, two complete sessions

The existing vertical as a foothold

Map, discovering a place, street, activity, return.
Then a traceable absence and resumption.

Proposed target: one home, one shop,
one activity and one everyday errand.

DOCUMENTED STATUS

A real foundation, an experience to consolidate

ALREADY DOCUMENTED

Web application and map.
Persistence, work and economy.
“Today” projections.

TO VALIDATE END TO END

Spatial consistency of scenes.
Player journey, quality and performance.
Life recap on return and unified journal.

Next step: one complete journey.

The game, the cities, then optional services

Envisaged offer	Content
Base game	Life in Valmorne, progressive opening
City pack	Another city with playable content
FREEMEN subscription	Companion and advanced help from the game's AI
Buckmen	Eligible creations on request

The base game does not depend on the FREEMEN subscription.

Unity for the client, the world stays persistent

Keep the reusable data and rules.
Carry a bounded journey into Unity.
Keep a single source of truth for the world.

The migration is work still to be done.
It is not presented as already completed.

3D follows the life of the world

**A building first exists in the world.
It can then gain a 3D representation.**

The player requests an eligible creation.
The pipeline checks its quality and consistency.
The same building becomes visible in Unity.

Creation credits, clear rules

API and generation, retries, integration.
Validation, storage, delivery and support.

Price shown before confirmation.
Final failure: credits refunded.
No unlimited use, no conversion to cash.

Today, I am alone

Nicolas

Game and company direction

Four progressive hires proposed:
Unity, backend, technical art, game design.

Responsibilities shared out

M1 Senior Unity development

PC client, playable journey and integration.

M3 / M4 Technical art, then backend reinforcement

Scenes and 3D, API, permissions and persistence.

M7 Game design and narrative

Second session, situations and comprehension.

A twelve-month roadmap

M1 to M3

Make the foundation reliable

Porting audit, first Unity journey, measurements.

M4 to M6

Link the two sessions

Unity and server connected, life recap on return, bounded 3D pilot.

M7 to M9

Test with players

30 invited participants, after internal validation.

M10 to M12

Decide what comes next

Retention, measured costs, production and launch plan.

Proof before opening

RELIABILITY

20 consecutive complete journeys
with no blocker or double economic write.

COMPREHENSION

30 invited testers, at least 21 able
to explain a consequence on return.

INTEREST AND COSTS

Measure day-7 and day-30 returns, the reasons
for dropping out and the real cost per active player.

One studio, two games



TARTARIA

Global strategy + living local zones.
Presented at MIGS 2026.
A premium game for PC, planned for Steam.



FREEMEN

A persistent social simulation in Valmorne, a contemporary French city.
“Urban life, your choices, their impact.”

FREEMEN GAMES, CONTACT

Let's talk.

Freemen Solutions inc. (Freemen Games)
A reason to come back to Valmorne.

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