



# TARTARIA

A civilization to build.  
A living world to play.

**Global strategy + living local zones**

Premium strategy game for PC, planned for Steam

Freemen Games, operated by Freemen Solutions inc.

THE UNIVERSE

# A living civilization, before its erasure

**You live in Tartaria  
in the time of the Valdaryn.**

An alternate-history fantasy.  
Monumental, inhabited cities.  
A world of brass and steam.

Universe illustration. The player takes part in Tartaria's living present.



## THE GAME

# The strategy of the world. The life of the city.



ATLAS



CITY, DAWN



CITY, MORNING

# **A complete, replayable first mission**

## **A guided mission in Saint Petersburg**

Open a mine, then fire up the coal power plant.  
The city lights up and comes alive.

The Oracle guides the player. Switch to the Atlas, a settler founds a second city, and the mission concludes. Replayable, with saving and reloading.

## STARTING POINT

# A playable prototype exists

## ALREADY WORKING

Saint Petersburg showcase city, playable in Unity,  
60 fps measured on an RTX 3070  
Guided Oracle quest: mine, power plant  
World Atlas with known cities  
Offline mode  
150-second opening film in FR, EN and ES  
In-house pipeline for images and 3D assets

## TO CONSOLIDATE

The full loop, end to end.  
The Windows build.  
External playtests.

## The polished vertical slice is the next milestone.

## THE PRODUCTION PIPELINE

# How one founder built a world, and how four will scale it

369

catalog entries across 14 types

342

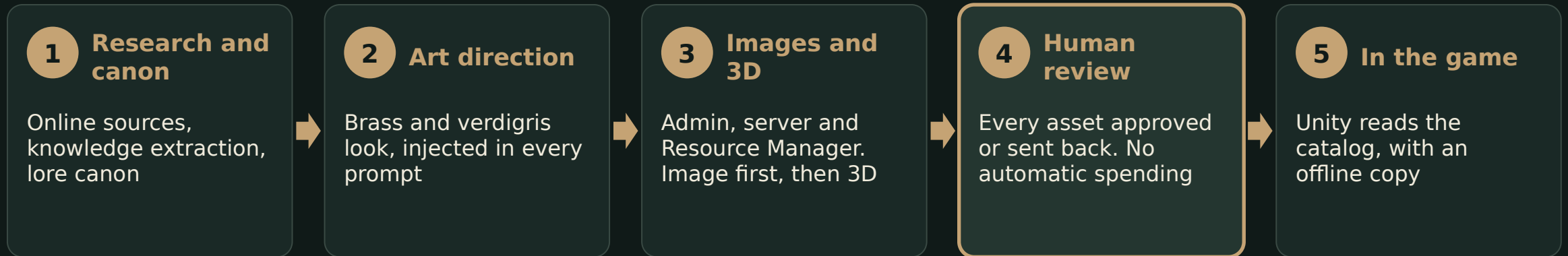
entries with a finished image  
(93%)

63

3D models ready for the game

19

specialized services in the stack



**One founder built the chain. Four people can grow the world.**

Human-directed: every asset is reviewed and approved before it enters the game. AI-generated content will be disclosed on Steam.

## THE FOUNDER

**30 years in film and video art departments.  
Now building worlds.**

**Nicolas**

Founder of Freeman Games

From scenic technician to art director in advertising: 30 years in film and video production, every role in the art department.

Teams, budgets and hard deadlines, where everything can change the day before the shoot.

Trained as a programmer-analyst in the early 1990s.

Left film in 2020 to build my own company. Games are where both sides meet.



**Today I work alone.  
The next step is a first studio team.**

# A premium strategy game for PC players

## Premium, for PC

Global strategy + living local zones

Steam: Windows and Linux first, Mac next.

French, English and Spanish.

Paid content packs, delivered over the months after launch.

The Oracle guides every player, offline included.

A Tartaria subscription unlocks its AI-powered mode:

talk with it, ask anything, get strategic advice, with quality we control.

# Four people at the heart of production

**Nicolas**

**Development**

**Technical 3D art**

**Marketing**

Game and company direction

Unity gameplay and integration

Assets, rendering and optimization

Marketing and Community Manager

**Today**

**Planned hire**

**Planned hire**

**Planned hire**

M1 to M12

M1 to M12

M3 to M12

M7 to M12

# A twelve-month roadmap

**M1 to M3**

## **Hire and stabilize**

Identifiable build, scope and production tracking.

**M4 to M6**

## **Assemble the mission**

Playable flow, representative content, first tests.

**M7 to M9**

## **Test and present**

External playtests, fixes, gameplay video.

**M10 to M12**

## **Prepare what comes next**

Tested vertical slice, commercial review and production plan.

# Verifiable deliverables

## Technical

20 consecutive runs without a blocker, with saving and reloading.

## Player experience

30 external testers. At least 21 finish the mission without help.

## Go-to-market

A representative page and video.  
Interest data that is truly measured.

# 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 premium PC game, planned for Steam.

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