



PHZ Game Studios

Jesse Honkanen
Lead Game Designer

SIEGE CASTLES

- Real time
- Physics based
- Castle vs Castle
- Android & iOS
- Early Access

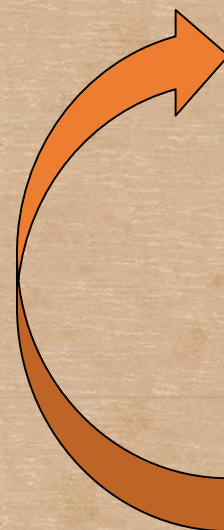


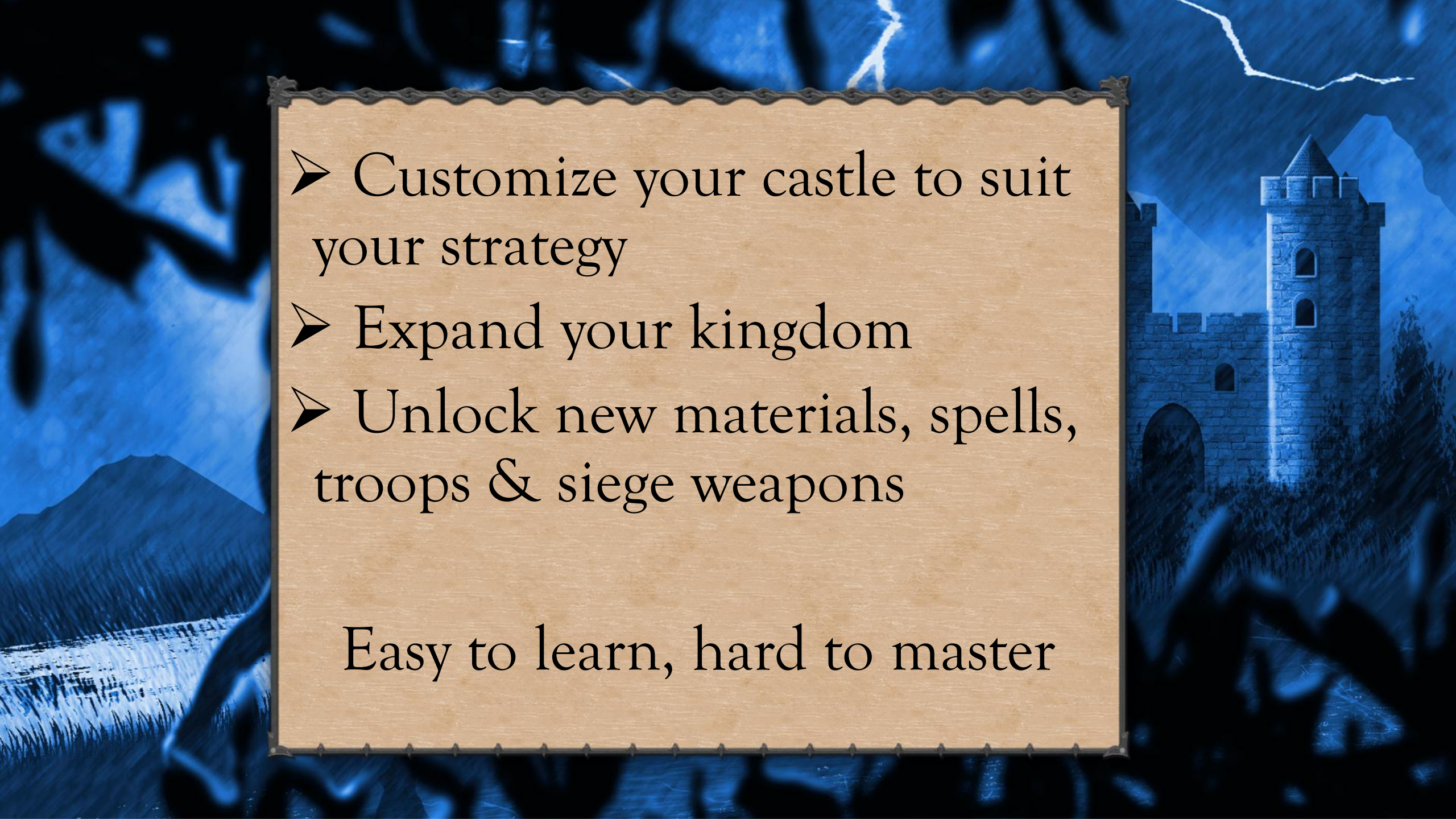


Game Loop

Design /
Adjust

Intense
Combat



- 
- Customize your castle to suit your strategy
 - Expand your kingdom
 - Unlock new materials, spells, troops & siege weapons

Easy to learn, hard to master

Flexible & Fair

- Free to Play
- Power Score for balanced matches
- Paying customers get more options earlier and access to *cosmetic customization*

Steadily growing team

- 2 Programmers
- 2 Artists
- 1 Designer
- Shared vision
- Additional resources of PHZ Full Stack Oy

Thank you ! Forum  <https://gs.phz.fi>
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