

# CROWN of the LAST KING

Macalla has freed itself from the tyranny of kings!

The fall of the Last King brought freedom, and for eight hundred years the people of the sovereignty have governed their own destinies.

But as the centuries pass, fear fades and the warnings writ in blood have been forgotten, an ancient magic now stirs against its chains...

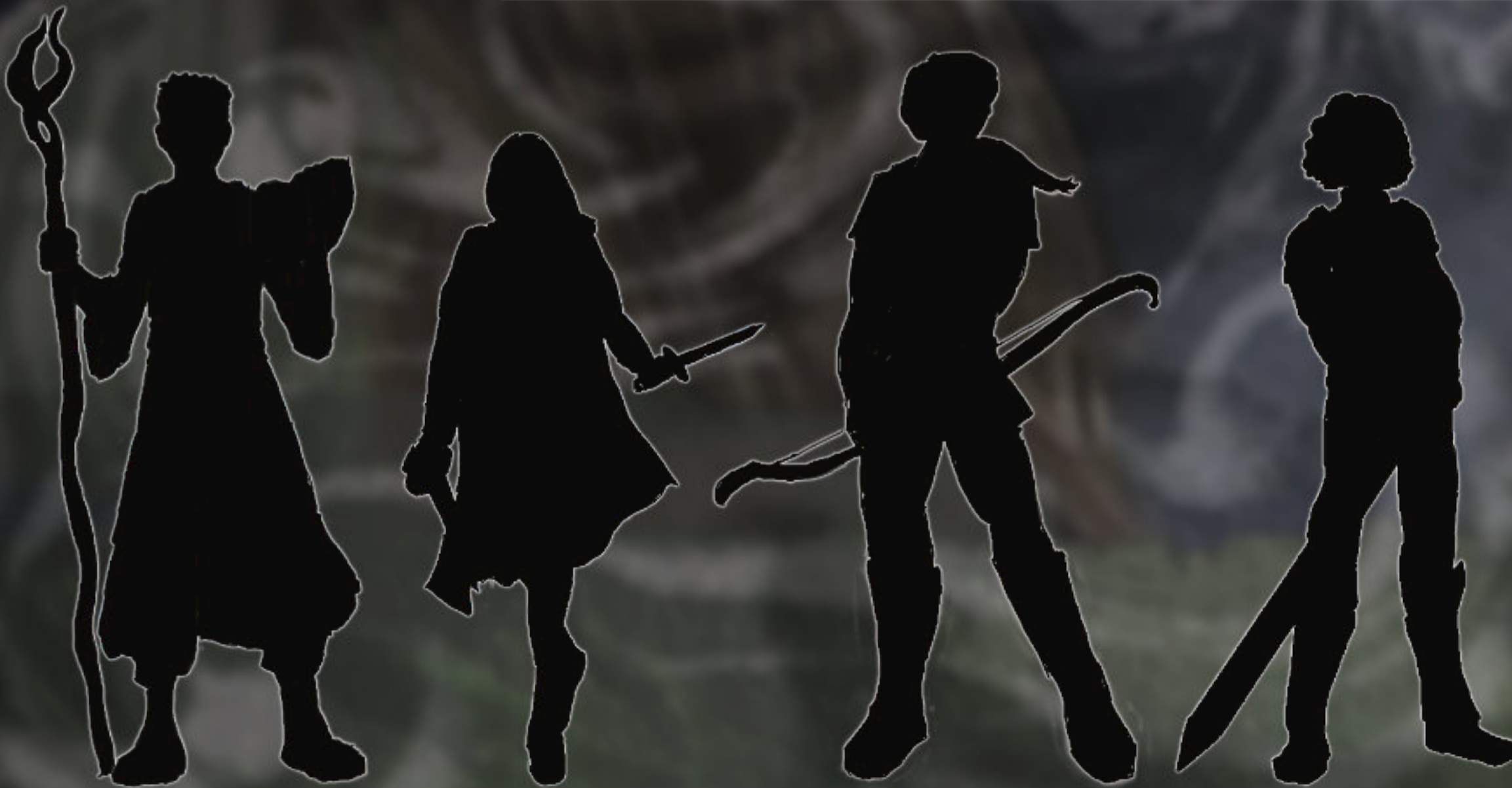
Can you and your companions stop the shadows growing in the mist?



**CROWN OF THE LAST KING** is a fantasy adventure game crafted for long-time visual novel fans, ttrpg players tired of scheduling conflicts, and romantasy lovers who want to open a door into a new world of media.

It features:

- a lore-rich branching narrative
- illustrative art style
- immersive music
- different love interests with distinct personalities
- choices that matter
- and over 20\* possible endings



\*I'll be honest, I stopped counting when I hit 24 and the story isn't even fully written yet



# AT A GLANCE:

**Genre(s):** singleplayer, visual novel, fantasy, adventure, romance

**Platform:** Steam first: PC, macOS, Linux; mobile and Nintendo Switch second

**Release:** late 2027

**Price:** base game €24.99; art book €6.99; OST €6.99; all €32.99 (TBD)

**Playtime:** aiming for 30+ (replayable)

**Gameplay:** point and click choices

**PEGI rating:** 16 (TBD)



# THE GAME

Macalla's peace has been shattered by strange attacks from unknown enemies, and the Adventurer's Circle must rise to meet this challenge.

The Adventurer's Circle have long been the guardians of Macalla's peace. Their duty: to render aid to the people, to bind together the independent townships of the sovranity, and to guard against unbound magic and wild beasts.

For years they have done their duty so diligently that sometimes people forget why they are even needed. But now, with mysterious violence springing up around the city of Damo, they must prove their worth.

To investigate the attacks a band is put together: a kind-hearted swordswoman, a skilled archer with a sweet tongue, a brilliant mage with a thirst for knowledge, an aloof assassin who seems oddly out of place, and one more: you. A new recruit, fiercely determined to prove yourself.

To survive what awaits you in Damo you'll choose your backstory, your weapons, and how you react to the world around you. Decide who to trust, who to love, and investigate carefully if you hope to uncover the truth before it finds you.

The Sovranity of Macalla





# DESIGN PILLARS:

## Enchanting aesthetic

- illustrative art style
- alluring music
- attractive and realistic characters
- immersive, cohesive sound and visual design



## Story-driven

- engaging narrative
- a fully realized setting
- player choices change their experience
- player choices influence events and relationships beyond their own

## Replayable

- choices that matter
- a LOT of choices
- five unique love interests
- dozens of endings
- accessibility built into design choices

## Fun

- interesting NPCs
- humour-infused dialogue
- relatable characters and situations
- judicious use of fantasy and romance tropes





# Key Features:

## Visual Novel "Comfort Food"

- Choosing which Love Interests to pursue
- Choosing NPC interactions and connections
- A living, breathing setting that player's choices directly impact, varying exponentially with each choice.

## New Shinies

- The illustrative art style
- Player customisation options to add extra depth and replayability, inspired by traditional rpgs and tabletop games.
- Player is able to influence matchmaking and companion relationships with outside their own.
- Player can unlock scenes from outside the Main Character perspective for insights into the antagonists' actions and possibilities to influence them.





# How we build:

Using Godot allows for experimentation on presentation and the ability to more easily increase scope: including animation and other additions, as well as being a light-weight system that can be accessed by most PCs, ported to consoles and mobile.

Tracking variables for relationship building, player weapons, granular player backstory options, clues uncovered -- all of which change the player experience each play through.

Soliciting feedback and insights from the romantasy community as well as video game communities.

A whole lot of world-building documentation and brainstorming and notes.

Fully remote team spread across Ireland with communication via Discord, regular live syncs, and a few in-person meetups.



# MARKET OPPORTUNITY

In times of... well, now, people turn to comfort: stories of trials and tribulations leading to happily ever afters, found family, romantic tropes, having actual power and agency over their choices... and dealing with the consequences.

## DID YOU KNOW?

Romance games had an explosion of popularity on PC and mobile in the 2010s.

Over 22 million people were playing otome games on their mobile devices by 2014.

Paywalls and microtransactions hurt player acquisition, and in 2021 one developer shuttered their US operations.

Most of the original otome games have been pulled from the app stores and are unavailable even to those that purchased them.

Baldur's Gate 3 is the highest rated and reviewed "romance" game on Steam with over 445k Overwhelmingly Positive Reviews.

## SOME NUMBERS ON ROMANTASY BOOKS

#romantasy has over 1.9 million posts on TikTok and over 2.6million posts on Instagram

Early TikTok seeding (3-4 months pre-launch) correlates with 68% higher debut sales

2 of the top 5 selling book genres are romance and fantasy

Romantasy novels brought in over \$1.4billion in 2025



# COMPARABLE GAMES

|                                     |                                                                                                 |                                                                                                                             |                                                                                             |                                                                                        |                                                                                                    |
|-------------------------------------|-------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------|
| Game:                               |               |                                          |          |     |                 |
| Similarities:                       | Visual novel, Story Rich, Adventure, LGBTQ+, Multiple Endings, Romance, Mystery, Choices Matter | Visual novel, Story Rich, LGTBQ+, Romance, match-making                                                                     | Visual novel, Story Rich, Action-adventure, Multiple Endings, Romance, Choices Matter       | Visual novel, Story Rich, LGTBQ+, Multiple Endings, Adventure, Romance, Choices Matter | Visual novel, Story Rich, Multiple Endings, LGBTQ+ , Romance, Choices Matter, player customisation |
| How CROWN OF THE LAST KING differs: | Fantasy, match-making, antagonist POV, player customisation, illustrative art style             | Adventure, Multiple Endings, Fantasy, Choices Matter, Mystery, antagonist POV, illustrative art style, player customisation | Fantasy, LGBTQ+, player customisation, match-making, antagonist POV, illustrative art style | Fantasy, antagonist POV, illustrative art style, player customisation                  | Fantasy, Adventure, antagonist POV, illustrative art style                                         |
| Price point:                        | Base game price: €19.99                                                                         | Base game price: €19.99                                                                                                     | Base game price: €39.99                                                                     | Base game price: €12.99                                                                | Base game price: €19.99                                                                            |
| Steam Sales:                        | 258.6k copies sold                                                                              | 26.6k copies sold                                                                                                           | 83.9k copies sold                                                                           | 17.2k copies sold                                                                      | 27.4k copies sold                                                                                  |
| Reception:                          | Overwhelmingly Postive: 18,259 Reviews                                                          | Overwhelmingly Postive: 562 Reviews                                                                                         | Very Postive: 967 Reviews                                                                   | Very Postive: 289 Reviews                                                              | Very Postive: 435 Reviews                                                                          |

Guess which two had significant publisher support!



# ALL WOMEN TEAM FROM ACROSS IRELAND



WRITER

**Eve Golden-Woods** is a multi-award winning writer and designer with nine years of industry experience.

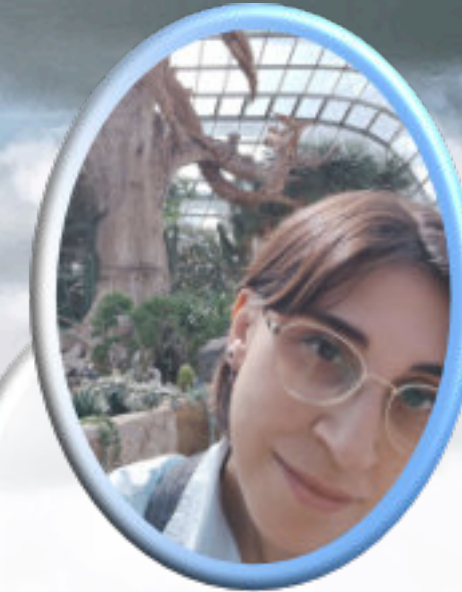
Best known for If Found... and The Creation of Wonder, she works across a variety of teams and genres. She also teaches on the Master of Arts in Film and Visual Media at Dublin Business School.



DIRECTOR

**Bunny Hanlon** is the founder and director of Aos Sí Productions, a video and tabletop game studio.

With over 8 years of marketing and comms experience in games and tech and 15+ years of operational management, she provides video production, marketing strategy, and production services for indie and AA studios as well as producing and publishing original games.



WRITER

**Leonor Macedo** has published short stories, poems, webcomics, and written for tabletop roleplaying games.

She specialises in cooperative storytelling and character development, with nearly 20 years experience within trpgs. She received her Masters in Creative Writing from the University of Lancaster.



ARTIST

**Svenja Gosen** has been a freelance digital illustrator and portrait artist for over 15 years, with a pervasive love of storytelling and painting.

She's worked on books and tabletop games and is currently focused on character art, portraiture, and delving into video game art.



COMPOSER

**Rose Sherezade** is a Dublin-based Composer and Sound Designer who has worked on a variety of short films, animations and games.

As well as her composition work, she is also a pianist, singer and music educator. She received her Masters in Scoring for Film, TV and Interactive Media from Pulse College.



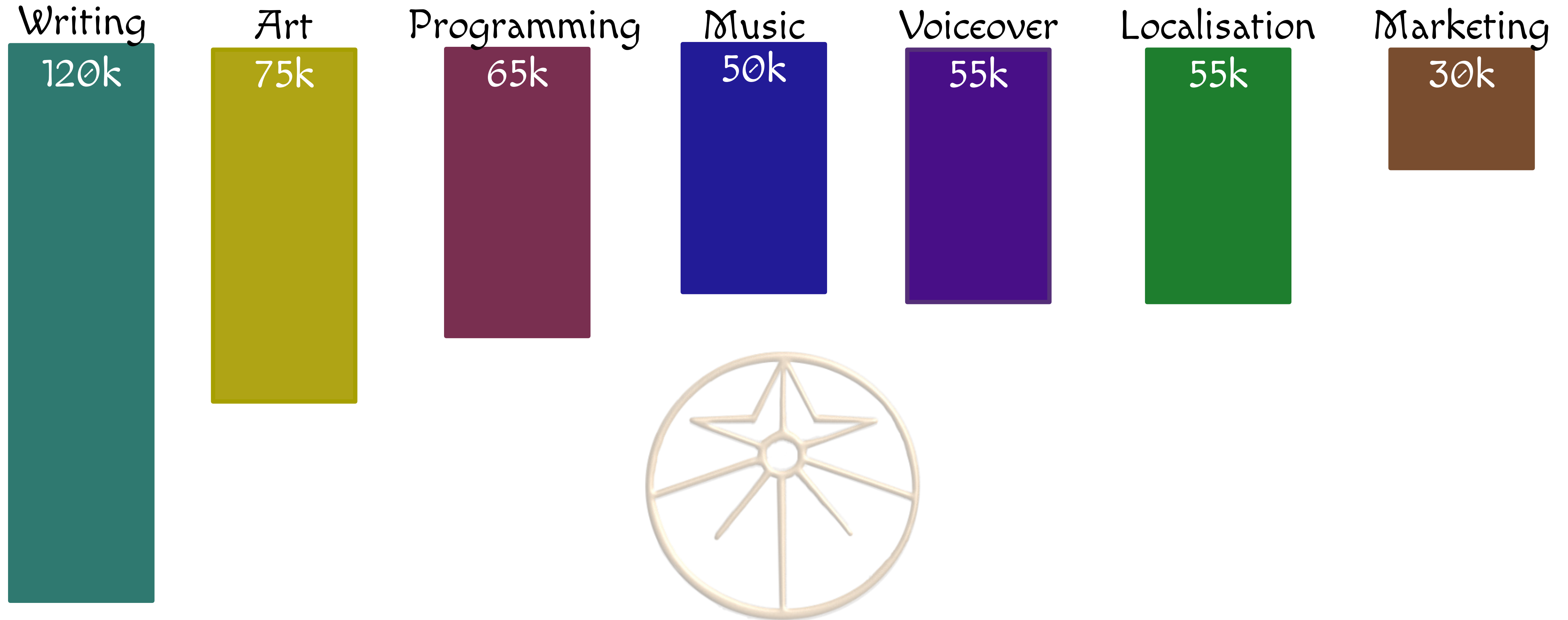
PROGRAMMER

**Alanna Kelly** is a Galway City based game developer and founder of Galway Game Jam.

Over the last two decades she has worked in a diverse range of industries including Game Development, Enterprise Software, Hardware Prototyping, Research and 3D Printing. She currently runs Beaglier Systems, a small contracting business.



# WINGS FUND ALLOCATION



\$450,000 would fund the full development of **CROWN OF THE LAST KING**, including 1yr salaries for each team member, supplemental contractors, key Localisations, and Marketing needs



# PRODUCTION TIMELINE

An additional 450k budget puts the **CROWN OF THE LAST KING** as releasing in late 2027





# CROWN of the LAST KING

*(pretend this title cover is finished and looks entirely epic)*

Contact: [games@aossiproductions.ie](mailto:games@aossiproductions.ie)



Aos Sí Productions