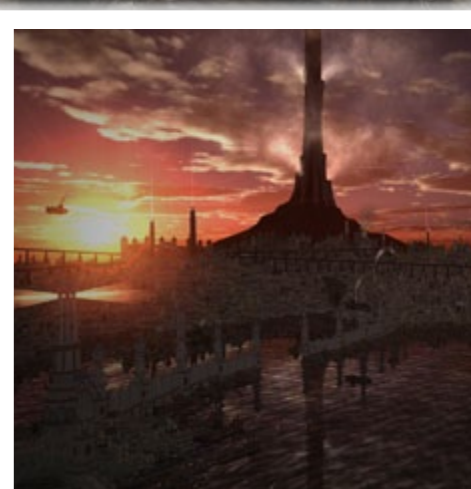
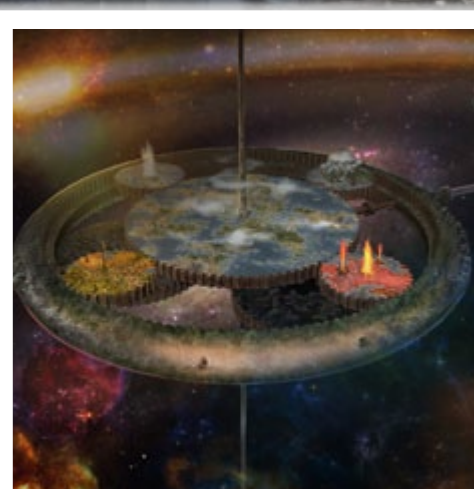
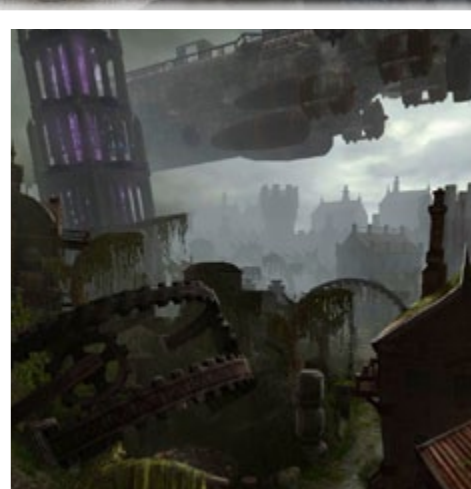
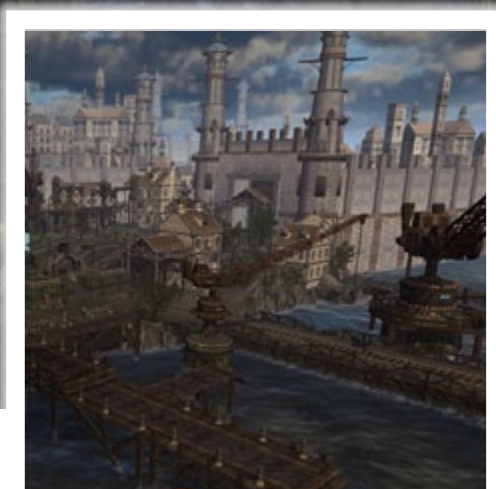


INDUSTRIAL AGE FANTASY IN A FALLEN WORLD

CITY OF STEAM





OVERVIEW

What is City of Steam?

City of Steam, a full-featured, browser-based 3D MMORPG, transports players to Nexus, an industrial metropolis that has fallen from grace.

Emerging from the ashes of ages past, heroes versed in swordplay, divine harmonies, and the arcane arts seek their fortune in a world beset by countless foes, from dangerous factions to mechanical horrors. This is a world where wondrous feats of industry and technology are front and center.

No dragon-rides here.

If anyone in Nexus lives in a tree, it's because they're CRAZY.

Key Features:

- ✦ **Graphics!** Sets a new audiovisual standard for browser gaming
- ✦ **Lightweight!** Play from any computer without bulky client installation
- ✦ **Big World! Tiny Footprint!** Intricate, immersive scenes take up mere megabytes
- ✦ **Gameplay!** Hardcore or casual, ten minutes or ten hours
- ✦ **Teamwork!** Go it alone or adventure with friends
- ✦ **Flavor!** Even the smallest detail is suffused with the history of an ancient world
- ✦ **Customization!** Augment weaponry with visible components
- ✦ **Abilities!** Each class wields a unique array of stunning combat effects
- ✦ **Backgrounds!** Each character has a personal history to explore
- ✦ **Monsters!** An extensive bestiary balances raw power with intelligent tactics





LIGHTWEIGHT BROWSER GAME

A New Epoch in Browser Gaming

City of Steam brings a world of industrial age fantasy to life in your web browser with the powerful yet compact Unity3D plugin.

Big World, Tiny Footprint

City of Steam's streamlined, web-based design avoids the aggravation of multi-gigabyte downloads without compromising gameplay, features, or graphical quality. The largest, most detailed scenes in the game take up mere megabytes!

Visuals that Scale to Any Configuration

Environmental effects, real-time shadows, and positional audio sources immerse players with even modest hardware in a vibrant new world.





ACCESSIBILITY

ACCOMMODATES ANY SCHEDULE OR PLAY STYLE

- ✚ Complete a quest stage in 10 minutes, adventure with friends for hours, or simply explore our richly detailed environments
- ✚ City of Steam accommodates a wide variety of players - hardcore completionists, folks who just like a good dungeon crawl now and then, and even “midcore” players who fall somewhere in between
- ✚ Robust social functions - team queues, player guilds, but also playable solo
- ✚ Ten minutes or ten hours, all with a single click





CONTENT – LIGHT USERS

- ✦ **Daily Events:** Frequent in-game events and quests give light users the incentive to visit regularly
- ✦ **Auto-Teaming:** Teams are assembled on the fly when you enter an area that requires a larger group. This facilitates the social growth and development of the game playership.
- ✦ **Bite-sized Levels:** City of Steam isn't a typical MMO. Levels are light and load quickly, providing a measured gameplay package of exploration action, communication and rewards.
- ✦ **Optimized World:** Every corner of the world is only moments away. Condensed and detailed levels negate travel times and maximize the value of a player's online session time.





CONTENT – CORE USERS

- ✦ **PvP Arena:** Many modes of PvP combat exist for diverse and exciting battles.
- ✦ **Glory:** Player rankings have in-game consequences: watch as NPCs kneel to the PvP King!
- ✦ **Quests:** There is a deep and intriguing main quest-line to follow, as well as unique and personalized racial and class quests.
- ✦ **Branching Stories:** Forking quests and dialogs offer massive replayability for the same content.
- ✦ **Guilds:** Guilds have many opportunities to gain social currency and game bonuses.
- ✦ **Collections:** Sets of rare items can be collected to gain trophy rewards and special items.





CONTENT – HIGH-LEVEL USERS

- ✦ **Factions:** Beyond guild wars are the glorious factions. Each guild pledges an allegiance to these mysterious political entities, and may vie for power and prestige on an array of mercantile, combatative and social battlegrounds.
- ✦ **Epic Quests:** Factions unlock epic level content for dedicated players, culminating in team raids, world-changing events and episodic encounters.
- ✦ **Reputation:** Fame, infamy, honor and the player's alignment to the forces of the world become the keys to unlocking god-level content.
- ✦ **Achievements:** A swath of interesting and unusual character achievements exist for those savvy enough to claim them.





SETTING

The World Machine

City of Steam is set on the World Machine, a vast and ancient system of interlocking gears powered by unfathomable energies. Long ago, a race of ingenious conquerors called the Paragons sought to claim those energies for themselves, and destroyed themselves in the attempt. They left behind a shattered world and a complex legacy.

Even now, millennia after the Era of Myth, that legacy continues to affect the course of history on the World Machine. To the races that already inhabited the mechanism - humans, goblins, orcs, and hobbes - they added the charismatic riven, insular draug, and half-mechanical dwarves. Life on the Mechanism has been revolutionized by the study of the Paragons' lost technologies. Airships soar overhead, robotic steamtoilers patrol the streets, and great factories produce weapons wielded by heroes and villains alike.





NEXUS, THE CENTRAL CITY

Four great human nations have emerged since the fall of the Paragons: the confederated city-states of the Heartlands, the allied kingdoms of Ostenia, the patriarchal Republic of Avenoss, and the harsh Empire of Stoigmar. At the site of the Paragons' fall lay the City-State of Nexus, a once-great industrial center whose connection to the Era of Myth continues to attract attention from across the Mechanism.

Rumor has it that something deep within Nexus has awakened ...
... a secret that will change the world forever.



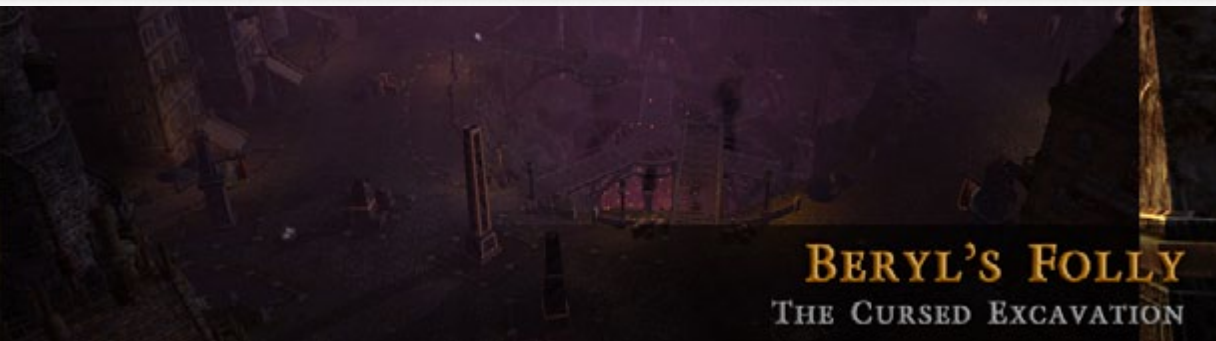
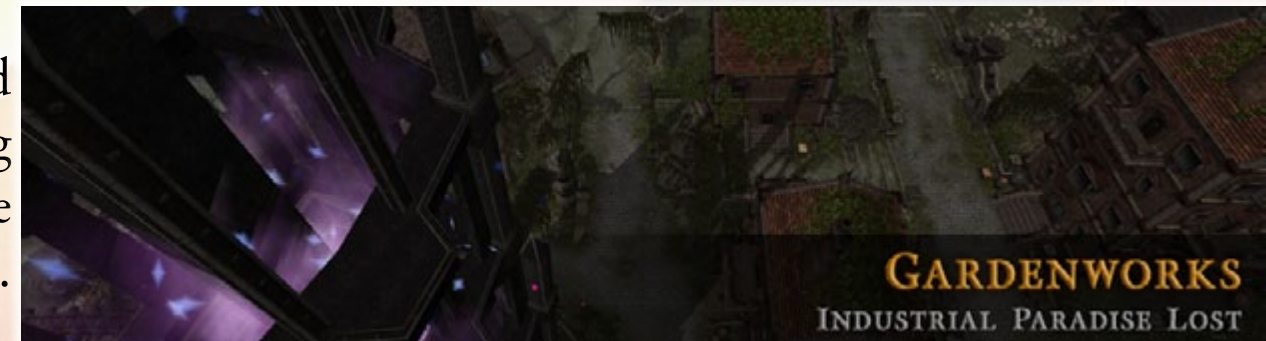


SUBURBS OF NEXUS



Central is known for the Paragon's Gate. Generally noted as having been a poorly designed mock-ancient structure, the dwarven engineering beneath that façade has held strong for generations. Originally it was used as an underground highway that connected the suburbs of Central and Deepholm. But airship technologies made it obsolete, so the tunnels have not been used in decades.

Formerly a majestic garden, the modern consequences of engineering produced miasmatic mists that are brewed to life by the combined chemicals from long degraded pipes, mixers and dispensaries. The vegetative life residing in the **Gardenworks** is vicious, degenerative and horribly mutated.



Site of an ambition excavation continued for far too long, driven by a mad rush for ancient artifacts. Eventually, the vast depths of the dig site made it impossible to travel back to the surface. Over the decades that followed, attention moved away from the excavation, but the massive hole and **Beryl's Folly** legend still remain.

Meluan's Gate is the main sea port for the city, but rumors and superstition still surround the demise of the alchemist Meluan. Even today locals won't go near the alchemical tower where she died for fear of meeting her tortured spirit.



Avens - Hailing from the Republic of Avenoss, they are well-educated, responsible folk from a strict patriarchal society renowned for its arcane engineering.

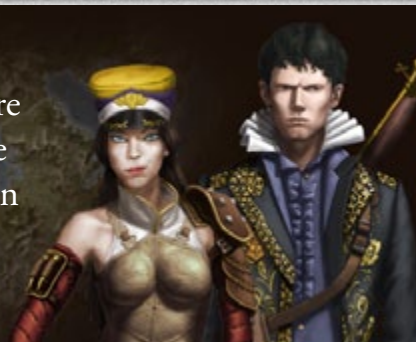


Heartlanders

- Humans from the city of Nexus and surrounding kingdoms. A pragmatic and cosmopolitan people, Heartlanders hail from a loose confederation of industrial lands.



Ostenians - Born in the Holy Kingdom of Ostenia, they are a romantic, religious people whose culture is increasingly torn between King and Church.



Stoigmari - From the Empire of Stoigmar, they are a hard people for a hard land, renowned for their work ethic, martial traditions, and strong liquor.



Goblins - The smallest, quickest and most cunning of greenskins. Goblins are known for two things: their irrepressible curiosity, and their knack for using that curiosity to get into serious trouble.



Hobbes - A gruff, disciplined people with a strong martial tradition. Regardless of their chosen field, hobbes are known for their strength and endurance.



Orcs - Driven to the margins of society by harsh public policy, many orcs turn to adventuring as a matter of survival. Given half a chance, though, they can excel in any role.



Draug - Ashen-skinned, cautious, and withdrawn, the draug jealously guard the dwindling wealth and influence of their noble Houses. Though very long-lived, they prefer the comfort of their ancient manors – decrepit though they might be – to the chaos of urban life.



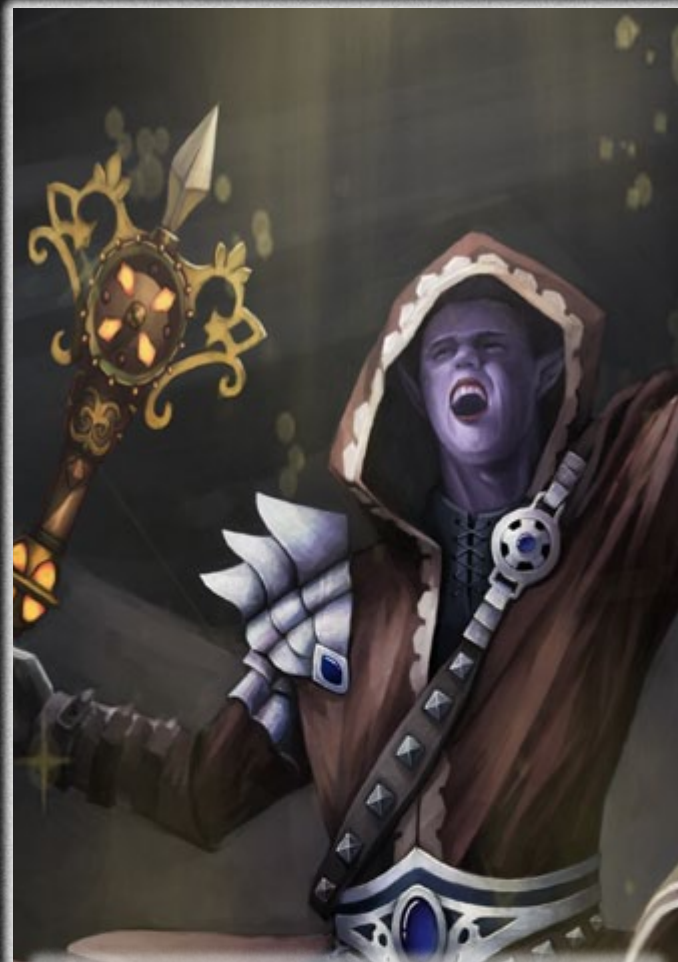
Riven - Passionate, beautiful, and short-lived, the stylish riven are natural celebrities. These charismatic nobles seek fame and fortune in battle, government, and high society for the greater glory of their ancient Houses.





Arcanist

Armed with state-of-the-art aetheric manipulators, the Arcanist wields the fury of the elements against any enemies foolish enough to approach. A variety of Fire, Ice, and Lightning abilities provide them with a wide array of tactical options.



Channeler

Whether they draw from ancient Church hymnals or perform their own compositions, Channelers' powerful melodies move the Mechanism to bring their allies into martial Harmony, restore them with Healing, and punish the unworthy with blinding Radiance.



Gunner

Regardless of whether they stalk individual targets with the art of Sharpshooting, conjure occult effects with Trigger Magic, or utilize the varied abilities of Support Fire, Gunners prove that modern firearms have incredible potential on the battlefield.

Warder

Heirs to an ancient martial tradition, Warders meet their opponents with righteous fury. They are united in a common focus on personal Duty, unflinching Leadership, and swift, punishing Judgment of enemies.





ABILITIES

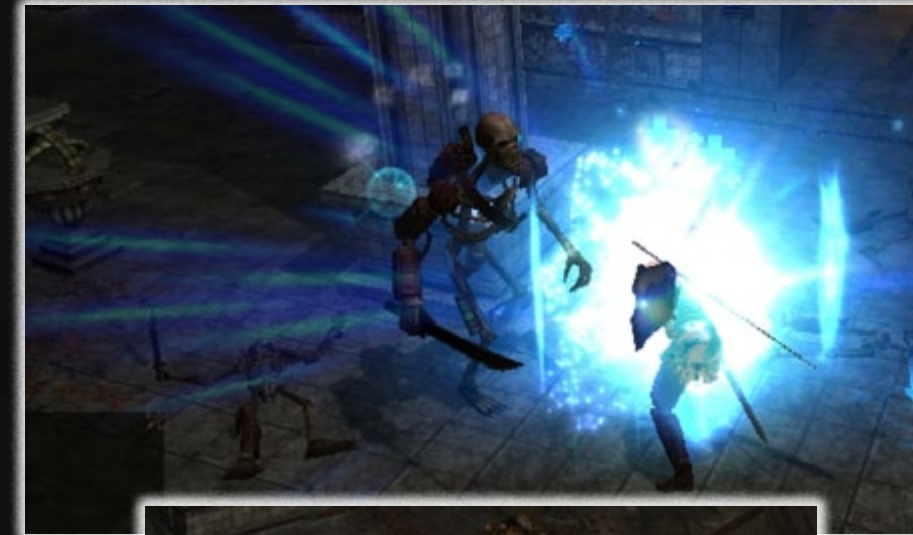


Channeler



Gunner

Warder

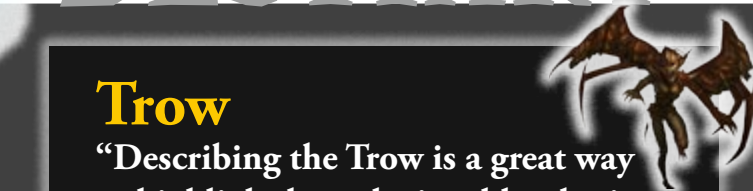
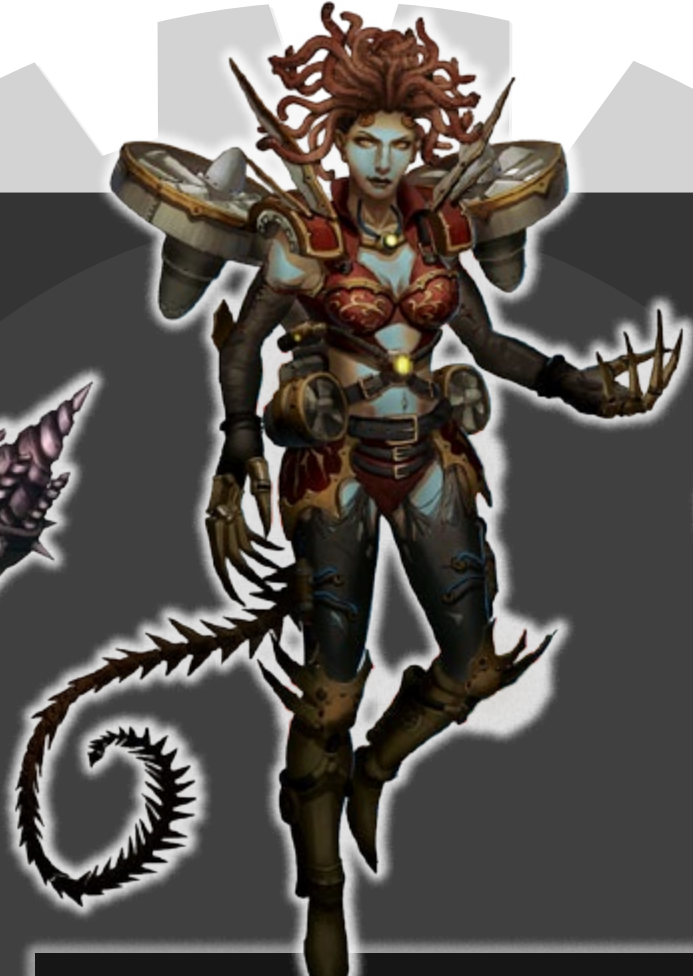


Arcanist



Each of the classes have three unique skill sets to choose from. Customizing builds and buffing up the individual powers can lead to dramatic effects and devastating attack combos.





Trow

“Describing the Trow is a great way to highlight how the ironbloods view nature -- they really don't trust it. If it doesn't tick -- or, I don't know, wear a monocle? -- it's suspicious.

Orcs? Weird. Trees? Can't trust them either. I mean, sometimes they bite your face off... Humans are weird.”
-Ghanru Vorgenhaft

Grinders

No one knows exactly why some toiler models are prone to rebellion, or who refits them for battle. An engineer with a vendetta? One of the fabled sentient toilers? In any case, the increased appearance of grinders in Nexus is definitely a cause for concern.



Mechanthropes

Prosthetic limbs, chem infusers, and other mechanical augmentations are commonplace in the New Epoch, but those afflicted by Mechanthropy find themselves overcome by the urge to remake themselves into ever more grotesque forms. The most powerful Mechanthropes trade sanity and flesh for combat abilities that threaten even the bravest adventurers.



Skeletons

Most undead creatures on the Mechanism are made of dead flesh and bone, given life or the appearance thereof by a variety of techniques. Far and away the most common of these abominations are skeletons, which typically run on a combination of steam power and an infusion of necromantic energy. Most skeletons can do little more than sense intruders and hack them to death with a sword or axe.





GAME SETTINGS

City of Steam will run on any computer through an internet browser but performs better on a gaming system with a good video card. In-game quality controls allow a player to adjust the graphical settings to improve their experience, based on their hardware.

- OS: Windows or Mac
- Browser: IE, Mozilla, Chrome, Safari, and Opera.
- CPU: Dual Core is preferred
- Graphics: Requires a graphics card
- Latency: Under 0.3 seconds is excellent
- Other: App for iPhone, iPad, & Android platforms in development



Low Quality



Medium Quality



High Quality





RESOURCES

CITY OF STEAM - <http://www.cityofsteam.com/>

MECHANIST GAMES - <http://www.mechanist.co/en/>

NEWS ARTICLES - <http://www.cityofsteam.com/category/cos-news>

DEVELOPER JOURNALS - <http://www.cityofsteam.com/category/developer-journal>

VIDEOS/DEV VLOGS/GAME FOOTAGE - <http://www.cityofsteam.com/media/videos>

SCREENSHOTS - <http://www.cityofsteam.com/media/screenshots>

CONCEPT ART - <http://www.cityofsteam.com/media/concepts>

WALLPAPERS - <http://www.cityofsteam.com/media/wallpapers>

SOUNDTRACK - <http://www.cityofsteam.com/media/music>

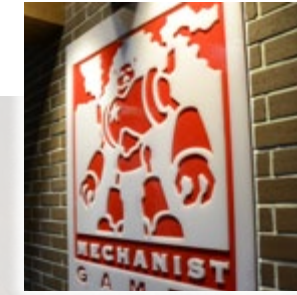
THE NEW EPOCH BOOKS - http://www.rpgnow.com/index.php?manufacturers_id=3207

CONTACT INFO & MEDIA COVERAGE - <http://www.cityofsteam.com/press>





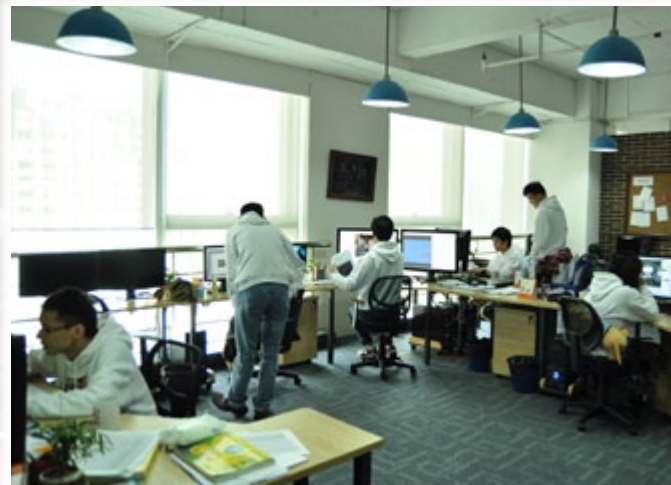
ABOUT US



Mechanist Games is a Xiamen-based independent 3D web game developer established in April 2011. Currently, we are using the cutting edge Unity 3D game engine to develop our products.

Our international development team is made up of enthusiastic members from China, New Zealand, the United States, Canada, Europe and other regions around the world. The multicultural workplace at Mechanist Games is an ideal environment for personal growth and professional innovation. We have an entertaining and dynamic work environment, learn new things daily, and have plenty of good laughs!

As we are dedicated gamers ourselves, we want to develop games with integrity and hope that this passion manifests itself in the games we create.



Already years in development, our first game, City of Steam, is based on The New Epoch, a series of table-top game books written by David Lindsay, co-founder of Mechanist Games and currently our General Manager/Lead Designer.

Currently, we are focusing on City of Steam and continually improving, adding features, fixing bugs, writing up quests and lore, and creating hundreds of dungeons in anticipation for an alpha release in July 2012.





CITY OF STEAM



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www.cityofsteam.com