Two Young Hungarian Devs Release Old-School RPG
'Balrum' With Kick-Arse Turn-Based Combat System

Attila & György's first game scores Very Positive Steam reviews

Debrecen, HU – 23rd March, 2016: *Balrum*, the classic old-school isometric RPG (with fresh real-time/turn-based gameplay, tactical combat and comical quests) is now available to buy exclusively on Steam.

Having already garnered a 'Very Positive' rating from the 100+ reviews so far, check out *Balrum's* Steam page and trailer here: store.steampowered.com/app/424250

It's not every day you can interview Hungarian games developers. Let craig@kartridge.uk know if you would like to send a few quick-fire email questions to Attila and György.

What is Balrum?
Developed by two young Hungarians - Attila Zborai and György Szőke of Balcony Team - *Balrum* is a return to classic old-school isometric RPGs, coupled with innovative real-time exploration/turn-based combat gameplay. Some of the key features:

● Huge, classic isometric open-world RPG with day/night cycle and weather effects
● Real-time exploration with deeply tactical turn-based combat (featuring stacks of abilities, status effects and pets)
● Comprehensive settlement building system (total freedom, with no pre-existing templates)
● Farming system with crops and livestock
● Multi-pathed story with various guilds to join
● Detailed survival skills and mechanics
● Custom item crafting with player-created (rather than pre-defined) recipes
● Wonderful, witty non-generic quests (nomadic warlock pigs, human-troll marriages and randy old witches spiking bachelors with love potion. The normal stuff...)

Story of Balrum
You begin your adventure in *Balrum* twenty years after your village fled the kingdom and took refuge in Darkwood. Over time the dark secrets held by the wood begin to reveal themselves and horrible events occur. You feel the evil getting under your skin; you must leave. In your heart you know that once you step out of the protection of your childhood home nothing will be

the same. You have to face a world that's in chaos; a world without laws. Nevertheless, you feel something else too; you feel freedom. A completely new world to explore awaits and the people of Darkwood are counting on your help to end the evil.

"We can't quite believe we've created and released Balrum", said Attila Zborai & György Szőke of Balcony Team. "*We became best friends during our years at university. Every day we talked about games, game design and new technical stuff we learned. We taught each other and inspired each other to work hard on our game ideas".*

"Then came the Kickstarter campaign and we were blown away. People actually wanted our game. The support we got was amazing. Balrum is our first game so we are newcomers in this business. Balrum is also our first job. We put everything we had into it and we hope we can do the same with other projects in the future. We hope you have as much fun playing Balrum as we had making it".

***Balrum* is now available to purchase (£9.99 / $14.99 / €14.99) and download for PC, Mac and Linux in all counties, exclusively on Steam: store.steampowered.com/app/424250**

Assets and info

- Steam page (including launch trailer): store.steampowered.com/app/424250
- Press asset pack: balconyteam.com/press-kit

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About Balcony Team - Balrum's Development Story
After meeting on an IT Engineering course at The University of Debrecen, Hungarians Attila Zborai and György Szőke bonded over their love of video games. Quickly becoming best friends, the two students spent their time playing with gaming technologies such as pathfinding and OpenGL, which rapidly lead to the realisation they could make a full game. Inspired by György's childhood adventures in England's Yorkshire countryside, *Balrum* was their very first project. In the early days of development, they were so amazed they found the skills to create a game that the project was codenamed 'INT', for 'It's Not True'.

In the summer of 2013, having both graduated from university and with many friends thinking their games development plans were 'totally crazy', Attila and György turned to the flourishing world of crowdfunding to see whether other gamers shared their enthusiasm for old-school RPGs. *Balrum* was Kickstarted with enormous support from the community, the two young developers couldn't believe their continued luck. Work developing *Balrum* then began full time; the very first job for them both.

To make the development official the pair decided to form a studio in the second half of 2013. They always felt their best ideas arose whilst chatting over cold beers on the balcony of the apartment they shared in Debrecen, Hungary. Balcony Team became official in August 2013.

With beta arriving in March of 2014 the two-man team was inundated with fantastic feedback from the community. Two years later, and with countless updates under their belts, *Balrum* was released on Steam in March 2016.

PR Enquiries

For info, interviews, assets and a copy of the game for play or review, please contact:

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