

**THIRD PIE STUDIOS**

# **AGES OF CATARIA**

**A STORY-RICH COLONY SIMULATION GAME FOR PC**

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**AGESOFCATARIA.COM**

## FACTSHEET

Developer: Third Pie Studios, LLC

Release Date: TBA

Platforms: PC/Mac

Website: [agesofcataria.com](http://agesofcataria.com)

## DESCRIPTION

Build a colony that will thrive for generations as you learn about the people who live there. Play through text-driven character stories, resource collection minigames, and get lost in the unique fantasy world of Cataria.

## FEATURES

- Choose to play as one of two unique ancestries: Humans or Elves. Each ancestry has unique buildings, characters, and gameplay bonuses.
- Characters' stories: Characters live full lives from birth to death in Cataria. In between, you'll get to play through text-based stories that will determine what path their lives will take.
- Over 23 unique building types and multiple upgrade options to make your village thrive. There are no pay-to-win features, so everything will take real time to build.
- Resource collection minigames and village life activities allow you to enhance the productivity and general well-being of your villagers.
- Discover and domesticate all kinds of animals, from pigs and cows to unicorns and turtle-ducks! Cataria has a vast bestiary of rare and magical creatures.

## HISTORY

Creating Ages of Cataria was a childhood dream for creative director Alex McCord. McCord always loved playing city-builders on his PC and was passionate about building a game that was accessible and intimate. He has always loved ant farms and wished there was a colony sim that would allow players to learn about the individual lives of the “ants”, so to speak. As he aged, McCord developed a passion for storytelling through creative writing, and so his vision expanded to include text-based adventures that would allow players to have unique stories within the world of the game.

During the Covid-19 pandemic of 2020, McCord and his partner, Nicole Gabriel, were searching for roles in video game development to fulfill their passion for the arts and teamwork, but having literally no experience in the industry, and being in the middle of a massive job scarcity, they were unable to find a team interested in bringing them on. So, the two decided to create their own team, and thusly, Third Pie Studios was born, and development on Ages of Cataria began.

## LOGO



## **CREDITS**

Creative Director: Alex McCord

Producer: Nicole Gabriel

Game Designer: Zack Pullen

Programmer: Miguel Garnica

Technical Artist: Sam Hall

2D Artists: Ashley Rivardo and Sara Staudt

3D Artists: Sam Hall and Eduardo Robert

Animator: Emily Opel

UX Designer: Hadyn Hawkins

Composer: Jason Gabriel

## **CONTACT**

General Inquiries

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Alex McCord, CEO

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## SOCIALS

Website: <https://agesofcataria.com/>

Email subscription list: [https://www.backerkit.com/call\\_to\\_action/af0f767f-88ab-4ffe-8589-31a31372f010/landing](https://www.backerkit.com/call_to_action/af0f767f-88ab-4ffe-8589-31a31372f010/landing)

Kickstarter Preview:

<https://www.kickstarter.com/projects/coloniesofcataria/colonies-of-cataria-online-colony-sim-game?ref=4paegs&token=e3bbee8c>

Steam: [https://store.steampowered.com/app/1634390/Ages\\_of\\_Cataria/](https://store.steampowered.com/app/1634390/Ages_of_Cataria/)

Instagram: <https://www.instagram.com/agesofcataria/>

Twitter: <https://twitter.com/AgesofCataria>

TikTok: <https://www.tiktok.com/@agesofcataria>

Facebook: <https://www.facebook.com/thirdpiestudios>

Discord: <https://discord.gg/KNrWHxdbYQ>

Reddit: <https://www.reddit.com/r/agesofcataria/>

Pinterest: [https://www.pinterest.com/AgesofCataria/\\_created/](https://www.pinterest.com/AgesofCataria/_created/)