

# County of Fortune – Press kit document

## Factsheet

- **Developer:** Nepos Games, s.r.o., Prague, Czech Republic
- **Genre:** City builder, Strategy, Simulation, Indie
- **Planned release:** [Steam](#) – late 2025
- **Contact & Socials:**
  - Press or business inquiries: [info@nepos.games](mailto:info@nepos.games)
  - Discord: <https://discord.gg/S4QCYrXwpE>
  - Facebook: <https://www.facebook.com/county.of.fortune/>
  - Twitter/X: <https://x.com/CountyOfFortune>
  - Reddit: <https://www.reddit.com/r/CountyOfFortune/>

## Overview

County of Fortune is a city builder with a twist. Rather than constructing individual buildings, players focus on founding entire settlements and overseeing their growth from small villages to bustling cities. Manage the economic, cultural and social growth of your county and bring the region to life.

## Nepos Games

Founded in 2019, we are a two-person company based in Prague. Over the years we've worked on many projects such as Broken Sword 5, Euro Trucks Simulator 2 and American Truck Simulator.

After more than 10 years of working in the mainstream gaming industry, we decided to quit our jobs and finish our passion project, Nebuchadnezzar.

After the successful release of Nebuchadnezzar, several free updates and story driven DLC, we have begun work on our next project, County of Fortune.

# About

## **City builder on a big scale**

In County of Fortune, a medieval city builder with a twist, your goal is to develop an entire county. Rather than constructing individual buildings, your focus is on founding entire settlements and overseeing their growth from small villages to bustling cities. Each settlement you develop contributes to the prosperity of the county, and your decisions will determine its long-term success.

## **A vast world awaits**

The world of County of Fortune is vast, offering a variety of landscapes where different places yield different opportunities. From natural resource through places suitable for growing various products to large navigable rivers that provide excellent access to the rest of the map. Explore the possibilities and build a county that reflects the diversity of the land.

## **Procedural culture simulation**

As your county expands, unique cultural traits emerge based on the characteristics you cultivate in each settlement. These traits influence how your communities develop, making every county region or even village distinct. Will you choose a unified county under a single culture or adapt your playstyle in each region to use strengths of different cultures?