



We prepared a **new PC economic strategy** in medieval setting.

The game is **very different from what is on the market**, so we can not tell about our USP in a classic way.

Main slogan: "What could be better than having a million? Have a hundred million? Billion? But this will not give you complete power over the world. Your goal is not to make a lot of money - **your goal is to get control of money. Start printing them.** Only by becoming a Federal Reserve System will you become great!"

About the game: The player is a banker in the 16th century. The player can buy-sell property, extract resources, trade them on the exchange. An important element is the search for investment proposals, issuing loans to the public, knocking out debts from debtors. In addition, a large part of the game is participation in wars and politics. A player can tease governments of different countries to start wars to earn on it. Selling weapons to warring countries, sponsoring mercenaries, conducting sabotage against competitors - and all this against the backdrop of the dramatic events of the 16th century.

There are two main goals in the game - to gain control over the **International Monetary Fund** or to become the **Federal Reserve System**. The main goal is not to get a lot of money - but start printing them.

Trailer: <https://www.youtube.com/watch?v=1w-8aoV6Mps>

Game link: [https://store.steampowered.com/app/896160/Evil\\_Bank\\_Manager](https://store.steampowered.com/app/896160/Evil_Bank_Manager)

Game play: <https://www.youtube.com/watch?v=66ATuBviLdg&t=1805s>

We hope that such an unusual game will decorate your channel and make it even more attractive for completely different types of players.

To get test-key for playing: mailto [info@hamstersgaming.com](mailto:info@hamstersgaming.com)

Sincerely yours,  
**Hamsters Gaming**