



**Genre:** Shopkeeper Simulator, Visual Novel

**Platform:** PC / Steam

**Release:** March 4, 2025

**Price:** \$24.99 USD

#### **OVERVIEW:**

*Is peace enough to save the world?* The debut project from Big Blue Sky Games, [Merchants of Rosewall](#) challenges players to manage their own unique shop staffed by gnomes, giants, and other hardworking citizens in a land that offers plenty of opportunity – if you know where to look. Merchants of Rosewall offers deep shopkeeping gameplay with a robust crafting system, in-game weather models, and a fantasy, narrative-driven plot that touches on issues that we face today in reality.

Crafting, trading, and sourcing material is the foundation of any successful shop; so is giving the people what they want. Keeping up with trends, discovering recipes, and forging commercial (and personal) relationships with artisans and other specialists will keep your burgeoning empire growing as you unravel the mysteries of a world that runs on community, steam power, and a little bit of magic.

- Hire from a diverse cast of Companions to help you craft and build in-game recipes in your customizable shop.
- Utilize dozens of available perks to improve Companion and shop efficiency.
- Leverage your commercial success to investigate a mystery lurking within the city.
- Meet fantastical inhabitants of a city like no other; chill Giants, scholarly Orcs, fashion-forward Elves, Dwarves, furry Corkgnomes, and elemental Sprites!
- Plan carefully around yearly holidays, dynamic weather, and regional climates that impact resources, supply, and customer behavior.

*Players can embark on their adventure as a Merchant of Rosewall on March 4, 2025.*

To learn more about our game, visit either the [Merchants of Rosewall](#) or [Big Blue Sky Games](#) websites.

#### **CONTACT**

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