

A tug-of-war strategy game for up to six players: build spawners that train your army on their own, send it down the lanes and push the front to the enemy keep.

FACT SHEET

TITLE
Marschwerk: Tug of War Strategy

PUBLISHER
Cluby Games

RELEASE
March 2027 · free demo on Steam since 29 October 2026

CONTROLLER
Full controller support

GENRE
Tug-of-war strategy, lane strategy, RTS

MODES
Campaign, skirmish against bots, online multiplayer

LANGUAGES
English, German, French, Spanish, Brazilian Portuguese, Polish, Russian, Japanese, Korean, Simplified Chinese

STEAM
store.steampowered.com/app/5342350/

PRESS CONTACT
marschwerk@clubies.de

DEVELOPER
Andreas Hanuja & Kai Karotte

BASED IN
Saarland, Germany

PLATFORM
Windows PC and Steam Deck, on Steam

PRICE
To be announced

PLAYERS
1–6 · online over Steam up to 3 vs 3 · bots take the empty seats

DEMO
Free. The base units plus Magic, Mechanic and Stealth; the first campaign missions, skirmish and online

ENGINE
Own engine in Rust with Bevy

WEBSITE
clubies.de/marschwerk/

ABOUT THE GAME

Marschwerk is a tug-of-war strategy game in a colourful voxel world. You never command single units: you decide what your army is made of, and it marches on its own. Build spawners, upgrade them into stronger ones, capture crossings for new units and cast spells from your tower. Where the armies meet, the front moves, and the army that counters its enemy best pushes it all the way to the enemy keep. Up to six players fight three against three online; bots take the empty seats.

Marschwerk is a love letter to Tech Wars 2, the StarCraft II arcade map, and to the Warcraft III custom maps of the lane-war tradition. It is made by a small team from the Saarland, Germany, on its own engine written in Rust.

FEATURES

- **Macro, don't micro.** Every spawner trains one kind of unit and sends it down its lane. Upgrade a farmer spawner into a knight spawner, and the army changes with it.
- **The front moves.** Hundreds of units clash on their own. The army that counters its enemy best pushes the front towards the enemy keep.
- **Capture crossings to unlock new units:** Magic, Mechanic, Stealth, Monster and Nature bring mages, catapults, goblin walkers, assassins, the dead and the dryads.
- **Spells you aim yourself.** Your tower gathers mana for meteors, lines of fire, ambushes and more.
- **Upgrade your keep. If it falls, you are out.** At its last level, buy the Golden Hour: one minute of double damage and half the harm.
- **Campaign, skirmish and online** with up to six players, on maps from 1 vs 1 to 3 vs 3, each with its own landscape and weather.







USING THIS MATERIAL

> Use everything in this kit, and any footage you capture yourself, in videos, streams, thumbnails, articles and social posts. Monetised videos are fine. No credit needed, though a link to the Steam page helps us a lot.
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> Please don't present the material as an official advertisement, and don't edit it in a way that misrepresents the game. Need a key for the full game, a specific shot, or a match against the developer? Write to us.

PRESS KIT WITH TRAILER, CLIPS, SCREENSHOTS AND LOGOS:
clubies.de/marschwerk/press/

CONTACT
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