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***WESTLANDERS* UNVEILED IN FIRST GAMEPLAY TRAILER, FROM THE BREACH STUDIOS AND PARTNER RADICAL THEORY**

**Paris, December 15, 2025** – Independent video game publisher Radical Theory (*Rooftops & Alleys: The Parkour Game*) is proud to announce its partnership with the talented Spanish developer The Breach Studios to fuel the development of ***Westlanders***, an ambitious open-world survival, crafting, building, and management game, coming soon to consoles and PC with both solo and co-op modes. The studios aim to leverage a Kickstarter campaign and an early access period to maintain constant engagement with the player community.

Get a first glimpse of the action in the *Westlanders* Reveal Trailer:



* **YOUTUBE** [[Watch](https://youtu.be/HTlmdQZMkmU)]
* **VIDEOS** [[Not Rating](https://www.radical-theory.com/trailers/Westlanders/WESTLANDERS_TEASER_press_NoR.zip), [ESRB](https://www.radical-theory.com/trailers/Westlanders/WESTLANDERS_TEASER_press_ESRB.zip), [PEGI](https://www.radical-theory.com/trailers/Westlanders/WESTLANDERS_TEASER_press_PEGI.zip)]
* **PRESSKIT** [[Download](https://www.radical-theory.com/index.php/presskit/)]

The game immerses players in the hostile lands of a Wild West inspired by 19th-century North America. In this unique setting, players must not only survive the ruthless elements of the West but also master technologies to build villages, establish trade routes, and utilize resources to tame these hostile lands and the dangers lurking within.

### **A Collaborative Roadmap**

To bring the ambitious vision of *Westlanders* to life, we will roll out a three-phase launch strategy, putting players at the heart of the creative process:

* **Kickstarter Campaign (Early 2026):** Launch of a crowdfunding campaign to unite the community - Wishlist on [Kickstarter](https://www.kickstarter.com/projects/radicaltheory/westlanders)
* **Early Access:** A development period spanning several months where early adopters will be able to play and provide feedback along with Kickstarter backers - Wishlist on [Steam](https://discord.com/channels/1218312005325160469/1450050035071844413/1450062883734949888) & Epic Game Store
* **Full Release (V1.0):** Global launch on PC, PlayStation 5, and Xbox Series X|S.

Building the game in close collaboration with the players was obvious for the studio. The goal is not solely financial - the Early Access version is already funded - but mostly community-driven: building *Westlanders* in direct collaboration with its audience.

**Commenting on this approach, Ferran Punti, CEO of The Breach Studios, states:** "We want to create a game that evolves thanks to those who play it. Kickstarter and Early Access will allow us to work hand in hand with motivated, invested, and passionate players. We will carefully listen to this community, which shares our love of rich and satisfying game mechanics, to tune and perfect the experience before the console release. That is why choosing to work with Radical Theory as a strategic partner felt natural as they understand and support studios through their experience, deep expertise, and genuine transparency."

**Luc Heninger, CEO of Radical Theory, adds:** "It is a real pleasure to collaborate with the team at The Breach Studios - developers who are as passionate as they are friendly and talented. *Westlanders* won us over in the first few minutes of gameplay, as the Western setting is still rarely explored in the survival-crafting genre. We have a true sandbox experience here that will allow players from all backgrounds to experiment with rich, deep mechanics. The idea is to have a blast with friends, as we want players to dive into building, fighting, and resource management in co-op as quickly as possible."

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**ABOUT THE BREACH STUDIOS**

The Breach Studios is a Barcelona-based development studio creating high-quality, cross-platform entertainment. Founded by industry veterans in AA–AAA development and live-ops, the studio blends creativity and technical excellence. Specializing in PC, console, and cross-play multiplayer titles, with a multidisciplinary team skilled in Unreal Engine, game design, art direction, and online infrastructure, The Breach Studios delivers efficient, high-quality projects for publishers, investors, and strategic partners.

**ABOUT RADICAL THEORY**

Radical Theory is a publishing group that provides fair, transparent, and AAA-quality solutions for solo-devs, independent studios—as well as publishers! While you focus on creating amazing games, we handle the publishing side: funding, production, tech. & porting solutions, business strategy, communication, creative marketing, media buying, and PR/influencers. Whether you need a full-service publisher for PC and consoles, a white-label/shadow partner for self-publishing, or tailor-made one-shot services, we’re your single point of contact to turn your game concept into a global bestseller.  
<https://www.radical-theory.com/>