The Final Ideology

Title	The Final Ideology
Developer and publisher	TFI Studios
Genre	Turn-based grand strategy, single-player
Platforms	Windows, macOS and Linux (Steam)
Release	March 2027, Early Access
Price	Free to play, with in-app purchases
Languages	English, Simplified Chinese
Modes	Three campaigns of ten missions, Conquest, Survival, level editor
Scale	9 playable factions, 100+ commanders, 5 ship types
Steam	https://store.steampowered.com/app/5536090/
Linktree	https://linktr.ee/thefinalideology
Press contact	thefinalideology@gmail.com

Description

Lead one of nine rival powers through the Third Cold War, from turn-based fleet battles to ground invasions, and decide which ideology outlives humanity's final war.

It is the year 4290. After a centuries-long cold war, vast Communist and Capitalist unions and empires prepare for what both sides believe will be humanity's final war with itself.

In Conquest, choose a faction and an era and build an empire across the galaxy. In the campaigns, live through the defining wars of the 5th millennium and meet the 100+ characters who shaped them. Fleets meet in turn-based space battles; then the war moves to the surface, where infantry, tanks and artillery fight for the planet's bases. Survival mode pits the defenders of Araxia against wave after wave of invaders, and a level editor lets players build and share their own missions.

Info

TFI Studios is an independent studio. The Final Ideology was made by a solo developer with no budget or outside funding, entirely in spare time.

The game's art, text and audio were made with the help of generative AI tools.