



OUT 30 OCTOBER 2026

ON STEAM

WINDOWS · MAC · LINUX

STEAM DECK · HANDHELD PCS

THIRTY SEASONS OF ENGLISH FOOTBALL. 1959–1989.

A retro football management game from Pitchwork Studios, Cardiff.

Take a club at the bottom of the Football League in August 1959 and manage it for thirty real seasons, to May 1989. Pick the side, take the meetings, face the man from the paper and the man on the radio, and keep the board, the fans and the town on your side. Everyone you meet remembers what you said and did. Made by Pitchwork Studios, a small studio in Cardiff; lead developer Sanwar Ahmed.



Under the floodlights, 1988: a late kick-off and a packed terrace.

GENRE Football management	RELEASE 30 October 2026, on Steam	PLAYERS Single-player, in English
PLATFORMS Windows, Mac, Linux, Steam Deck and Windows handhelds	CONTROLS Mouse and keyboard. Controller support is coming in a future update.	DEVELOPER Pitchwork Studios Ltd, Cardiff · Lead developer Sanwar Ahmed

WISHLIST, FOLLOW, GET IN TOUCH

WISHLIST ON STEAM

store.steampowered.com/app/5088390

FOLLOW ON FACEBOOK

facebook.com/61594134928260

THE WEBSITE

pitchworkstudios.com

PRESS AND INTERVIEWS

support@pitchworkstudios.com

WHAT'S IN IT

■ THIRTY REAL SEASONS

Ninety-two clubs, each with its own crest, going up and down by the rules of each season: two points for a win until 1981, re-election, the first play-offs. Wages, fees and prices are priced for the year.

■ A TOWN THAT TALKS

The pub, the training ground, the office, the press and the radio talk about this week's result, the table and the signing, in the language of the decade.

■ THE CAREER GOES ON

Lose the job and the career goes on: a new town, a new pub, a new chairman. At the end of 1988–89 comes a report on all thirty years.

■ MATCH DAY AND THE REPLAY

Every man reads the play and makes his own choice. Players bump and barge, and a man can be knocked off the ball. The terrace shouts at what has just happened, by name, and the goals come back in an action replay.

■ CALM, RALLY OR HAIRDRYER

Pick the tone in the dressing room, the boardroom, on the radio and on the doorstep. People answer how it was said, and they remember.

■ STEAM DECK AND HANDHELDS

Every screen has its own handheld layout, built for the Steam Deck's 1280×800 screen and for Windows handheld PCs, with touch throughout.



FOR PRESS

Interviews and questions: write to support@pitchworkstudios.com. The key art and screenshots are in the press kit at pitchworkstudios.com/press. Wishlist the game at store.steampowered.com/app/5088390.