

Lunic Games Launches Evertried Game Kickstarter Campaign

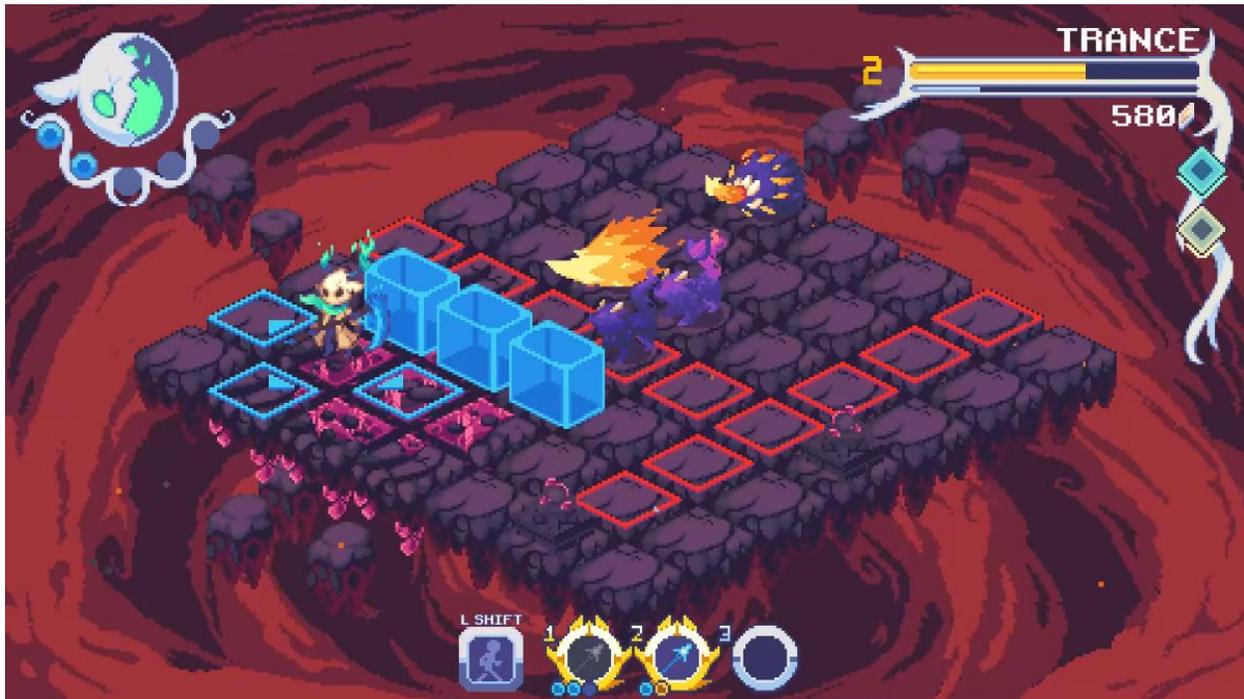


August 24th, Santos, Brazil -- Lunic Games has launched a Kickstarter campaign for their isometric, turn-based rogue-lite PC game Evertried on August 24th, 2020.

Evertried is a tactical rogue-lite where the player ascends through floors of a mysterious tower by defeating all enemies in turn-based combat. Each floor presents a unique challenge to be dealt with wits, strategy and clever positioning. In Evertried the player's actions dictate when enemy units move, in other words, everything moves after you. This makes the game play out as fast as players want, despite still having a turn-based action combat system. Players must make clever use of attacks, movement, Skills, Dash, Focus, Modifiers and Hazards to clear each floor of enemies and proceed higher in The Tower.

The Tower has 50 floors, grouped in 5 Areas. Each Area has a different visual theme and introduces new types of enemies. The higher the player gets in the Tower, the more complex Floors they will have to clear. Once the player climbs to the 5th floor, they will enter a Store Floor, where they will be able to spend Shards acquired from fallen enemies in exchange for recovering health, new skills and modifiers. After the first Store, a new Store will appear every 10 Floors, so the player must plan accordingly and take advantage of the healing option to increase their chance of getting to the top. Every 10 Floors, the player will face a Floor Guardian, a boss battle to prove themselves before they can proceed to the next area. Players have 3 points of health represented by the Warrior's mask, and upon losing all of them the Warrior will dissipate, appearing at the First Floor to start ascending again, and losing their

previously acquired powers. It is possible to recover health in a few different ways, the most common being by spending Shards in Store Floors.



In Evertried, alternating between moving, attacking, using the Dash, and Skills is the key to success. As players are the one that decide the pacing of Evertried, the combat can get quite heated...and risky! There is a good reason to play faster, as hitting or defeating enemies can increase the player's Focus Level, which determines the amount Shards the player will receive for defeating enemies, and can also unlock special powers called Modifiers. The Focus Level will be constantly going down when the player is idle or just moving, so there is incentive to keep hitting enemies with attacks or abilities to reset the gauge before it reaches 0. Luring enemies to traps and getting by hazards will also affect the gauge, adding to the strategy.

Moving strategically and attacking is the most important aspect when trying to clear the tower, but sometimes it's better to just close the gap with a Dash -- a mechanic that allows the player to move twice the distance while ignoring collision, making it great to transverse an obstacle or acquire a better position. Players can also use Skills and Modifiers-- abilities and passive effects that can be equipped to give them an edge in battle. Skills improve in level through a mastery system and players can acquire more as they proceed in the Tower.

"One of the most exciting moments for any developer is hearing what players think about the game you have been working hard on, and the Kickstarter for Evertried represents that moment to us. We found ourselves constantly reinventing mechanics and rules in search for the balance of turn-based tactics, real time action and puzzle elements during development, so we can't wait to hear the player's feedback on what they liked and where we can improve," stated Pedro Colmenero, lead game designer and producer of Evertried.

The Evertried Kickstarter campaign has an initial goal of \$5,000 targeting a PC release. Backers can support various tiers and receive rewards including the digital game, a signed art book, an ultimate guide, even the ability to become an NPC in the game. The campaign will run from August 24th until September 22nd.



Evertried Kickstarter

<https://www.kickstarter.com/projects/500345756/evertried>

[Press Kit](#)

For more information, please contact: evertriedroguelite@gmail.com

STORY

“In a world of unflinching order, The Tower is the beacon for lost souls that cannot be assigned to either eternal penitence or the afterlife. Created long ago, its purpose is to provide lost souls with the opportunity to prove their fate by climbing to the very top as a way of peregrinating.

Once a soul leaves its body it will not take long for it to lose its memory if it does not ascend to the afterlife, so souls that enter The Tower receive a Mask to protect them and their link to their previous life. Without a Mask, souls linger aimlessly in the Tower.

However, souls seem to be losing their memories of their past life while their Masks are chipped away mysteriously, becoming more and more like mindless beasts. Shards of those Masks can be found in the tower, and they seem to possess a strange power to them.

Unfortunately without a clear memory of what happened, but with one clear piece of information: Somehow you did not prove your worth while alive. As you struggle through your first steps in The Tower you are faced with a mindless beast. A wolf-like small creature that looks aggressive and confused. As it rushes to attack you, you manage to find an eerie Scythe, and slay the beast where it stood. As you did so, you feel a strange connection to your memories getting back... the weight of the weapon, the cold decision on how to wield it... there is no doubt: You were a warrior in your past life.

Dying as a warrior is nothing strange, but usually warriors are received in the afterlife with glorious celebrations for having fulfilled their role in the world as they die honorably. Being tested after death could mean that your death wasn't usual. Your death was without honor.

The quickest way to prove your value as a warrior is through combat, and the clearer way to your past is asking the one that oversees it all, The Tower's creator. Determined to get your answers, you start your climb in the tower, feeling your bond with your past life strengthening as you battle, searching for your past while fighting for your uncertain future."

