***Alterborn* – a soulslike third-person survival action shooter unveiled, coming to PC, PlayStation 5, and Xbox Series X|S in Q3 2023.**

**Watch the CGI announcement trailer and dive deep into this dangerous universe born in the minds of Polish developers from Iron Lung studio.**

**FOR IMMEDIATE RELEASE – March 25th, Warsaw, Poland.**

**Welcome to the Shattered Lands – a grim and lawless world corrupted by an antediluvian force. You are the Alterborn, one of the last survivors that eluded death, but not without cost. Change overtook you, becoming etched into your very being. Now you’re on a quest to venture into the heart of the curse that plagues you.**

Watch the *Alterborn* announcement trailer [HERE](https://www.youtube.com/watch?v=AWDjr24AAo8).

Add the game to your Steam wishlist (<https://store.steampowered.com/app/1679000/ALTERBORN>) and join the official Discord server (<https://discord.gg/eFZeyKU4Xg>) to not miss any news from the Shattered Lands.

*Alterborn* will invite you to embark on a dangerous journey roaming this vast, bizarre wasteland filled with otherworldly flora and fauna, unlike anything you have ever seen before. This outlandish universe is shrouded in mystery, waiting to be uncovered by those most daring. Just remember… it doesn’t play by any rules. Most of the time.

**ABOUT *ALTERBORN***

*Alterborn* is a third-person survival action shooter filled with dark humor which draws inspiration from multiple genres such as soulslike, roguelite, looter shooter, and more. All mixed in with a plethora of arcade abilities that cause both unspeakable mayhem and fun.

***ALTERBORN* – MAIN FEATURES**

* **Altered State** **–** Explore handcrafted levels mixed in with procedurally generated content and ever-changing gameplay mechanics. Observe how your surroundings change in real-time before your very eyes.
* **Action-packed playthroughs with no two games alike** **–** Remember that your actions do matter and impact the world around you. Whenever you delve into the Shattered Lands, your experience will differ. Spot patterns, learn them, adjust your toolset accordingly and you shall be rewarded.
* **In-depth RPG and difficulty level customization –** Adjust the challenge with gameplay mechanics rather than an artificial slider. Every progression system will require you to make meaningful yet difficult choices. Mix and match countless unlockables to fit your playstyle.
* **Choose your friends and foes** **–** Side with those you deem worthy and fight those you… are just not very fond of. Watch the story evolve depending on your choices, which are built around a complex relationship system filled with possibilities. Through this system you’ll be able to get a glimpse of what is truly going on within this crazed, unstable world.

*Alterborn* is being developed by Polish studio Iron Lung and will launch on PC, PlayStation 5, and Xbox Series X|S in Q3 2023.

More information about the game can be found on the official [website](http://alterborn.com/), [Steam](https://store.steampowered.com/app/1679000/ALTERBORN), [Facebook](https://www.facebook.com/alterborn), [Twitter](https://twitter.com/AlterbornGame), [YouTube](https://www.youtube.com/channel/UCvX3z9FrkB7rw2njhkeLuUw), [Twitch](https://www.twitch.tv/alterborn), and [Discord](https://discord.gg/NEbty9Bw).

The press kit for the game is available at the following link: <https://pr-outreach.com/en/game/alterborn,30>.

For any questions about the game please get in touch with Agnieszka Szóstak at [agnieszka.szostak@pr-outreach.com](mailto:agnieszka.szostak@pr-outreach.com) or call +48 881 951 601.

\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**About Iron Lung**

Iron Lung is a team of indie developers from Poland who are hard at work, striving to bring high-quality AA+ experiences to the hands of players from all around the globe.

First and foremost, they value working on projects that let them grow as artists. This stems from a belief that the industry has grown somewhat stagnant. They want to push themselves while setting realistic goals, by deconstructing proven solutions into their core components, experimenting with the formula and improving on it.

For them, games are an expression of art in its purest form; they want to share their perspective with the world. They believe in their audience and want to craft experiences that will challenge gamers just like they challenge themselves.

In the end, all they want is to excite, amaze, and spark imagination. <https://ironlung.dev/>