***Codename: Wandering Sword* – a Wuxia-style pixel RPG revealed.**

**A feud, rival sects, and the Frozen Toad poison are the starting point for the adventure of a lifetime: becoming a martial arts master.**

**Shanghai - May 24th, 2022 - Indie game studio Xiameng proud to announce their upcoming Wuxia-style pixel RPG.**

**A vast open world filled with a huge number of quests, unexpected adventures, and NPCs that lead their own lives instead of passively waiting for you to arrive. A flexible combat system, hundreds of martial arts moves to learn, and multiple endings to unlock depending on the decisions you make throughout your playthrough. All that and more await in the newly revealed *Codename: Wandering Sword.***

**Watch the *Codename: Wandering Sword* Announcement Trailer** [**HERE**](https://www.youtube.com/watch?v=0WfxoxGYWSU)**.**

Add the game to your Steam wishlist (<https://store.steampowered.com/app/1876890/Codename_Wandering_Sword/>) to follow its development.

**ABOUT *CODENAME: WANDERING SWORD***

*Codename: Wandering Sword* is a Wuxia-style pixel RPG. Play as a young man from Liao City in the Outer Lands who is accidentally drawn into a feud between two rival sects. Being in the wrong place at a wrong time results in getting poisoned with the lethal Frozen Toad. However, you are fortunate enough to have Qingxu, Sect Leader of Wudang, come to your aid and save your life. This is your turning point: the moment you decide to become a great warrior and enter the land of the Central Plains.

***CODENAME: WANDERING SWORD* – MAIN FEATURES**

* **A unique pixel style graphics rendered in Unreal Engine** - with the Unreal Engine 4, a new pixel style art is created in the game: it switches PixelArt games to a 3D environment, giving a new blend of retro pixels and 3D reality. The game not only harks back to the pixelated Wuxia games of the MS-DOS era, but also brings us modernized visual effects and a better game experience.
* **Enjoy an open world with a lively map** – explore a huge universe including areas like the Central Plains, Jiangnan, the Western Regions, Nanjiang, Tianshan Mountain, and more. Explore prosperous towns, secret caves, forts, strongholds, and other unique scenic places.
* **Choose your preferred combat mode** – if you are a fan of strategy games, choose a traditional turn-based combat mode and outmaneuver your enemies. But if you’d rather take things into your own hands, choose real-time combat mode to take part in exciting battles and defeat enemies through precise action inputs.
* **Hundreds of martial arts moves and supporting Meridians** – a vast range of powerful abilities and moves are at your disposal. You can equip different types of weapons and join various sects. Learning cultivation methods can earn you Meridian Points, and practicing both internally and externally will make you a true martial arts master.
* **Travel the world and make friends** – most NPCs in the game have a friendship system. You can increase a NPC’s affinity towards you by interacting with them via gift-giving, sparring, talking, etc. You can also recruit them to your party and travel the world together. NPCs of different sects have different Jianghu abilities. If you develop a good relationship with them, they will even give you their weapons and secret manuals to help you dominate the martial arts world.
* **Multiple endings and the freedom of side quests** – different choices you’ll make throughout the game will lead to different endings. And on top of the main story, there are numerous side quests for you to explore, offering hidden, unexpected adventures.
* **Living and breathing NPCs** – most NPCs in the game are much more than just assistants to your adventure. They have their own behavioral AI, meaning they will get themselves martial arts manuals and grow their own power, weaving their own unique stories.

*Codename: Wandering Sword* is being developed for PC by Xiameng Studio.

For more information about the game, please visit the official [Facebook](https://www.facebook.com/Codename-Wandering-Sword-101390785909873/), [Twitter](https://twitter.com/Code_WSword), [YouTube](https://www.youtube.com/channel/UCJJqP9Xv5HdQFkTbKspaUOQ), and [Discord](https://discord.gg/6vUuhGS78D).

The press kit is available at the following link: <https://pr-outreach.com/en/game/codename-wandering-sword,38>.

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 Xiameng Studio**

Xiameng Studio is a team from Shanghai, brought together by their love and passion for classic JRPGs and martial arts novels. *Codename: Wandering Sword* is their first game. They hope gamers will like it, and plan to bring them a pixel wuxia world adventure that is highly immersive and worth exploring!