**Play the free *Inkborn* combat demo and experience the roguelike deckbuilder genre like never before!**

**Tactical card-based combat with strategic depth, captivating origami art style, endless replayability, and evolving roster of opponents. Embrace *Inkborn*  from the Polish Acram Digital studio.**

**February 19th, Rzeszow, Poland.**

**You are trapped in a twisted origami world full of mysterious creatures brought to life by an unknown force. You can only venture forward. Powered by your persistence, with the help of the legendary writers of the past, fight your way through the darkened landscape and solve the tragic mystery, one battle at a time. Your deck of cards is your arsenal of abilities, but its full potential is yet to be unlocked. Your safe haven is the Town, where you can repurpose acquired treasures, or expand and enhance its structures to aid you on your twisted journey.**

Watch the *Inkborn* gameplay video with developers’ commentary [HERE](https://www.youtube.com/watch?v=Pm8dinYB8ug) and the short teaser trailer announcing the game [HERE](https://www.youtube.com/watch?v=UY7mGCdMrsw).

Download the free combat demo from Steam (<https://store.steampowered.com/app/3481080/Inkborn_Combat_Demo/>), wishlist the game (<https://store.steampowered.com/app/2924580/Inkborn/>) and join developers on Discord (<https://discord.com/invite/hEZ3kFV5vd>) to follow *Inkborn* development.

The *Inkborn* combat demo consists of a small piece (**combat)** of the full game. The demo version includes all the combat mechanics implemented in the full game but has less content. **The demo features seven fights, six opponents with different appearances and skills, 21 cards for deckbuilding, and eleven combos to unlock during the game.**

While the full version of the game will allow gamers to collect cards and craft their strategy with powerful synergies. Grow their town, traverse the dark lands, and push deeper into the chasm of madness. Battle elusive enemies, unleash combos, and adapt to formidable foes. Collect items and shape their path in a world where every choice matters.

**IN THE FULL VERSION OF *INKBORN* THE PLAYERS WILL:**

* Engage in strategic, card-based combat as you face otherworldly creatures and epic challenges.
* Experience a distinctive fusion of deckbuilding and RPG mechanics (skill tree included).
* Discover over 250 cards.
* Use your cards in the right sequences to unleash more than 100 powerful combos.
* Customize your starter deck to suit your needs.
* Gain Ideas - one-time items dropped by defeated foes that offer game-changing effects, usable only in battle they were earned in.
* Find memorable quotes that shape the world and its eerie atmosphere during fights.
* Take part in around 40 random unique events.
* Traverse the mysterious realms and explore a non-linear world created from paper and ink.
* Build and expand your shelter - The Town.
* Unlock a vast array of cards and abilities to shape your journey.
* Enjoy high replayability in this meticulously designed, procedurally generated world.
* Every step you take comes with rewards and consequences, so choose your path wisely.
* Pay heed to the Chronicles, or risk suffering the consequences of rewriting history!
* Immerse yourself in a game co-developed by award-winning board game designer Jamey Stegmaier, the mastermind behind *Scythe*, *Charterstone*, and *Viticulture*.

*Inkborn* is being developed by the Polish Acram Digital studios and will launch on Steam Early Access in Q2 2025.

More information about the game can be found on [Steam](https://store.steampowered.com/app/2924580/Inkborn/), [the official website](https://acram.eu/), [Discord](https://discord.com/invite/hEZ3kFV5vd), [X](https://x.com/acramdigital), [YouTube](https://www.youtube.com/@acramdigital6748), [Facebook](https://www.facebook.com/acramdigital), and [Instagram](https://www.instagram.com/acramdigital/).

The press kit for the game is available at the following link: <https://pr-outreach.com/en/game/inkborn,111>.

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 Acram Digital**

Acram Digital Studio is an indie developer based in Poland. They specialize in creating immersive turn-based and card games for digital platforms. The studio was founded in 2014 by two enthusiasts with a shared passion and vision! Their mission is to bring the depth and excitement of turn-based gameplay to players worldwide, delivering engaging and high-quality experiences. Acram Digital Studio’s games are available on tablets, smartphones, and PCs, supporting iOS, Android, Windows, and Mac. <https://acram.eu/>