***KROMLECH* – FACT SHEET**

1. **KEY FACTS**

Title: *Kromlech*

Developer: Perun Creative

Publisher: Perun Creative

Platform: PC

Genre: Adventure, RPG, roguelite

Setting: fantasy, early Iron Age, Celts

Game modes: Single-player

Release date: TBA

Price: TBA

Website: <https://kromlechgame.com/>

Youtube: [https://www.youtube.com/@kromlechgame](https://www.youtube.com/%40kromlechgame)

Facebook: <https://www.facebook.com/kromlech/>

Twitter: <https://twitter.com/kromlechgame>

Steam: <https://store.steampowered.com/app/2406680/Kromlech/>

1. **THE PLOT**

A time has come to pass where only a few mention the legends of the creation of the world through the birth of the God-parents – Sterag and Deltis. How their offspring Lughas, Cleibos, and Tafnet breathed life into the earth created by their parents, filling it with a variety of flora and fauna. Among these wonderful creations, they also brought to life powerful demi-gods, the Custodians, who contributed to the creation of the human race, for which their creators punished them with death.

Humanity had a better fate – the Gods spared their lives. The divine inspiration embedded in people made their civilization flourish. They created their own art, philosophy, and architecture.

However, all of this did not last forever. The golden age of humanity has passed, as has the echo of their divine creation. Now the world is shrouded in war, which, like a disease, spreads fear and doubt in people's hearts. Times are hard and dark, but amidst this chaos, there is hope – a mysterious hero people call "Cronach".

Is he the herald of a new era? Will he lead people out of the dark and take his place among new legends?

1. **GAMEPLAY**

*Kromlech* is an action-adventure game with RPG elements and meta-progression mechanics. The game is set in a fictional universe modeled after and inspired by the early Iron Age cultures of central Europe and the British Isles, predominantly the Celts.

1. **MAIN FEATURES**
* **Brutal combat** – The game features an “easy-to-learn, hard-to-master” combat system, which rewards precision and skillful play. Damage-soaking enemies aren’t difficult, they’re tedious. Battles in *Kromlech* are fast and deadly, both for you and your enemies, to reflect the brutal savagery of the world. Under the right circumstances, an encounter can end with a single well-aimed strike. Execute, intimidate, and crush your enemies!
* **Challenge-based leveling** – Heroes are as strong as legends claim them to be. Grow more powerful by gaining renown for performing heroic deeds and fulfilling oaths. Be wary that every opportunity to gain renown also carries the risk of losing it in equal measure. However, fame is a double-edged sword. As your renown grows, others will challenge your legend to see how tough you really are. If you want to stay on top, you will have to fight for it.
* **Action-driven player decisions** – Decide the fate of the world with your actions, not words. Crises can emerge anywhere at any time and, if left unchecked, will leave permanent marks on the world. Despite your best efforts, sometimes you simply cannot save everyone. Sacrifices will have to be made and the smoldering ruins of destroyed settlements will serve as a grim reminder of that.
* **Immersive world** – The game world changes not just physically as the settlements become abandoned and fall into ruin. Otherworldly growth suffocates flora and fauna, and enemies grow bolder and more numerous, but also audibly. Ambient audio and the accompanying soundtrack change with the state of the world and the situation on the screen. Sounds of nature fall silent as the otherworldly corruption spreads and out-of-place electronic beats and lines invade the otherwise folk and primal soundtrack.
* **No copy-pasted enemies** –Every enemy you encounter in-game will have a randomized set of armor consisting of different parts. It’s not just a fashion statement – the more armor pieces an enemy wears, the less weak spots they have, and the more difficult they are to defeat. No two combat encounters will be quite the same!
* **Rogue-lite elements** – Death does not have to be the end, it is just another step on a long journey forward. Every great deed, every felled foe, every faithful companion, they all make your journey easier, if even by a little bit. The world remembers your actions no matter how small.
1. **ASSETS**

All promo materials for the game are available for download here: [https://pr-outreach.com/en/game/kromlech,79](https://pr-outreach.com/en/game/kromlech%2C79).

1. **MEDIA CONTACT**

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1. **ABOUT PERUN CREATIVE**

Perun Creative is an independent Czech gaming company from Ostrava that was founded in 2017. Creators of *Hobo: Tough Life*. Publisher and co-developer of *Kvark*. Currently working on *Kromlech*. <https://peruncreative.com/>