# Ostrava, Czech Republic – June 5th, 2025 Dear Media Partners,

Perun Creative proudly presents its upcoming game, **Kromlech**, in a brand [new gameplay trailer](https://www.youtube.com/watch?v=CQIYnU45vX8) offering a deeper look into its core mechanics.

Embark on a journey to **Norgar**, a harsh and unforgiving land that’s now just a shadow of its former glory. Step into the role of the warrior **Cronach** and attempt to stave off the impending end of the world.

**Kromlech** is a unique blend of **action-adventure**, **RPG**, and **immersive sim**, enriched with **rogue-lite** elements. Players can expect an original combat system centered on **tactical attacks targeting exposed parts of enemies**, a compelling narrative arc, and—above all—a richly atmospheric world inspired by **Celtic mythology**, offering diverse questing and problem-solving opportunities.

**Hit them with your best shot!**

Kromlech’s combat system perfectly embodies the philosophy of “**easy to learn, hard to master**.” While accessible for newcomers, mastering it demands practice and precision. At its core lies a system we call **RTL**, which focuses on striking weak or unarmored enemy areas. As enemies wear different types of armor on various parts of their bodies, each encounter presents a fresh tactical challenge. Early battles may allow for a bit of traditional button-mashing, but progressing further will require players to adopt more refined techniques.

# As Far as the Eye Can See

The world of *Kromlech* is vast and vertical—brimming with adventure and danger.

Immerse yourself in deep, shadowy caves and sun-drenched hilltops, visit ancient shrines and ceremonial sites, or take refuge in the safety of scattered settlements. *Kromlech* will continually surprise you with random events, treasure-filled (and undeadinfested) dungeons, and meaningful encounters—each of which may unfold in dramatically different ways.

# The Hero’s Journey

Embark on an epic adventure with *Cronach* and shape him into a legendary hero whose reputation echoes across the land. *Kromlech* offers a wide range of options to strengthen your character, enhance his abilities, and tailor him to your preferred playstyle. Adorn him with war paint, equip him with powerful gear and mystical artifacts, and watch enemies tremble before him as his heroic deeds reshape the world around him.

We’re excited to share more details with you soon, covering individual aspects of the game. And rest assured—we still have many surprises in store! We're also thrilled to announce that *Kromlech* will be showcased at **Gamescom**, and we’d be delighted to welcome you at our booth. Stay tuned!

For any questions, feel free to contact us at **pavel.makal@peruncreative.com**

# About Perun Creative

Perun Creative is an independent game studio based in Ostrava, Czech Republic. The studio previously released the successful and original survival game *Hobo: Tough Life*, centered around the theme of homelessness. It also contributed to the release of the FPS title *Kvark*, which originated as a student project.