



# Lord of the Dark Castle

*"In this Dungeon, Life's a Bitch"*

**Release Date: April 24, 2015**

Platforms: Win/Mac/Linux



**Lund, Sweden, April, 2015** - *When hardcore is too easy...*

*Lord of the Dark Castle* is a strategic dungeon crawler in gothic darkness where every hit counts. Play it smart - prepare for the worst. Monsters can wear *exactly* what you can wear. They plunder shops, steal your best items and crush your finest armor. Don't say you weren't warned: *In this Dungeon, Life's a bitch!*

## Game Description

- Casual, Fast & Easy to get started - yet a BIG challenge! In theory, it is possible to beat the game within 1-2 hours!... *in theory...* Casual does *not* mean easy - the game is still difficult.
- This is a turn-based STRATEGIC dungeon crawler - NOT a no-brain-dungeon-brawler. Making a move that ends next to a monster will let it hit first - a bad thing! **Every hit counts!**
- Big replay value: a new game is a new experience with new strategies to try out. Level randomness, skill choices, monster spawns and big variations in loot makes up for great variety.
- Chance for Fat Loot: this game will never attempt to be 100% balanced. You can get a very powerful item already at level 1! (But remember: it can be stolen by a thief or crushed by an ogre...)
- Lots of Skills - No Skill Tree. Each skill provides an important strategic advantage on its own. This makes up for lots of interesting combinations and experimenting.
- Fewer, harder, more intelligent and frustrating mobs. All monsters have unique strengths. A thief may be worse than a dragon! (Yes... you will see... \*evil\*)
- As in any good dungeon crawler, this game has lots of cool skills, spells, armor, weapons and traps. But again, remember: whatever you can find and use, the monsters can find and use too!



*"Many indie RPG games have pixelated graphics, cute looking cartoonish characters and funny dwarves.*

*Not really my taste. I wanted a good looking dungeon crawler in gothic darkness "Diablo style" with lots of replay value. Yet, I was tired of the hordes of monsters and perfectly balanced loot system in Diablo. I wanted fewer mobs, more radical loot and intelligent game play.*

*The result became **Lord of the Dark Castle**. I hope you will enjoy it as much as I do!"*

**(Christian Andersson, Main Developer)**

**Craze Creative Studios** is a newly formed branch of Craze Productions, owned by Christian Andersson. Christian started to code games in the mid 1980s on Commodore 64 using assembly language and has since then created games on several platforms from Amiga 500 to modern PCs.

## Press Contact

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Game on Steam: <http://store.steampowered.com/app/349460/>

Official Trailer: <https://www.youtube.com/watch?v=JdOsrFynLjM>

Press Kit: <http://craze.se/lotdc/press-kit.pdf>