

Dungeonhaven's first public gameplay trailer is now available.

May 31st, 2018

Developer: Cold War Game Studios

Release Date: 2019

Platforms: PC, Consoles TBD

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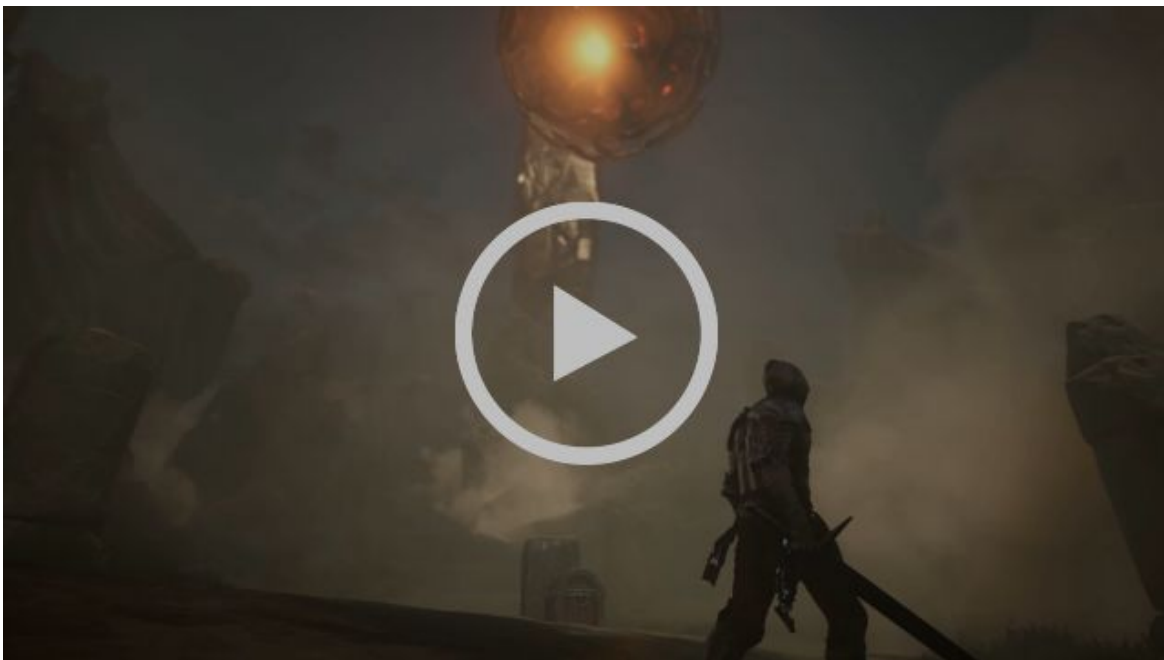
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Dungeonhaven, a PC and Console Action-RPG being developed by just two people, has released its first gameplay trailer to Youtube. Planned release is in 2019.

Game description:

"Players take the sword of a knight resurrected from stone, called into the world as a pawn in a war between living dungeons formed from the twisted souls of those trapped within their walls. Manage powers gained from defeating bosses in fast-paced, deterministic combat. Players start with the ability to turn to stone at any moment, even mid attack animation, and will balance other risk/reward powers as they gain them."

Trailer: <https://www.youtube.com/watch?v=OJ34HDnZbj8&t=1s>



Features:

- Explore sentient dungeons as a knight who can turn to stone
- Drain dungeon cores of their elemental powers and wield them as your own
- Discover shortcuts and secrets as you traverse passionately hand crafted levels
- Deterministic and challenging combat against relentless enemies
- Reveal the distinct uses of a wide variety of items, which can be consumed or thrown at enemies to identify their effects

Screenshots:



