Press Kit – Astronarch

**Developer:** Dale Turner, based in Adelaide, South Australia.

**Windows PC Release:**

* Early Access - March 31, 2020.
* Full Release - January 22, 2021.

**Release Trailer:** <https://www.youtube.com/watch?v=uL1PbTJCbnY>

**Steam page:** <https://store.steampowered.com/app/1234940/Astronarch>

**Description:**

A fusion of roguelikes and auto-battlers like never before seen. Recruit a party of mysterious heroes, navigate deadly lands, collect an arsenal of magical items, and vanquish a new evil threatening the realm!

In Astronarch, you are tasked with forming a party of heroes to tackle an unknown threat. Each hero can fulfill a variety of roles in combat, leaving it to the player to decide which abilities and stats to utilize. Seasoned players will adjust their strategy depending on the trinkets they find during their quest.

"What led me to create Astronarch was the emergence of the auto-chess genre in recent years. I was hooked immediately, but there was one problem - I wanted single player. Playing in a lobby of bots really didn’t cut it. I searched for games to scratch the itch, but came up empty handed. It's a cliché, but I knew exactly what I wanted to play, so I made it." - Dale Turner

Just like in the games which inspired the title, combat is simple. Position your heroes and hit auto-battle. The fun is in analyzing the combat, and refining your party over the course of your adventure. Your party will also encounter map events, and the friendly merchant, where they can spend their hard earned gold.

Using the map, you can freely move between the 3 subareas in each act, rewarding those with the knowledge of where their party can flourish, and where it will falter. While enemies will not leave their respective subarea, the layout and boss of each act is randomized.

Repeat playthroughs unlock new heroes, and up to 20 "Corruption" modifiers. As the heroes conquer the Corruptions, they are rewarded with a unique cosmetic aura.

**Features:**

* Party-Based Strategy: Select from a pool of unique heroes, each with skills which inspire vastly different strategies and customization. Position your heroes on the battlefield to influence the outcome of battle.
* Explore Dynamic Terrain: Each playthrough provides a new journey, changing not only your path, but the bosses you must conquer.
* Loot!: Collect ancient and magical items which augment your party's stats and abilities. Should your Wildmage be a glass cannon, or a front line bruiser? The decision is yours.

**About the Developer**

Astronarch is self-published by Dale Turner, based in Adelaide, South Australia. Previously a web developer for many years, this is Dale's first gaming title.

**Contact**

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