

FAME & FEAR: DUNGEON ARCHITECT PRESS KIT

GAME INFORMATION

Title:

Fame & Fear: Dungeon Architect

Developer:

Leonardo – Solo Indie Developer

Platform:

PC / Steam

Genre:

Dungeon Management / Strategy / Simulation

Demo:

Available on Steam

Steam Next Fest:

Participating in the upcoming Steam Next Fest

Preview / Review Keys:

Available on request

SHORT DESCRIPTION

Fame & Fear: Dungeon Architect is a dungeon management game where you build and grow your own dungeon while balancing fame, fear, wealth, and prestige.

Dig rooms and corridors, place traps, hire monsters, hide treasures, set an entrance fee, and open the doors to adventurers.

Some will leave with their pockets full.

Others will fill the coffins.

Strangely enough, you need both.

ABOUT THE GAME

Have you always dreamed of being the hero of the story?

Well, not this time.

This time, you're the one building the dungeon.

Dig through the rock, expand rooms, place traps where adventurers least expect them, hire monsters, fill the place with treasure, and then open the doors and wait for someone to have the brilliant idea of walking in.

Some adventurers will leave with their pockets full.

Others will fill the coffins.

And strangely enough, you need both.

Killing everyone is easy.

The problem is that if nobody makes it out alive, eventually nobody will want to come.

No stories in the taverns.

No new adventurers.

No money.

But if everyone gets out alive, you have the opposite problem.

You probably built a hotel.

The goal is to find the right balance.

Some adventurers need to escape with treasure and stories about how incredible your dungeon was.

Others may leave the treasure behind.

Along with everything else.

The more people talk about your dungeon, the more visitors it attracts. More visitors mean more money, more expansion, better monsters, new traps, and maybe even a higher entrance fee.

Yes.

Adventurers pay to enter.

Nobody said running a dungeon had to be a public service.

Fame & Fear: Dungeon Architect is about building a dungeon that people want to visit, survive, fear, talk about, and occasionally die in.

Become famous.

Just maybe not the wrong kind of famous.

KEY FEATURES

BUILD IT YOUR WAY

Dig through the rock and create rooms and corridors.

Place doors, traps, treasure, decorations, walls, floors, lights, and other objects to turn a hole in the mountain into a dungeon worth paying to visit.

RUN IT LIKE A BUSINESS

Set the entrance fee and see whether adventurers think your dungeon is worth the price.

Yes, they pay to enter.

Hopefully not just once.

GIVE THEM SOMETHING TO REMEMBER

Hire monsters, place traps, and when normal hospitality is no longer enough, bring out the bosses.

Give some adventurers memorable moments.

Give others their final ones.

FAME IS GOOD. FEAR IS TOO. MOSTLY.

Popularity, Fear, Wealth, and Prestige determine how your dungeon is perceived throughout the kingdom.

As your reputation grows, more important adventurers will begin to appear.

But if Fear gets too high, the kingdom may eventually decide to investigate.

And investigations tend to arrive carrying weapons.

CLIMB FROM RANK F TO SS

Start with little more than a hole carved into the rock and grow it into one of the most famous, wealthy, and questionable destinations in the kingdom.

BUILD ONCE, REUSE FOREVER

Turn entire rooms into Blueprints.

Save them, reuse them in future games, and share your creations through Steam Workshop.

MONSTERS, TRAPS, TREASURES AND EVERYTHING ELSE

Combine creatures, bosses, traps, treasures, floors, walls, doors, lights, decorations, and other dungeon elements to create your own style and identity.

CORE GAME LOOP

BUILD

Expand and prepare your dungeon.

Create rooms and corridors, place traps, monsters, treasures, and decorations, and decide how adventurers will move through the dungeon.

OPEN THE DOORS

Set the entrance fee and allow adventurers inside.

Watch them explore the dungeon you created and react to the challenges you placed in their path.

BALANCE FAME AND FEAR

Survivors help spread the fame of your dungeon.

Dead adventurers contribute in other ways.

Too many survivors and your dungeon becomes harmless.

Too few and the kingdom may start paying attention.

GROW

Use your earnings and reputation to expand, hire stronger monsters, unlock new possibilities, and climb the dungeon ranks from F to SS.

MEDIA USAGE

The logos, screenshots, key art, videos, GIFs, and promotional materials included in this press kit may be used for editorial coverage, reviews, previews, livestreams, videos, social media posts, and articles related to Fame & Fear: Dungeon Architect.

Credit is appreciated but not required.

Preview and review keys for the full version are available on request.