



UNDEAD CITADEL

Overview

Undead Citadel is an action-packed title exclusively designed for VR. It's centred around physics-based melee and ranged medieval combat, delivering realistic movements and actions. Players are immersed in a visually spectacular universe teetering on the brink of devastation by an undead onslaught.



Steam gameplay trailer: <https://youtu.be/q-0lIXZ3zk>

Quest gameplay trailer: <https://youtu.be/O29adYLME8s>

Game Info

- Platforms:
 - [Meta Quest](#) - **October 17 2024**
 - [PSVR2](#) - **TBA**
 - [Steam](#) - **Available**
- Social Media Sites:
 - [Discord](#)
 - [Youtube](#)
 - [TikTok](#)
 - [Instagram](#)
 - [Facebook](#)
 - [Twitter Dark curry](#)
 - [Twitter Undead Citadel](#)
- Websites and contact
 - [Undead Citadel](#)
 - [Dark Curry](#)
 - email: undeadcitadel@darkcurry.com

Story

When you, as soldier of fortune sir Anvil Capheus, discover a colossal citadel in the midst of a storm, hopes surge - you might not die today after all. Armed with little more than a sword and other weapons and consumables that you find along the way, you need to overcome hordes of monsters lurking in the shadows of the once densely populated citadel in your desperate search for salvation.

Features

- Innovative 100% physics-based combat engine that prioritizes unobtrusive interaction with objects and characters.
- Smash or cut your enemies down with over 60+ different close combat weapons with real life movements: swords, axes, warhammers, maces, shields, longswords or even your own hands.
- Take the undead down with ranged weapons like bow and arrows, or blow them up with powerful explosives.
- Engage against dozens of different close combat, ranged or heavily armored enemy types.
- Find and use slow motion, strength, invulnerability or freeze magic potions to mutate your power and obliterate the dead ones.
- Full-size campaign: find your way through a huge apocalyptic fantasy environment, with 10 levels to explore, including exterior and interior scenery.

- Horde mode: Survive through endless armies of foes and reach the top leaderboards.
- Solve a variety of puzzles to advance through the single player experience.
- Armory: Collect all the weapons you acquire from the other modes in your armory and test your weapons in this sandbox mode



Control Scheme

- Undead Citadel relies on motion controls for engaging in combat

- It can be played while seated or standing.
- For in-game movement, players can choose between smooth locomotion with instant turning or smooth turning at different speeds.



Game Aesthetics & User Interface

- State-of-the-art realistic visuals.
- Minimalistic, intuitive UI that doesn't get in the way of immersion.
- In-game inventory system with slots for items focusing on usability to allow for quick swaps between weaponry and consumables.
- Real-time lighting effects with an evolving variety of weather conditions.

