

## Dungeon crawler The Keep is releasing on Switch right in time for the Christmas

Hey,

After months of hard development and preparations, Prague base studio **Cinemax** is ready to announce the release date of their dungeon crawler **The Keep for Nintendo Switch**. The game will be available on Nintendo eShop from 20th December 2018 in the US and 24th December 2018 in Europe for \$17.99 / €17.99 / £15.99 at the start. If you pre-order the game before release, you can get The Keep for \$13.99 / €13.99 / £11.99.



**If you want The Keep review code for NOA/NOE or any other information feel free to contact us at:**

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The Keep is a modern take on old-school dungeon crawlers like Dungeon Master, Etrian Odyssey, Eye of Beholder or Wizardry. The basic concept of The Keep is simple: explore the dungeons in the first-person perspective, fight monsters with magic and weapons, solve puzzles, evolve your character.

It was first launched successfully for 3DS in 2014, then for PC (Steam) in 2017 and now it's coming to Nintendo Switch - with a lot of improvements in graphics and gameplay.

Why does Switch version development take so long? Because it's not just a port. 3DS version utilised stylus extensively for magic and fights and PC version the mouse. To keep the game balanced and fun, we needed to come up with the completely new control scheme for Switch version using D-pad and analogue sticks. After many months of trying, we succeed. Switch version of the game also benefits from new content where you can level up your hero to be better prepared for challenges in later parts of the game.

**You can find all the information, screenshots logos etc. about The Keep in our press kit or on our website:**

<http://thekeep-game.com/presskitSwitch/>  
<http://thekeep-game.com/>

If you wish to inform your readers about The Keep for Switch, we will be grateful. If you want to conduct an interview with developers or want the review key, just let us know. Here is the media contact:

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### **CINEMAX, s.r.o.**

Cinemax is an independent studio based in Prague with a track record of 40 titles published on various platforms including Steam, iOS and Nintendo eShop. We are developers of well-known titles such as Inquisitor, Numen or Rytmik. We are developing our games but also helping with the development and production of titles from talented indie developers which would never see the light of the day without our help. Learn more at <http://www.cinemax.cz/>

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