

What is The Keep?

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. Every version of the game was carefully crafted to suit the specifics of each platform including Switch version.

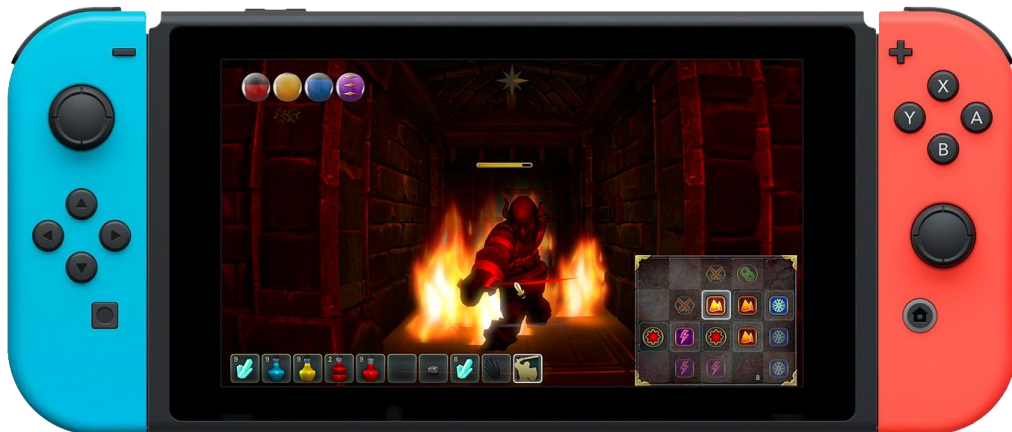


What's so special about The Keep?

The atmosphere, puzzle-like magic system based on runes, real-time tactical combat and clever level design. The Keep has 77/100 rating on Metacritic for 3DS version and 8/10 on Steam for PC version. It's a pretty good score for a game made by only a few people from Cinemax.

Why did you think the magic system is fun and innovative?

You can use magic in combat and for solving puzzles and finding secrets throughout the dungeons. Magic system is based on scrolls, runes and magic grid. Scrolls tell you what combination of runes is necessary to cast specific spells based on fire, ice and lightning. But there is a limited space on the magic grid where you put the magic runes. How effective you position the runes on the grid determine how many spells and combinations of spells you have available for casting at one time. It's a mini-game in itself.



What about the tactical combat system?

Fighting, either with weapons or magic, takes place in real-time. When coming across enemy or band of enemies you can fight, run or try to lure the enemy to the position which is advantageous for you. When fighting with weapons you can hit the enemy in several hit zones, every one of them has a different effect on a different enemy combined with used weapon and armour and of course players statistics. As every enemy is using a different type of defence and offensive tactics, you need to find out which strategy and weapon class or spell is the most effective. You won't find a universally successful strategy in The Keep. This applies especially for bosses :) It is also important to look after your health, stamina and mana level. All three regenerates slowly over time or you can replenish them with appropriate flasks which can be found throughout the dungeons. There's also concentration ability. You gain it with successful melee strikes during combat. The number of available combo strikes increases with player Melee level. Different combo strikes are available for each weapon class.

What about puzzles and secrets?

The Keep takes place in dungeons filled not only with enemies but also with elaborate puzzles and a lot of deadly traps. There are a lot of secret puzzles and passages which are not necessary to find or solve to complete the game. But as there a lot of useful items (rune health flask, scrolls, weapons, crystals) in the secret places, it's useful to look for them. It's also fun and rewarding to look for hidden switches, wells and platforms. But beware, there may be enemies waiting for adventurous heroes in these secret areas.

What about level design?

In The Keep, you navigate dungeons in first-person perspective. There are 10 levels in total, one after another more and more complex and dangerous. There is no turning back once you leave one level for another. It's therefore wise to look for every weapon, rune, flask or enemy to fight in every level before you leave after completion. You may regret it in later stages, especially when you face a dangerous boss. Or you can use one of the new features in Switch version. It's the area available in every level where you can fight hordes of enemies to level-up your character if you find out in later

stages of the game that your hero is underpowered and is not able to defeat tougher bosses.



What about difficulty?

There are three difficulty levels in The Keep in order to satisfy newcomers to the genre and seasoned adventurers. Chosen difficulty level affects toughness and number of the enemies, not the number and complexity of puzzles. There is also permadeath option for all three difficulty levels for hardcore players. Permadeath means when you die, you must start the game from the beginning of the chapter.



What about story and localization?

The Story is presented through cutscenes in between levels in English voiceovers. The in-game text is localized into four languages - English, German, French and Czech.

What's new in Switch version of the game?

Cinemax team also worked hard on improving graphics, animations and game design features in response to players feedback to previous versions.

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/>

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