

Deepwarden - Teaser / Demo

by NewColeco

Beneath the mountain town of Hollowmere, the old bell has started ringing by itself. Each night, something climbs out of the mines. You are the town's last warden: take your sword and your lantern, go down, and find out who rings the bell.

DEEPWARDEN is an original first-person dungeon crawler made with Amy Studio. The teaser is one complete floor of the upper mine workings, on a standard 32 KB cartridge:

Smooth ray-cast tunnels with real-time fighting: swing, block, and a lantern flare that stuns

Rats that crawl back out of their burrows (smash the burrows!), skeleton miners, Bell-wraiths that hate the light, and a skeleton foreman guarding the stairs

Secrets behind cracked walls, loose stones and glowing runes, with an automap that fills in as you explore

A soundtrack that switches between exploring, combat and the boss without missing a beat

Joystick or Super Action Controller

A speedrun timer, with best time and most secrets kept for the session