

# SHORES UNKNOWN

Tactical-RPG with gridless combat epic fights against huge bosses and enemy armies

**Current Status:** Pre-Alpha | **Release:** Q1 2020 | **Platforms:** PC, Switch, TBD

**Twitter:** <https://twitter.com/ShoresUnknown>

**Discord:** <https://discord.gg/hitcents>

**Trailer:** <https://www.youtube.com/watch?v=7NVrrXacB-Q>

## About:

Shores Unknown takes place in a land ruled by the iron-fisted Crown, and policed by the fearsome Inquisition, from whom it is said there is no escape. To the south lies the Empire and perpetual war, while to the north there is only the Murk--a seething wall of fog from which no ship has ever returned. In the midst of these grand forces, both natural and otherwise, our heroes must find a way to survive and to pursue their dreams of liberty.

Play as the newly-made leader of a mercenary company, fresh off an assignment gone awry. Now on the wrong side of the Crown, allies and loyalty are paramount. Forced to venture through the maw of the Murk in a search for truth, players will explore unknown lands, forge new alliances, and wage battle against those who would see to their end. What dangers await on Shores Unknown?

## Gameplay:

- **Gridless tactical turn-based combat:** take your time to assess the situation and command your characters in the Order Phase, then watch your strategy come to life during the Action Phase as the characters maneuver around the battlefield and carry out their orders.
- **Adaptive character advancement system:** characters learn new skills and unlock new classes depending on their equipment and combat choices.
- **Deep party customization options** allow the player to build the perfect mercenary team of their choice, allowing full control over equipment and skills used by each character.
- **Vibrant world** rendered in low-poly stylistic full of little details to immerse yourself in. Explore the various locations of the game, interact with dozens of characters and uncover the secrets of the Shores.

## Features + Recognition:

IndieDB: <https://www.indiedb.com/features/this-week-in-indie-games-august-3-2018>

RPGWatch: <https://www.rpgwatch.com/forums/showthread.php?t=40449>

GameJolt: <https://gamejolt.com/games/ShoresUnknown/308235>

## Developer: Vallynne

Vallynne's development team brings with them a breadth of industry experience, helping to drive their vision for Shores' unique, genre-defining gameplay. Writers Oli Chance and Morgan Rushton are crafting the narrative; they have previously worked on several Final Fantasy titles, as well as the Ni No Kuni and Dragon Quest series. The composer, Claudi Martinez, brings his keen ear and experience in sound design from notable projects such as Kingdom of Loot.

## Publisher: Hitcents (@Hitcents)

Our goal is to work with developers who are making games that make us wanna play one more level. For more info, contact us at [jordan.taylor@hitcents.com](mailto:jordan.taylor@hitcents.com)

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