



The Masters: Survival Press Kit

Basic Information

Publisher/Developer:

Royal Flush Studioz

Launch Date:

3/29/2022

Price:

9.99

Platform:

PC/Steam

Xbox/PS/Nintendo Switch platforms (At a later date)

Contact:

Matt Weldon

Royalflushstudioz230@gmail.com

Offline Itch.io demo:

<https://royalflushstudioz230.itch.io/the-masters-survival/purchase>

Breakdown Information

About:

Tana (Katana) is testing the new Virtual Proxy System, which is going to be used for training at a school for elementals, as she fights the evil creatures known as the Shadow Dwellers. She is being helped by her Family and Friends who are outside of the system making sure the simulation goes well. All is not what it seems however as she dives deeper into the system and faces off against an old foe, Master Nether.

Features:

- Top-down, hack n' slash, rogue-like, survival gameplay.
- Special abilities based on energy meter mechanic where the player can choose either the Water Blast to destroy all enemies Infront or Water Blade to add extra damage to the sword swing.
- Death-save mechanic called Shadow Form that fully heals the player and adds extra damage to sword swing.
- Story Mode with boss fights and hidden journal notes that briefly explains the story of the published book that took place prior.
- Survival Mode to rack up scores and compete with others in an online leaderboard.



FAQ

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Questions

How long is the game?

There are 20 levels plus a secret boss level and secret cutscene hidden in the game in total.

Will it be on consoles?

We are currently looking into porting the game to Xbox, Playstation, Nintendo Switch platforms. We would love to see it ported to all consoles at some point and even have a physical release.

Is there a soundtrack?

There is not.

Will there be DLC and added content?

Depending on how well the game does will be dependent on if there will be added content.



Royal Flush Studioz Facts

Royal Flush Studioz is a multi-media company. we are currently producing novels, funny comics, games, and art. We hope to expand out to other media in the future and other properties. Currently, we are producing content for The Masters series.

The Dev Team

Matthew Weldon -

An aspiring 3D/2D Artist. Graduate of The Art Institute of Phoenix. He is also an author and has published 2 books on the Masters series, as well as 2 short stories.

On this project, he is the solo dev that worked on the whole game by himself.