

**Release Date:** February 22nd, 2019

**Early Access:** August 11th, 2018

**Platform:** PC (Steam, Itch.io, Kartridge)

**Developer & Publisher:** Hyper Fox Studios

**Website:** <http://reynardgame.com/>

**Devlog:** <http://hyperfoxstudios.com/category/reynard/>

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# Description

Reynard is a mixture of procedurally generated Action RPG and Tower Defense with rogue-like elements. It was influenced by classics such as The Legend of Zelda and an indie classic – The Binding of Isaac.

The game is based around fast paced combat, challenging enemies and procedurally generated levels. Leveling up rewards the player with additional items for the starting dungeon as well as boss coins that can be spent on unlocking perks and tower blueprints.

Players can enhance their weapons by using runes with different effects. For instance, if a player has a sword with rune slots, he can modify its end attack by inserting different types of runes – So… hitting an enemy can cause them to catch on fire, spread the fire amongst friends and foes alike, knock them over the room, slow their movement speed and heal you – all at the same time.

To sum it up, Reynard offers:

* Countless proceduraly generated dungeons, TD maps and runes.
* More than 200 different items.
* Fast paced action against challenging enemies and bosses.
* Progression through perk and blueprint system.
* Simple yet cool crafting system.
* Achievements and daily runs.
* Cute player skins.
* Lovely story and companions.

# Team

Filip Djeze Bartus

CEO, programming, game design

Boštjan Gotar

Dungeon rooms and item design, programming

Nika Kastelic

Social Media Manager