**A soulslike game bursting in colors? Dive into the art of *Alterborn* – a third-person soulslike survival action shooter coming to PC, PlayStation 5, and Xbox Series X|S in Q3 2023.**

**See how *Alterborn's* art team breaks down the process of reinventing the soulslike visual formula in a more light-hearted fashion.**

**FOR IMMEDIATE RELEASE – July 29th, Warsaw, Poland.**

**Get comfy while the art team responsible for the looks of *Alterborn* guides you through the nuances of creating a visually appealing game world in a genre filled with darkness and ominous atmosphere. Devs will reveal few bits of characters currently being in development, environments and the coming features of character customization!**

Watch the *Alterborn* Art Talk video [HERE](https://www.youtube.com/watch?v=6yySFmnJkjE).

Add the game to your Steam Wishlist (<https://store.steampowered.com/app/1679000/ALTERBORN>) and join the official Discord server (<https://discord.com/invite/eFZeyKU4Xg>) to get involved in the currently ongoing community event!

**ABOUT *ALTERBORN***

*Alterborn* is a third-person survival action shooter filled with dark humor that draws inspiration from multiple genres, including soulslikes, roguelites, and looter shooters, all mixed with a plethora of arcade abilities for unspeakable mayhem and fun.

***ALTERBORN* – MAIN FEATURES**

* **Altered State** **–** Explore handcrafted levels mixed with procedurally generated content and ever-changing gameplay mechanics. Observe how your surroundings change in real-time before your very eyes.
* **Action-packed playthroughs with no two games alike** **–** Remember that your actions matter and impact the world around you. Whenever you delve into the Shattered Lands, your experience will differ. Spot patterns, learn them, adjust your toolset accordingly, and you shall be rewarded.
* **In-depth RPG and difficulty level customization –** Adjust the challenge with gameplay mechanics rather than an artificial slider. Every progression system will require you to make meaningful yet difficult choices. Mix and match countless unlockables to fit your playstyle.
* **Choose your friends and foes** – Watch the story evolve depending on your choices, also influencing actual gameplay, giving you access to unique mechanics such as weapons, quests and more. Through this system, you’ll be able to get a glimpse of what is truly going on within this crazed, unstable world.

*Alterborn* is being developed by the Polish studio Iron Lung and will launch on PC, PlayStation 5, and Xbox Series X|S in Q3 2023.

More information about the game can be found on the official [website](http://alterborn.com/), [Steam](https://store.steampowered.com/app/1679000/ALTERBORN), [Facebook](https://www.facebook.com/alterborn), [Twitter](https://twitter.com/AlterbornGame), [YouTube](https://www.youtube.com/channel/UCvX3z9FrkB7rw2njhkeLuUw), [Instagram](https://www.instagram.com/alterborn_game/), [Twitch](https://www.twitch.tv/alterborn), and [Discord](https://discord.com/invite/eFZeyKU4Xg).

The press kit for the game is available at the following link: [https://pr-outreach.com/en/game/alterborn,30](https://pr-outreach.com/en/game/alterborn%2C30).

For any questions about the game please get in touch with Agnieszka Szóstak at agnieszka.szostak@pr-outreach.com or call +48 881 951 601.

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**About Iron Lung**

Iron Lung is a team of indie developers from Poland hard at work striving to put high-quality AA+ experiences in the hands of players from around the globe.

First and foremost, they value working on projects that let them grow as artists. This stems from a belief that the industry has grown somewhat stagnant. They want to push themselves while setting realistic goals by deconstructing proven solutions into their core components, experimenting with the formula, and improving on it.

For them, games are an expression of art in its purest form – they want to share their perspective with the world. They believe in their audience and want to craft experiences that will challenge gamers just like they challenge themselves.

In the end, all they want is to excite, amaze, and spark the imagination. <https://ironlung.dev/>