Last Dwarf

PRESS & MEDIA

INTERNAL REVIEW - NOT CLEARED FOR PUBLICATION

Title	Last Dwarf
Developer	BeanOX GmbH
Genre	Fantasy action platformer
Perspective	2.5D, side-scrolling
Mode	Single-player
Engine	Unreal Engine 5
Platform	Windows PC
Input	Keyboard and mouse; gamepad
Text languages	German, English, French, Spanish, Russian, Simplified Chinese, Japanese
Release	Awaiting Epic approval
Regular price	EUR 12.99
Studio website	https://www.beanox.com/

About the game

What does a dwarf do when his entire village suddenly disappears? He picks up his axe and shield and sets out in search of answers.

But the road back to his missing companions is full of surprises. Last Dwarf combines a painterly fantasy adventure with tactical combat, tricky platforming and a healthy dose of humour. Not every enemy is as fearsome as it looks - and not every squirrel is as harmless as you might hope.

Sometimes it takes courage, sometimes skill, and occasionally just a damn good shield.

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Features

Seven regions, seven very different challenges: Travel from Dwarf Village through Gloomwood, The Wide Plains, Rotmire Swamp and Mistmoor to the Castle Outskirts and Castle Dreadstone.

Fight smart: Watch your enemies, combine quick and charged attacks, and protect yourself with your shield in front of you or over your head.

Reach new heights. Land in one piece: Use jump mushrooms and ladders, master moving platforms and overcome treacherous traps.

Gold is meant to be spent: Buy permanent upgrades from Blink and discover weapons with fire and lightning attacks.

Big opponents and memorable encounters: Take on the bosses of each region and meet the inhabitants of this world in illustrated dialogue scenes.

Fantasy with comic charm: Painted colours, distinctive silhouettes and on-screen comic words give the adventure its unmistakable look.

There is a bigger dream behind the game

Since 2012, BeanOX GmbH has worked across a wide range of software development fields. Our passion for video games has never left us.

With our own games, we want to lay the foundations for something that goes beyond their commercial success. Rather than using the profits for ourselves, we want to save them and, once the financial means are in place, give young people the opportunity to train in game development.

Our vision is to one day place the company in the hands of this next generation. We want young talent to be able to realise their own ideas and create new games inspired by their passion.

Perhaps our little dwarven adventure will one day mark the beginning of many great stories. For us, that would be the greatest success of all.