

The Albedon Wars comet arrives at the EGX REZZED, Tobacco Dock, London.

From 13 to 15 April 2018, the core of the development team will be present at the EGX REZZED of London, at Stand GG9 of the Great Gallery, among the independent developers. (LINK: <https://www.egx.net/rezzed>)

This event, which is one of the most important in the sector worldwide, promises not a little, as announced directly by the organizers:

"All the great stuff from previous EGX events - hundreds of screens featuring the very best console and PC games weeks (or months) before they're released, presentations by world famous game designers and a feast of other game related features".

Presenting Albedon Wars – the multiplayer card game that meets RPG – is its mother house, Firemill Games, represented at the fair by the two developers and designers of the game, namely Andrea Dallatana and Nicolò Merusi, with the help of Dave Allen, responsible for the sound.

"This is our second exhibition," comment the developers, *"and we're thrilled to be there.*

In our first official showing, in Milan, last autumn, we presented the game to the public and enlisted new alpha testers. It was possible to try a single match and we collected feedbacks and opinions from players and sector operators. Over the last few months, the work has continued, respecting the timeframe to develop the game."

These are the most relevant new features available in the fair's demo:

- a navigable map of the city of Vuurkia and its various districts;
- RPG dialogue mechanics with multiple choices, collection of cards, carrying out of quests;
- the personal storyline of Zoman, Nontu of the Ukuba tribe;
- adaptive soundtrack both during the fighting and in the various areas of the map.

"In these days at the event," concludes the development team, *"our intention is to show a little taste of the RPG part of Albedon Wars to the public for the first time, and to enlist new participants for the playtest.*

Once back home, we will make use of the feedback received to refine the RPG mechanics for Early Access, including exploration of dungeons and PvP combat."

Albedon Wars and its world in perennial conflict will be awaiting you at the EGX REZZED 2018 all weekend. Anyone unable to attend will be able to follow the exploits of Albedon Wars directly on the site's blog.

Web: <http://www.albedonwars.com/>

Facebook: <https://www.facebook.com/albedonwars/>

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