

metroplex zero press kit

fact sheet

Genre: Card Battler, Roguelike, Strategy, RPG

Developer: Enigma Dragons

Location: Phoenix, AZ, USA

Release Date: Q3, 2022

Platforms: Steam - PC, Steam - Mac

Price: \$19.99

Website: <https://www.metroplexzero.com>

Press Contact: games@enigmadrasons.com

Presskit (PDF): [Download](#)

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project description

We fused card games, roguelikes and JRPGs together to make the best single player card battler we could. Assemble your squad, customize your decks, gain powerful cybernetic augments, and take on evil megacorporations!

People have described Metroplex Zero as a cross between Slay the Spire, Magic: The Gathering, and Shadowrun.

In 2280, Eurasica is ruled by cutthroat hyper-capitalist megacorporations. To resist capitalistic tyranny, you'll need to power up. Choose your route carefully, different locations give different benefits; upgrade your champion, recruit powerful units, upgrade cards, gain passive bonuses or duplicate any card in your deck.

There are a variety of unique heroes you can include in your squad, each with their own unique and surprising gameplay. Every hero has a unique combination of skills. Want to throw grenades and shoot rifles? Protect your team with powered shields? Interfere with enemy plans? Afflict your foes with intense psychological pain? Hide in the shadows and wait for the perfect time to strike? You can do all of that! Put the heroes you want in your squad and synergize their skills for double-infinite variety of playstyles!

Gain powerful cards for your heroes by winning battles, or purchasing training from the VR skills training shop. Customize your deck to develop your own squad strategy, empowering each hero to do what you want them to do, and preparing them to deal with a variety of challenging foes. You are never forced to bring any card you don't like into battle. Under your strategic direction, each of your heroes will bring the perfect 12 cards into battle. Before each battle, scout your

enemies and pick the ideal cards to take them on.

features

- Over 250 different cards, allowing for a blend of various playstyles and builds
- Over 70 unique game-changing augments
- 9 heroes each with very different gameplay
- Level up your heroes multiple times in every run
- Choose your own level up perks every time you gain enough XP
- More than 20 unique random events
- Over 30 different enemies

trailer



screenshots





credits

Silas Reinagel: Executive Producer
 Silas Reinagel: Game Design
 Noah Reinagel: Game Design
 Caleb Reinagel: Game Design
 Silas Reinagel: Programming
 Noah Reinagel: Programming
 Paulo Lobo: Programming
 Jean-Alexander Nevskiy: Sound Design
 Tony Vilgotsky: Sound Design
 Jean-Alexander Nevskiy: Composer
 Ian Booms: Composer
 Ants Aare Alamaa: Environment Art
 Yuliia Seliukova: Character Art
 Ludmila Sosa: Character Art
 Mustafa Contractor: Quality Testing
 Josiah Reinagel: Alpha Playtesting
 Stephanie Reinagel: Alpha Playtesting
 David Reinagel: Alpha Playtesting
 Daniel Reinagel: Alpha Playtesting

contact

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