

PaperTinker Studio Releases Wanderer of Lifetimes for iOS & Android

A Souls-inspired, Eastern-themed RPG built from the ground up for smart phone

Washington DC, USA -- May 8, 2019 -- PaperTinker Studio announced today that their Eastern themed single player role-playing game (RPG), **Wanderer of Lifetimes**, has launched on iOS. Android version is currently being tested and is scheduled to release later in the month. The game is set in an Asian-inspired land where the rules of life and death are governed by the cycle of karma. The player will set out to achieve a mission over many lifetimes that will ultimately determine the fate of the world. Through the unique afterlife mechanic that allows players to spend accrued karma for permanent and temporary upgrades, **Wanderer of Lifetimes** encourages players to find new ways of approaching challenges after experiencing failure.

View the Gameplay Trailer here:

<https://www.youtube.com/watch?v=GmJJBWWHDk>

"I've always wanted a Souls-like game on my phone that doesn't feel like a port with forcibly remapped controls. So I decided to make one myself."

-PT Zhang, PaperTinker Studio

The game employs a 1v1, stamina based combat system inspired by both the Souls series and the Infinity Blade series. By asking the player to charge up and commit to each attack, the combat system rewards both thoughtful preparation as well as tactical thinking in the heat of battle. Combat, along with other aspects of the game, will be served with intuitive controls and UI designed from the ground up to be played on mobile devices.

Highlights:

- **Wide variety of combat style:** The game provides the player a variety of choice in how they wish to approach combat. The player can choose to mix-match from single-handed weapons that excel at parry & riposte, short weapons that build up status effect with rapid strikes, and two-handed weapons that devastate guard with every swing, and more.
- **Vast options for customization:** With over 300 items, the player can equip and customize their character to the play style they want.

- **Power up through death:** Using karma accrued through actions in life, the player can acquire and employ various power-ups and temporary boons that strengthen their character. Powers in use can be freely swapped out as the player unlocks more, so that they are never locked into a set playstyle.
- **Choices & consequences:** The game will prompt players with interesting choices with consequences. For instance: will the player choose to raid a traveling merchant for supplies or risk running into enemies half famished on the way to town?
- **Diverse world:** The black and white world of the game is heavily inspired by Asian countries and cultures, including Mongolia, India, Ancient China, and Feudal Japan. The player will explore a desolate highland, vast steppe, war-torn wasteland, deserted island, and more.
- **A story spanning across lifetimes:** The game will slowly reveal the greater plot as the player venture further along this journey of life and death. Through the notion that death is not the end, the game explores what it truly means to be alive.

Wanderer of Lifetimes website:

<https://papertinker.com/games/lifetimes/>

Wanderer of Lifetimes Press kit:

<https://papertinker.com/games/lifetimes-press-kit/>

For more inquiry about the game, please email Pintian Zhang at contact@papertinker.com