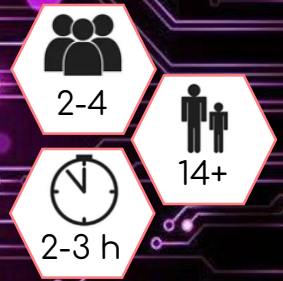


# INTO THE VOID



A sci-fi dungeon crawler with deep player interaction

## Premise

Into the Void is a tactical dungeon crawler in a sci-fi setting, where human consciousness can be saved and printed into new bodies. During the scenarios players use tactical positioning and time their abilities to support their allies and create synergies. ItV combines the best parts of the genre: an immersive world, a decision-driven story, cooperative gameplay, intelligent enemies.

## Highlights

- ❖ Active cooperation → Character abilities are interconnected
- ❖ Initiative track → Actions cost time points
- ❖ Tactical character development → Players reconfigure abilities and equipment
- ❖ Responsive AI → Enemies react to the flow of the battle
- ❖ Moral choices → Player decisions impact the story



## Contact

Andreas Kriechbaumer  
+49 176 22376052  
[intothevoidthegame@gmail.com](mailto:intothevoidthegame@gmail.com)

