



Developer:
spleeN

Publisher:
Self published

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Price:
\$4.99 USD

Platform:
PC

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Tomb of The Lost Sentry - Info Sheet

The Story

In a stronghold hidden deep in a pine forest, The Fellowship resides. One day, after accidentally joining this cult, one person finds themselves in a lot more danger than they had anticipated. With life threatening traps built into the walls, and the re-animated bodies of previous cultists roaming the halls, there are many reasons to want to leave.

Solve puzzles, dodge deadly traps, and face the Higher-Ups, all to open the next door. Can you survive long enough to make it out with your life? Or will the stronghold claim yet-another victim?

The Features

7 different hub areas, each adding new level mechanics to keep the game fresh.

9 unique boss fights, each with their own soundtracks.

A punishing (but fair) difficulty that'll test both the platforming skills and puzzle solving capabilities of any who are up to the challenge.

30 songs in an adaptive soundtrack, seamlessly fading between safe hub music and slightly-less-safe level music.

A healthy mix of shorter straight-forward levels, and larger open-ended metroidvania-style levels.

Other Interesting Facts

ToTLS was developed in its entirety by one person over the course of 1 year and 8 months.

It takes an average of 2-4 hours to complete the game for the first time.

ToTLS is mainly inspired by 1001 Spikes.

The first big content update is scheduled to release in March of this year!