

PRESS RELEASE

Releasing Major Content Update For Dungeons of Tal'Doria

For Release on November 22, 2018, at 3 p.m., UTC

BRUCHKOEBEL – Nov. 22, 2018 – *Dungeons of Tal'Doria*, a sandbox exploration Action-RPG game on Steam Early Access, is getting a major content update on 22nd November.

Since the release of *Dungeons of Tal'Doria* on Steam Early Access in July, *SuneX Games* has added multiple patches, which have included things like new biomes and skills, in addition to bug and quality of life fixes. Now they are ready to release a full crafting system and more content. This update provides over 500 different recipes for cooking, weapon and armor crafting, alchemy and more. Also, new NPCs, some of which share secrets and assist the player with professions, six new soundtracks and a new monster type, the notorious slime, will join the journey. Combined with skills for each class.

“After the release on Steam Early Access, we received significant feedback and were able to make improvements within the first weeks by providing small updates and balancing fixes,” said Tobias Mittelstädt, the CEO of *SuneX Games* and Lead Designer of *Dungeons of Tal'Doria*. “This update adds a lot of more content and also the resources you were able to gather now have a substantial purpose.”

Dungeons of Tal'Doria is currently available on Steam Early Access for \$19.99 and can be played with up to four players.

For more information visit the official [Discord Server](#) or follow *Dungeons of Tal'Doria* on [Twitter](#) and [Facebook](#).

About SuneX Games

SuneX Games is a young German-based company with a small international team with a strong passion for game design and development. The company started operations in May 15, 2014 and was founded by Tobias Mittelstädt, with more than 7 years of experience in game development, and Jakub Derbich, Business intelligence Developer, both high passionate gamers.

For more information visit the [SuneX Games website](#).



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Assets

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