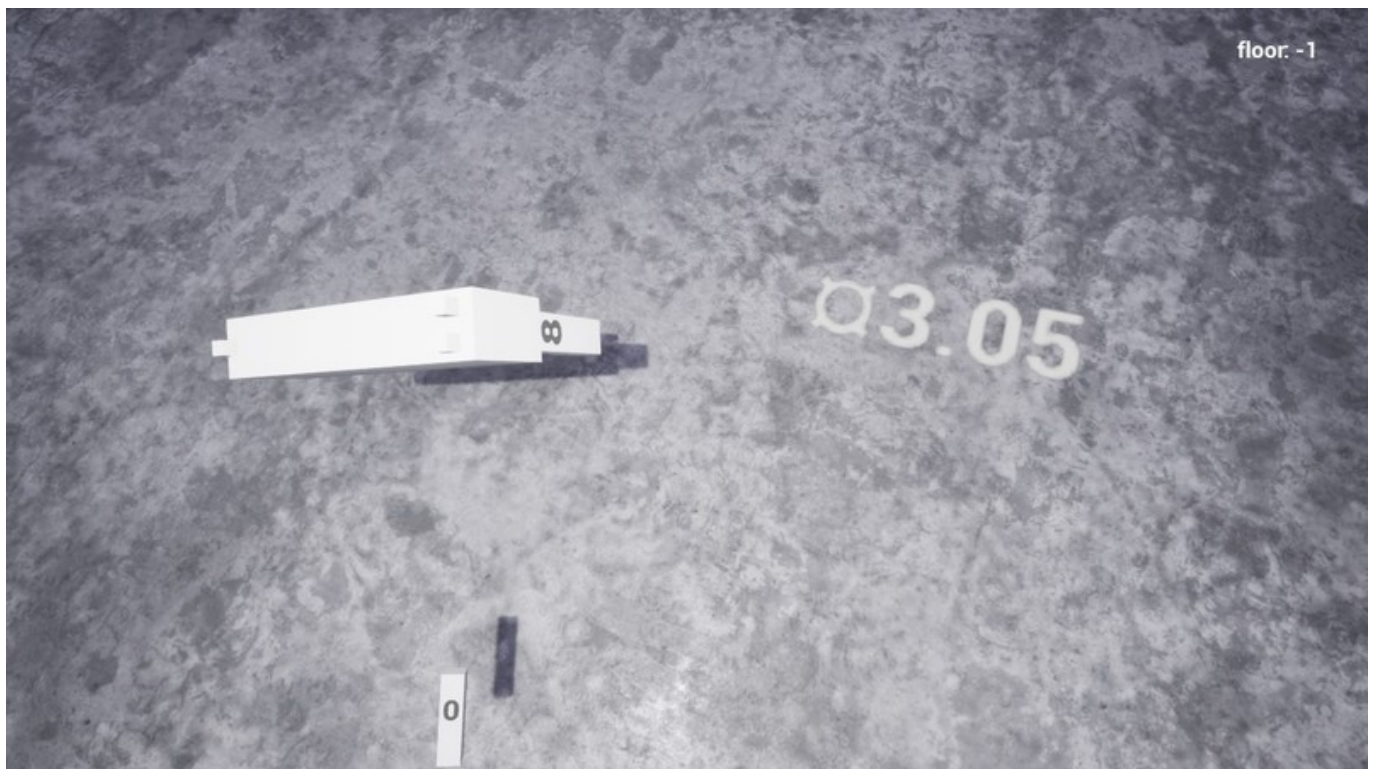


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## About This Game

A rogue AI has overtaken a weapons research and manufacturing facility, randomly shuffling and, in its own words, "refactoring" the facility. It is your job to go in and shut it down.

Protogenesis features a more accurate representation of firearms handling, including multi-step reloading, and screen-space aiming. The level is randomly generated during play and players have a physically based inventory system. Players get rewarded in game credits for destroying targets found in the level that they can then use to purchase more magazines and ammo. The game also features a firing range so players can practice aiming and judging distances outside of the level before entering the level proper.

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Title: Protogenesis  
Genre: Action, Indie, Early Access  
Developer:  
Dark Sigma Studios  
Publisher:  
Dark Sigma Studios  
Release Date: 11 Apr, 2019

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**Minimum:**

**OS:** 64 bit 8.1

**Processor:** 2 GHz

**Memory:** 4 GB RAM

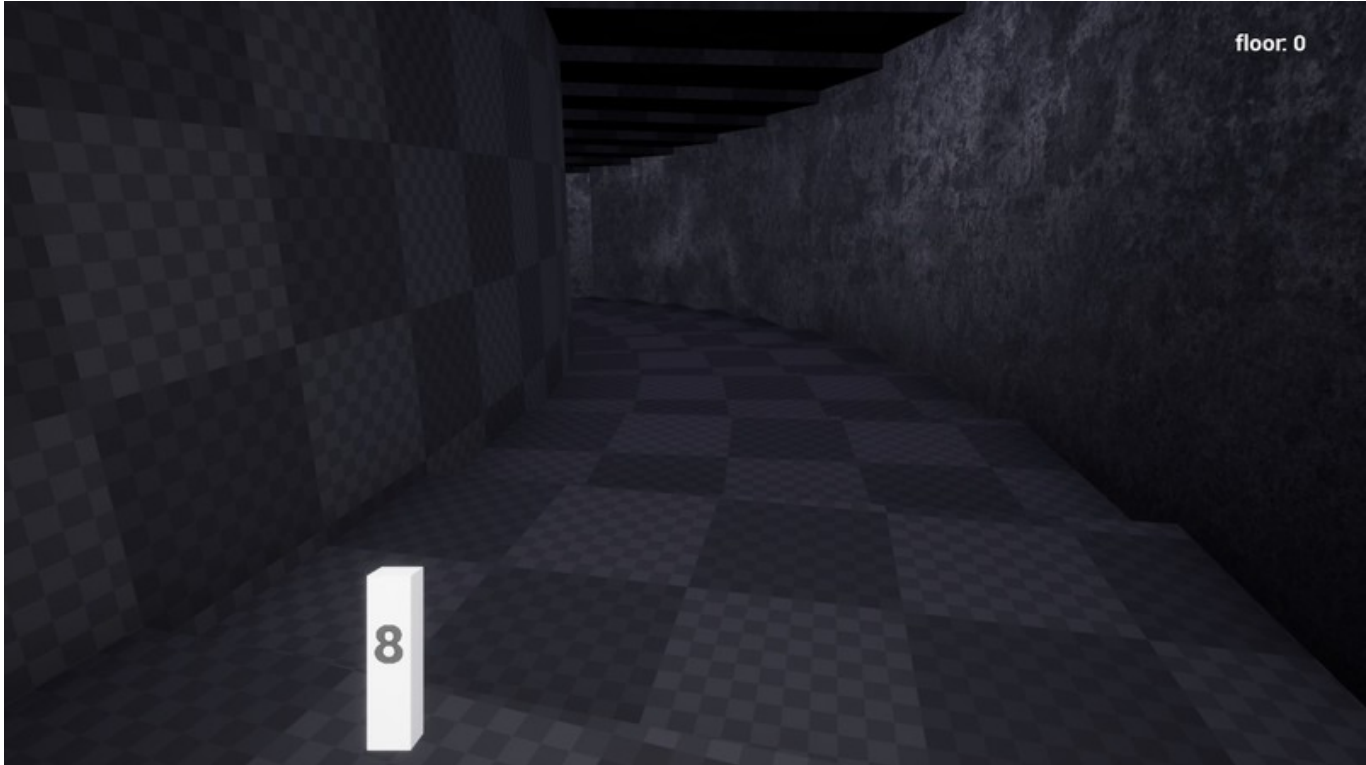
**Graphics:** NVIDIA GeForce 470 GTX or AMD Radeon 6870 HD series card or higher

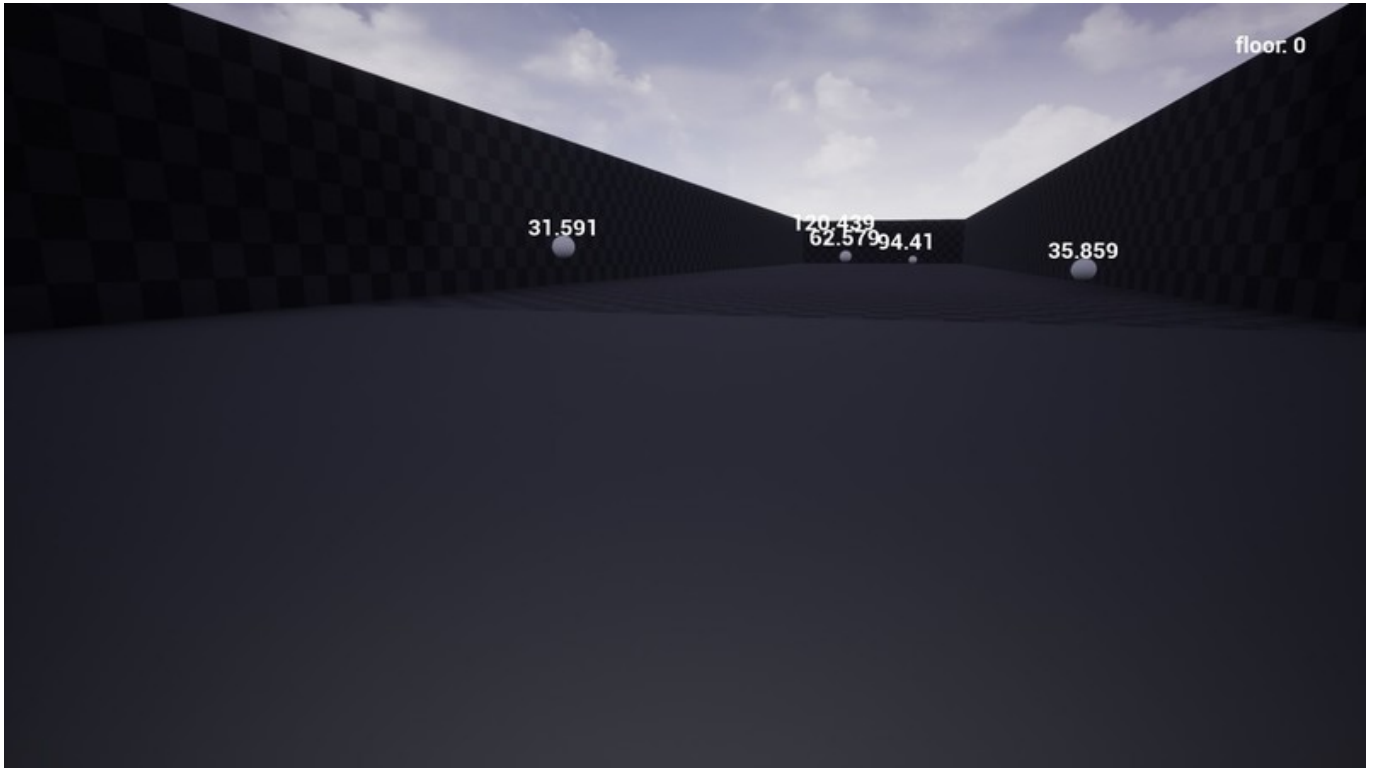
**DirectX:** Version 10

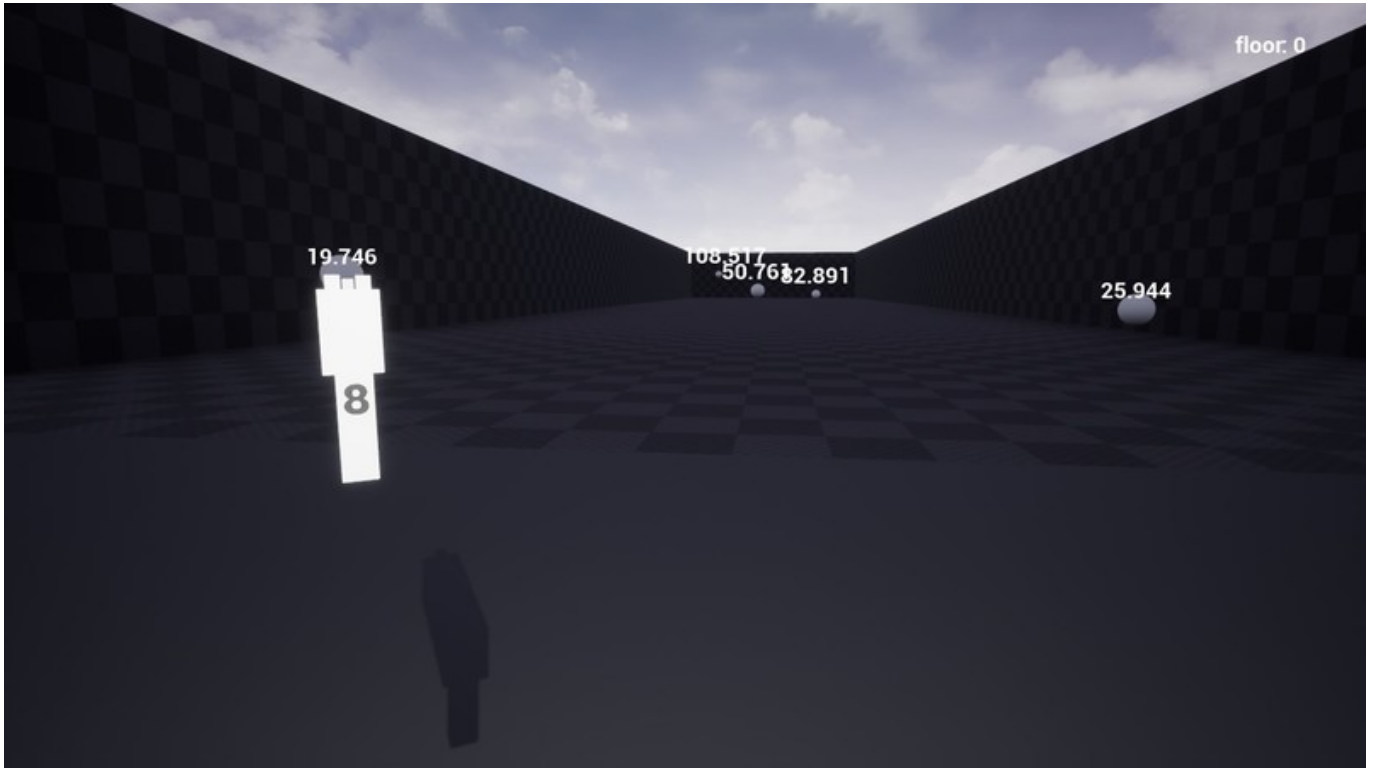
**Storage:** 729 MB available space

**Sound Card:** NVIDIA high definition audio

English







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### Version 0.6.2 is now live!:

We've just released a small update for Heroes of Fortunia. Below you will find a full list of changes:

- Made some visual adjustments to the Molten Fort theme, to properly highlight walls in certain areas.
- Added a toggle for "always move to target" under the controls section, which is disabled by default. If you liked the way combat works by default in 0.6.0, you should consider enabling that option.
- Minor gameplay adjustments.

Note that we've recently made an update to our official roadmap at <https://trello.com/b/okXns9sY/heroes-of-fortunia-roadmap> and we will be moving away from the major update model, and instead update the game on a more frequent basis, through smaller updates.

Expect new features & balance changes to arrive more quickly in the future!. The Fog: Trap for Moths Heroes of Fortunia

#### **Balance Update Approaching!:**

After the recent introduction of line of sight and the nerf to many popular setups, it is now time for us to level the playing field by increasing minion strength across the board.

For this, we have devised an early balancing plan we are applying to all minions in the game, meaning that most of them are likely to change in some way.

**Note that these changes are not live yet.** They will be published after the season reset, on Tuesday June 4, 2019.

#### Balance Changes. **Update 0.3.1: Super performance boost!:**

Hey everyone,

version 0.3.1 of Heroes of Fortunia just went live, and it brings a huge performance boost in attack mode with it.

We've had quite a few reports of people being able to play the game just fine during edit mode, but experiencing a noticeable decrease in frame rate when attacking. We believe we've discovered the issue at hand and fixed it, so if you had any issues in attack mode before this update, please do notify us either here on Steam or using the in-game feedback form and let us know if this update fixed it!

Below you will find a full list of other changes this update brings.

#### New Features. **Version 0.4.0 is approaching!:**

Heroes of Fortunia version 0.4.0 is scheduled to be released next week. This next version will add the third playable hero (the Wizard), some more dungeon components, the new Dungeon Challenges gamemode, as well as some balance changes and bugfixes.

Replays recorded on the current 0.3.1 version will not be compatible with the new version, so your attack log will be cleared. Additionally, since the new update will balance the existing heroes, you will have to re-publish your current dungeon once the update is live before you will be able to enter ranked mode.

We'd like to thank everyone who submitted feedback using the in-game form and the Steam community forums, as a good amount of the changes in this update were based solely on feedback received. So, thank you for that!. **Version 0.3.0 is now live!:**

Heroes of Fortunia version 0.3.0 is now live. You may now update the game through Steam to enjoy the latest features. This

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version brings a new game mode, a few new traps and some quality of life improvements as well as bugfixes with it. Below you will find a full list of what's changed.

New Features. **Version 0.4.1: Heroes are OP!:**

Hey everyone,

this is just a quick follow-up update to fix some bugs from 0.4.0, as well as introduce a couple features that barely didn't make the initial cut. While replays won't break in this update, you will notice some odd behavior in older replays due to the way the new hero skills work. This is expected and absolutely fine though.

Balance Changes. **The Wizard enters the dungeon! Version 0.4.0 Patch Notes:**

Hey everyone,

the latest version of Heroes of Fortunia, update 0.4.0 is now live. Be sure to download it in order to keep playing. This update adds the Wizard as the third playable hero, a new game mode, as well as some other changes. Below you will find a full list.

New Features. **Heroes of Fortunia version 0.2.0 is approaching!:**

The first update for Heroes of Fortunia, version 0.2.0 is scheduled to be distributed within the next few days.

This update will feature the ability to purchase treasure chests using real-world currency, the ability to craft minions & traps using your leftover Elixir, some new minions & traps, as well as a few balance changes, bugfixes and minor improvements.

Replays recorded on the current version will not be compatible with 0.2.0 and thus be removed from your replay log once the version goes live. We will post detailed patch notes once that happens!. **Beta Keys Handed Out!:**

The closed beta keys for **Heroes of Fortunia's** first testing period have now been handed out. From the moment we started planning the beta phase, we set **100 players** to be our maximum amount of testers we could handle. This was not due to any sort of infrastructure concerns, but merely out of the fact that we wanted a small enough focus group to be able to individually focus on each and everyone's feedback and suggestions for the game.

That said, the number of sign-ups we've reached is much higher than previously anticipated, so unfortunately not everyone is going to get to test the game this time around.

This time, we have opted to **continue with our initial plan of 100 testers**, and handed them out based on **a mixture of first-come-first-served and random allocation**. The first 50 people who signed up for the closed beta were given a key, and the remaining 50 people were chosen randomly out of those who haven't gotten a key yet. Be sure to **check your junk folder** to make sure the mail doesn't get lost.

**We're sorry to say that if you haven't received an email with a beta key by now, you haven't made it.** But this won't be the only closed beta test we'll hold, so if you missed your chance, be sure to [subscribe to our newsletter](mailto:polskalemon.com)[polskalemon.com] to be instantly notified whenever a new blog post is published. **If you stay on your toes, you just might be among the first to sign up for our next closed beta test, which will commence in early 2019.**

For those of you who have gotten in, congratulations! Follow the link in your email to get to detailed instructions on how to get the game, what you will be able to experience, and how to submit feedback. We are looking forward to hearing from you! :)



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