



Name: The World Is Drowning

Release date: 2024

Platforms: PC (Steam, Epic Games)

Developer: Doctor Shinobi

Previous Games: [Outcore: Desktop Adventure](#)

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Website: <https://doctorshinobi.com/the-world-is-drowning>

"**The world is drowning**, and everyone you know is gone. If you wish to survive, you'll have to climb to the moon. On your way up you'll encounter many traps and monsters, but remember, you must never stop. The sea of blood is coming, and it will rob you of your final breath"

The World Is Drowning is a horror roguelike game that focuses on hydrophobia instead of traditional scares

- Climb a dark castle to reach the moon, always being on the run from the impending arrival of the sea of blood coming from below
- Someone, or something, is trying to prevent you from reaching the moon. You'll have to overcome obstacles such as locked doors, puzzles, and patrolling enemies. Combat, is NOT always an option you should take
- Every area in the castle contains a portal to the past. Do you take it, returning to your temporarily safe haven with stolen treasures, or do you keep climbing to the moon?
- Build a smithery using valued goods from the castle to upgrade your weapons and unlock new abilities

"When I came up with "The World Is Drowning" I wanted to make a horror game that focuses on scaring the player through hydrophobia instead of gory monsters and jumpscares. Have you ever had a nightmare where a tsunami is coming and you're desperately trying to find a safe place? That's the feeling I'm trying to invoke with this game." - Doctor Shinobi

“It’s like an escape room, except when the time ends instead of being kicked out by the operator, you die a horrible, unpleasant death” - Doctor Shinobi

“If you die in real life, you die in the game” - Doctor Shinobi