

For Immediate Release

Gunvein PC Steam release date – November 11th 2022

Germany – November 8, 2022 – NGDEV, the indie game developer announces today that the Danmaku/Bullethell SHMUP/2D shooting game **Gunvein** is going to be available on Steam on November 11th.

Switch/PS4/Xbox versions are planned for 2023

Steam page (including Demo):

<https://store.steampowered.com/app/2025840/Gunvein>

Press kit

https://www.ngdevteam.com/download/press/Gunvein_press_kit_Steam_Web.zip

Gunvein is a dynamic, aggression-based bullet hell shoot em up where you use lock on lasers, charged weapons, bombs & hypers to overwhelm the enemies before they overwhelm you.

Gameplay Description

Gunvein is an intense, dynamic bullet hell STG inspired by the arcade masterpieces of CAVE, Taito and Raizing/8ing.

Screen domination is vital – use your lock-ons & charged energy blasts to overwhelm enemies before they overwhelm you.

Aggressive play is rewarded with resources that can be used to temporarily power up your shot, or to unleash a devastating screen clearing Bomb. Use this to create destructive feedback loops!

Score isn't merely a number – the points you accrue come back to you as extra lives & currency for the game's shop system.

Features

Standard/Console Mode

A mode which provides a satisfying level of challenge for those who don't seek out 1 credit clears or high scores. Balanced checkpoints & a shop system which makes sure that no restart is wasted. No practice modes required, learn by playing!

Arcade Mode

See how far you can get with a limited stock of lives & no continues! Alternatively, take advantage of the Freeplay Mode to relax or practice!

Roguelike Arrange Mode

Test your reflexes & decision making in procedurally generated versions of the game's 5 stages! Carefully designed to capture the intensity, smooth flow/pacing and encounter variety of hand crafted stages.

Online Leaderboards

Convenient Practice Tools

Characters

Gunvein has 3 main characters, each with their own unique playstyle.

Riko

[Ship: Bagon]

[Weapon: Homing Lasers]

Riko uses the overwhelming speed and power of the Bagon ship to dance around shots and rhythmically destroy enemies.

Miko

[Ship: Damul]

[Weapon: Lock-On Drones]

Damul's strength lies in its vast coverage, safety & efficiency. Enemies can be hit from anywhere on the screen, giving Miko full control over how much danger she is in.

Lizzy

[Ship: Gunex]

[Weapon: Charged Energy Blast]

Piloting a highly experimental ship Gunex, the young prodigy relies on planning ahead & prediction to set up bomb blasts that catch enemies by surprise.

About NGDEV

NGDEV was founded in 2001 by the brothers Timm Hellwig and René Hellwig

We are a 2D game developer who is specialized in arcade style games. NGDEV also released indie games like Gunlord X, Razion EX in the Nintendo eShop and as physical edition.

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