

X1 Games Announces Co-op PvE Extraction Shooter Plague Keepers

Enter the quarantine zone as an Inquisitor, complete contracts, and fight your way back alive before the fog changes the rules of the hunt.

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/EINPresswire.com/ -- X1 Games, the studio behind the psychological cosmic horror game Emotionless: The Last Ticket, has announced a new direction with Plague Keepers, a co-op PvE extraction shooter where the world itself is the greatest threat, but a potential ally as well. Players will enter a decaying world consumed by plague, where they must fight the disease and its consequences, preserve what remains of the uncorrupted world, and do whatever it takes to make it back to safety.

Get your first look at Plague Keepers in the gameplay trailer here: <https://www.youtube.com/watch?v=08kRPKRiHXE>

PLAGUE KEEPERS



In Plague Keepers, players will play as an Inquisitor trying to complete a dangerous contract in a quarantined area. Players will be able to take the risk on their own or team up with up to three friends to explore hostile locations, destroy plague sources, recover valuable relics, investigate plague sites, and defend key positions while managing ammunition, health, and time. Contracts can take Inquisitors anywhere and bind them to do anything, all while they fight grotesque manifestations of the plague, because what were once humans are now twisted creatures, ready to drag everyone left down with them.

Once players get behind the gate, they'll have limited time to complete the mission and extract before the infected fog comes down and the environment becomes more hostile.

“Emotionless: The Last Ticket was praised for its atmosphere and art, and while we are incredibly proud of the world we created, there was always one thought in the back of my mind: ‘If only I could shoot something.’ With Plague Keepers, we wanted to take the atmosphere and world-building that defined Emotionless and combine them with the action and co-op gameplay we had been wanting to explore. The result is a completely different experience, but one that still carries the same passion for dark, atmospheric worlds,” said Ivan Madunić, Game and Art Director at X1 Games

KEY FEATURES:

A World That Is Both Enemy and Weapon

Players can alter the environment to make it work in their favor by creating new paths, restoring generators, activating massive bells to stun enemies and more. This is a hostile world that is not really welcoming, but for those who learn to handle it properly, it can become their greatest ally.

Brutal Cooperative Combat

Bloodthirsty enemies can be overwhelming in numbers, forcing players to stick together to heal, survive, and fight using period-inspired firearms, melee attacks, and violent close-range finishing moves.

Survive the Coming Fog

Daylight fades as the infectious fog approaches. With the fog come deadlier threats and stronger enemies. What previously seemed like a safe route becomes a deadly trap at night. Players get to decide whether to go somewhere safe or stay and face the dread for greater rewards.

Complete Deadly Contracts

Each contract assigns players different tasks and comes with its own challenges, requiring them to complete objectives involving destruction, recovery, rescue, and investigation while adapting to each new mission.

Extract or Stay Longer

The real decision comes after players finish their contract—to extract or take a risk and stay longer for greater rewards. Although fighting their way to the extraction point sounds stressful enough, players will also have the opportunity to stay and search for more valuable resources as the zone grows more treacherous, exposing them to a whole new level of pressure.

Players can wishlist Plague Keepers on its Steam page:

https://store.steampowered.com/app/4869480/Plague_Keepers/

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