Dawn of Mages - The New Magical PvP Battle Arena

Breaking the norm of PvP shooters. Dawn of Mages arms you with spells instead of guns. **Early Access: March 29th, 2024**

Cluj-Napoca, Romania, March 19th 2024 - You have seen everything this genre could offer, right? Well, wrong. DoM brings you a distinct twist on an “Oh, so familiar!” setting. **HOW?**

By shifting the focus from luck to skill, from the concept of meta to constant adjustments on the go, and from the stress of winning to actually having fun doing it.

See for yourself in the [**TRAILER**](https://www.youtube.com/watch?v=7yFZ2H7mOF0&t=17s).

**Dawn of Mages** is a 3rd person shooter where you play as a mage against up to 9 other players and/or AI on a predetermined map, for 15 minutes.

**No luck involved?**

No. Your starting point does not bring advantages in terms of position or chance to get power-ups. There are no new spells one could acquire during the match that would give you an edge. Also, power-ups are evenly scattered across the maps and have a short duration.

**No meta?**

No, not in the general way we are used to. Before the match, you choose your combination of spells from all available ones. You can’t change them during the match, making every game one of adapting to your opponents’ combos.

**No stress?**

Of course not. Life is stressful as is. Matches are short, dynamic, and fun. You die, you respawn, you go back to fighting.

**So, how does everything work?**

You choose your mage and weapon (purely aesthetic). You choose a combo of spells, join, or create a lobby and go. Once the match starts, you fight your enemies and win if you have the most kills at the end.

**Pretty straightforward. What else is to be expected?**

This is just Early Access. Soon, after release, different game modes will come - Team Deathmatch, Ranked play, Meme modes, and whatnot. There will be account level, steam achievements, contests, and events.

**Any pay-to-win?**

Never. The in-game marketplace will let you obtain other cool mages and wands or staves (even pets later on) but with ZERO impact on gameplay.

More detailed information about mechanics, spells, and maps can be found on the [**Steam Page**](https://store.steampowered.com/app/2198220/Dawn_of_Mages/), [**Website**](https://dawnofmages.com/), [**Press Kit**](https://dawnofmages.com/press-kit/) or [**Wiki page**](https://dawn-of-mages.fandom.com/wiki/Dawn_of_Mages_Wiki).

**The TwoShrinks Team:**

We are Radu & Andrei, two doctors (psychiatrists) with a passion for video games, with no dev background, but with dedication and excitement. We started this project in 2021, taking it as a personal challenge to bring something different to this vast world that is indie gaming today.

**Media contact**:

TwoShrinks Team: 2shrinksgames@gmail.com