

Rogue Descent brings a classic Roguelite twist to auto-battling. Quick runs. Brutal choices. No mercy.

Scotland, 22/10/2025

Kudos Games, A one man studio founded after health related (very) early retirement is launching its first game November 6th.

[View on Steam](https://store.steampowered.com/app/4078920?utm_source=press)

Rogue Descent is a pixel art Roguelite with auto-battler combat. Inventory slots are limited, perks and events can be tough to find. Difficult choices and prior planning will be vital if you are descend through all 20 semi randomized floors and defeat whichever Boss lurks below. Seven unlockable classes await and runs can be further customised with game changing starting boons, with countless loot combinations and dozens of enemies, no two runs will be alike.

Chris Dixon of Kudos Games is a 42 year old former Soldier, IT Business owner and elected official who is coping with having to stop work due to serious physical health issues by pursuing a life long desire to code games. Since editing the horses names in ‘Day at the races’ on an Acorn Electron using BASIC as a child it has long been a desire but time and work has never allowed. Developing RD has highlighted some of the issues disabled devs face and made him aware that even success can have a negative impact on disabled devs as the UK welfare system has no regard to royalties, hobbies or irregular work/income. Chris believes disabled authors, developers, artists etc. should be encouraged and supported to pursue their interests.

Chris knows Indie development is hard and success is harder but is happy just having finally finished a project, has learnt lots and is tough enough for what comes next.

For more information or press inquiries please contact [games@kudos-systems.org.uk](mailto:games@kudos-systems.org.uk)

Thanks for reading this far,

Chris.