



Info Sheet

- Title: **Breath of Death VII: The Beginning: Reanimated**
- Developer: **Shadow Layer Games** (<https://shadowlayergames.com>)
- Platform: Windows PC
- Press Contact: contact@shadowlayergames.com
- Social:
 - BlueSky: <https://bsky.app/profile/shadowlayerdev.bsky.social>
 - Twitter/X: <https://x.com/ShadowLayerDev>
- Game Trailer: [Breath of Death VII: The Beginning: Reanimated Trailer](#)

About This Title

The fast-paced supernatural parody RPG, **Breath of Death VII**, has been resurrected and remastered! Breathe new life into our spectral heroes: Dem the skeleton knight, Sara the ghost historian, Lita the vampire techie, and Erik the zombie prince! Embark on a bone-rattling adventure through an undead post-apocalyptic world to exhume the mysteries of the past.

Breath of Death VII: The Beginning: Reanimated is a complete, ground-up remake of the original, top-rated Xbox Live Indie Game "Breath of Death VII: The Beginning" released in 2010. The original Breath of Death was well received by critics and players for its streamlined gameplay and engaging pace, its creative battle system, humorous story, and charming characters. Reanimated revamps the game with a detailed, sleek 16-bit art style and a completely new soundtrack written and recorded by HyperDuck SoundWorks. Along with new quality of life features and enhancements to the UI and controls, the experience is now even more streamlined and user-friendly.

Features

- **A charming, goofy, comedic story** featuring loveable undead characters in a world where an apocalypse has wiped out the living. With monsters and "evil" machines now invading their home, the heroes must seek the mysteries of the past to restore peace to the world.
- **Detailed and colorful top-down 2D RPG world to explore:** Featuring entirely new sprites, animations, effects, environments, and enemies based on the designs and layouts of the original.
- **Streamlined gameplay:** Fast-paced, turn-based combat refined with quality of life improvements to keep the action smooth, quick, and accessible.
- **Tense Combo System:** The attacks you use increase your Combo; a high combo number can then greatly enhance your abilities. However, enemies power up each turn as well- so you must balance whether to rack up hits or cash in your combo for a powered up effect before enemies become too powerful.
- **Multi-character abilities:** Unite Techniques combine the strengths of multiple characters for more powerful or advanced effects in battle.
- **Intuitive character customization system:** Achieve frequent level-ups offering branching choices to select new abilities or stat boosts to your liking.
- **An engaging, entirely new soundtrack** has been written and recorded by HyperDuck SoundWorks (Cosmic Star Heroine, Dust: An Elysian Tail) to ensure a consistent sound and theme across the game world.
- **New high quality audio and visual effects** provide more impact to every battle.
- **New Modes:** Unlockable Dragonduck Mode provides a unique new Adventure-2600-Zelda-like quest for Dem the Skeleton as he explores a world map filled with various items, enemies, and traps and avoid the ferocious Dragonducks. Hard+ Mode is a new unlockable difficulty that toughens up the enemies even more than Hard mode, for players who prefer greater challenge.



Shadow Layer Games is a new independent game development studio started by Bill Stiernberg to focus on making games influenced by RPGs in a variety of genres. Bill was a co-founder of Zeboyd Games, developer of *Breath of Death VII*, *Cosmic Star Heroine*, *This Way Madness Lies*, and more. He is excited about exploring new skills and roles in game development, and continuing to work alongside others in the industry.



HyperDuck SoundWorks consists of Chris Geehan & Dan Byrne-McCullough, musicians from Northern Ireland who have scored for videogames, television and more! The pair has worked on videogame music and audio projects including *Dust: An Elysian Tail*, *Cosmic Star Heroine*, *Eastward*, *Fae Tactics*, and many others.



Attract Mode Productions Inc. has been creating videos for the Indie Game Dev scene for over 10 years. Michael Nicanor has cut engaging trailers for games such as *Forager*, *Animal Bar*, *Atomic Brawl*, and more. He has worked with Full Indie, Global Game Jam, PowerUp Audio, and others on video projects in the past to lift up independent game developers.