









Street Date		Fall 2018
System		SWITCH & PS4
Genre		RPG
ESRB		М
Developer		Nippon Ichi Software, Inc.
Publisher		NIS America, Inc.
MSRP		\$49.99 US / \$64.99 CA
UPC		SWITCH: 8-10023-03086-7 PS4: 8-10023-03054-6
SKU		SWITCH: LR-03086-7 PS4: LR-03054-6
# of Players		Single
Languages	Packaging	English/French
	In-game Text	English/French
	In-game Voice	English/Japanese
Official Game Site		labyrinth-of-refrain



Labyrinth of Refrain: Coven of Dusk

After a long journey, Dusk Witch Dronya and her young apprentice, Luca, arrive in the far-off town of Refrain. Masquerading as a simple traveling puppet show, Dronya's true goal lies at the town's center: the Well of Khalaza. It is said that this well leads to a sprawling labyrinth deep beneath the town that is filled with wondrous treasures...as well as vicious monsters, deadly traps, and a thick, poisonous fog. None who have entered the well have ever returned...with one exception. The one man to have successfully explored the labyrinth and come back alive wrote his findings in a book called the Tractatus de Monstrum. Now in possession of this very same book, Dronya seeks to use its knowledge and her brigade of enchanted puppet soldiers to conquer the labyrinth for herself...but to what end? What mysteries does the labyrinth hold? What dark secrets lie in the shadows of Refrain?

- · Fast-Paced Combat! Strange creatures and traps of all sorts will stand in your path as you go deeper in the maze. Give orders to your army and crush your foes with special skills.
- A Massive Maze Dive into the miasma-filled labyrinth as the Tractatus de Monstrum along with your brigade of puppet soldiers to smite monsters and uncover dark secrets.
- Build an Undefeatable Army Create your very own puppet soldiers, grant them a variety of different roles, and assign them to specialized squads to make your own unique brigade.
- Enjoy English and Japanese in-game voices and English and French text.







Updated:

05/07/18

Get marketing assets at http://atlus.com/sales/





