# Splash

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ELDEN RING™
NIGHTREIGN
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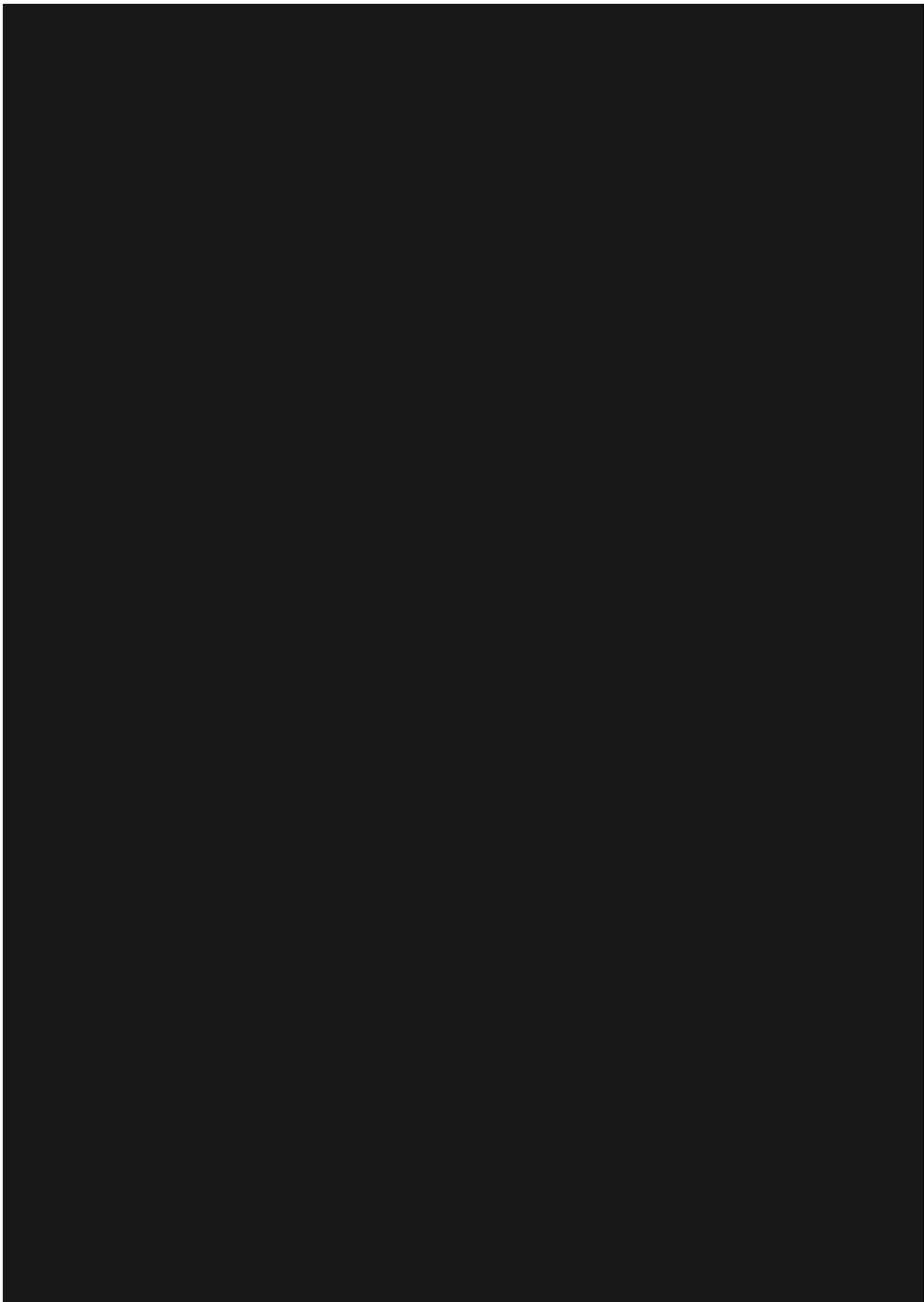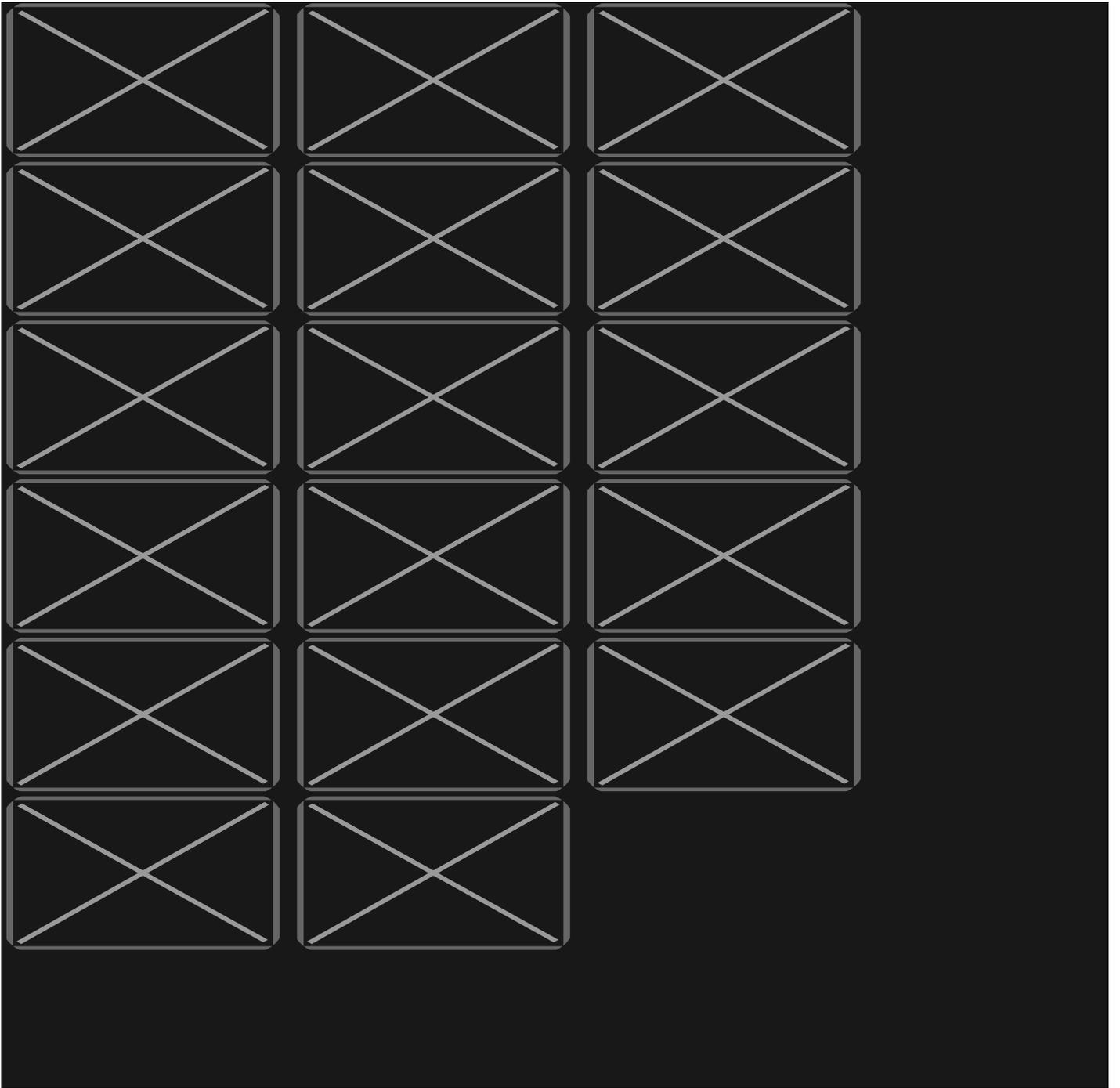
Overview

ELDEN RING™
NIGHTREIGN

Elden Ring: Nightreign is an upcoming 3-player action roguelike developed by **FromSoftware** and **Bandai Namco**. It was officially announced at **The Game Awards** on the 13th of December 2024. It features an alternate-universe setting, loosely based on **Elden Ring**'s starting area, **Limgrave**. Unlike **Elden Ring** and other **SoulsBorne** games, there is a heavy focus on fast-paced movement and mobility. Boss and overworld enemy encounters are randomised, with the players able to choose a "final" boss to fight, similar to games such as *Monster Hunter*'s combat systems.

> " *Seekers of Redemption, you were chosen. Thrown together by forces beyond our control.*
>
> *Tragedy must be averted and for that...*
> *I need your help.*
>
> *Stand tall, the night is far from over...*
>
> *Little pillager, bent on sacking the lands of Gold!*
>
> *I will swat away... and any all who dare approach.*
>
> *Band together and prepare to claim... the life of the Night Lord.*

In order to progress in **Nightreign**, players must survive 2 **nights**, each culminating in a boss fight.

Multiplayer works either through passworded group play, similar to other **FromSoft** Games, or a new matching system that matches the player with others looking for a game.

Unlike most previous games in the **SoulsBorne** series, **Nightreign** does not allow for character customisation, instead opting for a "hero" system which offers the player a choice between (currently) 8 predefined characters.