# The Cradle of Life

A dark-fantasy tactical RPG about Caelis, a survivor crossing a world destabilized by Shimmers and six divided gods. Deliberate grid combat, difficult choices, survival pressure, and exploration without a glowing trail shape the journey through Thornvale and beyond.

## AT A GLANCE

GENRE
Dark Fantasy RPG / Tactical RPG / Turn-Based Tactics

DEVELOPER
Garrett Mickelsen

PUBLISHER
Milo's Games

PLATFORMS
Windows and macOS

PLAYERS
Single-player

STATUS
Demo available / Coming soon

DEMO PLAYTIME
Approximately 1 hour

LANGUAGES
English, Japanese, Korean, Simplified Chinese, Traditional Chinese

ENGINE
RPG Maker MZ - heavily customized

## WHAT MAKES IT DIFFERENT

1. **Every action has a cost**

   Movement and attacks compete for limited Action Points. Height, weapon reach, terrain, wounds, armor, Poise, fear, and positioning reshape every turn.

2. **Decisions change how the game plays**

   Choices affect people, access, later dialogue, and the survivor Caelis becomes. Six divided gods pay attention, but none represents a simple good or evil answer.

3. **Exploration without a glowing trail**

   Players question people, read records, and search roads, homes, caves, ruins, and forests for clues that may complicate the answer they were seeking.

## FREE DEMO ON STEAM

store.steampowered.com/app/4580240

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