
PUBLISHER DECK · 2026.11
KNIGHT
DESCENDING
Knight Descending — a gothic dark fantasy action RPG
H1 2027 on Steam · Google Play · App Store
Free web demo available now
MyWorldMaker

About the Game

Knight Descending

300 years ago a monastery sank into the earth. As the Sworn, last of a knightly order, defeat the Wardens and descend the Abyss.

Genre	**Action RPG · hack-and-slash**
Modes	Campaign Survival Battle Royale
Platforms	PC (Steam) · Mobile (Google Play · App Store) · H1 2027
Languages	12 languages supported
Strengths	Playable online and offline



The Game · Strengths

Game Strengths

Procedural maps	A new map every time you play.
3 modes	Campaign, Survival and Battle Royale keep you playing long after the campaign ends.
Plenty of variables	Solo or in online PvP, merchants, gimmicks (statues, jars and more) and powerful bosses show up, so every run plays out differently.
Cross-play Battle Royale	Simple one-handed touch controls put mobile players on equal terms with PC.
Offline play	Apart from features like online PvP, the game can be played offline.

Actual Gameplay Screenshots








Background Illustrations

Descent cutscenes








Dwellers of the Abyss



3F · Chapel

Warden of the Altar



6F · Ossuary

Bone-Gathering Warden



9F · Drowned Library

Ink-Drowned Warden



12F · Nameless Chamber

Name-Erased Warden



15F · Burning Depths

Ash-Eating Warden



18F · Living Stratum

Warden Become Wall



Wandering Monk



Choir Wraith



Lantern Bearer



Skeleton Archer



Grave Swarm



Bone Pile



Bone Shard



Bell Ringer



Ink Pool



Scribe Wraith



Drowned Choir



Imp



Blind Sentinel



The Doorless



Ash Hound



Powder Grub



Forge Golem



Flesh Mass



Flesh Chunk



Wall Maw

Magic · Scrolls

10 Spells, Cast from Scrolls




Fireball


Fire Wall


Meteor


Chain Bolt


Thunderbolt


Frost Ring


Ice Shard


Homing Orb


Poison Cloud


Shockwave

1 scroll = 1 cast — each scroll found in the dungeon is one use of that spell. No spell levels.

Use what you find — all 10 are usable; your 3 most-stocked spells go on the skill buttons.

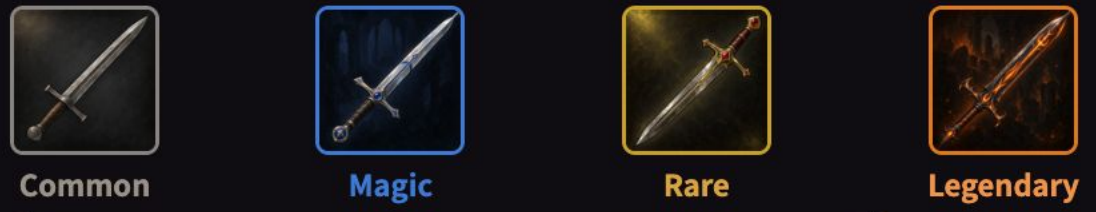
5 status effects — burn · freeze · shock · poison · stun. Freeze and stun interrupt enemy skills for tactical play; potency scales with gear's magic attack.

Gear · Loot

No levels. Gear is growth.

Fair PvP, won through farming alone





Common · Magic · Rare · Legendary



9 slots Helm · Chest · Legs · Gloves · Boots · Weapon · Shield · Necklace · Ring

Random affixes Legendaries add a unique on-hit status effect

Goblin merchant Roaming shop that sells and upgrades gear

Play Flow · Three Modes

Descend, endure, clash — three ways to play

Campaign
Saves after every floor you clear

Enter Floor
Rebuilt every run · banner: who got here

→

Hunt · Loot
Kill quota on a timer · gear · scrolls · gold

→

Warden
Beat the Warden every 3 floors to open stairs

→

Floor Results
Stats · gear won · latest reach rate, then save

→

Next Floor
Deeper, tougher floors · roaming goblin merchant

Survival
No saves, fast pace: how long can you last?

Enter Arena
Start now with 1 heart · a single arena

→

Deeper Per Min
Floor and room shift, foes swarm · up to 100

→

Warden Arrives
Warden floors get +1 min · the run never stops

→

Live Reach %
From 30s: weekly · total "Survived this far"

→

Results · Retry
Time survived · personal best · retry with a heart

Battle Royale
Up to 8 in one dungeon, down to the last one

Enter Lobby
Up to 8 players · opens first as a beta

→

Hunt · Farm
Grow only on gear · scrolls found that match

→

Ring Closes
Every 60s from the edge: poison → iron bars

→

Meet, Duel
Fall and you drop the gear you wore

→

Last One Left
Winner decided in the central Warden room

Casual Game Series 1/9

Blueprint Unscrew

A calm workbench screw puzzle

A calm screw puzzle on a blueprint workbench: unscrew in the right order and drop the plates.

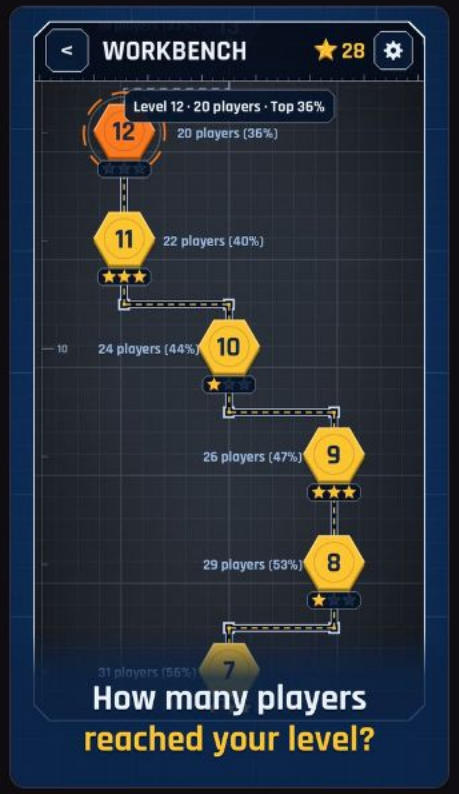
A workbench on a blueprint
Tap a free screw and it clicks out into its box

The order matters
No matching box yet? The screw waits in the tray

Sounds with a feel
Ratchet clicks, a drop sound for every material







12 Languages

Offline No account

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Casual Game Series 2/9

Button Knots

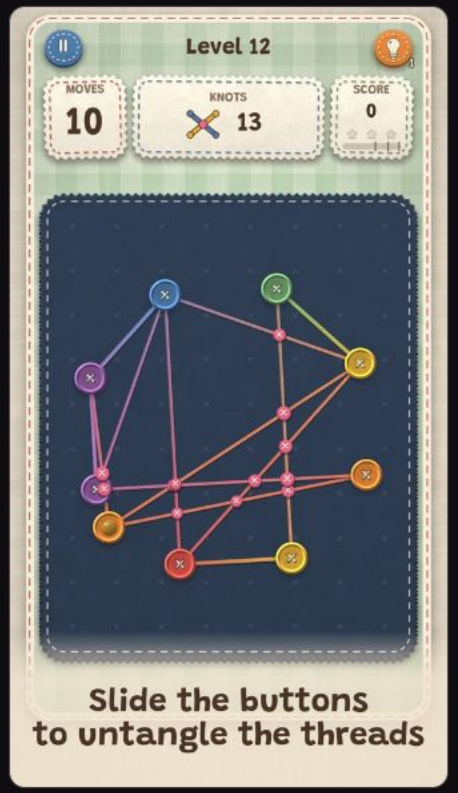
Cosy Sewing Box Puzzle

Slide sewing buttons to untangle the threads. A cosy felt puzzle with soft sounds.

A sewing box in your hands
A click as you lift a button, a twang as you set it down

Simple rules, lasting depth
Uncross every thread; untangled, it becomes a picture

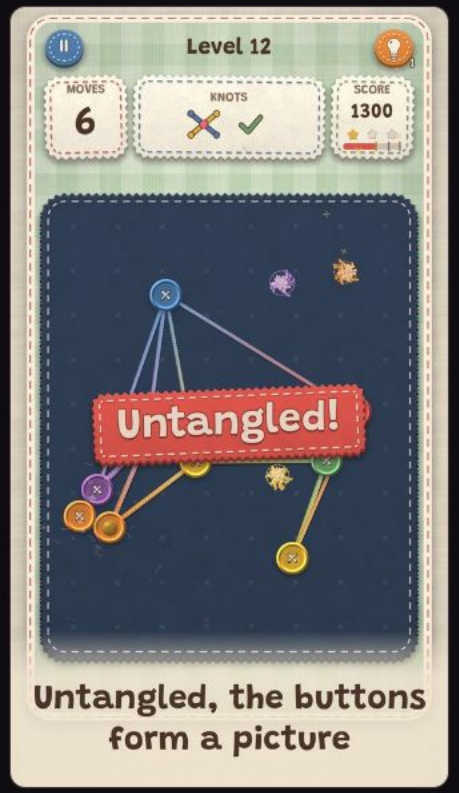
How far have others come?
Compare how many reached each level, anonymously



Slide the buttons to untangle the threads



Every knot you untie plays a soft note



Untangled, the buttons form a picture

12 Languages

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Casual Game Series 3/9

Tiny Departures

A cozy retro railway puzzle

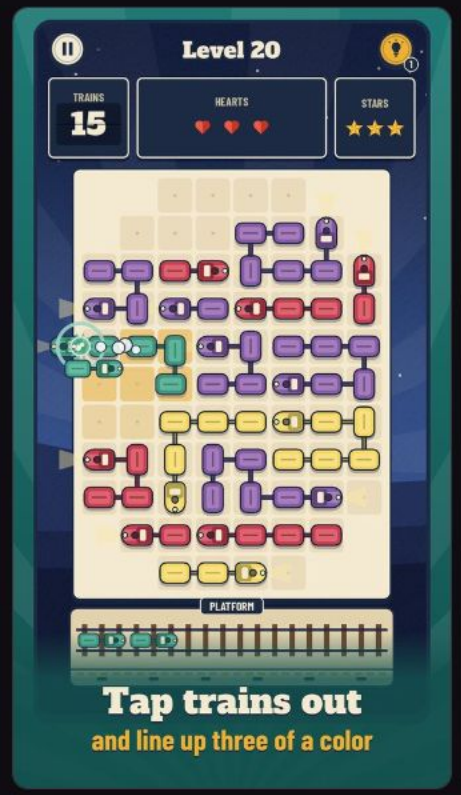
Send little trains off in the right order and line up three of a color. A cozy retro railway puzzle.

Easy to start, satisfying to clear
Three same-color trains on the platform leave together

A toy railway you can hear
Send trains out in a row and the notes climb

Calm by design
No time or move limits; every yard can be cleared







12 Languages

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Casual Game Series 4/9

Raincloud Coloring

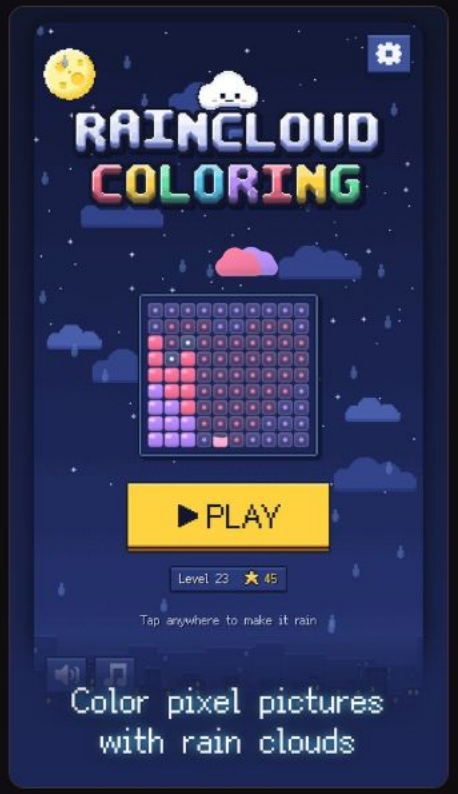
Pixel Art Coloring Puzzle

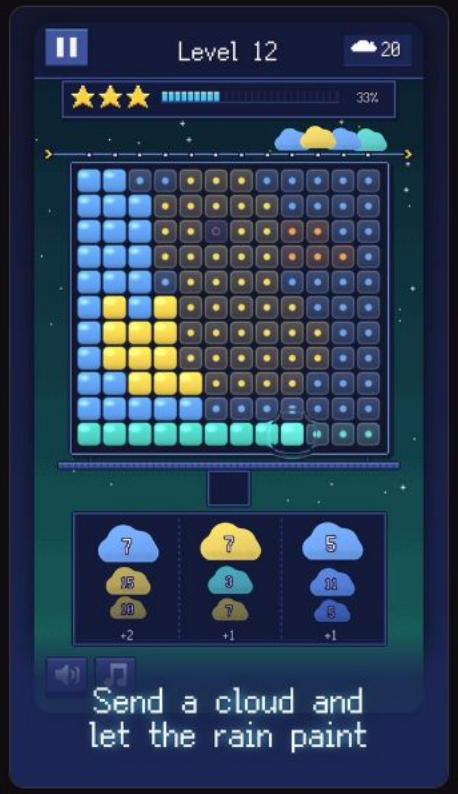
Send rain clouds over a pixel picture and color it in, drop by drop.

Color with rain
Tap a cloud and it drifts along the sky path, raining

A quiet little puzzle
Cloud queue, eaves, mystery clouds — order is key

Your rain gallery
Finished pictures hang on your gallery wall







12 Languages

Offline No account

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Casual Game Series 5/9

Sweater Unwind

Cozy hand-knit puzzle

Unravel cozy hand-knit pictures stitch by stitch and wind the yarn onto spools.

Simple to learn
Tap a spool and it winds every loose stitch of its color

Calm, not easy
Hearts, cats, Fair Isle — a new knit picture every level

A knitting basket to come back to
Your striped scarf grows a row with every level



Unravel a cozy sweater stitch by stitch



Wind the loose yarn onto wooden spools



See how many players reached your level

12 Languages

Offline No account

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Casual Game Series 6/9

Droplet Juice

Cute juice color sort puzzle

Pour colorful juice between bottles until each one holds a single color.

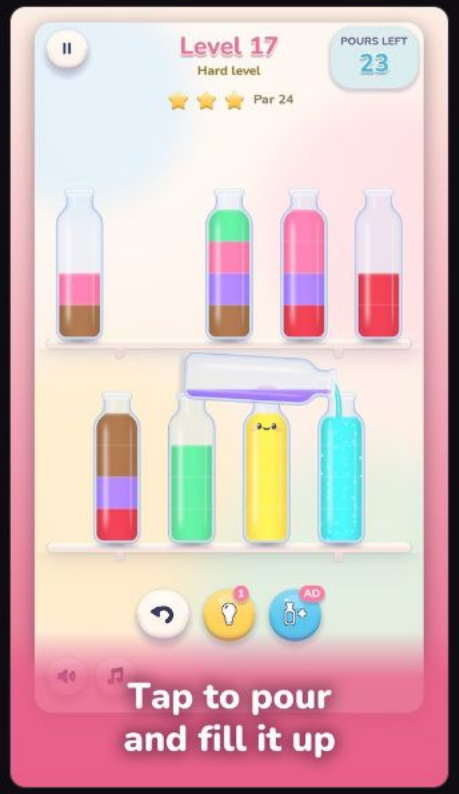
Easy to learn
Pour onto the same color or into an empty bottle

Cute and cozy
Full bottles get a smile and a heart-shaped lid

Fun to master
Mystery levels; solve in few pours for 3 stars







12 Languages

Offline No account

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Casual Game Series 7/9

Fingertip Wipe

Misted window one-line puzzle

Wipe a misted window with your fingertip, every pane in one unbroken stroke.

One stroke, every pane
Wipe every pane without lifting your finger

Squeaky clean
Each pane squeaks a step up a gentle scale

The view outside
Wipe the last pane and the whole view opens up







12 Languages

Offline No account

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Casual Game Series 8/9

Squishy Jelly Shop

Juicy match-3 puzzle

Match squishy jellies and watch the juice burst! A bright, juicy match-3 puzzle.

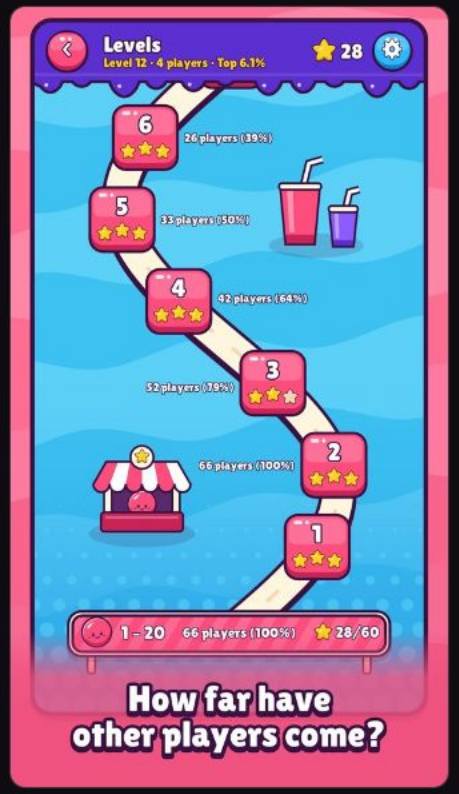
Pops you can feel
Match jellies and juice splashes everywhere

Satisfying specials
Wave · Burst · Prism; swap two for combo effects

Varied goals
Score, collect jellies, melt frost, break glass







12 Languages

Offline No account

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Casual Game Series 9/9

Najeon Tiles

Lacquer & pearl Shisen-sho

Join matching tiles on black lacquer and mother-of-pearl. A calm Shisen-sho puzzle.

Lacquer, pearl and ink
Ink-wash moon, drifting plum petals, pearl signboard

A sound for every tile
Match quickly and the notes rise into a tune

Classic Shisen-sho
Join pairs with a line that turns at most twice



Shisen-sho in lacquer and mother-of-pearl



Join matching tiles with at most two turns



Climb the constellations How many got this far?

12 Languages
Offline No account
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On Google Play · App Store soon

Company · Team

A team that builds and ships

My World Maker Co., Ltd.

- Founded August 2022 · Pangyo
- Metaverse platform, 2023–2024 (service ended)
- Certified venture company (Korea), July 2025
- ZomZom Survival launched globally, 2025
- 9 mobile puzzle games launched globally, 2026
- 2025 Korea Good Company Awards · Innovative Company Brand Awards

Team of 3

Lead · Dev **CEO Chang Ha Lee**

EA · Com2uS

Art · 3D **Byung Ha Lee**

Wemade · Hanbitsoft

UI / UX · Other **Ja Young Kim**

Softnics

Roadmap

Launch everywhere, then go online

Q4 2026

Now

Demo · Store Page

Web demo live · Steam page live (collecting wishlists) · publisher meetings

H1 2027

Launch

Steam · Google Play · App Store, same day

3 modes: Campaign · Survival · Battle Royale (beta) · Steam sales · rewarded ads · mobile ad removal

H2 2027

Expand

Battle Royale online PvP

New classes · bigger Survival map · farming & PvP in one dungeon · battle pass · skins

Revenue Model

Three revenue streams, by platform

Platform	How we earn	Starts
PC · Steam	**Paid $9.99** · launch & seasonal sales, long tail	**From H1 2027**
Mobile	**Free** + rewarded ads · **ad removal purchase**	**From H1 2027**
Online PvP official launch	**Free** + battle pass · skins · character expansions (PC · mobile)	**From H2 2027**

No paid loot boxes — fair pricing protects our reviews and word of mouth

Descend for yourself

Website myworldmaker.com

Free web demo myworldmaker.itch.io/knight-descending

Wishlist on Steam store.steampowered.com/app/5485830

Contact CEO Chang Ha Lee

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