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[Soldak Entertainment Announces Kivi's Underworld for Mac](#)

The casual, action-adventure title will be released 'when it's done'

Soldak Entertainment, well known for RPG titles like [Depths of Peril](#), has announced Kivi's Underworld for [Mac](#), a hack and slash game slated for release in the 4th quarter of 2008.

Players can either take the role of Kivi, a young lumen warrior who has to fight the unknown, or step in the shoes of any of the 20 playable characters with unique abilities and magic spells. The game's plot... *It all starts after a mining expedition, led by Kivi (a young lumen warrior), ventured into unknown territory, and opened a pathway to a deadly race. Dark elves decimated them. Kivi is the lone survivor, yet no one believes him about the new threat, since dark elves are just a myth. Kivi was there; he saw. The dark elves are real and his people are in great danger. Reluctantly, Kivi realizes that it is up to him.*

[Soldak Entertainment](#) reveals that you can also play as one of Kivi's companions, leaving the safety of the underground cities to rebuild the lost city of Defiance. Upon beginning your journey in this 3D, casual, action adventure title, you will have to recruit more lumen to fight for your cause (20 playable characters available). You will explore the mysterious

underworld, rain down fire on your enemies with the Fire Mage, use a Scout's stealth abilities to deceive them, or unleash the fury of the Berserker, to name a few character classes. Main features of Kivi's Underworld (highlights) include:

- Fits easily into your schedule (designed to be played in 15 to 30 minute chunks);

- Interface is very easy to learn (only requires 3 keys/buttons);

- Play as any one of 20 characters with unique abilities and magic spells;

- Playing missions with different characters results in different gameplay;

- Can change class between every adventure without starting over;

- Find and utilize over 20 types of magic powerups, which can drastically change the outcome of any battle;

- Four difficulty levels to match any player's skill level;

- 30 adventures to explore and conquer;

- Hundreds of secrets to discover. You will also be able to create new adventures, classes, and powerups within the game, or download some from the Internet, once the game is out.

Kivi's Underworld is scheduled to be released in the 4th quarter of 2008. However, since video game development doesn't always go as smooth as planned, Soldak says that the game "will be released when it's done." Screenshots will be available soon, so stay tuned.