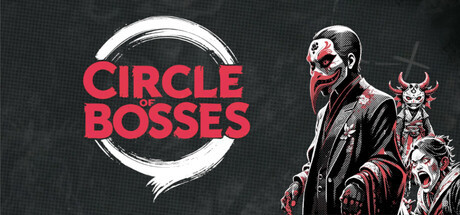
Boss around and lead a guild of up to 8 raiders to defeat MMORPG-like bosses using realtime tactics

Wishlist the game on Steam!<https://store.steampowered.com/app/3903120/Circle_of_Bosses/>

Quick Pitch

Circle of Bosses is a unique game that provides the complex mechanics of MMO Bosses on a singleplayer experience. It's a realtime tactics game with a top-down view where the player assumes the role of a guild leader that can give instructions to AI characters.

The Premise



A group of thieves and wrongdoers manages to escape from prison and decide to form a guild. These antiheroes realize they can kill and loot the most powerful bosses in the land and even seek vengeance on their old enemies.

You play the role of guild leader and you will define the best strategies to defeat bosses and manage gear and equipment for all the raiders.

Target Platforms

I'm currently only announcing for Steam.

Release & Development

Release is planned for October 2025 as early access. The game is currently in pre-alpha and most of the gameplay core is nearly finished thus the focus in the following months will be to keep adding new bosses.

Playtime

I'm aiming for each boss battle to take approximately two minutes for dungeons (four characters party) and four minutes for raids (two parties of four characters). Since the boss fights are MMORPG-like the player will require a couple of runs to find and plan the best strategy. I aim to have 50+ bosses on the full release.

There will be 8 antiheroes in total that you'll be able to select and add to your parties. A party can consist of tanks, healers and damage dealers. Defeated bosses will drop loot that you can use to evolve the guild characters.

Reveal Trailer

[Video Download Here](https://wildgrip.co.uk/gallery/trailer.mp4) [Watch on Youtube Here](https://youtu.be/X8Mc_Dr6O9A)

Gameplay

Fight challenging bosses and get better gear for your raid!

Bosses will have many mechanics and different phases through out an encounter. Each boss is completely unique and provides a challenge completely different from the previous ones and with 50+ bosses expected on the full release of the game you can expect an array of many tactical choices that can rival some of the best MMO games encounters!

There will be 8 antiheroes in total that you'll be able to pick and add to your parties. Each raider represents a unique class and subclass with its own abilities and characteristics.

A party can consist of tanks, healers and damage dealers. Defeated bosses will drop loot that you can use to evolve the guild characters.

Screenshots & Media Assets













[Click here for an asset kit with logos and screenshots](https://wildgrip.co.uk/gallery/Circle%20of%20Bosses%20asset%20kit.zip)

Aesthetic

Experience an unique fantasy world depicted in a mix of grunge and painted style scenarios. Comic book influences like halftones and dialogues help give some personality to the wicked characters, while words are used to give life to the environment.

About me

I'm a solo developer from Portugal and Circle of Bosses will be my second big production after Koi Unleashed was released in 2020. I'm a fan of big and complex boss fights and think everyone should know the feeling of surpassing these challenges especially when the objective seems impossible at first.

Socials

You can find me on [Twitter](https://x.com/WildGrip). Also consider joining the [Discord community](https://discord.gg/rb8hsXaG) where you can reveal ideas for your own Bosses and possibly see them in action on Circle of Bosses!