

FACTSHEET · IN DEVELOPMENT · RELEASE TBA

UNDERGROW

Farming, faction politics and turn-based combat in a sealed underground silo.

FACTS

DEVELOPER AND PUBLISHER
Primal Logic LLC

RELEASE DATE
TBA (in development)

PLATFORMS
PC via Steam: Windows, macOS, Linux

PRICE
TBA

PLAYERS
Single-player

INPUT
Keyboard and mouse

LANGUAGE
English text (no voice acting)

ENGINE
Godot Engine 4.7

LENGTH
About 13 to 18 hours for a first playthrough (estimate, before public playtests)

SCOPE
56 quests, 25 areas across three silos, 12 puzzles, 6 bosses, 4 endings

WEBSITE
playundergrow.com

PRESS KIT
playundergrow.com/press

STEAM
Coming soon

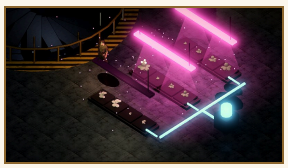
PRESS CONTACT
contact@playundergrow.com

ABOUT THE GAME

Your silo has planted the same seed potatoes for two hundred years, and every harvest gives less. The Council rations the decline and keeps the doors shut. Then someone knocks on the sealed door at the end of the west tunnel, and Greywell's oldest secret starts coming out.

KEY FEATURES

- **A farm that runs on power and water.** Route power at the breaker panel, keep the grow lights on, and repair and upgrade the machines in every room.
- **Seed that wears out.** Each seed line loses health as it is replanted. Cross lines at the bench to breed healthier, rot-resistant ones.
- **Three factions with long memories.** The Council keeps the ledger, the Pumpwrights keep the power, and Knell, behind the sealed door, has the seed you need. Your standing with each changes prices, routes and the ending.
- **Turn-based fights with action points.** Rats, beetles, crawlers and six bosses, each beaten with a particular tool you find, earn or build.
- **A story about an inherited wrong.** The founders sealed the doors and drowned a neighbouring silo. You find out how, and decide who the last clean seed belongs to.
- **No XP.** People teach you knacks; bosses harden you. Survival mode saves only at a bed.







GENERATIVE AI

The art, 3D models, music and sound effects were made with generative AI tools during development (FLUX.2 [klein] 4B, Qwen-Image 2.1, TRELLIS.2, Stable Audio 3 Medium, MiniMax-Music3), then chosen and edited by the developer. The writing was done with help from Claude (Anthropic). Nothing is generated while the game runs. Powered by Stability AI.

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