Skeleseller FAQ

[Skeleseller](#) is a game where you play as a skeleton shopkeep who hires adventurers to collect loot. It's a laid-back, single-player game.

This document is a quick FAQ:

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Where can I play it?

There is a demo [on Steam](#) and [on itch.io](#) for all desktop platforms (Windows, macOS, Linux).
- There's about 2 hours' worth of gameplay
- The demo will probably only receive polish-level updates so that people still want to buy the full game. 😉

Please [wishlist it on Steam](#) even if you're not interested in trying the demo. 🙏

When is it launching?

Hopefully Q1 2026.

How much will it cost?

Probably around $15.

Who's working on it?

[These wonderful people](#) (and [me](#)).

What are you using to make it?

[Godot](#) + C#. [Why not GDScript](#)?

Where is the code?

It's closed-source, sorry. 😢

Can I get a Skeleseller shirt/merch?

Here are shirt links (make sure to click the one for your country):
- [.com](#)
- [.co.uk](#)
- [.it](#)
- [.es](#)
- [.de](#)
- [.fr](#)
- [.co.jp](#)

Notes:
- Some of these may be Amazon affiliate links, which means I can earn from qualifying purchases.
- At least as of Sep 16, 2024 , I set the revenue on the shirt itself to $0 so that you can get it for as cheaply as possible (meaning that I earn nothing from regular shirt sales). In other words, I'm prioritizing people getting shirts over my earning money from them.