



Antegods is a fast-paced, arena shooter set in a universe where civilizations around the galaxy vie for power in tactical battles. Two teams of spacefaring Mayans pilot enormous stone Totem statues battling and collecting energy in order to activate a colossal Titan statue to rain down destruction upon their opponents. We are mixing ancient culture and science fiction to create a unique style which we have dubbed 'Stonepunk'.

With Antegods, we are creating an original, attractive intellectual property, mixing ancient culture and science fiction, aimed at a young adult audience. It will feature procedurally generated worlds making every battle different and pushing players to outplay their opponents.

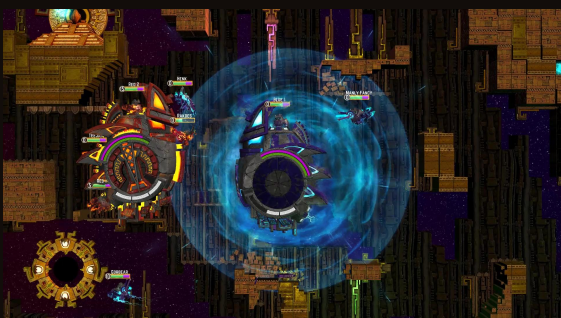
The videogame is the core of the project but we are also expanding the universe with the accompanying comic book series. The comic book will tell the backstory of the Totems discovery and why the tournament exists. Follow the faith of 4 adolescent fighters as they seek out glory on the universal battlefield.

VIDEO



ANNOUNCEMENT TRAILER
GDC 2016

SCREENSHOTS



The MIX + Patreon
Developer Showcase
Selection 2016



Nordic Game
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