

Submontium Games — Factsheet

Studio

Studio: Submontium Games

Based in: Czech Republic

Lead: Zdeněk Levý

Founded: 2025

Project: Submontium

A weatherbound survival RPG set in the 1930s — from Mariánské Lázně to Antarctica.
Single-player. PC. Unreal Engine 5.6.1.

Details

- Genre: Survival RPG / Narrative
- Engine: Unreal Engine 5.6.1
- Platforms: PC (Steam)
- Status: In development
- Gameplay: Single-player, expedition-based survival. Science replaces weapons. Weather is the primary system.

Vision

- Weatherbound design: climate and terrain as the main system — forecast, plan, survive.
- Science over violence: barometers, sextants, drills and labs instead of guns.
- 1930s Art Deco aesthetic — grounded, handcrafted, with modern fidelity.
- Expedition dramaturgy: from Mariánské Lázně to Patagonia — choose airship or ship — then race the unseen clock to the South Pole.

Contact

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