

# Two Giants Entertainment, LLC

First founded in 2019, Two Giants was created by two brothers set on making great games. The name Two Giants means many different things, despite the founders being two six and a half feet tall people, the mascots, Grince and Rav, were meant to emphasize two of the key genres that inspired the kinds of stories and games we make, a gargoyle for gothic fantasy, and a robot for cyberpunk.

Alongside this, we felt that there was a significant change in how games were being made; a movement towards making them more profitable and less accessible more visual and less interactive, more corporate and less... fun. The games industry was slowly becoming hollywood, and we had felt no passion coming out of the games being made.

So we sought to change that! Two Giants walks in the shadows of giants much bigger than us, the ones who came before us and the ones who made the games we remembered and loved. We aspire to create fun, low-budget, and enjoyable games that don't demand much of you. The ones reminiscent of the games made before, in how they're made, designed and sold.