



CURSE OF THE DEAD GODS

JOIN THE EARLY ACCESS
3 MARCH 2020



PASSTECH
games



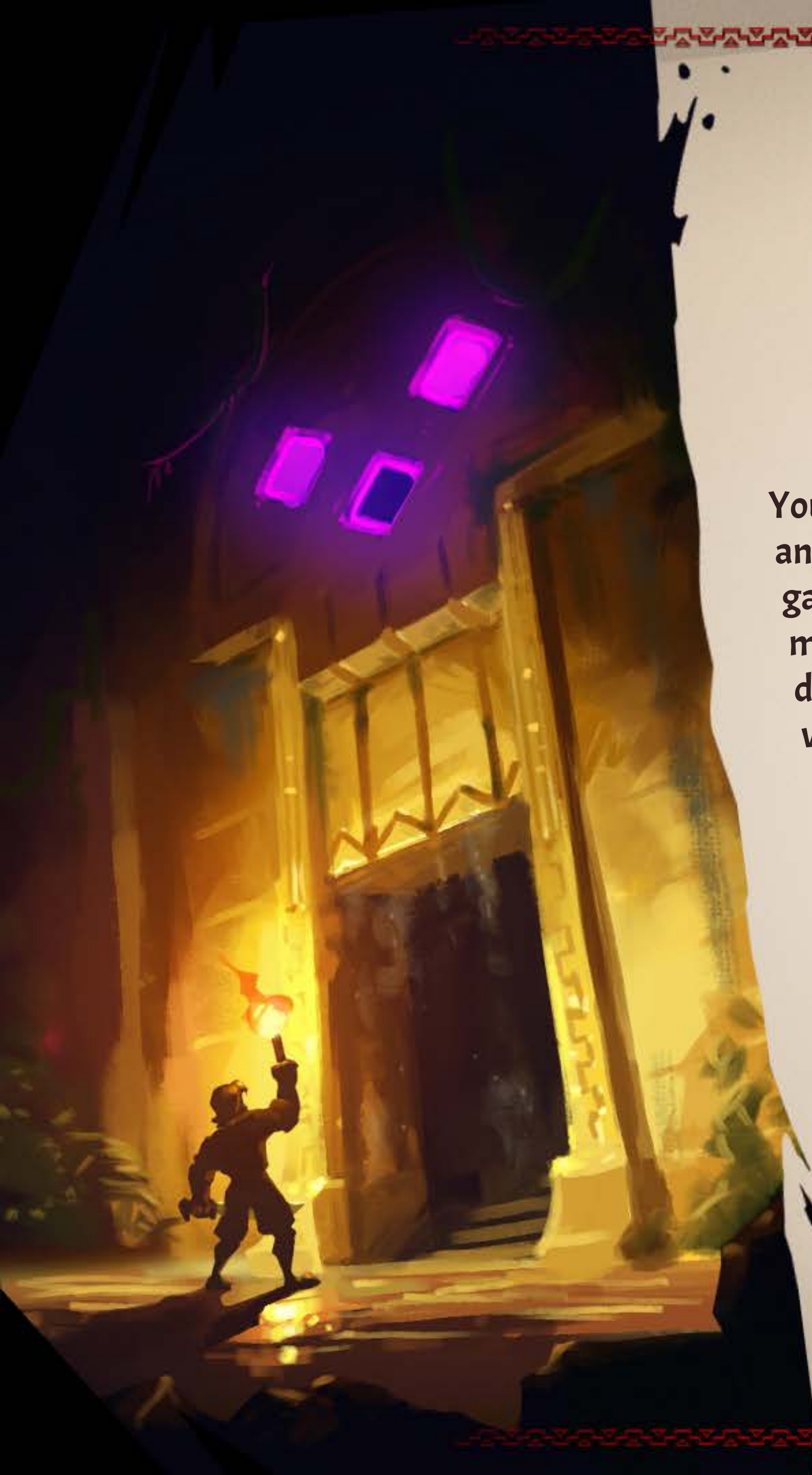
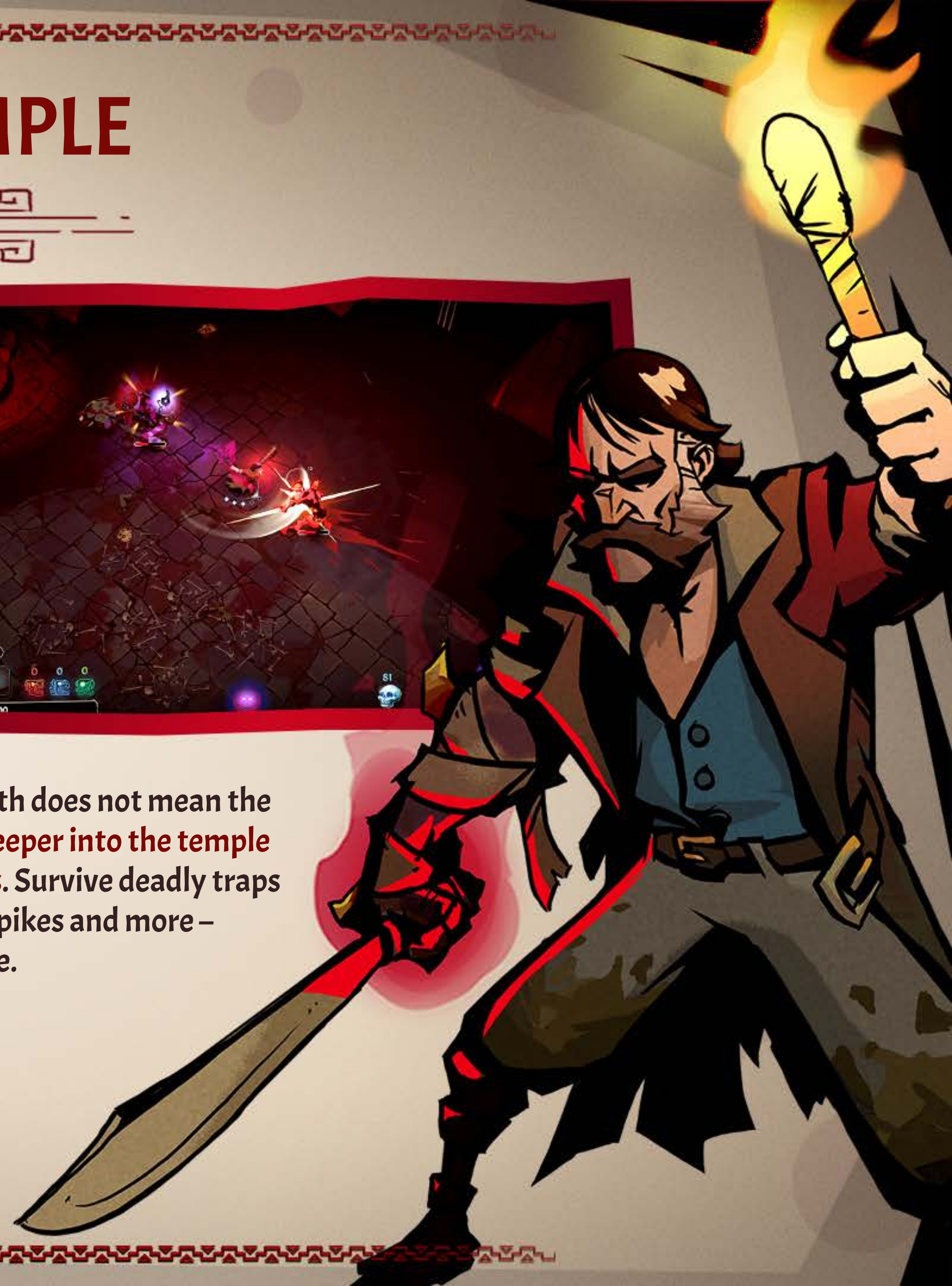
ENTER THE TEMPLE



Your quest for wealth, immortality and divine power has led you to the gates of this **cursed temple**. A vast maze, infested with monsters and deadly traps, corrupted by the will of the **God of Death** himself.



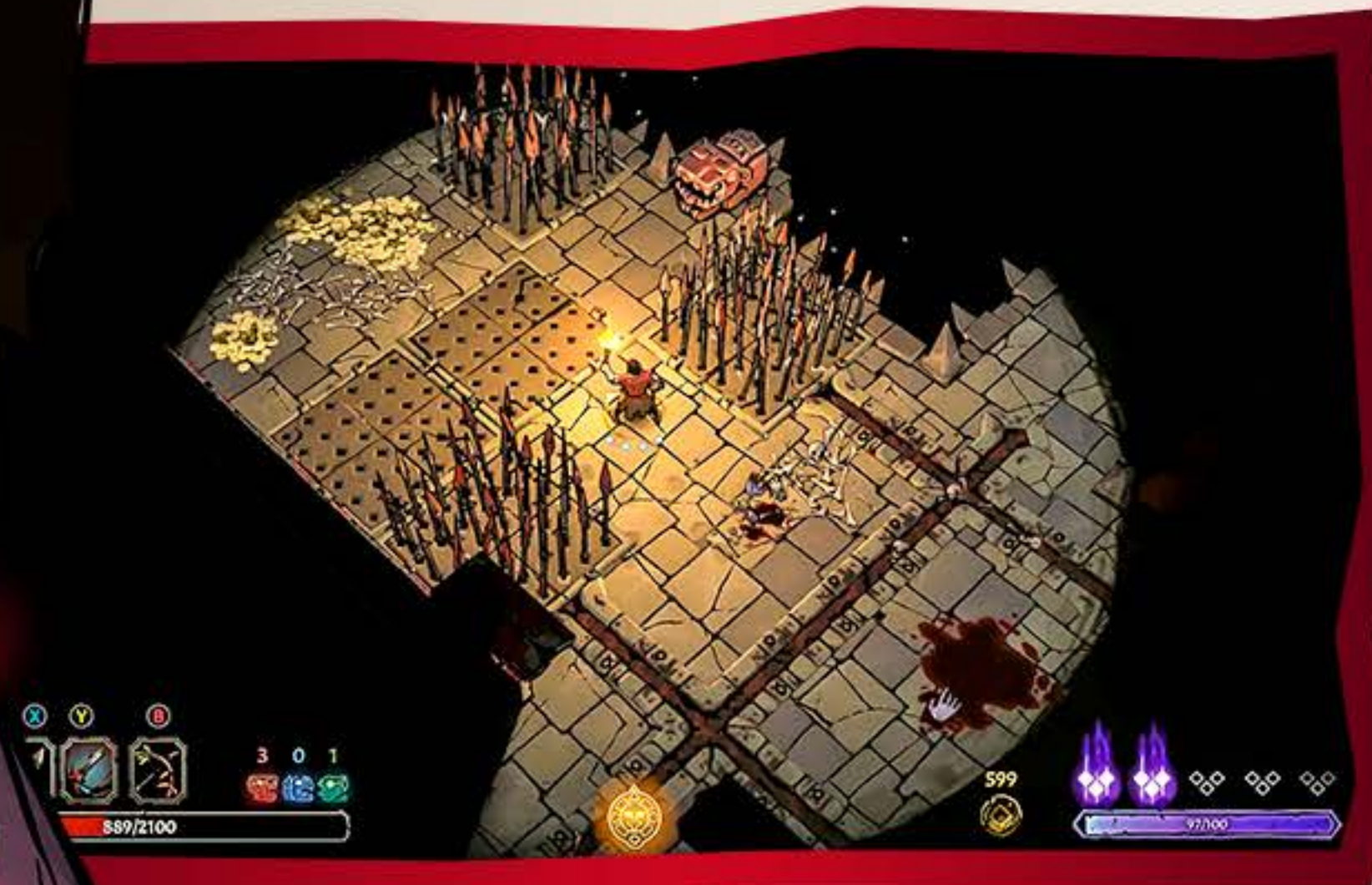
Greed will inevitably lead you to doom, but death does not mean the end. **Return to life again and again, plunging deeper into the temple to defeat cursed deities lurking in the shadows.** Survive deadly traps – incendiary statues, explosive traps, hidden spikes and more – and even turn them against your foes in battle.



GREED IS GOOD



Collect Relics and powerful weapons that will make you unstoppable. Every second, greed will push you to face the temptation to plunge deeper and deeper into corruption. The further you fall, the more terrible the curses placed upon you...



Each death brings you back to the temple gate, forced to sacrifice your blood and soul to explore further.

There is only one way to escape: give their power back to the Dead Gods and face the God of Death himself to end the resurrection cycle.



A RICH GAMEPLAY



A demanding Rogue-lite in the heart of a labyrinthine temple
Face the darkness in an immense maze of monsters and trap-infested rooms. Light your way through the temple's dark halls and collect riches, weapons and relics to explore ever further. The best loot always has a price – buy with gold or offer your own blood to the cursed temple. Return to life again and again in a fierce struggle to overcome the depths of darkness. It is up to you to decide which accursed path you will chance to face the God of Death.



An ever-expanding arsenal with countless playstyles
Collect dozens of powerful weapons for close and ranged combat. Adapt to any situation: swords, spears, bows, pistols, claws, hammers and more each offer distinct playstyles. Dodge, block and parry to improve your chances of surviving each run. Powerful Relics modify your abilities and fuel your thirst for power. Even the temple itself is a deadly weapon for you to take advantage of in battle, trick your foes in impaling themselves on spike traps, or maneuver cleverly to burn an entire group within the flames of incendiary statues.



YOU ARE CURSED



Fall to greed and adapt to terrible curses

Greed will seal your fate. Your quest for power and wealth comes at the price of your soul's corruption. Unique curses affect each of your runs and totally alter the experience. Beware their effects: they may ultimately lead to death, but many can be used to your advantage.

Examples of curses:

- ◆ **Golden Skin:** Gold soaks into your bones. Damage received causes an equivalent loss of gold, but health loss is reduced by 25%.
- ◆ **Dark Vivacity:** A piece of Dark Power, a price to pay. Dodge becomes intangible and increases its window of invincibility. It is no longer possible to perform a perfect dodge and regain endurance.
- ◆ **Unstable Corpses:** The God of Death's wrath inflames the hearts of his servants. Enemies killed by burning damage explode after a short time, with the possibility of chain reactions.
- ◆ **Ruthless Spikes:** The temple responds to a dark call. Spike traps are automatically triggered in rhythm.
- ◆ **Dark Coffins:** Immense riches, hidden by Dark Power. Golden coffins inflict corruption when opened, but the amount of gold within is increased.



SURVIVE



Dozens of enemies, champions and colossal bosses

You're not alone! The temple is defended by powerful dark guardians determined to end your quest for wealth and divine power. Each section of the temple is defended by a colossal boss for a climactic challenge. By defeating these mighty champions, you will lift one of the terrible curses that hangs over you. Each opponent offers a new challenge, and it's up to you to learn how to face them in order to reach the final confrontation with the God of Death.



EARLY ACCESS ROADMAP



Content at Early Access launch:



14 Curses: Your greed will cause your downfall; terrible curses change your gaming experience



35 Room types: The temple is a maze of deadly rooms to explore at your own risk



50 Relics: Mystical artifacts with passive effects combine with your arsenal to create powerful synergies



45 Weapons: Swords, spears, bows, pistols, daggers, hammers; exploit the deadly potential of a varied arsenal



6 Enemy types: Rangers, Sacrificial Virgins, Jaguars, Renegades, Guardian Eyes and Bats, with Elite versions



2 Champions: Overthrow the chosen ones of the God of Death in epic battles



1 Boss: Face the ultimate challenge lurking in the depths of this first Temple



Progression system: Collect skulls to unlock new opportunities across multiple runs



EARLY ACCESS ROADMAP



Future Early Access updates:

- ◆ Two new Temples, each with their own unique world, ambience, traps and enemies
- ◆ New weapons for your arsenal
- ◆ New curses
- ◆ New rooms for existing Temples
- ◆ New relics
- ◆ New enemies, champions and bosses
- ◆ New gameplay mechanics
- ◆ New game modes
- ◆ Many more functions and improvements based on the community's feedback during Early Access



PRESS CONTACT



communication@focus-home.com

 @FocusHome

www.focus-home.com



GENRE: ROGUE-LITE

DEVELOPER: PASSTECH GAMES

PUBLISHER: FOCUS HOME INTERACTIVE

RELEASE DATE EARLY ACCESS: MARCH 3RD 2020

WEBSITE: WWW.CURSE-OF-THE-DEAD-GODS.COM

RATINGS: PENDING



About Passtech Games

Passtech Games is an independent videogame studio founded in 2012 in Lyon, France. Started as a one-man operation, we are now composed of 10 adorable game makers. After the release of our first title Space Run on PC in 2014, a real-time spaceship construction strategy game, Passtech Games grew to be a team full of dedicated and experienced game industry professionals. From game design to art direction, every detail counts. We since released two games, Space Run's sequel Space Run Galaxy, which enhances the gameplay of the original and adds a ton of content and an online experience, and Masters of Anima, an adventure filled with strategic and action-packed battles with armies of allies and Golems to fight. Passtech Games is currently working on a new project, Curse of the Dead Gods, a roguelite game that will let you dive into an old Mayan temple.

More information on the website: www.passtechgames.com

About Focus Home Interactive

Focus Home Interactive is a French publisher based in Paris, France. Known for the quality, diversity and originality of its catalogue, Focus has published and distributed original titles (A Plague Tale: Innocence, Vampyr, Farming Simulator, Call of Cthulhu, Insurgency: Sandstorm, MudRunner, GreedFall, The Surge 2...) that have become benchmark titles worldwide, available both in store and for download across the world. Focus publishes games on all major platforms, consoles and PC. The publisher's catalogue will get even richer the coming months and years with eagerly awaited games such as SnowRunner and many more.

More information on the website: www.focus-home.com



© 2020 Curse of the Dead Gods, developed by Passtech Games, published by Focus Home Interactive.

PC

