

FACTSHEET

DEVELOPER: Danil Kalyupa

LOCATION: Kostanay, Kazakhstan

PUBLISHER: Brace Yourself Games

WEBSITE: <https://braceyourselfgames.com/godless>

REGULAR PRICE: \$14.99 USD

RELEASE DATES:

Steam (Early Access): November 8, 2022

Steam (Full Release): TBD

PLATFORMS:

[Steam](#)

Other platforms TBD

DESCRIPTION

The time has come for humankind to meet their maker. As the sole surviving god in the war against mortals, you will lead your loyal followers and rain destruction upon the world. Give humankind a taste of your wrath in this turn-based strategy game with roguelike and auto battler elements!

FEATURES

- **DESTROY HUMANKIND** - All of the gods have been slain... except you. Amass power and use it to smite humankind, conquering one continent after another in turn-based battles. With each victory, you'll grow stronger as you learn how to outmaneuver your crafty foes.
- **BE A GOD** - You are a god, not a puppet master. No need to sully your hands; your servants don't need direct orders! They will act on their own for the benefit of your crusade. Consider their behaviors, grant them appropriate blessings, and ensure that the mortal heroes do not hinder your divine plans.

- **CHANGE THE BATTLEFIELD** - Transform the landscape, construct buildings, and summon new creatures to set up an advantageous environment for your servants. Volcanic eruption near enemy soldiers? Excellent choice! Fortifications around friendly mages? They will be done! With ever-changing landscapes, no two battles are ever the same.
 - **COMBINE ELEMENTS** - Merge sparks of creation into powerful gems and enhance their abilities with numerous passive powers. The potential combinations are endless -- assemble a unique arsenal that supports your fighting style!
 - **FACE CONSEQUENCES** - Human survivors will remain on the continents that you conquer. Will you show them mercy? Choose their destiny and face the consequences of your actions! They may become a burden... or a blessing.
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VIDEOS

Godless Early Access Gameplay Trailer:

https://www.youtube.com/watch?v=YWW_axzX1jY

KEY ART/ SCREENSHOTS/ LOGOS

Please see <https://braceyourselfgames.com/press/godless>

ABOUT DANIL KALYUPA

Danil has been working on *Godless* as a solo developer from Kazakhstan since 2020. *Godless* is his first game, driven by curiosity and a challenge to himself to see if he can make a game purely off his passions. He strongly believes in creating something that you can genuinely enjoy yourself, which is how his affection for roguelikes and god simulators combined into *Godless*.

ABOUT BRACE YOURSELF GAMES

Brace Yourself Games was founded by veteran indie developer Ryan Clark in 2013. It's only appropriate that our Vancouver-based independent game studio was named for a programmer pun that could only come from his shiny, bald head: {YOURSELF}

Our goal is to make standout games. We try new things, hold ourselves to a high standard, and make improvements when we make mistakes. What's important is that you can always count on us to deliver in the end.

CONTACT

Primary Contact: press@braceyourselfgames.com

Twitter: <https://twitter.com/PlayGodless>

Online Press Kit: <https://braceyourselfgames.com/press/>