



The Path of Calydra – Finalboss announces 3D adventure game

Explore the vast world of Calydra through the young Matheus.

Rio de Janeiro – February 16, 2016 – The indie games developer Finalboss released today the first images of its newest game: The Path of Calydra

The game presents the adventures of Matheus, who lives in the suburbs of a big city, but is taken to a strange world by the entity known as Calydra. He will soon realise that the only way to survive is by helping the creature, which wants to regain its lost powers and forms. Each one of the forms taken by Calydra can be used by Matheus to surpass the challenges that will take our hero back home.

“We’re on an early phase of development, still making tests to see what works and what doesn’t in terms of gameplay. Ico and Heart of Darkness were great inspirations for The Path of Calydra, but we’re still implementing lots of ideas and concepts of ours, acquired throughout our years of experience with games.” informed Marcio Vivas, creative director of Finalboss.

The game is being developed initially to PC, using Unreal Engine 4 and with possible console versions coming over.

ABOUT FINALBOSS

Located in Rio de Janeiro and with more than 15 years of life, Finalboss is one of the oldest apps and game development studios in Brazil. It earned numerous prizes throughout the years, including the Latin America Game Contest 2012, promoted by Square-Enix, with the game Chromabot. The publisher produced over a 160 products, including advergames, animations and apps, and is now developing The Path of Calydra.

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