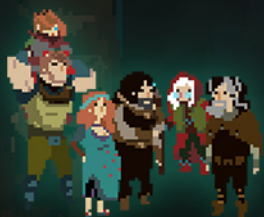


The title card features a dark, atmospheric background with a large, glowing blue and purple shield in the center. The shield contains a stylized tree or leaf motif. Above the shield, the title "Children of MORTA" is written in a stylized, pixelated font. "Children of" is in a light blue color, and "MORTA" is in a larger, red font with a yellow outline. Below the title, several characters are depicted in a dynamic, action-oriented pose. A character in a red and yellow outfit is in the center, holding a staff. To the right, a character in a blue and purple outfit is holding a bow. In the foreground, a character in a green and yellow outfit is holding a sword. Other characters are visible in the background, some appearing to be in a state of conflict or struggle. The overall style is reminiscent of a video game or a comic book illustration.

Children of MORTA

**LOVE. COURAGE. SACRIFICE.
IT RUNS IN THE FAMILY**

Children of Morta is an **action RPG with a rogue-lite approach to character development**, where you don't play a single character - but a **whole, extraordinary family of heroes**. Hack'n'slash through hordes of enemies in procedurally generated dungeons, caves and lands and lead the family of Bergsons, with all their flaws and virtues, against the forthcoming Corruption.



ONLINE CO-OP

It's **live now** in the game giving you the possibility to **play with a long-distanced friend!** Available both in Story and Family Trials modes as well as the local co-op.

*online co-op will come to consoles on a later date



GAMEPLAY

Gameplay-wise it's a unique mix of **action-adventure RPG, rogue-lite** and **hack and slash game**. By leveling up, you develop not only individual characters but also the entire family.



STORY

The story takes place in a distant land but copes with **themes and emotions common to all of us**: love and hope, longing and uncertainty, ultimately loss... and sacrifice we are willing to make to **save the ones we care the most for**.



DUNGEON CRAWLING

All the dungeons in the game are procedurally generated, which means their layout is different with each adventure. There can be from two to four levels of each dungeon, with **a unique boss fight at the end**.



CHARACTERS & SKILLS

Ranged attacks, magic spells, blocks, stuns, healing, evasions and passive skills - it's all there for you to discover, unlock and upgrade. You can choose from **seven different family members, each one having unique skill sets**.



ART STYLE

A combination of **hand-painted pixel art** and **frame-by-frame animations** partnered with **modern lighting techniques** come to life to create the beautifully dangerous world of Children of Morta!

AVAILABLE ON



CHILDREN OF MORTA DLCs:



Hunters of the night, creatures of the day. They howl, growl, hiss and grumble - but more than anything, they feel and think in a similar way that we all do. And their lives are as precious as ours. This DLC adds extraordinary features to the game - like the **Animal Shelter System, new boosts, animations and events** - but it actually does far more than that. It directly helps the animals in need - not those virtual, but the real ones.

100% of 11 bit studios and Dead Mage proceeds from Paws and Claws DLC go to the Humane Society International charity, whose main mission is to help animals all over the world.



Ancient Spirits introduce a number of things: **a new playable character Yajouj'Majouj** ready to have your skills tested. Yajouj'Majouj, unlike the Bergsons, **has two forms**, and is able to turn from one to the other at your will to create **a unique fighting style** - combining attacks from both forms enables you to unleash truly deadly strikes!

Plus - a skin system that adds a whole new section to the character select menu to choose **special masks for the heroes**; and **5 new Divine Graces, 5 new Charms and 5 new Divine Relics!**