

Submontium Games — Factsheet

Studio

- **Studio:** Submontium Games
- **Based in:** Czech Republic
- **Lead:** Zdeněk Levý
- **Founded:** 2025
- **Project:** *Submontium*

A science-driven survival RPG set in the 1930s — Mariánské Lázně as the hub, Antarctica as the constant.

Single-player · PC · Unreal Engine 5.6

Details

- **Genre:** Survival RPG / Narrative
 - **Engine:** Unreal Engine 5.6
 - **Platforms:** PC (Steam)
 - **Status:** In development
 - **Gameplay:** Single-player, expedition-based survival. Science leads; simple weapons remain secondary. Weather is a constant pressure, not the core loop.
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Vision

- **Science over violence.** Instruments, field labs, drills, improvised engineering — science as the main toolkit.
 - **Temporal navigation.** Expeditions bend hours and latitude; mastery of chemistry opens the path back.
 - **Antarctica as constant.** A handcrafted stage of silence, ice, and pressure — unchanging, unforgiving.
 - **Weather as background pressure.** Storms and cold are ever-present, never the main system.
 - **1930s Art Deco aesthetic.** Realistic stylization with modern fidelity.
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Contact

- **Business:** hello@submontium.games