



Unto The End is a challenging combat adventure game in the style of a cinematic platformer. The story is simple: get home to your family. Master read-react combat in intense sword fights. Spot opportunities to trade and use items. An adventure told through your actions, how will you make it home?

Key features

One of a kind Read-React combat system. Read and react to opponents in side-on specific ways (high v low attacks, left right distance and seeing behind you).

Player skill driven gameplay. The main character is alone and outmatched, success depends on the player's smarts and skills.

No health or stamina bars. Status for all characters is shown on-character through blood on clothes, animation and sound effects.

All opponents are unique, intelligent and abide by the same rules and vulnerabilities as the main character.

Environmental storytelling, with a handful of key “story moments” which allow the player to avoid conflict and violence.

Strategic use of friendly fire, terrain (cliffs, walls and ledges) and environmental obstacles.

Inspired by INSIDE, Another World / Out of this World and Punch-Out!!

2 Ton Studios - Sara and Stephen

A husband and wife team, originally from Canada, Stephen Danton and Sara Kitamura left their careers in 2015 to follow a (crazy!?) dream together. While living and traveling abroad, they worked hard to hone their skills in all things gamedev. Many concepts, prototypes (and years) later, Unto the End was born.

When they're not working hard on Unto, you'll find them outside with friends, exploring the many mountains, trails and beaches of Northern California, where they currently live.

They hope to ship Unto The End in 2020. It'll be available on all major platforms.

Media and Social

Screenshots, logos and gameplay videos

<https://www.dropbox.com/sh/jdrk4y7o2n7jwsd/AABXHAqp6F4jj3RrPF7VD0H1a?dl=0>

Trailer

<https://www.youtube.com/watch?v=kweNfZcEwdc>

Steam

https://store.steampowered.com/app/600080/Unto_The_End/

Twitter

<https://twitter.com/2TonStudios>

<https://twitter.com/UntoGame>

Website

<http://2tonstudios.com>

Quick Reference

2 Ton Studios husband and wife team of **Stephen Danton** and **Sara Kitamura**. All Design, Programming, Animation and Art by Stephen and Sara.

Sound design Francesco Ameglio @guybrushspace

Music Johnny Knittle @johnnyrk

Publisher

Big Sugar

Platforms

Xbox, Xbox Gamepass, Steam, GOG, PlayStation, Switch, and Stadia

Release

December 2020