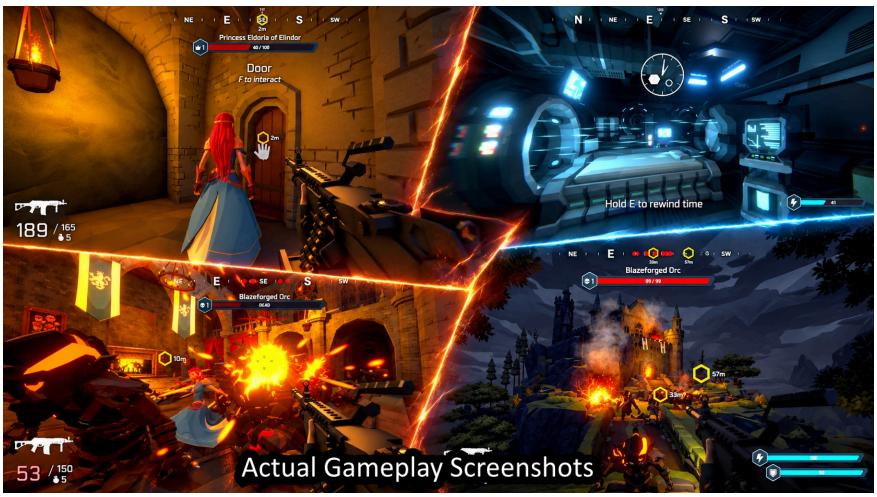




Game Overview

Genre:
First-Person Shooter (FPS), Time Travel Action

Platform:
PC (Steam); Console TBD

Release Target:
Summer 2027

Game Mode:
Single-player

Developer:
Myth & Light (Solo Developer: John Stavrianidis)

Embargo: None

Links

Playtest - Game Website
https://timeriftraiders.com/

Studio Website
https://mythandlight.com/

Steam
https://store.steampowered.com/app/3042000/Timerift_Raiders_The_Past_Awakens/

Contact
john@mythandlight.com

Tweeter - X
https://x.com/TimeriftRaiders

Facebook
https://www.facebook.com/people/Timerift-Raiders/61560823477619/

Timerift Raiders: The Past Awakens

One-Line Pitch

Bring a machine gun to a swordfight.

Tagline

The firepower of a modern FPS. The heart of a fantasy adventure.

Short Description

A story-driven, single-player fantasy FPS with modern weapons, time travel, and mythical enemies.

Description

Travel through time and bring modern firepower to a world of ancient kingdoms, mythical creatures, and dark magic.

But beyond the gunfire lies a deeper mystery. As your mission unfolds, a mysterious princess becomes central to a conflict that threatens far more than the past.

Why It Stands Out

- **Modern Weapons vs. Ancient Myths:** Assault rifles against dragons. Grenades against orcs.
- **A Fantasy Adventure with Heart:** Beyond the fast-paced combat, discover a world of enchanted forests, ancient castles, and mythical legends. Uncover the mystery of a forgotten princess in an adventure where there's more at stake than completing your mission.
- **Stylized Power:** Bold polygonal visuals enhanced with modern lighting, effects, and cinematic flair.

Gameplay Highlights

Timerift Raiders blends fast-paced FPS combat, weapon progression, and light exploration in a story-driven fantasy adventure.

- **Bring a Gun to a Swordfight:** Unleash modern firepower against waves of orcs and mythical monsters in explosive, run-and-gun combat.
- **Explore the World of the Past:** Battle through ancient castles, cursed tombs, and beast-infested forests. Discover hidden areas, lore, and valuable loot along the way.
- **Complete Your Mission:** Tackle primary and optional objectives, from rescuing hostages and destroying cursed relics to eliminating powerful enemies.
- **Upgrade Your Arsenal:** Unlock and customize advanced weapons to match your playstyle and take on increasingly dangerous threats.
- **Uncover the Mystery:** Follow a story that goes beyond the battlefield, revealing the secrets behind your mission and the forces you're fighting.

About the Developer

John Stavrianidis is a primary school teacher from Greece and the solo developer of **Timerift Raiders: The Past Awakens**. He works on the game in his spare time, often late at night after his son has gone to bed.

The idea began with a simple question: **What if you traveled back in time with a machine gun?**

What started as a personal hobby gradually grew into a larger project. When John shared the idea with his students, their enthusiasm and feedback encouraged him to keep developing it.

Today, John continues to build **Timerift Raiders** alongside his teaching career and family life, bringing together his love of video games, history, and fantasy adventures.

Free Alpha Playtest - Available Now

The free alpha playtest is live on Steam. Download it, try the game, and share your feedback.

Timerift Raiders on Steam

Contact

email: john@mythandlight.com

Content Creation & Monetization: You're welcome to record, share, stream, and monetize gameplay footage of **Timerift Raiders** on YouTube, Twitch, and other platforms. A credit to the game and a link to its Steam page would be greatly appreciated.

If you encounter any copyright claims involving music or other game assets, please contact me. I can provide proof of the relevant usage rights to help resolve the issue.

Technical & Business Info

Engine: Unity
Price: TBD (Premium title, not Free-to-Play)
Monetization: No microtransactions
Localization: English (Text + Subtitles)

Myth& Light