Studio Mechka: Marko Beyond Brave, Mitteilung vom 23. August 2021

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Due to the support of 639 backers on Kickstarter, independent game developer Studio Mechka raised $26,466 exceeding his goal of $18,500 to fully develop the game Marko: Beyond Brave.

Marko: Beyond Brave is a 2D atmospheric hand-drawn Metroidvania game, inspired by classic cartoons and Balkan folklore and developed using Unreal Engine 4.

The success of the Kickstarter campaign will help the developers create and produce the game on Steam for PC, PlayStation, Xbox, and Nintendo Switch.