**The first ever hands-on demos of *The Whims of the Gods* – the upcoming online co-op city-builder awaits at Gamescom and PAX West!**

**Just four months since the game’s announcement** [**Juggler Games**](https://jugglergames.com/) **and** [**Platige Image**](https://platige.com/) **are ready to showcase** [***The Whims of the Gods***](https://store.steampowered.com/app/2642390/The_Whims_of_the_Gods/) **to gamers, media and influencers visiting Gamescom in Cologne and PAX West in Seattle this year.**

**August 9th, Warsaw, Poland.**

**Developers are not slowing down, progressing with working on the game at an impressive pace, but no independent game development would be complete without gamers’ involvement and feedback. That’s why the Polish PJ Games studio invites everybody attending any of the two upcoming gaming shows, to come and visit their booth, where for the first time ever, they’ll be showcasing their unique city-builder.**

In case you’ve missed it, watch *The Whims of the Gods* Announcement Trailer [HERE](https://www.youtube.com/watch?v=iZx5CAUOYCI) to see what awaits you at Gamesom and PAX.

Also don’t forget to check brand new screenshots revealed on the game’s website: <https://pjgames.pl/games/thewhimsofthegods/> and add the game to your Steam wishlist (<https://store.steampowered.com/app/2642390/The_Whims_of_the_Gods/>) to support developers and not to miss any news regarding the game.

***The Whims of the Gods* demo will be available at Gamescom, in the Entertainment Area, hall 10.2, Polish Indie Booth no. E-069.**

**Those visiting PAX West will be able to test the game in Booth number 1125 (Indie Games Poland Foundation), nearby PAX Rising Showcase.**

Both shows will also be the first opportunity to listen to the game’s soundtrack, while playing the demo, that’s being composed by Patryk Scelina, who has just recently joined the team. Patryk is a composer, adaptive music designer and virtual instruments creator, responsible among others for creating music for *Kao the Kangaroo, GORD, My Memory of Us,* or *SlavicPunk Oldtimer.* Beyond the gaming screen, Scelina’s music finds a home in various TV and Netflix productions worldwide, such as *James Cameron’s Story of Science Fiction* or the *Criminal Minds* series.

**ABOUT *THE WHIMS OF THE GODS***

*The Whims of the Gods* is a city-builder game set in ancient times, offering a core gameplay mechanic built around online co-op for two players. As a result, the game will encourage gamers to completely change their way of thinking and the play styles they’ve developed in the past. Instead of competing, players will need to cooperate for mutual benefits. Instead of attacking each other's cities, they’ll defend themselves together against the impending attack of their adversaries. Only together will they be able to face the ultimate survival challenge..

***THE WHIMS OF THE GODS* – MAIN FEATURES**

* **City of Dreams.** **Build your city and watch it grow. Become the leader of an emerging civilization!**

Build a vibrant ancient metropolis, meet the needs of its residents, and efficiently process all acquired resources. Building simple houses or warehouses for food doesn’t seem like much of a challenge, but building complex production systems, growing plants, and breeding animals could be demanding, even for experienced players.

* **A mountain full of dangers. Battle terrifying enemies crawling from the heart of the mountain. Defend your city at all costs!**

Make the most out of auto-battler mechanics to defend your city against a growing threat. Activate special abilities while on the battlefield, such as mass healing or dealing increased damage to opponents, all depending on the technological advancements you’ve previously developed and the buildings placed in your village.

* **Chronicle of Destiny. Explore the mystical calendar that shapes your fate, revealing upcoming events!**

Prepare your city for what’s coming and try to predict the unpredictable to avoid severe consequences. Sometimes you will need to build hospitals for sick residents, and sometimes warehouses to accommodate exceptionally fertile crops. You’ll never know what the whimsical deities have prepared for you next, but they sure aren’t here to make your life any easier.

* **The anger of the volcano. Face the relentless fury of an impending volcanic eruption!**

The destruction of your fledgling civilization is approaching, and faster than you think. Try satisfying the whims of the gods by trading with them to buy yourself more time before the cataclysm strikes. Gain the trust of the deities or cleverly outsmart them. Use the extensive religion mode to your advantage and turn to the gods to receive their blessings. In the end, who said that a disastrous future couldn’t be avoided?

* **Destiny Duos. Take part in a cooperative game with another player. Join forces to create a thriving metropolis!**

*The Whims of the Gods* offers a unique cooperation system. Instead of competing, cooperate. Use the system of key decisions to determine your role in the city's development and your technological progress.

* **The weight of decision-making. Choose your next step carefully – it’ll shape your future!**

There are many different ways your city may develop and different paths you can take to reach victory, or fail and vanish, lost to time. Different game endings will unlock depending on your choices, so think twice before you take your next step – the wrong one may cost you dearly.

*The Whims of the Gods* is being developed by the Polish studio PJ Games and will launch on [Steam](https://store.steampowered.com/app/2642390/The_Whims_of_the_Gods/) Early Access.

More information about the game is available on the [developer’s website](https://pjgames.pl/games/thewhimsofthegods/) and [Steam](https://store.steampowered.com/app/2642390/The_Whims_of_the_Gods/).

The press kit for the game is available at the following link: <https://pr-outreach.com/en/game/the-whims-of-the-gods,96>. You can also download it [HERE](https://drive.google.com/drive/u/0/folders/12zqyyXDgX345vHFi5GyDGGCEVoRTKsSk).

For any questions about the game, please reach out to Agnieszka Szóstak at [agnieszka.szostak@pr-outreach.com](mailto:agnieszka.szostak@pr-outreach.com) or call +48 881 951 601.

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**About PJ Games**

PJ Games Sp. z o. o. was established in 2021 in Warsaw, Poland. The studio came to life due to a collaboration between two strong players in the entertainment market: Platige Image S. A., a creative studio known for its spectacular visual projects, and Juggler Games Sp. z o. o., a game developer founded by game dev veterans, the creators of the award-winning game *My Memory of Us*. The team is working on their upcoming game, *The Whims of the Gods*. <https://pjgames.pl/games/thewhimsofthegods/>