



FACTSHEET:



TITLE: ETERNAL GUARDIAN: FORBIDDEN PORTALS
GENRE: SURVIVAL RPG / NARRATIVE EXPLORATION
PLATFORMS: PC (STEAM), FUTURE CONSOLES
STATUS: IN DEVELOPMENT (PRODUCTION)
ESTIMATED RELEASE: Q4 2027 (TENTATIVE)
DEVELOPER: COROMOTO STUDIO 984 (TEXAS, USA)



ABOUT THE STUDIO



COROMOTO STUDIO 984 IS AN INDEPENDENT GAME STUDIO BASED IN TEXAS, LED BY CARLOS SUÁREZ, CREATIVE DIRECTOR AND PRINCIPAL DESIGNER, AND CARMEN VALLES, 3D CHARACTER DESIGNER AND CO-WRITER.

CARLOS SUÁREZ HAS BEEN RECOGNIZED INTERNATIONALLY FOR HIS WORK IN GAME DEVELOPMENT, EARNING:

ROOKIE OF THE YEAR (GAME DEVELOPMENT) — THE ROOKIES AWARDS 2022

VELOCITY COHORT 2023 ALUMNI — IGDA FOUNDATION

FULL ACCESS PASS TO GDC 2025 — IGDA FOUNDATION

SPECIAL SELECTION TO UNREAL FEST ORLANDO 2025 — INVITED BY EPIC GAMES TO PARTICIPATE IN THE FLAGSHIP EVENT

THE STUDIO'S DEBUT TITLE, ETERNAL GUARDIAN: FORBIDDEN PORTALS, EMBODIES THEIR VISION OF CRAFTING DEEPLY IMMERSIVE RPG EXPERIENCES THAT MERGE STORYTELLING, EXPLORATION, AND SURVIVAL, STAYING TRUE TO THEIR MISSION OF:

"BUILDING DREAM GAMES..."

