

ARCHAEO GAMES

OFFICIAL PRESS ROOM

CREATE, EXPLORE, PLAY.

Official information, key facts and media from Archaeo Games, an independent game creation studio led by Damien Prybis.

Accessible games shaped by ancient civilizations, puzzles, strategy and music.



THE STUDIO

AN INDEPENDENT PROJECT CREATED FOR THE JOY OF MAKING GAMES.

Archaeo Games is an independent game creation studio led by Damien Prybis in Asnières-sur-Seine, France. It began with the pleasure of designing experiences, building worlds and, quite simply, playing.

The studio creates accessible games that connect simple mechanics with ancient civilizations, artifacts, strategy and an original musical identity.

Archaeo Games does not claim the scale of a large production. Its approach is deliberately independent: experiment, learn, select the right ideas and turn them into coherent experiences.

KEY FACTS

STRUCTURE

Independent game creation studio

CREATOR

Damien Prybis

LOCATION

Asnières-sur-Seine, France

AVAILABLE

Archaeo Puzzle on Android

IN DEVELOPMENT

Archaeo Defense - planned for September 2026

LANGUAGES

French, English, Spanish, German, Italian and Portuguese

PRODUCTION

Human production and creation, assisted by AI

CONTACT

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A CULTURE OF GAMES

FROM 1990S STRATEGY TO ARCHAEO EXPERIENCES

Age of Empires, Civilization, StarCraft and Supreme Commander fostered a lasting interest in civilizations, progression systems, large maps and worlds that are rewarding to understand.

Archaeo Puzzle and Archaeo Defense are simpler and more accessible experiences, yet retain part of that heritage: progress, discover a world and gradually understand the systems that shape it.

These titles are cited as personal influences. Archaeo Games is not associated or affiliated with their respective publishers.

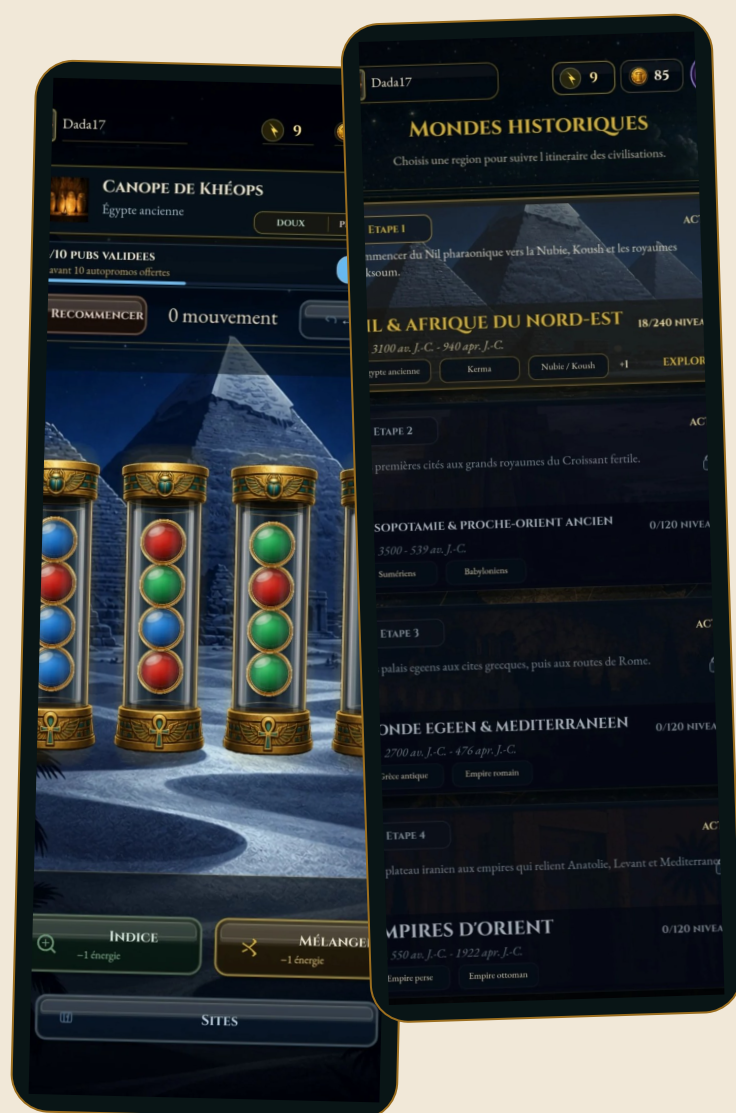
Accessible games shaped by ancient civilizations, puzzles, strategy and music.

AVAILABLE ON GOOGLE PLAY

ARCHAEO PUZZLE - RESTORE LOST ARTIFACTS

Archaeo Puzzle is an accessible Android puzzle game. Players solve sorting puzzles, progress through excavations, restore artifacts and build a collection inspired by historical civilizations.

The mechanic is intentionally simple and levels can be played quickly. The wider progression invites players to discover new worlds, complete artifacts and travel through different periods of history.



1,020
LEVELS

204
ARTIFACTS

17
CIVILIZATIONS

6
REGIONS

- Archaeo Puzzle is entertainment inspired by history; it is not intended to replace scholarly or scientific material.

OFFICIAL ORIGINAL SOUNDTRACK

EXTEND THE JOURNEY THROUGH MUSIC

The music supports civilizations, places and moments of progression without attempting to reproduce historical music literally.

The official soundtrack contains 47 tracks across two main volumes and one bonus-tracks volume. It is distributed through DistroKid under the name Archaeo Games; its creation and production are human, with support from AI tools.



47

TRACKS

01

VOLUME 1

01/08/2026

20 tracks

02

VOLUME 2

08/08/2026

17 tracks

03

VOLUME 3

15/08/2026

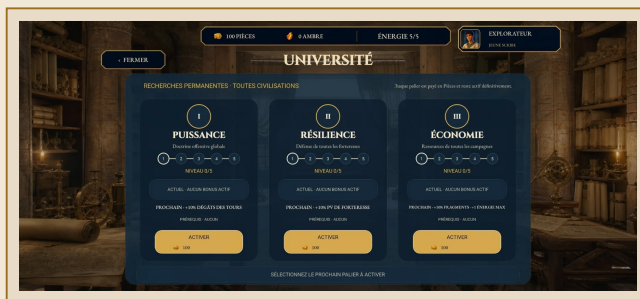
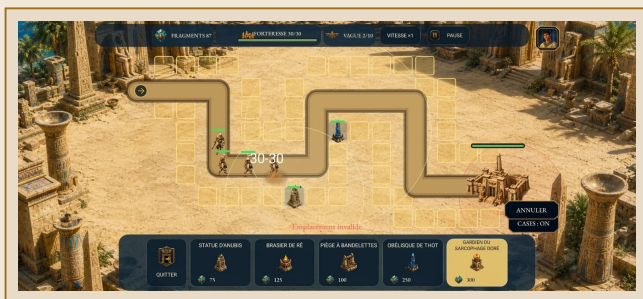
10 tracks

ARCHAEO DEFENSE - DEFEND WHAT TIME THREATENS TO ERASE

Archaeo Defense is a strategy and fortress-defense game. Players protect a fortress housing an artifact, place defenses and face waves of enemies.

The first campaign is set in ancient Egypt, currently the only playable civilization. Seventeen civilizations are planned, each with its own setting, artifacts and defensive elements.

The university provides permanent research in power, resilience and economy.



ARCHAEO DEFENSE · IN DEVELOPMENT

CORE MECHANICS

- | | |
|---|---|
| <p>01 Build towers and traps</p> <hr/> <p>02 Manage fragments</p> <hr/> <p>03 Face enemies with different behaviors</p> <hr/> <p>04 Protect the fortress and its artifact</p> <hr/> | <p>05 Progress through 60 Egyptian sites</p> <hr/> <p>06 Unlock permanent university research</p> <hr/> <p>07 Collect artifacts and prepare expedition bonuses</p> <hr/> |
|---|---|

PLANNED RELEASE: SEPTEMBER 2026.

DIRECTION

LANGUAGES, MUSIC AND ARTISTIC SENSITIVITY

CREATIVE BACKGROUND

HUMAN ARTISTIC DIRECTION

Damien Prybis has been creating and experimenting online since the 2000s. With a literary background in Applied Foreign Languages - English, Spanish and Portuguese - followed by training in international marketing, he now leads Archaeo Games.

Learning music theory trained his ear and developed a particular attention to themes, rhythms and atmosphere. This sensitivity guides the project's musical direction.

Archaeo Games is not intended as personal promotion. Its creator publicly takes responsibility for the work and its choices while keeping the games, images and music at the center.

CREATIVE PROCESS

HUMAN CREATION, ASSISTED BY AI

In 2026, the entire Archaeo Games project is created and produced by Damien Prybis, with support from artificial-intelligence tools.

These tools support development, writing, visual creation and music production. They remain instruments serving human intent, choices and craft.

Creation and direction remain human: intentions, mechanics, historical themes, artistic decisions, selection, corrections, iterations and final approval are led by Damien Prybis.

The tools have changed, but the pleasure remains the same: imagine a world, understand how it works and want to play in it.

IMAGES AND DOCUMENTS TO DOWNLOAD

This selection clearly distinguishes gameplay screenshots from promotional key art. Files can be downloaded individually or together in the media kit.



Official Archaeo Games logo



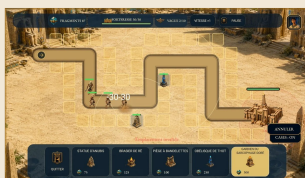
Archaeo Puzzle - sorting puzzle in ancient Egypt



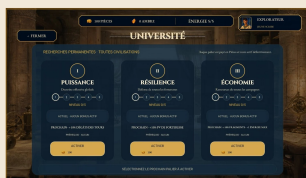
Archaeo Puzzle - exploring historical worlds



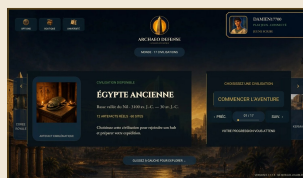
Archaeo Puzzle - collection of restored artifacts



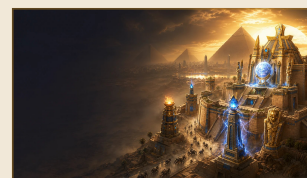
Archaeo Defense - defending the fortress during a wave



Archaeo Defense - permanent university research



Archaeo Defense - civilization selection



Archaeo Defense - promotional key art, not a gameplay screenshot

MEDIA USAGE

These media files may be used without modification for editorial coverage of Archaeo Games, its games or their original soundtrack. Any modification, adaptation or other use requires prior permission by email.

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PRESS CONTACT

INFORMATION, REQUESTS AND ADDITIONAL FILES

For game-related interview requests, additional information or a specific media format, contact Archaeo Games by email. Communication remains focused on the games, their creation and their worlds.

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