

VIDEO GAME · FEATURE FILM · ACTION · FANTASY

Holy War

GUERRA SANTA

In a desperate attempt to save humanity, a band of angels and warrior saints leaves paradise to destroy hell.

THE PROPOSAL

Heaven is losing the war for the human soul. The plan: invade hell.

The apocalypse is coming. Archangel Michael and Saint George gather a band of humanity's defenders for an impossible mission — knowing you can't fight in hell without getting your hands dirty. In the end, human souls decide the war.

WHY THIS PROJECT

Conceived as a video game: levels, bosses, a world to explore — and ready to become a film.

01 Heaven versus hell sells: Diablo IV made US$666 million in five days, the fastest launch in Blizzard's history.

02 Angels, saints and demons: a mythology billions already know, and Brazil has the world's largest Catholic population.

03 Designed as a game, with levels, bosses and a world to explore, and ready to become a film and a series.

FORMAT

Video game · Feature film

GENRE

Action · Fantasy

MATERIALS

In development

AVAILABILITY

Open to production companies

RIGHTS

100% owned by the writer

SEEKING

Publisher and studio

REFERENCES

CONSTANTINE meets LEGION — at the scale of a video game.

Legion (2010) · Scott Stewart

Constantine (2005) · Francis Lawrence

Dante's Inferno (2010) · Electronic Arts

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