

## TombDoors Launches on Kickstarter to Revive Traditional Colombian Games in Pixel Art

An indie project by Freko seeks \$50,000 to transform traditional Colombian games into a modern interactive experience.



**■ PLATFORMS**

**THE DEMO WILL BE AVAILABLE FREE OF CHARGE ON ANDROID AND IOS MOBILE DEVICES, CONSOLES (NINTENDO SWITCH 1 AND 2, PSS, XBOX SERIES XS) AND PC, SO THAT NO ONE MISSES OUT ON THE EXPERIENCE. WE WANT TOMBDOORS TO BE ACCESSIBLE TO EVERYONE, REGARDLESS OF AGE, LOCATION OR LEVEL OF EXPERIENCE WITH VIDEO GAMES.**

**THE COMPLETE DIGITAL GAME, WITH ALL ITS CONTENT AND ADVANCED FEATURES, WILL BE EXCLUSIVE TO THOSE WHO SUPPORT THE CAMPAIGN AND RECEIVE THE CORRESPONDING REWARD, OR PURCHASE IT WHEN IT IS RELEASED.**

Valle del Cauca, Colombia May 5, 2026 ([Issuewire.com](http://Issuewire.com)) - Independent game development team Freko has launched its Kickstarter campaign for *TombDoors: Full Version*, an innovative indie video game that brings traditional Colombian games into a modern pixel art experience.

The project aims to raise \$50,000 to complete development and deliver a culturally inspired game that blends nostalgic gameplay with original storytelling. Designed for a global audience, *TombDoors* introduces players to interactive mini-games rooted in Colombian traditions, presented through handcrafted pixel art and immersive design.

Unlike many modern productions, the development team has emphasized a commitment to authenticity, confirming that no AI-generated content will be used in the creation of the game. Every element, from visuals to music, is being carefully crafted to maintain originality and cultural integrity.

The Kickstarter campaign offers a wide range of rewards for supporters. Backers can access the full digital game, participate in early testing phases, receive exclusive digital content such as artwork and music, and even become part of the game itself through personalized features. Higher-tier rewards include collectible items, custom illustrations, and opportunities to contribute creatively to the game's development.

As an independent studio, Freko acknowledges potential challenges such as technical delays but has outlined a clear development plan and is committed to maintaining transparency with backers through regular updates.

With the growing global interest in indie games and culturally driven content, *TombDoors* aims to stand out by combining heritage, creativity, and community-driven development.

The campaign is currently live and open to backers worldwide. Early support is essential to building momentum and ensuring the project reaches its funding goal.

**Support the campaign here:**

<https://www.kickstarter.com/projects/frekostudio/1168194007>



## Media Contact

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Source : Freko Studio

[See on IssueWire](#)