PREMISE

Artemis is a capture-the-flag type arena where players collect light and dark eggs throughout a set of 3 rounds. The eggs can be combined into whole beings who can be added to player parties. Players are transported to unique worlds based on their inventory upon exit. Inventory can be changed by equipping or trading items with the robots at the top of the 3 core towers.
Play classic games on the rooftop, check out the kitchen, or try to escape the matrix.
The choice is yours, your choices matter,
and affect the progress bar every time you activate an item.

CONTROLS

Run with WASD and arrow keys, change camera angle by moving mouse,
equip special items with E and scroll wheel, activate items by left-clicking,
and jump with spacebar.

For PAUSE or endgame options press Windows or Command key + G.

Artemis will always be geared towards collaboration. Community members are encouraged to create and fulfill challenges collected in the game, which they can submit to the Platemate Artemis Community. Player experiences and stories will be added into the game through artefact missions. Items and features suggested and favoured by the community will also be incorporated.