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Filipinos, Australians help build Christian video games

PHILIPPINE-BASED Anino Entertainment and Australian game developer White Knight Games are now working on a PC-based Christian video game expected to be out in November 2005, INQ7.net learned on Thursday.

Niel Dagondon, founder of Anino Entertainment, disclosed that his company started working on a Christian game called "Timothy and Titus" with the Australian game developer early this year.

"We're working with them to create Christian games for kids. It will be set in Biblical times," he said in a telephone interview.

Dagondon said Anino was approached by White Knight last year to develop this casual PC-based game designed for Christians. The company has about eight people involved in developing the game.

White Knight Games was formed in 2004 to provide quality Christian entertainment, according to the company's website at http://www.whiteknightgames.com/wk_about.html.

The company was formed as a joint venture between the White Knight Games team and the Anino Entertainment development studio.

"Our goal is to produce high quality games that keep Christ First in Christian Games," the Australian firm wrote in its website.

White Knights stressed the role games play in producing media with potential to touch the lives of many, including children.

"We feel it is important to always be mindful of these innocent youth and do our best to provide entertainment that, as much as possible, enriches mentally and spiritually. As a company, we aim to always be just and charitable in our business dealings, to respect all employees and offer a flexible and supportive environment," it added.

The Filipino-Australian joint venture indicated that 10 percent of the game's profits will be donated to directly reduce poverty in the Philippines.

"This is a non-negotiable company rule in keeping with a sincere desire to give back to those in need and to share the success of the venture with our impoverished or sick brothers and sister," it added.

The Timothy and Titus story is set in the days when Christians were being persecuted. The game starts with the letters from St Paul to Timothy and Titus that have gone missing, stolen by a dark, mysterious letter thief.

As they seek to recover the stolen scrolls, their adventures lead them across the ancient lands of Crete, Ephesus and Rome to unravel the mystery of the stolen letters and spread the Christian message to those they encounter along the way.

Anino Entertainment is a game development house founded by Niel Dagondon in 2002. It has produced numerous games, including the "Anito: Defend A Land Enraged," which eventually became a finalist in the 2004 Independent Games Festival, and overall winner of the Innovation in Audio category.

'Timothy and Titus' was among many Christian games that were promoted during the Christian Game Developer Conference in Portland, Oregon.

(INQ7)