Celeste developers cancel follow-up game Earthblade



Earthblade, the next game from the developers of *Celeste*, has been canceled. The fantasy-inspired game got its first trailer in late 2022, and the game would have let you explore a "free-roaming, dynamically-loading map," Extremely OK Games' Maddy Thorson said at the time. But the team decided to cancel the game in December after a team conflict and because of the pressure of trying to follow up on *Celeste*, Thorson says in a post detailing what happened.

The "disagreement" was between Thorson and Noel Berry (Thorson refers to the two of them as "us") and Pedro Medeiros over "the IP rights of *Celeste*," Thorson says. "We eventually reached a resolution, but both parties also agreed in the end that we should go our separate ways," and Medeiros is currently working on a game called *Neverway*. "Losing Pedro wasn't the only factor in cancelling the game, but it did prompt us to take a serious look at whether fighting through to finish *Earthblade* was the right path forward," Thorson says.

The huge success of *Celeste* also “applied pressure on us to deliver something bigger and better with *Earthblade*, and that pressure is a large part of why working on it has become so exhausting,” Thorson says. “Pedro isn’t to blame for this — in fact the split with him has given us the clarity to see that we have lost our way, and the opportunity to admit defeat.”

Thorson and Berry want to refocus on “smaller-scale projects” and are “prototyping again” to try and “rediscover game development in a manner closer to how we approached it at *Celeste’s* or *TowerFall’s* inception.”

https://www.theverge.com/2025/1/22/24349916/celeste-developers-cancel-earthblade-extremely-ok-games