

The Books of Egu Reimagines the Gospel Through Video Games

The award-winning Forerunners Gospel blends faith, sci-fi, action and storytelling to reimagine the John the Baptist story in a futuristic world.

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EINPresswire.com/ -- [The Books of Egu](#) LLC, an independent creative studio founded by filmmaker, game designer and educator Ken Egu, is bringing biblical storytelling into the future with

[The Forerunners Gospel](#), an award-winning video game and interactive comic trilogy that reimagines the story of John the Baptist in the year 2500.



Blending science fiction, action, mystery, interactive storytelling and faith, The Forerunners Gospel introduces audiences to Jon "The Baptizer" and a cast of characters whose interconnected stories unfold across three video games and accompanying interactive comics. Rather than simply retelling a familiar biblical story, the series places its themes of faith, sacrifice, purpose and courage within a futuristic world designed for a new generation of players. "I wanted to explore what biblical storytelling could look like through the language of video games," said Ken Egu, creator of The Forerunners Gospel and founder of The Books of Egu. "Games allow audiences to do more than watch a story unfold. They can enter the world, experience different perspectives and become part of the journey."

Each installment approaches the larger narrative through a different style of gameplay. Forerunners1 puts players behind the wheel as Peta in a high-speed 2D action experience. Players race through the city and destroy power stations as part of a coordinated plan to create a distraction for Jon the Baptizer's prison escape. Forerunners2 shifts the perspective to detectives Saul Torres and Nadra as they investigate the escape from Nemean Prison. Through puzzle and strategy gameplay, players examine surveillance footage, solve challenges and piece together the events surrounding the case.

The trilogy culminates with Forerunners3, a 3D action, fighting and shooter experience centered

on Jude, a mysterious figure involved in the prison break. Trapped inside the Nemean Security Control Tower as it begins to self-destruct, Jude must evade guards, engage in combat, acquire weapons and fight his way toward freedom. The story also explores Jude's past and the circumstances that shaped the person he became.

Together, the three games allow audiences to experience interconnected events from different perspectives while moving between multiple gameplay genres.

The Forerunners Gospel has received recognition from independent film, media and gaming organizations, including Best Video Game/Interactive Media from the Urban Mediamakers Film Festival and recognition from DigiFest Temecula. The project has also been recognized as an Intellectuapp "App of the Month." The latest installment, Forerunners3, has also been submitted for consideration in the 2027 Independent Games Festival (IGF), one of the leading showcases celebrating innovation and excellence in independent game development.

For Egu, however, The Forerunners Gospel represents more than an individual game release. It is part of a broader effort by The Books of Egu to explore how emerging and interactive media can make storytelling, creativity and learning more engaging. The Books of Egu develops projects across video games, interactive comics, documentary filmmaking, visual art and youth education. Through its educational initiatives, the company also introduces young people to fields such as game design, coding, filmmaking and entrepreneurship, giving students opportunities to move from consuming digital media to creating it themselves.

That philosophy is reflected in the company's guiding mission: make learning fun while creating stories and experiences that inspire people.

As independent creators continue finding new ways to combine technology and storytelling, Egu hopes The Forerunners Gospel can demonstrate that faith-inspired stories can also exist within contemporary entertainment and interactive media.

"Faith-based storytelling doesn't have to be limited to one format or one generation," Egu said.

"We can use games, comics, film and technology to introduce these stories in ways that feel imaginative, entertaining and relevant while still honoring the ideas that inspired them."

Forerunners3 and other installments of The Forerunners Gospel are available across mobile and computer platforms, including iOS, Android, PC and Mac.

Audiences can learn more about The Forerunners Gospel, play the games and explore other projects from The Books of Egu at BookOfEgu.com.

Supporters who want to help The Books of Egu continue developing independent creative projects and expanding educational opportunities for young people can also contribute through the organization's official donation page.

About The Books of Egu

The Books of Egu LLC is a Los Angeles-based creative company founded by Ken Egu that develops video games, interactive comics, documentary projects, artwork and educational programs. Its projects include The Forerunners Gospel video game trilogy and Echoes of the City

documentary series, alongside game design, coding, filmmaking and entrepreneurship programs for young people. The company's work brings together entertainment, education, technology and community with a mission to make learning engaging and create meaningful experiences through storytelling. You can learn more about The Books of Egu at <https://bookofegu.com>

Ken Egu

The Books of Egu LLC

ken@bookofegu.com

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