About Game

So what is Revive & Prosper?

R&P is an indie game developed by a very small team with a very large passion for creating the next must-play RTS (real-time strategy) survival game.

Played in the 3rd person, with the player acting as god, you control the survival of a group of characters as they progress through an utter wasteland to the ultimate paradise they (you) create.

To successfully achieve that paradise you direct your survivors to efficiently adapt the world to both maximize their survival, as well as create a positive impact on their environment.

Based on voxel graphics (a voxel is the smallest cube in a three-dimensional image), you craft the world of *Revive & Prosper* from the moment the game begins, by first digging and placing soil. Water and acid elements occurring in the world can either help or hinder as you make your way through each level.

The final version *Revive & Prosper* will include a campaign with challenges and objectives to achieve, along with obstacles to overcome, creating a goal-based experience with one overarching purpose:

Achieve paradise.

The game will also contain custom "sandbox" levels created in the map editor, as well as an integrated platform to share and rate your levels.

The plan is for *Revive & Prosper* to consist of interconnected mechanics, such that changes to one system can (and often do) have effects on others. It will be up to you, the player, to balance them for best results.

About Studio

Mystiqular Game Studio was established by Pavel Jiří Strnad in 2022 after releasing his RPG game the Last Oricru.

He describes Mystiqular as a small Czech studio.

It now contains 7 developers because the intention from the beginning was to build an indie studio where no more than 10 people would work.

Studio focuses on games with interesting and smart game designs and cool features, rather than traditional AA or AAA games with a ton of graphical assets and predictable content.

Team

Pavel Jiří Strnad – Founder, Producer, C++ Developer, Game Designer

Barbora Strnadová – Lead Artist

Tereza Šafaříková – QA, Promotion, Community

Sergei Lebedynskyj – C++ and Unreal Developer

Jitka Růžičková – Game Artist

Bohumil Tománek – Game Artist

Tomáš Fusko – Unreal Blueprint developer

Channels

Steam: https://store.steampowered.com/app/2247760/Revive__Prosper/

Discord: https://discord.gg/KwwpmRekn6

Web: reviveandprosper.com

Youtube: https://www.youtube.com/@OmoroteHideoshi/videos

Subreddit: https://www.reddit.com/r/reviveandprosper/

Facebook: https://www.facebook.com/profile.php?id=100088428621291

Linkedin: https://www.linkedin.com/company/mystiqular-game-studio/

Indie DB: https://www.indiedb.com/games/revive-and-prosper

ModDB: https://www.moddb.com/games/revive-and-prosper

Contact

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