

# About Game

Revive & Prosper is going to be released in **Early Access** on the **5th December 2023 on Steam and Epic.**

## What is Revive & Prosper?

Single-player PC game played in the 3rd person, Revive & Prosper is a factory builder with automation and resource management set in a post-apocalyptic world plagued by natural disasters.

On individual maps with dynamic terrain and real water simulation, players guide mutants from manual labor to full automation using belts, trains and even catapults for delivering items.

Starting in the so-called Wooden age where all the buildings are manually made of wood, stone and soil and aiming for the space age and Mars terraforming.

With 3 different difficulty levels come different levels of challenges.  
In Builder mode, mutants cannot die and there is no fire during Heat bursts.

The 2 higher levels promise more challenges including the death of mutants, fire, and flooding.

Built on Unreal Engine 5, the game runs smoothly with millions of on-screen objects, accessible on standard hardware.

## Unique Features:

- Real-time water flow simulation on modifiable terrain
- Complex moisture system connected to natural vegetation cycles
- Dynamic weather bringing lightning storms causing fire
- Sprinklers and water cannons for fire fighting
- Toxin spreads from factories, with solutions for balance
- Automation of every production step
- Trains serving as agricultural machines
- Progress from the Wooden age to the Space age
- Various transportation methods, including belts, catapults, and trains

- Game editor for creating and sharing maps
- Golems doubling workforce
- Meteors and natural disasters
- 3 difficulty levels – Builder, Survival, Battler

## Tutorial

The first campaign map serves as a tutorial.

Players learn how to control the game and what they can expect from weather and disasters while playing on the Survival difficulty.

Players experience the first meteor, lightning storm and fire from a safe distance.

The goal of the tutorial map is to deliver items to the end teleporter using a catapult.

## 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 6 developers because the intention from the beginning was to build an indie studio where no more than 10 people would work.

Studio focuses on relaxing but also challenging games for sophisticated players with passion for automation, resource management and production control.

## Team

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

Barbora Strnadová – Lead Artist

Tereza Šafaříková – QA, Promotion, Community

Sergei Lebedynskij – C++ and Unreal Developer

Jitka Růžičková – Game Artist

Bohumil Tománek – Game Artist

## Channels

Steam: [https://store.steampowered.com/app/2247760/Revive\\_Prospers/](https://store.steampowered.com/app/2247760/Revive_Prospers/)

Discord: <https://discord.gg/KwwpmRekn6>

Web: [reviveandprosper.com](https://reviveandprosper.com)

Youtube: <https://www.youtube.com/@reviveandprosper>

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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