Revive & Prosper is out in **Early Access on Steam:**
https://store.steampowered.com/app/2247760
and
Epic Games Store:
https://store.epicgames.com/en-US/p/revive-and-prosper-267559

About the game

Revive & Prosper is a single-player PC game played from a top-down view. It's a factory builder that incorporates automation and resource management within a voxel-based world, featuring **optional enemies**.

Players navigate individual maps with dynamic terrain and **real water simulation**, guiding mutants from manual labor to full automation using **belts, trains, and even catapults and teleporters** for item delivery.

Each map presents **an environmental puzzle** where players must manage water sources and modify the terrain to construct factories.

Starting in the so-called Wooden Age, where all buildings are manually made from wood, stone, and soil, players aim for the Space Age, which includes **spaceships and Mars terraforming**.

With **three different difficulty** levels and optional Martian enemies, the game offers varying challenges. The two higher difficulty levels promise greater challenges in managing mutants and natural disasters.

Players can enjoy **a blend of tower defense** gameplay with Martian enemies, weapons, and a UFO, or they can opt for a more relaxed experience, **building and optimizing their bases** and solving environmental puzzles without pressure.

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

Unique Features:

- 3 difficulty levels: Builder, Survival, Battler
- Optional Martian enemies

- Real-time water flow simulation on modifiable voxel terrain
- Complex moisture system connected to natural vegetation cycles
- Dynamic weather bringing lightning storms that cause fires
- Sprinklers and water cannons for firefighting
- Toxin spreads from factories and Martian Monoliths, 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 the workforce
- Meteors and natural disasters

Tutorial

The first campaign map serves as a tutorial.
Players learn how to control the game and what they can expect from the weather.
The goal of the tutorial map is to produce Iron ingots in the Prologue and deliver
Iron ingots to the Martian Portal in the full version of the game.

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 Lebedynskyj – C++ and Unreal Developer

Jitka Růžičková – Game Artist

Bohumil Tománek – Game Artist

Social sites and community

Steam:

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

Discord: https://discord.gg/KwwpmRekn6

Web: 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

Pavel Jiří Strnad – studio@mystiqular.com