

**The following is one section from a successful Kickstarter campaign. It does not represent the full body of material that was published for the campaign.**

## Why Kickstarter?

Because we dream big.

Nectar Game Studios is an organization founded on passion and vision. What started as a hobby collaboration has grown into something much larger, and now we have the opportunity to keep making the kind of games we love. We have assembled a team of over 30 professionals committed to making *Project Resurgence* the best game it can be, and every one of us has dedicated hours upon hours of our lives with no reward other than the pride of our work. Infinity Engine–style RPGs have played a huge role in each of our lives, and we want to help bring the engrossing and epic storytelling of this genre back into the zeitgeist. The team collectively brings dozens of years of game development experience, and our applied passion has already brought about an array of accomplishments related to game design, art design, and audio production that we take pride in:

- Playable Vertical Slice Demo – Core gameplay loop in two areas featuring three player characters, real-time and turn-based combat mode switching, and all base gameplay systems
- Lore & Backstory – 10,000 years of world history, with specific rules and limitations for the use of magic and technology
- Characters & Plot – All characters profiles, quests, and dialog trees for first half of Episode 1 to ensure complex characters interactions that branch the story based on player choice
- Grounded Fantasy – All our visuals are researched and grounded in the real world, with a focus on verisimilitude. The aesthetic is fantasy meets dieselpunk, with a modern twist
- Illustrative Realism – The world oozes personality, with realistic body proportions and hand-painted, stylized textures; we strove for a dark fantasy vibe while still being colorful and vibrant
- Iconic Score – A powerful orchestral score that fills each scene with drama, emotion, and life, laced with nostalgia for the greats like *Arcanum* and *Planescape: Torment*

Now, we have gotten to a point where we can't keep going without your help. Many of us are having to choose between this project and full-time jobs, and some of us have even quit our jobs to focus on this project. But we've come too far, and there's no turning back now. Beyond making something we can be proud of, our greatest desire is to make the game *you* want, and we can't do that without your help. How far we can take *Project Resurgence* for Episode 1 and beyond is wholly dependent on your support and feedback.