

Lapsum, Beyond Dante's Inferno

TOMSK, RUSSIA, September 8, 2014 /EINPresswire.com/ -- Lapsum is an arcade-style video game for adults. There are no unicorns, no rainbows, no pretty ponies – just a terrifying struggle to slow the [descent into Hell](#), a desire to feel less pain, and of course, a chance to practice all those mad gaming skills developed since the player was first able to hold a controller. This game is not about feeling good. It is just the kind of game YOU want to have on hand for the end of working day when you feel as if your job have put you through the meat grinder, and you'd like to have a stern word with the boss – but know that you had really better not if plan to have a job tomorrow. It is a fantastic game for the days when you've bombed every exam you can even imagine at school, when every misdeed you've done for the last 365 ¼ days have come to light all at once. In short, it is the kind of game needed for those days when you are just are not going to buy into a puppies, kittens and rainbows kind of world.

Lapsum's cartoon style artwork is reminiscent of "Nightmare Before Christmas," without any of the mitigating sparkle of Christmas town. Boris Dyatlov is in charge of the general visual stylistics, abetted by Evgeniya Egorova. They are only part of the Lapsum team, which is headed up by Serge Voroshtsov, the guy who keeps things moving. The mastermind behind the plot and content is Ilya Guzarov. He invented the game a while ago, but it was never released. Alexander Popov is the guy in charge of translating the concepts into computer

code, and Anton Stolyarov directs over-all game design. The final member of the team is Dmitry Beley – a space Geodesist, by virtue of his educational background. Just for the record, a space geodesist deals with measurements of large tracts of land, or the shape and dimension of planets. So Dmitry



will apply his real-world skills to balancing the shape of the land/game spaces in Lapsum.

This is the Lapsum team's first [Kickstarter crowdfunding campaign](#), and their first video game release. Everyone has to start somewhere, and they have got a winner of an idea. Now would be a good time for Kickstarter fans to get in on the ground floor with helping this inventive new team make their goals. They realize they've got some development to go with their new game, and they hope to make use of some freelance talent to round out their own. But all of that takes money, which is where Kickstarter supporters come in. They don't expect contributors to sponsor them for nothing, however. Here is a line up of their rewards:

. \$5.00, and receive a digital copy of the game upon release, and Eternal Thanks.

\$15.00, you get a digital copy of the game, your name in the credits, and Eternal Thanks.

\$25.00, and you will be listed in a "special pride" section of the credits, get a digital copy of the game, your name in the credits, and Eternal Thanks.

\$50.00, you will be named co-developer in the project, receive Beta access, get a digital copy of the game, and Eternal Thanks.

\$75.00 to this worthy project, you receive all of the privileges from the previous level, plus your name on special official project wallpaper – a team portrait.

\$100 — Now take all of those goodies, and add an in-game avatar drawn by project artists (limit to first 50 backers) and a digital game OST – and Eternal Thanks.

\$250, you get all the previous goodies, plus alpha access.

\$500, you can (in addition to all the other prizes) also help design some of the obstacles in the game

\$750, you get the bundled loot from earlier levels, plus you get to help make a World Boss.

1,000 or more, and you get all the goods from earlier contribution levels, plus a special game character created by agreement.

\$5,000 or more, you can help create a location in the game.

To some people, these might not seem like very big rewards, but to the ultimate gamer, getting a chance to [be part of the game](#) is like getting to have input in the Oval Office for a day, or like sponsoring da Vinci's Mona Lisa. Gaming is art, literature and story-telling, all rolled up into one package.

About: Lapsum (www.lapsumgame.com) was originally a flash game produced under the Mirball umbrella, but never released. The current team is bringing the game out independently.

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Mirball Studio

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This press release can be viewed online at: <http://www.einpresswire.com>

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