

Dream of Mirror, It's for Real! DOMO Revived

TORONTO, CANADA, November 6, 2014 /EINPresswire.com/ -- Massive Multplayer online Role-Playing games, or MMORPGs, each have a unique flavor that invite fans to immerse themselves in worlds parallel to everyday working lives. One such world, Dream of Mirror Online entered beta testing in 2007 and closed its portals in late 2012. It was a sad day for the players who would no longer be able to slip through the mirror (their computers) and join other players online. Suba Games, a new publisher, has announced that it plans to bring back Dream of Mirror online.

Dream Of Mirror

DOMO, sometimes referred to as the Chinese Final Fantasy, is a video game that is loosely based on Chinese mythology. The characters are drawn in classic anime style. There are four races, which can develop thirteen different classes or jobs. In the original, racial characteristics limited character abilities to develop different classes, but in the version for North America, the racial characteristics become more of a cosmetic difference. The premise of the game is that there is a giant mirror that is intended to reflect and store real-world situations. Somehow, the mirror became damaged and the reflections have become distorted. Dreams can become nightmares, humans become strange



beings never seen before.

Gameplay in DOMO is very much team-based. One of the guiding characteristics is the ability to link with another person, developing a relationship that will benefit both players. The relationships can vary – friendship, parent/child, teacher/student, even marriage. It is rumored that in the new version, same sex character marriages will be allowed. Players can also acquire pets to nurture – some of which grow into beings that can be ridden. Characters can use flying machines to get around in the game world, and they can create items. These range from magical flying swords and carpets to

mechanical devices. Of course, there are monsters and sometimes even other players with whom to battle. There are also daily events, including treasure hunts and other group participation opportunities. If that isn't enough to entice serious gamers, the characters are customizable, with many slots for upgrades and costume changes.

Dream Of Mirror kickstarter

Subagames plans to launch a <u>Kickstarter Crowdfunding campaign</u>, both as a means of advertising and as a way to raise some extra capital for the game. The funds would enable Subagames to introduce five updates during the initial gaming year, but more importantly, it would enable building a strong gaming community to welcome DOMO's revival. Most of the rewards for contributing to the campaign involve in-game items, such as leveling boosts or permanent specialty gear items – but these should have high appeal for expectant former players. Six people will receive in-game monuments, and will be able to name a character. (Names are subject to Subagames veto. Select your suggestions wisely.) There will also be, however, t-shirts, hats, backpacks and even a 10" model of an in-game character. For one lucky person (with a sizeable donation), there could be a trip to Taipei.

To <u>add to the fun</u>, Subagames hopes to set some new Guinness World Records. As the Kickstarter funding reaches certain established goals, Subagames will create and video tape the following Events:

Dress up a skydiver as a pig (and then have him or her do a skydive in the suit).

Skydive a real pig (in tandem with a human skydiver; or dress up a skydiver as a pig, to jump in tandem.)

Video tape the reactions of a human who is covered with creepy crawlers – such as spiders.

Run a DOMO video add in Times Square for four days

Get Korean rapper, PSY, to do a special song for DOMO.

The success level for the Kickstarter is only \$310, commemorating the day that Subagames decided to sponsor the return of this well-loved game. There is also a Steam Greenlight vote going on – so if you would like for Steam to sponsor offerings of this game, be sure to up-vote Domo in Steam – there is a link in the Kickstarter event. Subagames has already been in contact with participants to make sure that the level celebrations will come about smoothly, as well as ensuring the rewards. They are working very hard to make sure that the Kickstarter will go as planned, and that Dream of Mirror Online will develop as planned.

About: Dream of Mirror was originally published as a Beta in 2007, and had a five-year run. It closed its doors to players in late 2012, and was much mourned. Subagames (www.subagames.com), the publisher that plans to re-open the game, has successfully marketed several Free to Play online mmos.

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