I-Novae Studios

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I-Novae Studios preparing to crowdfund their own Universe

On the **21st of October 12:00 UTC** I-Novae Studios launched a Kickstarter Campaign that will bring its coveted game engine to a larger audience of gamers and developers. They plan to Kickstart their first title "Infinity: Battlescape" and advance development of their revolutionary I-Novae Engine.

The team at I-Novae Studios has spent the past few years preparing a Kickstarter Campaign for "Infinity: Battlescape," a multiplayer arena combat shooter set in a single solar system within the Infinity Universe. It will include realistically scaled planets, asteroids, and ringed gas giants with multiple moons. The gameplay will center around the conflict between 2 - 3 warring corporations in a struggle for control of a solar system.

"We'll be providing players with a breathtaking gameplay experience involving large scale combat spanning an entire solar system from planet surfaces to interplanetary space."

- Flavien Brebion - CTO & Co-Founder I-Novae Studios

At the foundation of the company lies the I-Novae Engine, a custom built game engine capable of rendering realistically scaled procedural planets. Keith Newton, (CEO & Co-Founder) shared some of the I-Novae Engine's capabilities noting that... *" players will experience the planets seamlessly, from interplanetary space right to the surface, no loading screens, and no instancing, we're pure seamless transition from interplanetary space right to the surface of every planet in the system..."* He then added with a grin, "*...except for the gas giants, you wouldn't want to try landing there."*

While players won't be able to land on gas giants, there are plans to allow players to interact with their atmospheres.

The final piece of the Studio's dream is to see their game engine in the hands of others who share the same passions. They plan to make the engine available to modders, and will be providing flexible licensing plans for independents and big budget studios alike. In doing so they plan to create a strong community of enthusiasts, enabling others to bring their own unique game universe to life.

"I would personally love to see a fan built Firefly mod, or Battlestar Galactica title utilizing our tech. I'm sure we'll see something them once the community gets their hands on it."

- Dan Hutchings - Artist I-Novae Studios

I-Novae studios is planning to launch their crowdfunding campaign via Kickstarter on the **21st of October 12:00 UTC**

For more information about the project visit www.inovaestudios.com, or send your questions to contact@inovaestudios.com