Hey Kickstarter, I’m Kees

Over the past couple of years, I’ve been developing a game in my spare time. Stick Royale is a Battle Royale ragdoll physics-based fighter. “Stick Royale was inspired by Stick Fight: The Game by Landfall Studios, and was developed with their permission.” – Onscreen text. I want people to laugh uncontrollably like I did while playing Stick Fight, I wanted to create a game that people would jump on to have fun but also be competitive. Stick Fight by landfall is great but it is limited to four players and I wanted a massive battlefield with ever-changing terrain and lots of players as I love the upcoming Battle Royale genre but believe it is stagnating. Silly weapons, hilarious physics, and 100 players create an absolutely one of a kind experience. Up until now, I have been developing this game by myself in my spare time between jobs and university. But now I’d like the players to have some input into what this game becomes, this game has endless possibilities and I want it to become a game of the people. As a solo developer, this game has been limited to my creativity, I believe it is now ready to have the collective creativity and critique of the internet unleashed upon it. In this spirit there will be support for mods and the source code will be released.

As I said before, this game is about fun and competitivity, it is about making a group of mates laugh as they push for the win and then when they are killed by a grenade launching floppy stickman they will erupt into giggles leaving the stresses of the day behind. This is what makes this game special to me, and as such, I am determined to finish it and produce an extremely special game with heart and soul. At the moment it is in an alpha state as I do not have the resources as a student to finish it. This is why I have come to Kickstarter, I need the support of the people.

The goal of this game is to bring people together, to let people relax and laugh. The games industry is stagnant and needs more creativity and silliness, every platformer and first-person shooter is nearly always the same. Now I know this game is based off another but this is because I believe these types of games need more exposure, people need to start playing games because they enjoy it, not to get the highest score or the next rank.

If it weren't for some very special people, including my family and friends this game would not be a reality, If this game is funded, 15% of the proceeds will be sent to the Taranaki Riders against teen suicide, this is an organisation in New Zealand, my country, which is doing something truly amazing.