

# Little Nemo

and the Guardians of Slumberland



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## About the Game

*Little Nemo and the Guardians of Slumberland* takes the retro NES-era **platformer** gameplay of Capcom and Nintendo favorites, and brings it to a **vast, non-linear world** that has been lovingly **hand-animated** frame-by-frame. Throughout your journey to save Slumberland, you'll encounter a colorful cast of characters and discover enchanting lands inspired by Winsor McCay's *Little Nemo* comics seen through the nostalgic lens of an '80s/'90s kid.

**Trailer** (available on [YouTube](#))



## Features

- A lush, **hand-animated** world, composed of many distinct thematic domains.
- Original soundtrack by **Peter Berkman** of **Anamanaguchi**
- Discover **collectibles** and unlock **new abilities** to progress
- **Responsive**, retro-inspired platforming action
- Challenging bosses, with **accessibility** options for everyone

▼ More below! ▼

## Fact Sheet

### Game Name

Little Nemo and the Guardians of Slumberland

### Publisher

Independent

### Developer

DIE SOFT, LLC

### Genre

2D Platforming-centric  
Metroidvania

### Platforms

Steam & Nintendo Switch

### Roadmap

Kickstarter: May 2022

Playable Demo: Q3 2022

Projected Release: Q4 2023



# DIE SOFT

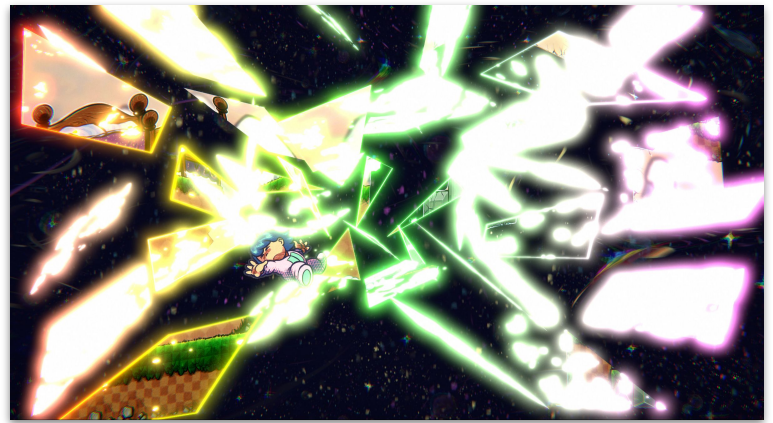
A one-person video game studio founded by David Mauro. *Little Nemo* is the studio's flagship title.

In collaboration with:

- Peter Berkman (Music)
- Jonathan Baken (SFX)
- Cid (Narrative Design)
- Rygar (Marketing)



## Screenshots



More screenshots can be found [here](#)



# DIE SOFT

## Contact

Please contact DIE SOFT with [this form](#), but if for any reason you need to email directly, please use [diesoftgames@gmail.com](mailto:diesoftgames@gmail.com)

## Links

- [Kickstarter](#)
- [Discord](#)
- [Twitter](#)
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- [Logos/Key Art/Screenshots](#)