



What is Kaisa:Resurrection







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Core experience

Core:

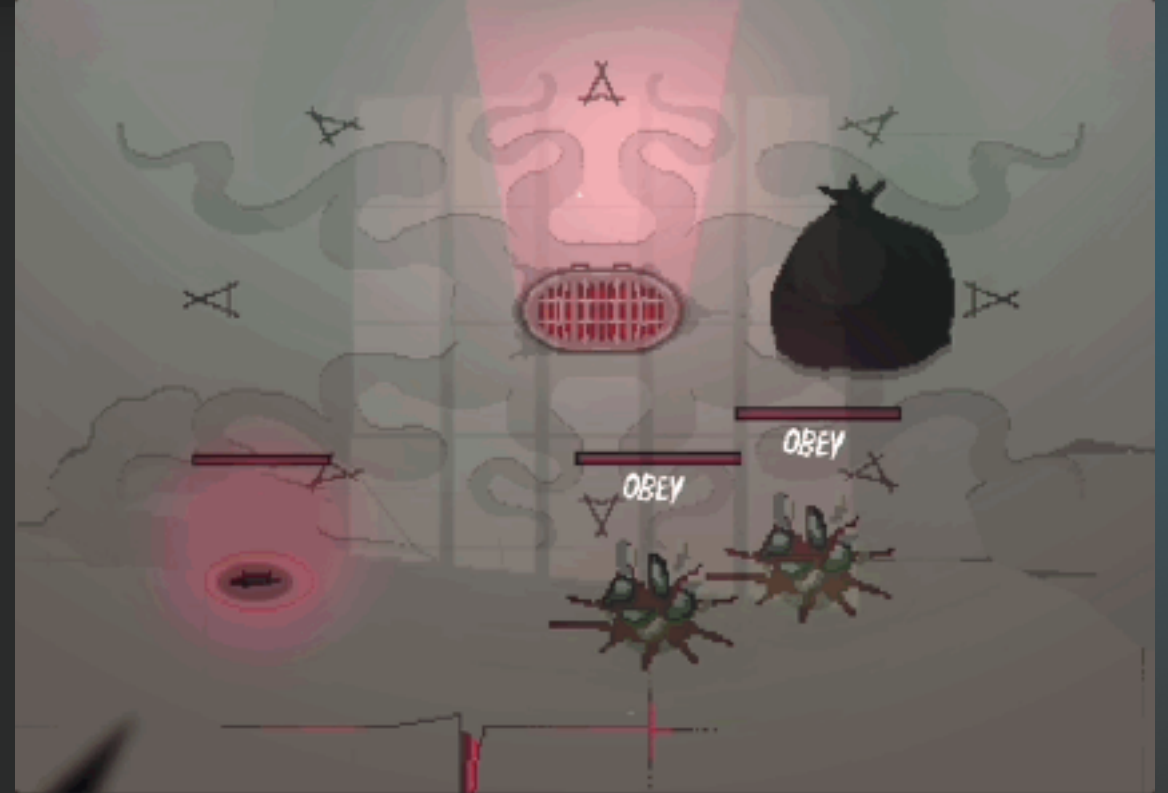
- **Night-Time:** Defeat enemies and feed your master, enabling her eventual attempt at resurrection. Be mindful of the sunrise, as it will halt both Kaisa and you in your tracks. If you complete your chores quickly, Kaisa will be especially pleased and reward you with some pocket money she found at the bottom of the well.
- **Day-Time:** You work on secret projects and prepare for the next night and potentially find a way to escape while Kaisa is sleeping.
- Each project you complete before Kaisa's resurrection is a way to complete the game and each completion unlocks something new.
- **Core Emotion:** We aim to evoke the sensation of a teenager who disobeys their parent by sneaking out while the parent sleeps. If Kaisa wakes up during your absence, she will interrogate you about your whereabouts. You will need to have crafted believable lies to convince her, earning yourself additional time to return home.



Why are we making Kaisa: Resurrection

We're making "Kaisa: Resurrection" because we love being creative and having fun. The game has a silly premise where you fight in a room but can't make too much noise, or something will come to check, and you'll have to hide. It's all about creating an enjoyable and unique experience for players.

The mood and inspiration of the game lean into the aesthetics and themes of **80s-90s B horror movies**, incorporating the campy, eerie vibe that defines this genre. This influence is reflected in the game's visual and auditory design, aiming to evoke nostalgia while providing a fresh twist on classic horror elements.



Zombie bunnies because why not.