**Good evening, Nick. I'm glad you could join me on this interview. First things, first: Tell me what Novus Aeterno is and why everyone out there should back you guys on Kickstarter.**

My pleasure,

So, Novus Aeterno is.. well... its not really a inovative game, so far everyone who i have met at PAX and Gamescom when ever they see our game and play it at the booth they allways say "man i have allways wanted to make this game"

its the game that i think almost every single RTS,TBS, and 4X gamer has thought of at some point in time.

the unique thing about me and my situation, is i was stupid enough to think i could make a true MMORTS and then i was stuborn enough not to give up.

**Some people would say that being that stubborn is a great quality, tell me about the team.**

I am blessed with what i personaly beleve is one of the most incredable teams in the indestry. we are not alot of developers considering most MMOs are built by teams of 300+ we are only 25 but each one of us not only want to revolutionize the stratigy genera but we have all sufferd alot for this dream. and every person on the team has had major studios try and snipe them, but this is not about the money, its not a job for us, its more of a mission hell many of our devs left major studios to join us Honestly tho it grew slowly it started out really with Matt, the senior server enginer he really made this all posible it started out really 7 years ago just him and disigning how this would all work on a white board becouse there was no "tutorial" or documents about how to build a mmorts it was somthing many people have tryed to do but very fue acualy sucsedded. so we honestly spend the first 3 years just disigning it all and working threw every single issue we would run into with it and all the proformence herdles we would need to overcome

**I'm curious to know more about the Kickstarter and the re-launch. Could you tell me more about that?**

Well we originaly where not planning on doing a kickstarter and at the last min we relized we really did not have another choice, some of our other talks with publishers had ended due to them wanting a game with proven metrics and userbase and we rushed onto kickstarter unfortunetly due to our lack of preperation and more then anything HORIBLE voice of timing ending just before the holidays when everyone needed the money for presents but lucky about halfway threw the campain we where aproched by a group of angel investers who wanted to support the game for a part of what we needed and due to the fact that kickstarter does not exept investments of over 10k and also would not let us lower our requierd goal we had to relaunch but now we had learned alot from our mistakes in the earlyer campain set it to end after the holidays, and put alot more work into te tiers and presentation and well, we made 50% of our goal in the first 20 hours and at this rate we will be fully funded in under a week!

**Can you tell us more about the investors or is the anonmity something they wish to keep? What made them approach you in the first place?**

They found us on kickstarter, and saw how exited all of our backers where, and we did have a dicent amount just not enough to reach our original goal, and i will leave it to them to introduce themselfs if they want not my place

**Of course. Any hints of where you want to take the game within kickstarter and outside? Where do you see the game in a year? Three years?**

I can be here all day on that topic but what it really comes down to is i dont see this as just a RTS or a MMORTS its a simulator, where you have a compleatly open sanbox to do what ever you want, run your empire how ever you want and thats what i will be aiming for, and with each hour of development we will just be working twards adding more and more freedom into the game so each person can run there empire and expand in there own unique way no 2 empires the same no 2 players the same

**Would it be unfair to say that you want to be the EVE Online of MMORTS?**

it really depends what you mean by that personaly enjoy eve alot but there are also many elements that i really worked hard to prevent in novus like massive alliences controling everything or just the level of complexity and grind novus you can build 200 warships get into a battle with 4000 ships, everything dies, and have a new fleet up and ready in under a hour its much faster which also makes it more dynamic and its more then anything a diforent perspective its not about the ships or the planets its about the empire and soon after starting playing novus you relize that you start thinking stratigicly like a true leader, everything is expencable yet everything is the only thing you have a battle is cheep war is expencive

**Refining my previous question, would you say you're striving for the same level of freedom and player agency. Are there hard measures to prevent say 60 players from locking down a system?**

yes we are aiming for the same level of freedom in eve for sure and no, nothing in the game is a hard mesure exept 1 thing a unit cap but a very complex one but there still is a unit cap per player, and this alows us to have very rapid unit production speeds and still stay balanced nomater what you can easly lock down a system, but the larger your empire grows the more spred out your defences will be and the harder it is to expand its a sliding scale but if you are a great diplomate and can manage to keep many people supportive to your cause and grow without to many enemys then you can very sucsessfully have massive empires AH one other hard cap, the only diplomatic treety the game inforces are alliances, you can never stab another memeber of your allience in the back, BUT a alliance is a max of 15 people multiple alliences can band together in a coalition but nothing stops them from in fighting

**Is there a special feature or goal you want unlocked in Kickstarter? Something that really excites you that you haven't been able to do yet.**

there is many of them fome Capital ships to mining unique kinds of astirid feilds, even to the other races in the game the fact is we have enough resorces to great the very bare bones game. which is still MASSIVE but there is alot we want to add in and we will be looking twards the strech goals to be able to do it.

**Tell me how you see yourself in comparison to the other MMO and RTS games out there. What makes Taitale Studios unique in regard to them and given the reaction you've gotten from others how do you think they see you?**

Honestly i really down know xD

wait no

thats a lie

there is honestly only 1 indestry recomendation that matters to me im not really the kind of person who fallows sports start, or has heros he looks up to But when i met Louis Castle Co founder of Westwood, i honestly did a geek squeel i was so exited

i grew up on c&c games and now to have the founder of westwood not only having lunch with me, but later having dinner at my house and playing novus with me one of the most incredable moments of my life and if he likes novus

well

thats all the opinion i need

**I understand completely. What has been your biggest challenges both for yourself and Taitale Studios?**

Explaining the game becouse there are no real comparibles it is like trying to explain the color green to a blind man at least it felt like that when ever i tryed to explain it to publishers

**Has your experience with publishers been as frustrating? It sounds like you've approached quite a few if I understood correctly.**

It was frusterating in the bigining, but as i understood them more i relized they are not evil at all, they just have there own objectives, and honestly if you put me in there place the "logical" dicition is not Novus, the logical decition is a MOBA that is ripping off lol or WoT, or somthing like that. I use to rag on publishers alot honestly but now if anything im greatfull to the publishers i have met becouse it helped teach me alot about the indestry and also how to present the game.

**Given how well funding has proceeded, do you see yourself going back to a publisher in the future for another project or do you see yourself going back into Kickstarter?**

Honestly i have no idea the main issue is to build a true MMO costs millions but not 3 to 5 million more like 30 to 50 million and thats not the kind of money you can raise on kickstarter We managed to make Novus for ALOT less, but i dont want to ever need to ask fans to buy pizzas for my devs so they can eat on a live stream ever again. we work to hard to suffer so much and that is one thing a publisher really can offer ofcorse its ALL about the "right" publisher none of them are evil, but you just need to find one whos objectives and buisnes ethics match with yours.

**Does Kickstarter make the possibility of presentation to publishers a reality? Do you feel like if you raised so much money and presented X amount of backers that you could go to a publisher saying"This is how much we did on Kickstarter and this is how much we've made. Does this look like something you'd be interested in?" or do you feel that most publishers would still not be willing to take that journey with you?**

The one thing i really learned with publishers is they need to want you Look at it like a relationship, if th other person wants you before they even know you want them? it works out really well if you want them and "convince" them to be with you? normaly ends in catastofy.

**So what's your favorite part of the whole game development process? If you had pick one, of course.**

conventions!!!!

showing a game in pre alpha still in early development and having some random gamer walk up, start playing it and get REALLY into it that is the most amazing thing to see but i dont know if that really classifys as development then that, team meetings we are like a family now honestly, and they are allways so funny

**Promotion is most certainly part of the development process. Going off that, what moment was the point were you saying to yourself that you were incredibly glad for doing this big endeavor.**

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in the buisnes area seeing everyone go nuts about the game not just gamers but profetionals in the indestry who could not beleve it was real or true there we where a nobody next to world of tanks and Age of Wushu and i expected to have maybe 2 r 3 meetings a day but i was swamped every moment dident even have time to eat i had to get some of my frends from my clan to help demo for me so they could be demoing to one group wile i was discuseing the buisnes model with another that was the moemnt i relized that we really have somthing incredable

**It sounds absolutely surreal. I can understand the public's sentiment for a little while up until the Kickstarter it had appeared as if the game had dropped completely off the radar. Two last questions before we go and you can get some well needed rest, what do you want to leave our readers with and when do you expect Novus Aeterno to be ready for the public?**

I would like to see more people standing up for the RTS genrea everyone says RTS is dead but we are still here, the RTS gamers are where, but we need to bring the stratigy genera to a new level, its not just about novus aeterno. its about the genera we love and have loved sence dune 2! Novus is in early alpha now, so all people who back our kickstarter to get alpha acsess will be ingame as soon as kickstarter is over. we are currently planning to relece on steam in around April, we have alredy been aproved by steam and do not need to go threw greenlight.

**Thank you Nick, I appreciate you taking the time out of your busy schedule and I think I speak for most when I say we're incredibly excited to see what Novus Aeterno brings over the next 45 days. Have a wonderful night.**

Thank you Anthony, have a great evening yourself!