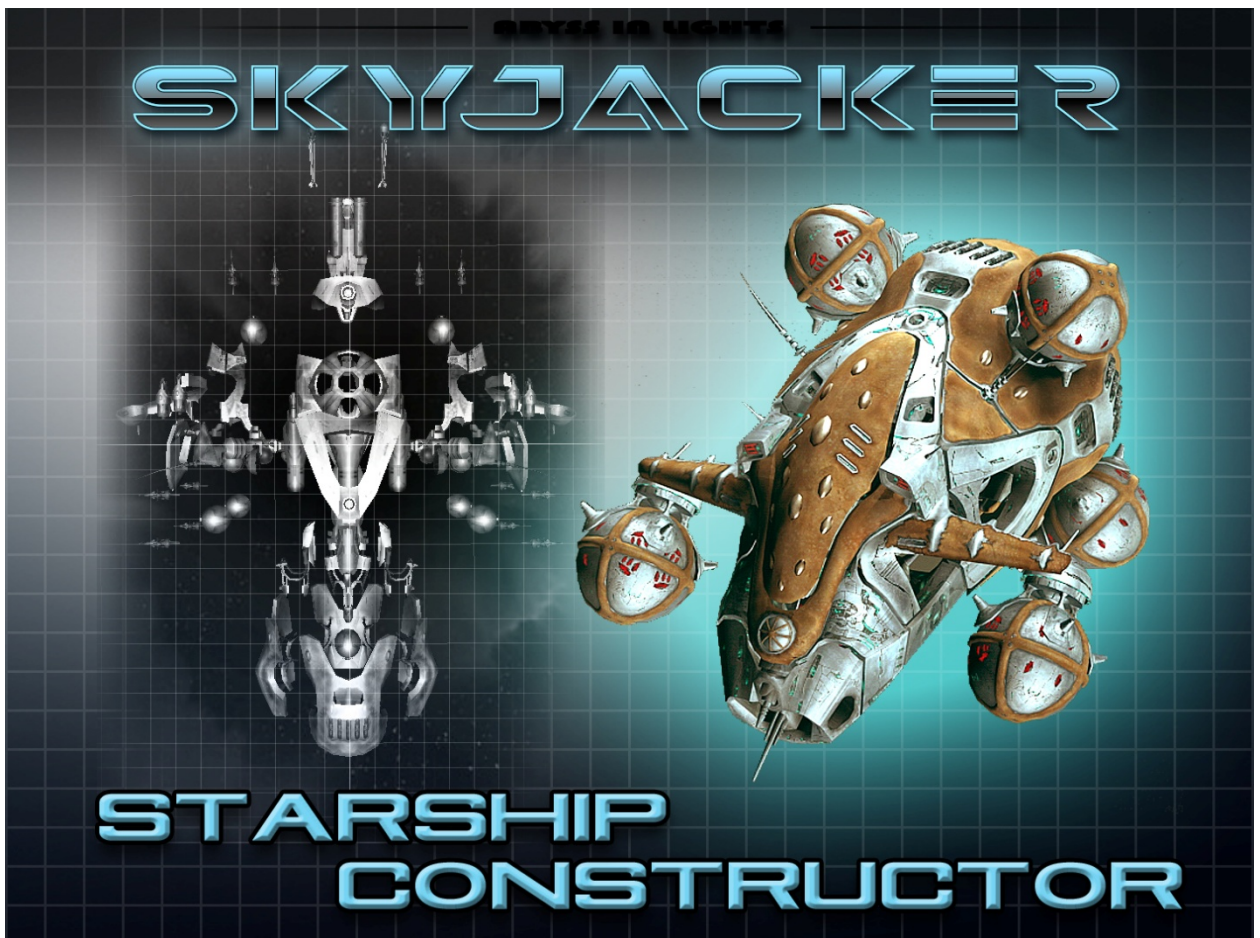


SKYJACKER: Re-newed & Re-launched!

We are happy to inform about our new crowdfunding campaign around our brand game title **SKYJACKER** (<http://www.skyjackergame.com/>)

Many of you remember us from our space game, SKYJACKER, and our summer Kickstarter campaign that didn't reach its goal. That time we promised not to give up and to release our innovative space sim in the year of 2013 as had been promised. Since then hundreds of loyal backers have helped us out through our **DigiStore** (<http://store.digitilus.com>), enough for us to continue our work. Now we're back and we're taking the next step!

Our new campaign is called **STARSHIP CONSTRUCTOR**



It's an interactive spaceship construction app, featuring 100+ ships from the upcoming space game SKYJACKER. In addition to the basic assembly / disassembly toy, the player will test those ships maneuverability and on-board weaponry in free space, near some conveniently-located asteroids. But the top requested feature for SKYJACKER was for mod tools development. We remembered that while moving to Unity Pro. And one of our stretch goal is to transform the basic version of **Starship Constructor** into the most innovative mod tool to let the player create their own custom designs of existing and completely new spaceships, and play them in SKYJACKER then.

This time we launched in both the most popular crowdfunding platforms:

Kickstarter (<http://www.kickstarter.com/projects/digitilus/skyjacker-starship-constructor>)

[IndieGoGo \(http://www.indiegogo.com/skyjacker-sc\)](http://www.indiegogo.com/skyjacker-sc)

Having a goal of \$30 000 , **Starship Constructor** will be a milestone in SKYJACKER development and a stand-alone application. The player will be able to explore over a hundred spaceships from eight alien civilizations, with unique technologies ranging from heavy industry to vat-grown organisms. He will rip open their hulls in real-time and see what makes them tick!

Starship Constructor will debut for PC, Mac and Linux. Furthermore, we want to realize a mobile version for iOS and Android (including version for OUYA)

In addition to mod tools creation our list of stretch goals also includes several other goals, such as: development of classic mini-games, such as *Tower Defense* and *Asteroids*, with modern graphics and SKYJACKER in-game assets; Detailed Interior Design, which will add even more levels of detail for our parts. It also includes the English translations of two first books of the "Abyss Lights" book series written by our project lead, Eugene Zhukov.

The progress we make in **Starship Constructor** will help us move forward with SKYJACKER itself. It's not just one more campaign to raise some pledges! Each ship we assemble in the Constructor is another ship designed, modeled, rigged, weighted and good to go. Every shader and inheritance structure written is one hundred percent applicable to our ultimate goal - deliver SKYJACKER, the game we've been working on for years!

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About the game:

SKYJACKER is a 1st person free-roaming space combat game with incredibly high dynamics and freedom of the gameplay, which you've never seen in any other space combat game before!

The game plot is based on the original IP from the "**Abyss Lights**" book series. Advanced physics and extended spaceship customization enhance innovations during gameplay. Immersive space saga weaves compelling storyline, next-gen graphics, and epic sound score reminiscent of "Lord of the Rings", following the player in his space adventures.

<http://www.skyjackergame.com>

About the team:

Digitilus LLC (<http://www.digitilus.com>) is an independent space games developer. We are a gang of professionals with over 20 years of real work experience in the seething core of game industry. We like Sci-fi / space genre and we keen on the theme of space exploration. We see our mission in aggressive promotion of the theme of SPACE EXPLORATION employing our talents and passion to make games.

Our background is Abyss Lights Studio (<http://www.abyss-lights.com>) - well known outsourcing house from Ukraine, with over 400 projects released including making art content for such famous franchise as Need for Speed, World of Tanks, Asterix & Obelix, Lazy Town, and multiple non-gaming projects in the area of precise technical 3D modeling, mostly for military clients.

After 10 years of servicing others, we made the decision to focus on in-house game development, which resulted in formation of Digitilus LLC business entity in the US state of California.