

# Nebuchadnezzar – Press kit document

## Factsheet

- **Developer:** Nepos Games, s.r.o., Prague, Czech Republic
- **Genre:** City builder, Strategy, Simulation, Indie
- **Platforms:** [Steam](#) and [Gog](#)
- **Contact & Socials:**
  - Press or business inquiries: [info@nepos.games](mailto:info@nepos.games)
  - Discord: <https://discord.gg/CuVKNmw>
  - Facebook: <https://www.facebook.com/NebuchadnezzarGame/>
  - Twitter: <https://twitter.com/nebuchadneGame/>
  - Reddit: <https://www.reddit.com/r/NebuchadnezzarGame/>

## Overview

Nebuchadnezzar is an isometric city builder game taking place in ancient Mesopotamia. Players get to manage great historical cities filled with magnificent monuments built and designed exactly to their tastes.

## Game Highlights

- **City Builder:** Enjoy the traditional gameplay of a historical city builder.
- **Setting:** Discover the oft-forgotten history of ancient Mesopotamia.
- **Monuments:** Build magnificent monuments of your own design.
- **Mods:** Expand your experience with the full support of mods.

## Nepos Games

Founded in 2019, we are a company of two based in Prague. Over the years, we've worked on many projects such as Broken Sword 5, Euro Trucks Simulator 2 and American Truck Simulator. After over 10 years working in the mainstream game industry, we decided to quit our jobs and finish our passion project, Nebuchadnezzar.

## About

Nebuchadnezzar is a classic isometric city builder game inviting players to experience the mysterious history and culture of ancient Mesopotamia. In the campaign, players get to rule over influential historical cities filled with magnificent monuments.

## Gameplay

Build your city while you oversee the manufacturing of different agriculture and goods for your population. Solve problems, prevent population loss, trade with other cities, handle foreign relationships, take care of varying population classes and employee types across various industries and services, and many more. Nebuchadnezzar's gameplay is geared towards all types of players: from beginners of the genre to experienced strategists.

## Campaign

Nebuchadnezzar's main campaign contains more than a dozen historical missions covering the colonization of ancient lands to the conquest of Babylon by Persians in the 6th Century bc. Each mission summons a different time period in Ancient Mesopotamian history, providing comprehensive historical experience. Players must carry out tasks important to the specific time and place of each mission, including the construction of historical monuments.

## Monuments

During the campaign players will not only build complex ancient monuments, but design them too. Nebuchadnezzar features an in-game monument editor giving players complete control over their buildings. From structural design to color scheme to final details: it's in the hands of the player. Will you recreate history or make history? It's up to you.

## Mods & Localization

Nebuchadnezzar was created with mods and localization in mind. Expand your experience with the full support of mods from new buildings, new goods, production chains, and even new maps, missions, and campaigns. It is almost entirely moddable. Localizing mods will also not be a problem. You can create mods in multiple languages and/or add languages to existing ones. This applies to the base game as well.