

Why am I sure that Maiden Deity will have success?

1) If you know Touhou, then you know what extraordinary success this series has, in the whole world. Where did this success come from? It is difficult to say, probably because of the fandom. First of all, people are interested in the universe, secondly - the games themselves. However, the series is already more than 22 years old, if we count from the moment of the first demonstration of the first game, and popularity did not come to the series immediately, but rather to the 6th game. It should be understood that the first 5 games were under the PC-98 platform, and 6 and later under Windows. This is me to the fact that it is not worth expecting the **insane** popularity from Maiden Deity, but I don't need extremes - there is a certain level that will be enough. Not too low, not too high. However, who knows, there are all sorts of things like Undertale...

I have a lot of contacts in the Touhou fandom, I see in what people are interested and in what are not. I am myself a big fan of this series and I can also note what I like and what I do not. If I use these contacts, I will receive a huge number of interested people who will play in the Maiden Deity, assess it, tell their friends and there will be a kind of "snowball".

2) By and large, Touhou has no real competition, neither in Steam, nor in general, so it will be extremely interesting for people to see a high quality similar game. Arcade schmups is a different story.

3) Very many people do not like the current state of Touhou, many believe that "ZUN is not the same" from the 13th game. Someone may think so about the 12th, someone about the 13th, 14th, 15th, 16th - I do not know. Personally, I played in all installments of dammaku-Touhou (except first 4 games) and I liked every one (did not played in the full version of the 17th, although I can already say that soundtrack is not very good). I did not play in Violet Detector, but I know that it was greeted coolly. Moreover, as I already wrote above, the Touhou's universe is already more than 22 years old, so it is not surprising that many people are not interested in it the same way as before — Maiden Deity's universe arises just now.

4) Dammaku is a rare genre, but one cannot say that a game in this genre cannot be popular - again, Touhou is an example. On the other hand, since the genre is rare, then there is less competition, and the more interesting its qualitative representatives are. In addition, isn't it rare because there are few of such representatives, and those that there is are almost incomprehensible to the western player? Perhaps we will correct this situation.

5) As in general, except for Touhou, there is not something extremely popular among the dammaku games, and specifically in Steam too. Besides, I want to draw attention to the fact that Touhou in Steam is just Touhou in Steam, just a game thrown in there. There is no localization (only original in japanese, to other languages the translation is done by fans, but their translation lies in separate patches and is not recorded in the officially accessible list of languages on the store page), there are no achievements, no icons, cards and backgrounds, and so on. Maiden Deity will have an advantage in this field, since I want to release the game on english and russian, and there will be achievements, and I would really like to see cards and the

rest of the content accompanying them (icons, backgrounds, emotes). Plus, I would like to add fan translations to the official list of languages on the game page.

6) Communication. I am a very “accessible” and “down to earth” person both in terms of “through what sources I can be accessed on the internet” and in terms of communication as a whole - ba, I myself will strive to communicate with the fans as much as possible. Discussions of the game in Steam, the official Discord server, Twitter, a group in the russian social network, I yearn to personally order fan art for my most favorite characters in Maiden Deity, communicate with artists, cosplayers and so on. People will see how much the author is keen to his game, how much he loves it, how interesting and pleasant a person is in communication, how accessible, earthbound and benevolent, even in overall, not considering things that are bound to Maiden Deity, and so on. All this will certainly contribute to the popularity of Maiden Deity.

7) Quality. After reading all the materials currently provided and that will be provided further, I think you will (or already) understand perfectly its potential, how passionate I am, how seriously and deeply I work it out, how much soul I put into it. The only questions is to qualitatively realize my ideas, and how many people will learn about this project.

8) In Touhou, there is no such detailed text materials (very detailed character profiles, Author's Materials, materials about the history of the game's world, and so on), if we will not count manga, in almost all installments there is no Spell Practice, and where it is, those installments are too easy anyway, heh. There is no much use of male characters and characters of different races that **really looks different**, not just like “the fully human looking girl but just with tale(s)\cat ears\horn(s)\and so on”. Touhou games are not very serious in general, not serious and worked out in dialogues, in story, and so on. The concepts of Maiden Deity objectively exceed Touhou in some (many?) parameters. I expect “Maiden Deity: The Dragonfly's Dreams” to be a lot more qualitative in comparison with any Touhou game - taking **separate** games, of course, I am not so impudent to tell that my newly created universe surpasses Touhou taken as a whole, with its more than 22 years of history.