Browsing **Kickstarter** project always brings out pretty surprises.
Chris Roberts, creator of the famous **Wing Commander** franchise, returns with a crowdfunded project that will bring us a great space sim.

In November 2012, Roberts raised more than $2 million (on a $500k goal) to begin development: today, still getting crowdfunded, he reports he raised more than $14 million, allowing game development to go even further and unlocking a whole new world of features for the game.

What is Star Citizen about?

> *Star Citizen brings the visceral action of piloting interstellar craft through combat and exploration to a new generation of gamers at a level of fidelity never before seen. At its core Star Citizen is a destination, not a one-off story. It's a complete universe where any number of adventures can take place, allowing players to decide their own game experience. Pick up jobs as a smuggler, pirate, merchant, bounty hunter, or enlist as a pilot, protecting the borders from outside threats. Chris Roberts has always wanted to create one cohesive universe that encompasses everything that made Wing Commander and Privateer / Freelancer special. A huge sandbox with a complex and deep lore allowing players to explore or play in whatever capacity they wish. That universe is Star Citizen.*

Check Star Citizen original Kickstarter project and Roberts Space Industries.