

# Melvor Idle is a detailed multi-track idle game

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Melvor Idle is a detailed multi-track idle game that is a bid to reinvent "the fundamental elements that comprise the RuneScape franchise in a way that they could be enjoyed without a lot of effort," says the publisher. It's a very well-designed idle game which has plenty of different things to make and advance, aswell as an emphasis on zero games that have prestige mechanics that need a restart.

Jagex has been rumored to have discovered the game's existence in the first quarter of 2020. and a lot of their staff members were enthusiastic about it following the first Steam launch in October of the same year. As you'll imagine that the developer is satisfied to have a connection to the creators who created one of their most popular games. "Being able to work together with Jagex to directly work on this has been a dream of a lifetime," said Brendan Malcolm who is the sole developer behind Melvor Idle Studio Games by Malcs.

Malcolm posted a long Q&A with gamers on the Reddit community, making clear that he'd maintain full creative control in the future as well as stating that Melvor Idle's single purchase model of monetization wouldn't be altered. Jagex was, as Malcolm stated, has "no intention" to change anything about Melvor Idle. The agreement for publishing will have Jagex as the sole provider of localisation, marketing, tech support, and QA Melvor Idle.

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