

★Lump of Sugar 20th Anniversary & [Nursery Rhyme -Nursery☆Rhyme-] Remake
Crowdfunding Project!

JST June 26 (Fri) 19:00 – August 24 (Mon) 23:59

*Support for this project is limited to residents of Japan.

*Inquiries are accepted in Japanese only.

■ Greetings & Purpose of the Project

Thank you very much for your continued support of Lump of Sugar.

Thanks to you, Lump of Sugar has reached the major milestone of its 20th anniversary. We've been bringing you various anniversary events since last year, and as the [grand finale project to cap off our 20th anniversary], we've decided to take on our first-ever crowdfunding campaign.

Coinciding with the brand's 20th anniversary, our debut title, *Nursery Rhyme -Nursery☆Rhyme-*, which represents our origins, is also celebrating its 20th anniversary since its release.

This title remains a cherished work loved by many to this day, but since it was released 20 years ago, production has long since ceased, and packaged copies now command premium prices.

Furthermore, the original program is incompatible with modern PC environments, making it impossible to offer digital downloads—which makes it extremely difficult for new players to experience the game.

“We want to bring that nostalgic yet vibrant world back to life once more with modern-day quality.”

“We want to deliver it once again to everyone who still supports us, as well as to those who have recently become interested in the game.”

Driven by these strong desires, and by combining your support with our company's full efforts, we have launched a remastering project to revive *Nursery Rhyme -Nursery☆Rhyme-*

Please note that this project will be conducted under an “All-In format” (a system where the project will proceed regardless of whether the funding goal is met).

Therefore, once you pledge your support, the creation of the game and the delivery of your rewards are guaranteed, so please feel free to support us with confidence.

Additionally, regarding “Stretch Goals (All-or-Nothing format),” we aim to implement additional features based on the level of support we receive from you.

We will flexibly adjust the content depending on the achievement status and strive to create an even more appealing game.

We sincerely ask for your warm support to help make the “Nursery Rhyme -Nursery☆Rhyme-” Remake Project a reality.

■ Use of Funds

- Production costs for the game software [Nursery Rhyme -Nursery☆Rhyme-]
- Manufacturing costs for the game software [Nursery Rhyme -Nursery☆Rhyme-]
- Manufacturing costs for merchandise
- Shipping costs for the game software and merchandise
- Soleos fees

■ Stretch Goals

We will upgrade the production of [Nursery Rhyme -Nursery☆Rhyme-] based on the level of support we receive.

◆ Funding Goal: 100%

- Release the **【Nursery Rhyme -Nursery☆Rhyme-】** Full HD Remaster (supporting Japanese, Simplified Chinese, and English) on Steam. *Patch included (not directly included in the rewards; scheduled to be distributed separately as DLC.)
- Digital release of **【Nursery Rhyme -Nursery☆Rhyme-】** for Nintendo Switch (compatible with both Switch 1 and Switch 2).
- Physical release of **【Nursery Rhyme -Nursery☆Rhyme-】** (tall case). *Patch included. (Not directly included in the rewards. It is scheduled to be distributed separately as DLC.)

◆ Funding Goal: 150%

- [Nursery Rhyme -Nursery☆Rhyme-] OP song “True My Heart” and ED song “Dearness” will be re-recorded and re-arranged as 20th Anniversary Versions.
- A new OP movie will be produced.
- All backers will receive the full-length versions (downloadable) of the 20th Anniversary versions of the opening and ending themes from **【Nursery Rhyme -Nursery☆Rhyme-】**.
Additional Bonus for the 9 Sugar Cubes Tier
Invitation to the recording session for **【True My Heart】** or **【Dearness】** (choice not available).
*Recording will take place in Tokyo. The recording schedule will be announced to eligible recipients at a later date.

Additional Bonus for the 10 Sugar Cubes Plan

An invitation to the recording session for either **【True My Heart】** or **【Dearness】** (choice available).

*Recording will take place in Tokyo. The recording schedule will be announced to eligible recipients at a later date.

◆ Funding Goal: 200%

- The existing package illustration will be replaced with an [exclusively drawn package illustration].
- The physical edition will be upgraded from a [tall case] to a [tall case with outer box].
- All backers will receive a wallpaper featuring the exclusively drawn package illustration.

◆ Funding Goal: 300%

•Add an individual episode for Kururu in **【Nursery Rhyme -Nursery☆Rhyme-】** (additional scenario & additional event CGs). *A patch will be provided. (This is not directly included in the rewards. It is scheduled to be distributed separately as DLC.)

*Due to the retirement of Kururu's voice actress, if Stretch Goal 3 is reached, the Kururu route from the main story will be re-recorded with a new voice actress.

Additional Bonus for the 10 Sugar Cubes Tier

[Right to Name an In-Game Mob Character]

◆Funding Amount: 500%

•[Nursery Rhyme -Nursery☆Rhyme-] All illustrations—including event CGs, character portraits, and backgrounds—will be fully remade in Full HD with brand-new artwork.

■Reward Details

◆1 Sugar Cube Tier

•Thank-you email

•Access to production progress reports

*Additional perks may be available depending on stretch goal achievement status.

◆2 Sugar Cubes Tier

Includes everything from the 1 Sugar Cube Tier +

▼ Additional Rewards for the 2 Sugar Cubes Tier ▼

•Game (Digital Download) *Steam version.

•Exclusive [Kururu] signed art print

*Additional bonuses may be available depending on the achievement of stretch goals.

◆3 Sugar Cubes Tier

Includes everything from the 2 Sugar Cubes Tier +

▼Additional Rewards for the 3 Sugar Cubes Tier ▼

•Game (Tall Case)

•Exclusive [Kururu] Double-Suede B2 Tapestry

*Additional perks may be available depending on the achievement of stretch goals.

◆4 Sugar Cubes Plan

Includes everything from the 3 Sugar Cubes Plan +

▼Additional Rewards for the 4 Sugar Cubes Plan ▼

•Exclusive [Kururu] SD Acrylic Keychain

•Exclusive [Mashiro Izumido] Double-Sueded B2 Tapestry

•[Small] In-Game Credit Mention

*Additional bonuses may be available depending on the achievement of stretch goals.

◆5 Sugar Cubes Plan

Includes everything from the 4 Sugar Cubes Plan +

▼Additional Rewards for the 5 Sugar Cubes Plan ▼

•In-game credit listing [Small to Medium]

•Exclusive illustration [Kururu] body pillow cover (A&J Lyctron Rich)

*Additional rewards may be available depending on the achievement of stretch goals.

◆6 Sugar Cubes Plan

Includes everything from the 5 Sugar Cubes Plan +

▼ Additional Rewards for the 6 Sugar Cubes Plan ▼

- In-game credit mention: [From Small to Medium]
- Exclusive illustration [Mashiro Izumido] body pillow cover (A&J Lyctron Rich)
- Exclusive illustration [Kikurami Moribime] double-suede B2 tapestry

*Additional bonuses may be available depending on the achievement of stretch goals.

◆ 7 Sugar Cubes Plan

Includes all rewards from the 6 Sugar Cubes Plan +

▼ Additional Rewards for the 7 Sugar Cubes Plan ▼

- Acrylic Stand [Konoha]
- Exclusive Illustration [Izumi Kohaku] Double Suede B2 Tapestry
- [Good Morning & Good Night Voice] where the character calls your name (Choose one from: The White Beast, Nue, Rin, Riru, Az, or Gin)

*Additional bonuses may be available depending on the achievement of stretch goals.

◆ 8 Sugar Cubes Plan

Contents of the 7 Sugar Cubes Plan +

▼ Additional Rewards for the 8 Sugar Cubes Plan ▼

- [Birthday Voice] where the character calls your name (You can choose one character from Shiroki Juu, Nue, Rin, Riru, Az, or Gin)
- One autographed color paper from a voice actor portraying Shiroki Juu, Nue, Rin, Riru, Az, or Gin (you can specify which one) (You may specify a character different from the one you chose for the voice message)
- Acrylic Stand [Ai]
- Exclusive Illustration [Kohaku Izumido] Body Pillow Cover (A&J Liketron Rich)

*Additional bonuses may be available depending on the achievement of stretch goals.

◆ 9 Sugar Cubes Plan

Contents of the 8 Sugar Cubes Plan +

▼ Additional Rewards for the 9 Sugar Cubes Plan ▼

- In-game credit mention in [From Large to Extra Large]
- An acrylic keychain featuring an original illustration by Nagare Kasane [featuring the heroine of your choice (from any Lamp title) in a scenario of your choice—a one-of-a-kind illustration] (This illustration will not be used for merchandise available to the general public)
- A signed color paper with an original illustration by Fumitake Mokihara (specify one heroine of your choice from past works featuring Fumitake Mokihara's original artwork)
- A signed color paper by Saori Sakura

*Additional rewards may be available depending on the achievement of stretch goals.

◆ 10 Sugar Cubes Tier

Contents of the 9 Sugar Cubes Tier +

▼ Additional Rewards for the 10 Sugar Cubes Tier ▼

- Large-size color paper signed in her own hand by Saori Sakura *The color paper signed by Saori Sakura will be a large size.
- An autographed color paper featuring an original analog SD illustration by Nagare Kasane (You may select one heroine of your choice from her past works)

• A double-suede B2 tapestry featuring an original illustration by Fumitake Moegihara, based on the heroine of your choice (from Fumitake Moegihara's original artwork) and a scenario of your choice—making it the only one of its kind in the world (This illustration will not be used for merchandise available to the general public)

*Additional rewards may be available depending on the achievement of stretch goals.

■ Schedule

• Crowdfunding Period

June 26, 2026, 7:00 PM – August 24, 2026, 11:59 PM

• Game Software and Rewards

While this is subject to significant change depending on the achievement of stretch goals, assuming 100% funding, we will proceed with development to ensure delivery of the rewards by the end of 2027.

We will provide updates on the detailed status as needed following the conclusion of the crowdfunding campaign.

■ In Closing

Born as Lamp of Sugar's first title,

【Nursery Rhyme -Nursery☆Rhyme-】 is a cherished work that represents the very origins of our brand.

Even now, 20 years after its release, the fact that there are people who still remember this game and continue to love its characters and music is our greatest source of support.

This project is not simply about re-releasing a past title.

It is a challenge to adapt this work, born 20 years ago, into a format that can be enjoyed in today's environment and to ensure its legacy endures into the future.

To make this a reality, we cannot do it alone—we need the support of everyone who has cheered on Lamp of Sugar all this time.

Whether you enjoyed 【Nursery Rhyme -Nursery☆Rhyme-】 back then,

or are discovering this title for the first time now,

we would be delighted if you would join us in this project as a partner in connecting this work to the future once again, on this 20th-anniversary milestone.

We look forward to reliving those wonderful moments of excitement and emotion with all of you once more.

We sincerely ask for your passionate support and encouragement.

■ Important Notes & Frequently Asked Questions

Important Notes

*Support for this project is limited to residents of Japan.

■ This project uses an "All-in" funding model, meaning it will proceed even if the target amount is not reached.

■ The benefits included in the stretch goals will be provided only if the respective target amounts are reached.

■ We cannot accommodate changes to your plan, modifications to the contents, or cancellations after purchase. Please carefully review your order details and quantities to ensure accuracy before submitting your order. Please also note that, with the exception of defective items, we cannot accept returns of delivered rewards.

■ The project organizer will provide updates regarding this project and merchandise via messages and reports on the site. After backing the project, please check your email and notifications for updates.

■ All copyrights to the game, audio, video, merchandise, and all other works produced through this project belong exclusively to Lamp of Sugar. Use for purposes beyond personal use, resale, and uploading music or video to the internet are strictly prohibited. Furthermore, the transfer or resale of products or rights to third parties is strictly prohibited.

■ About Rewards

• Please provide your name for autographs and personalized voice messages in the questionnaire at the time of purchase.

 Please refer to the questionnaire section for detailed instructions.

• Please refrain from using group or company names.

• Please limit your credit name to 10 characters or fewer. Credit names exceeding 10 characters will be invalid.

• If you do not wish to have your name listed in the credits, please select “Not Required” in the questionnaire.

• Credit listings are limited to one per person. If you purchase multiple rewards, we will list the credit on the largest size item among the courses you purchased.

• If you purchase multiple courses that include credit listings, we will prioritize the credit name from your most recent purchase.

• Due to system limitations, we cannot accept changes to survey responses after purchase, so please review your answers carefully before submitting.

• Reward items may be made available for general sale at a later date.

• We may add additional rewards in the future (including limited-quantity rewards).

Please be aware of this in advance.

• As the products are currently in production, designs and specifications may be subject to change.

• For “rewards with purchase limits,” each customer may purchase only one item.

Please note that if you attempt to purchase multiple items, your order may be canceled.

■ Regarding Additional Rewards for the 10 Sugar Cubes and 9 Sugar Cubes Courses

• For invitation-only events, failure to attend due to personal reasons will be treated as a cancellation. Please note that no refunds will be issued.

• Audio and video recording are prohibited.

• Travel and accommodation expenses are the responsibility of the backer.

- Please present a valid form of identification upon arrival. The ID must match the registration information on your Soléos account. Please note that you will not be admitted if the information does not match.
- We strictly prohibit the transfer or resale of invitation-based participation rights for commercial purposes, attempts to resell them on online auctions, or purchasing them with the intent to resell to third parties.
- Please note that resold tickets will be invalidated, and you may be denied entry. In such cases, no refunds will be issued for the ticket price.
- Refunds will not be issued except in cases where the organizer deems it unavoidable, such as event cancellation.
- If the organizer determines that your behavior is causing a disturbance to other guests, you may be asked to leave the event, even if it is still in progress. In such cases, no refunds will be issued. Please be aware of this in advance.
- *Please note that the event may be changed or canceled without prior notice due to severe weather, natural disasters, or circumstances related to the performers.

Frequently Asked Questions

- About the Project

This project is an “All In” campaign.

Rewards will be provided regardless of whether the funding goal is met.

- How to Support (Payment Methods)

The payment methods for this project are [Credit Card] and [Convenience Store Payment].

《All In Rewards》

Payment is processed immediately upon backing, regardless of the funding goal achievement rate.

〈Payment Methods〉

- Credit Card
- Convenience Store Payment

[Participating Convenience Stores]

Lawson, FamilyMart, Ministop, Seicomart

*No refunds will be issued under any circumstances after payment is completed.

*For this project, you can select “Convenience Store Payment” as your payment method starting from the project launch date.

*Convenience Store Payment is only available for rewards priced under 300,000 yen.

*Convenience Store Payment will be accepted until 7:00 PM on the day before the project ends.

*The support period runs from 19:00:00 on June 26, 2026, to 23:59:00 on August 24, 2026. Please check the “Time Remaining” section on the project page for details.

*Purchases cannot be made after this deadline, so please allow plenty of time for your purchase.

*Due to Solios’s system specifications, we do not support installment payments via [Credit Card]. If you wish to pay in installments, please use the installment plan offered by your credit card company after purchase. In that case, please check the terms and conditions of your credit card company before making your purchase.

*Rewards for which payment via convenience store was not made by the deadline will be returned to inventory in order.

*All purchases are on a first-come, first-served basis.

- Contact Information

For questions regarding this project or the products, please contact us via the inquiry URL below.

*Please note that we cannot respond to inquiries submitted via social media platforms such as X (Twitter).

Contact Us

- Other Information

For answers to frequently asked questions regarding platform features—such as Soleos membership registration, changing your shipping address, and requesting receipts—please refer to the links below.

[How to Purchase and Cancel](#)

[About the Project](#)

[Other Usage Information](#)

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