OMNI SYSTEMS LtD.

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www.omni-labs.com

Eufloria

http://www.eufloria-game.com

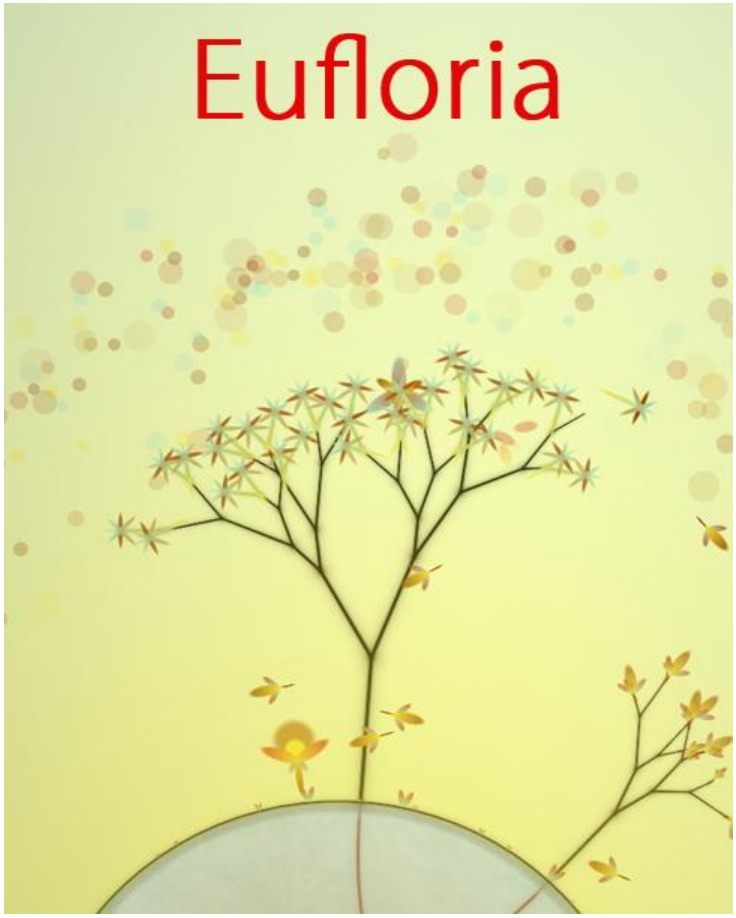
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About the Game

Eufloria is a beautifully styled, incredibly addictive game of space exploration and conquest that avoids all genre clichés and employs surprising themes of plant growth and bio-mechanical evolution.



This strange experience was originally developed by two-man indie team **Rudolf Kremers** (Design) & **Alex May** (programming), with terrific music and audio by **Brian Grainger** (Milieu).

The HD version has been co-developed with fellow indies **Alex Amsel** and **Mark Fitt** of **Tuna**.

The game allows the player to explore a beautifully realized universe rendered in a style that is both unique and compelling. Eufloria's aesthetics are reminiscent of children's books like "The Little Prince" and is supported by an original ambient soundtrack by Brian Grainger offering no less than 3 hours of wondrous ambient music.

Gameplay revolves around conquering asteroids in space and using their resources to literally grow and nurture new plants and creatures to do the player's bidding.

The player is pitted against several teams of AI opponents that all vie for the same resources and can offer fierce opposition. The game offers casual style touch controls and ease of play, but allows for very deep strategic gameplay, married to artistic but user-friendly graphics. This makes the game easy to learn, hard to master, and addictive and approachable to most types of game players.

Most of the content in the game is procedurally generated, and each play session is therefore unique.

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Rudolf once described the game as follows:

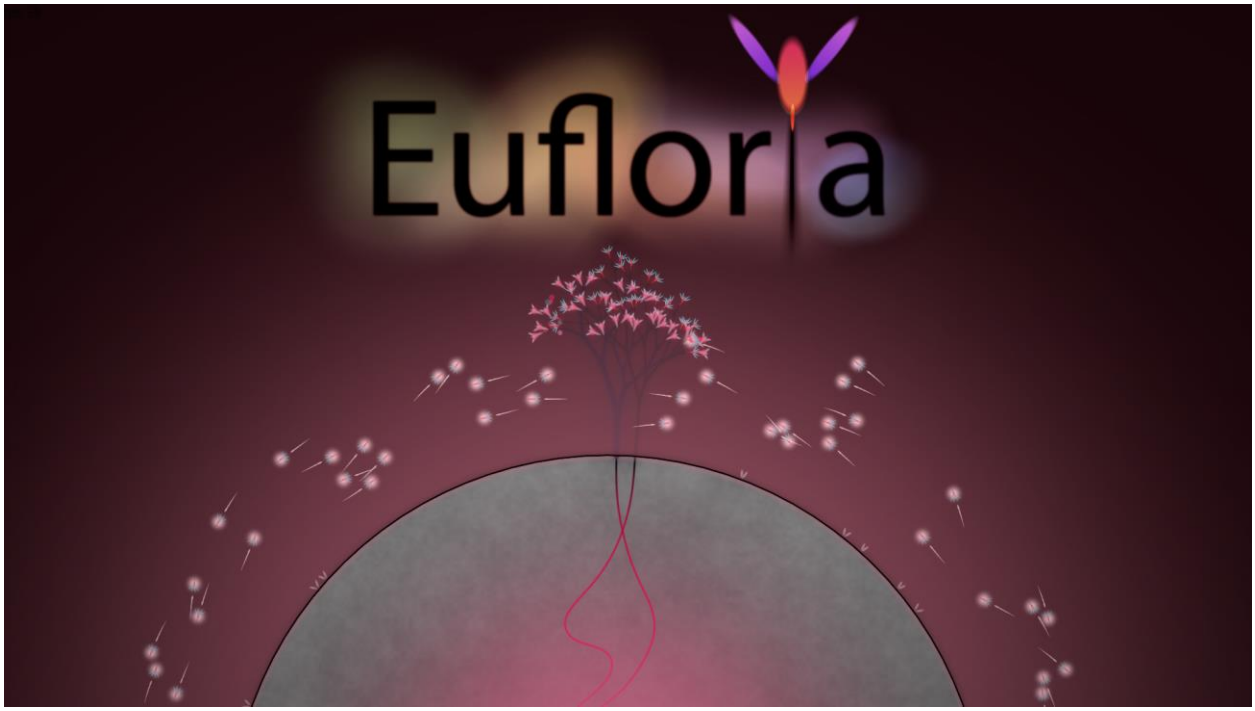
> *Eufloria…- -…isn't really like other games. It has strategic gameplay, but no technology trees or complicated interface. It allows for exploration and expansion without being punished for small mistakes. It offers challenges that are fun, but in a style that can be described as "ambient gameplay". There is conquest but there are no space marines in sight at all. Instead, all of Eufloria's gameplay is based on growing your strategic and colonising life forms on asteroids that you conquer throughout the game. That is right: you are basically playing a game of intergalactic guerrilla gardening. Oh, and you engage in massive battles against enemy plant life.*

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Critical Acclaim

- *"It's hard to express how much we love Eufloria" - Pocket Lint (App of the Day)*
- *"Soothing ambient music, beautiful abstraction… one of the most enjoyably relaxing wars we've ever waged" - Mac Life*
- *"Planting a garden never felt so cutthroat" – Kotaku*
- *"The most stylish and unique RTS you've ever seen" - AppAdvice*
- *"Fluffy seed death meet enchanting RTS" - 4gamer.net (Japan)*
- *"A beautiful and entrancing addition to the iOS library." - Digital Spy*
- *"A truly standout game on the platform." - iLounge*
- *"…-a unique real-time strategy experience" - Gamespot*
- *"It's truly in a league of it's own" - Boing Boing*
- *"This game is fast becoming an instant iOS gaming classic" - Mobile Tech Review*
- *"Elegantly simple and startlingly beautiful, it deserves to be played by everybody." - PSN Stores*
- *"…-gentle poetry." - Wired magazine*

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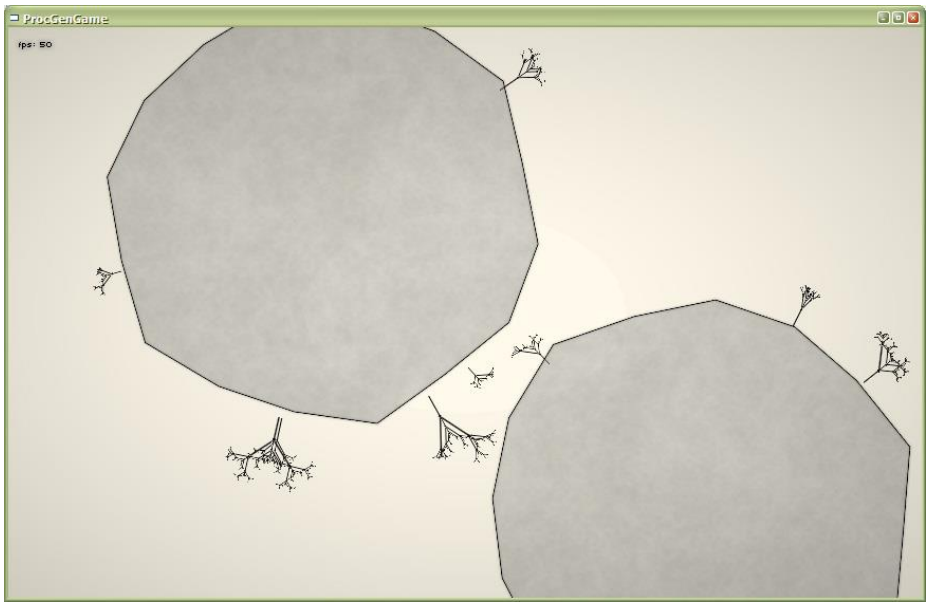
About the Past: Origin and Recognition

It took us a while to get here, but it was a fun journey.

We once started with this:

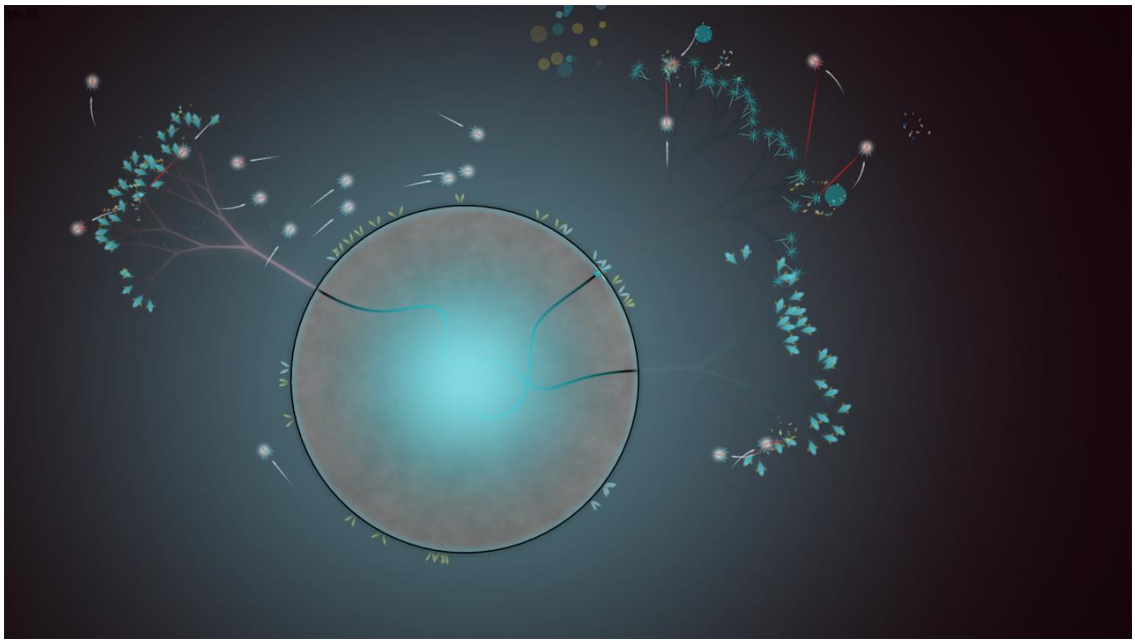


Then proceeded to this:



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Now we are here:



…and in a lot of other places as well.

An earlier version of the game called *Dyson* was developed for the **TIGSource** Procedural Game Competition. It was originally partly inspired by the work of theoretical physicist **Freeman Dyson**, and has been available as a freeware exploration of procedural gameplay. Freeman Dyson hypothesized a terraforming tree that would help exploit and colonise asteroid fields, and has written frequently about self-replicating autonomous robots. A further inspiration was the work of **Phillip K. Dick** (Especially the story Autofac, about a never ending war) and people like Karl Simms, one of the trailblazers in the field of evolutionary AI.

An interview with Rudolf produced this quote about the origins of the game:

> *"Well, it was a combination of factors. I always wanted to do a procedural asteroid mining game, and Alex was already working on procedural stuff for his game Deadrock. Alex suggested we inverted the gameplay so instead of creating things inside asteroids we "grow" them on the outside. The floral theme was added, and Alex came up with the look. "*

The game later adopted a commercial dimension, and to reflect this reality the game's name changed to **Eufloria**, then **Eufloria HD** in its most recent incarnation, chosen out of 400 entries offered in a renaming competition. The name changes partly came to be because the game had

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grown so far beyond the original release that it made more sense to introduce it as a separate title.

Unlike most games, Eufloria has been iteratively developed. With each new platform, more has been added to the game and the level of polish has increased.

The fully independently developed game was an **Independent Games Festival finalist** and the festival's **Grand Prize** and **Direct2Drive Vision award** nominee. It has garnered a large and loyal online following, and many rave reviews in various publications for its earlier incarnations. The original Eufloria had a thriving modding community that regularly came up with amazing new content for the game. Eufloria HD, once released in final form, will contain new modding options.

The game was also selected for the **Tokyo Game Show – Sense of Wonder Night**, where we presented some aspects of the game in this ten minute talk; https://www.youtube.com/watch?v=8KnH6lb1ETo&feature=related

It was on mobile platforms in 2012 where the game really came into its own, and has garnered more praise than we ever dared hope for. Eufloria was **nominated for a BAFTA** and was **Apple's iPad Game of the Year Runner Up** in 2012, and we hope that the game will continue to entertain and surprise people. Indeed, in 2013 it received another award nomination, this time for **Most Innovate Game** in the **Best Ever App** awards, and the year was crowned by Eufloria HD receiving three major awards at the **Big Chip 2013** awards; **Best use of gaming**, **Best visual Design**, and best of all the **Grand Prix** award.

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FAQ

Q: Has Eufloria been successful?

A: As of September 2014, Eufloria has sold over 700,000 copies! Not bad for a Space Gardening game. It also has a 5 star average review on the Apple App store.

Q: Explain the difference between Eufloria and Eufloria HD?

A: The original Eufloria was developed in C# for PC, and was released on various stores including Steam. It was then rewritten in C++, with many enhancements, and released on PSN. The iPad version was based on the PSN build, but was further enhanced and significantly polished up for new audiences. This became known as Eufloria HD.

From 2012, all Eufloria development, across all platforms, is for Eufloria HD. The original Eufloria, such as the original version on on Steam, is no longer being developed.

Q: When will Eufloria HD be officially released for PC, Mac and Linux? What will change from the pre-release which came with the Humble Bundle?

A: The full release of Eufloria HD for these platforms will be in late 2014. We have further additions we wish to make, such as modding support, a new game mode, and more levels. We will also be supporting more control options, especially for users of the original game.

Q: What platforms is Eufloria available on?

A: At this time it is available in some form on PC, Mac, Linux, PSN, iOS, Android and some BlackBerry devices, Playstation 3, Playstation Vita and other platforms are under consideration.

Q: So you're still working on Eufloria?

A: Eufloria is still being developed, many years after it was first released. We have since released Eufloria Adventures, and another Eufloria title is in development.

Q: So what is Eufloria Adventures?

A: It's a spin off rogue-like initially for PlayStation Mobile. Quite different from Eufloria but based in the same universe.

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Developer Biography

Rudolf Kremers – Lead Designer, Audio Design, Level Design

Rudolf is a game design veteran who has worked on a plethora of games ranging from small and fun titles for handheld systems to multi-million selling games and franchises on consoles and pc. His professional experience includes work on original new IP as well as famous established brands like **Harry Potter**, **Championship Manager** and **Hitchhiker's Guide to the Galaxy**. Industry experience notwithstanding he prefers his current life as an independent game developer.

In addition Rudolf is also an author whose book "**Level Design: Concept, Theory & Practice**" has been published by by A.K. Peters Publishing in October 2009.

Rudolf Kremers websites:

https://twitter.com/RudolfKremers
www.rudolfkremers.com
www.omni-labs.com
(Eufloria is published by Rudolf's company **Omni Systems Limited**.)

Alex May – Lead Programmer, Art, Additional Design

Alex May is a respected programmer with over 10 years of industry experience. He has been involved with a number of very well known licenses including **Buzz** and **Avatar the last Airbender**. Alex is a well known and very active in the indie games community working on innovative and high quality titles. His game "Cottage of Doom" won the Tigsource B-Game competition.

Alex May websites:

https://twitter.com/psychicteeth
http://www.deadrock-game.com/blog

Alex Amsel (Tuna) – Eufloria HD Development

Alex is an industry veteran of over 15 years. He has worked across many interactive platforms, utilising both internationally renowned brands and innovative concepts. Alex has participated

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and spoken at a variety of events such as Develop, DocFest, GameHotel Switzerland, Zurich School for Design, Crossover, Game Republic, and GDC San Francisco.

Alex has worked on titles as varied as Family Guy, Alien Hominid, Puzzler, and even the classic Asteroids. As well as producing over 70 video game projects, he's also worked with TV broadcasters and production companies in fields as varied as Twitter strategy (Big Brother/Channel 4 UK) to innovative real-time animation (CBBC's Strange Hill High/Yoshimi & Katoi). Alex continues to develop independent games, including a continuing collaboration with stop-motion artist Anthony 'Cletus Clay' Flack.

Alex Amsel (Tuna) websites:

https://twitter.com/Alex_Amsel
http://www.tunahq.com
http://newretro.org

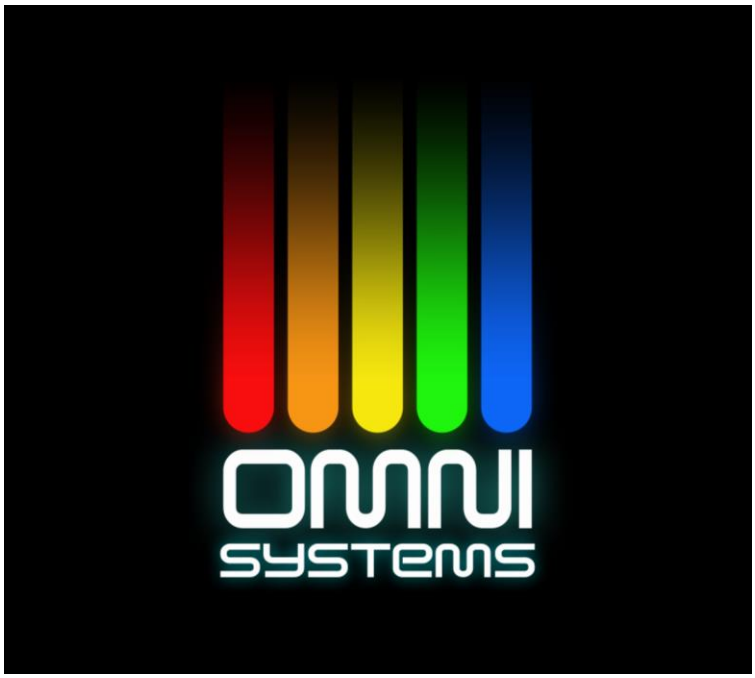
Brian Grainger – Music, source audio

Brian Grainger is a multitalented and prolific musician and audio specialist whose output is enormous and of high quality. He has released over 50 albums, remixed for many people and runs his own record company. Brian is an avid computer and console gamer, and hopes to continue audio design and soundtrack work within the gaming industry.

Brian Grainger (Milieu) websites:

https://twitter.com/slowlid
http://www.second-sun.net
http://www.milieu-music.com

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Eufloria/Eufloria HD and Eufloria Adventures are published by Omni Systems Limited. (www.omni-labs.com); Rudolf's indie media production company.

Omni has been set up as a new kind of independent games (and other media) company, offering an alternative to corporate restraints and rewarding developers in a way that traditional game development often does not allow.

Additionally Omni produces and develops other media including screenplays, comics, PS3 Dynamic Themes and more, while also offering consultancy services ranging from interactive software development to consultancy on creating virtual spaces.

Current projects of note are two new games: StarLit and Neopolis, and a comic called Spire.

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Links

The game's website:

http://www.eufloria-game.com

Publisher website:

http://www.omni-labs.com

Trailer on YouTube:

http://youtu.be/SVMgbIC2D8w

The Euflorium Community:

http://www.euflorium.com

The Independent Games Festival:

http://www.igf.com

TIGSource:

http://www.tigsource.com

Original TIGSource competition that spawned Dyson:

http://forums.tigsource.com/index.php?topic=1646.msg38555#msg38555

Freeman Dyson Wikipedia entry:

http://en.wikipedia.org/wiki/Freeman_Dyson

Do get in touch with us: (We really like talking about the game)

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Brian Grainger can be contacted at: info@second-sun.net

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