

FACTSHEET

Developers:

[Gametopia](#)
Spain & Colombia

Release Date:

Coming out 2023

Platforms:

PC/Mac

Created with:

Unity

More info:

julesvernegame.com
[Steam](#)

Contact:

press@gametopiastudios.com

A THRILLING STORY

Become Jules Verne and adventure into the dangers that hide in Hemera, a fantastic parallel world built from his own imagination. Explore, solve puzzles and unlock the most coveted secret of the mighty Atlantis.

The war against the dreadful Nation is devastating the world of Hemera. Aboard the mighty Nautilus, Jules Verne, Captain Nemo and his courageous crew struggle, chased by a relentless enemy, to get hold of a mysterious formidable energy, capable of changing the course of history: the Flame of Hephaestus, source of the power of Atlantis and also, of her fateful destruction.

In his journey, Verne will not only discover wonders and mysteries, but also face a dark and powerful force that is trying to eradicate imagination across Hemera... and inside his own mind.

FEATURES

Discover and master the IMAG, an Atlantean ancient device that allows to rewrite the story and change Verne's fate on certain moments.

Non-linear dialogues with a cast of exciting characters, performed by great actors.

Gameplay inspired by old school adventure games, based on exploration, platforms, puzzle-solving and interactive dialogues.

A steampunk unexplored world, brought to life with a very detailed pixel art that offers a wide range of sceneries: from the Nautilus' dark corridors to ancient Atlantean ruins.

A thrilling story that reflects the ability of the human being to imagine and tell stories.

Easy-to-follow and attractive information about Jules Verne's life and works.

JULES VERNE AND THE NOSTALGIA FOR THE AMAZING.

As a kid, you probably had two things at home: pixelated graphic adventures and shelves filled with Jules Verne books. Well... this is your game!

Around the World in Eighty Days, Journey to the center of the earth, Twenty thousand Leagues under the Sea... you knew about these amazing adventures and now you can experience them.





The SHAPE of FANTASY VERNE PRESS KIT



SELECTED ARTICLES

“The game itself looks intriguing, a 2D adventure style, but with some sort of time-rewinding mechanic, and it’s straight on my wishlist.” [Kotaku](#)

“This game sounds wildly fun though, I love a good adventure story and this one sounds like it will have an amazing narrative.” [Geek Tyrant](#)

“Leveraging sci-fi novelist Jules Verne's one-of-a-kind storytelling and science fiction prowess, Verne: The Shape of Fantasy is a magical, narrative-driven gameplay journey where players will encounter many friends, villains, and deep-sea monsters of legend.” [IGN](#)



RECOGNITION

Finalist of [#PitchYaGame! 2020](#).

BIG Festival 2022, Best Narrative Nominee

Guerrilla Collective 2022, Official Selection

The Mix 2022, Official Selection



ONLINE ACTIVITY

[Official webpage](#) and [Steam](#)

[Twitter](#)

[Facebook](#)

[Instagram](#)

[Reddit](#)



TEAM

Daniel González.
Creative Director/Narrative Designer/Pixel Art

Diego Adrada.
CEO/Lead Developer

Aitor Garay.
Writer/Concept Artist

Carmen Gómez.
Senior Developer.

Collaborators
[Cansons Studio](#) - Music, sound and voice recording.



ABOUT GAMETOPIA

[Gametopia](#) is a video game development studio where we imagine and passionately create games with a pinch of something more, such as in [The Journey of Elisa](#), which helps to understand people with Asperger Syndrome, and Allan Poe's Nightmare, a frantic arcade dedicated to the works of [Edgar Allan Poe](#).

Journalist, look here!

If you would like to know anything about the game, interview us, get your hands on some original screens, video or whatever... Then please don't hesitate to contact us at the email address: press@gametopiastudios.com