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### *What is Verne: The Shape Of Fantasy?*

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**Verne: The Shape of Fantasy** is a pixel art narrative experience based on the life and works of Jules Verne, which merges exploration, puzzles and interactive dialogues with the imagery of one of the most famous science fiction and adventure writers.



The year is 1888, the war against the ruthless "Nation" is coming to a head and threatens to completely destroy the alternate land of Hemera. As a last resort to save their world, Jules Verne and Captain Nemo embark on a search for the legendary city of Atlantis aboard the infamous submarine Nautilus.

If the legends are to be believed, an ancient artefact lies buried there that has the power to change the course of history: the Flame of Hephaestus! An artefact whose mighty power was once responsible for both the rise and fall of legendary Atlantis.

On his journey, Jules Verne will not only discover unimaginable wonders and mysteries - he must also confront a dark and seemingly overpowering entity whose sole ambition is to eradicate the power of imagination from the minds of all the people of Hemera ... including his!

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### ***Why a game about Verne?***

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*WE ALL HAVE GROWN WITH VERNE!*

As a kid, you probably had TWO things at home: Pixeled Graphic Adventures and shelves filled with Jules Verne books. Well... this is your game. We love literature, and we are fascinated by the creative process of great authors and how you can change the world through imagination. Jules Verne is such a significant influence in our culture, not just for sci-fi creators but also for scientists who shape our world and our future (Jules Verne ATV spacecraft by the European Space Agency). Around the World in Eighty Days, Journey to the center of the earth, Twenty thousand Leagues under the Sea... We all know about these amazing adventures. Wouldn't it be cool to be able to play them? At Gametopia, we are obsessed with people who changed our world through creativity. It's our little tribute for making us enjoy their works so much.

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### ***What makes Verne: The Shape Of Fantasy unique?***

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**Verne: Shape Of Fantasy** is not the first game ever created about the books of Jules Verne but surely the one with the greatest level of detail about Verne's work with a modern approach. Developing creative games based on famous authors is important so they won't be forgotten, and those stories can shine in a new "light" with fresh ideas. We also think that the combination of Jules Verne books fits perfectly to the adventure genre.

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## *What makes Verne: The Shape Of Fantasy's art style special?*

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The approach in pixel art is to try to awaken the nostalgia of the great graphic adventures of LucasArts and the classics adventure films. The level of detail of the pixel art aims to surpass the main adventure pixel art video games. While most of the games in the market use pixel art developed in a 320x240px resolution and only a few usually work in 460x360px, we developed a complex and very rich in details world working in a 640x360px resolution, which keeps the retro pixel art look, but offers the possibility to add a lot of detail. Although production times are longer because it is easier to paint in 320x240, the artistic quality achieved with a higher resolution is spectacular and sets us apart from the rest.

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## *About Gametopia*

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We are Gametopia, a game development studio of 4 persons located in Spain and Colombia. For more than ten years, we have been passionately imagining and creating educational and awareness-raising projects, with games such as *The Journey of Elisa*, which helps to understand better the needs and characteristics of people with Asperger's Syndrome, *Marrow Transplant*, focused on children who are about to undergo a marrow transplant, and *Allan Poe's Nightmare*, a frantic arcade that allows people to get closer to literature and to discover or re-discover the works of a great author like Edgar Allan Poe.

We have generated and improved a nimble networking remote structure that has allowed us to create the games we want with the talents we love, spread through different countries and cultures. Currently, we are working on our most exciting and ambitious project as a studio: *Verne: The Shape of Fantasy*, a pixel art adventure game based on the life and works of Jules Verne, which merges gameplay inspired by old-school graphic adventures that we love, with the imagery of one of the most famous science fiction and adventure writers. This game is our tribute to him, who made us enjoy his works so much when we were kids.

Demo link:

[https://store.steampowered.com/app/1424600/Verne\\_The\\_Shape\\_of\\_Fantasy/](https://store.steampowered.com/app/1424600/Verne_The_Shape_of_Fantasy/)

Presskit Link:

<https://www.julesvernegame.com/presskit>