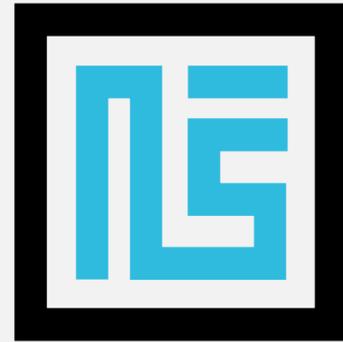


PRESS KIT  
DEMONS OF ASTEBORG



NEOFID  
STUDIOS

**Demons of Asteborg** is an action-platform game with elements of Metroidvania.

Play as Gareth and stop the scourge that is befalling Asteborg by traveling through its different areas and eliminating the dangerous enemies that will rise up against you.

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## THE GAME SCENARIO

Long ago, in search of a prosperous continent, humans and demons put aside their differences and joined forces to conquer the lands of Asteborg.

Unable to live together, they established rules and borders.

They wrote a pact that had to be respected at all costs.

A few years later, when word got out that the pact was not being kept, a war broke out between the two peoples.

The humans were quickly outnumbered and outgunned by the demons.

Suddenly, two heroes appeared. A witch with extraordinary powers and a powerful warrior with mysterious origins. The latter managed, at the cost of a final sacrifice, to lock the demons in a lost dimension. Zadimus, the leader of the demonic army, managed to escape. Weakened, he goes into exile. Shortly after their victory, the witch gave birth to a child. Rumor has it that Zadimus was seen by pilgrims. The witch, weakened by the war, lived in hiding for fear of reprisals from the powerful Demon. She was mysteriously murdered and Bohort, leader of the Royal Guard, took the child under his wing and cared for him as his own.

The boy, who seemed to have some fighting skills, received intensive training and became, like his mentor, a powerful warrior.

Thirty years have passed since the war. Zadimus regained his strength and found a way to open the portal and free the demons trapped in the lost dimension. He launched the attack on the humans to exact his revenge. Gareth, the child of providence turned accomplished warrior, went into battle to save his people.

In this action-platformer, you play as Gareth, a knight of the royal guard with mysterious origins who must counter the demon invasion to save the kingdom of Asteborg.



“DEMONS OF ASTEBORG” IS INSPIRED BY THE CLASSIC ACTION-PLATFORMERS OF THE SEGA MEGADRIVE/GENESIS (“GHOUL’S N GHOSTS”, “CASTLEVANIA”) BUT ALSO BY THE GREAT TITLES OF THE “METROID-VANIA” REGISTER.

SOME PHASES OF THE GAME ARE ALSO INSPIRED BY “SPACE HARRIER”.

<p><b>PRODUCER</b> Christophe Reboul</p> <p><b>PROJECT DIRECTORS - MAIN DEVELOPPERS - LEVEL DESIGNERS</b> Simon Reboul Christopher Rolin</p>	
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**German** : eb\_translations

**Italian** : creazioniartec

**Spanish** : manuelmerida

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## THE HISTORY OF NEOFID STUDIOS

In **2013** Christophe Reboul obtains a financing from the BPI (Banque Publique d'Investissement) for a retro and innovative video game project, which will not succeed due to lack of means.

In **2015** Neofid Technology hired Simon Reboul, its first developer, to create a video game related to merchants using its loyalty software. It is first a pixel art RPG playable online, developed in Javascript and then in Typescript. The team soon gave up on linking the game with loyalty.

In **2017** Christopher Rolin joined the development team. The project moves towards a 3D RPG developed on Unity.

In **September 2018**, after two years of hard work, the team launches a first participatory funding on Kickstarter for "Caramax'Venture". The goal is €10,000, the project collects €138. The team does not give up and decides to start from scratch by developing in C a game on Sega Mega Drive.

In **September 2019** they launched a new funding campaign on Kickstarter and presented the first demo of Demons Of Asteborg to the public. The project then collects more than 7000 € in less than forty-eight hours, exceeds the required sum of 35,000 € to approach 45,000 € in 30 days. The project is launched. Simon Reboul and Christopher Rolin, the two main developers and employees at the origin of "Demons of Asteborg", join the producer of the game, Christophe Reboul, to create, in **February 2021**, the company Neofid Studios in which they are all three partners.

On **March 10, 2021**, the OVH datacenter that hosts DOA's commercial site in Strasbourg (FRANCE) burns down completely. Neofid managed to reconstitute the order file and rebuild its site in less than three days. On **April 15th**, the workshop and the house of Fabien WEISS (Retroelectronik) burn down entirely. Well, almost. Only his office escaped the flames. In the latter, the PC containing the plans of the only electronic board able to operate DOA as well as its components still in packaging are intact.

2019



2020



2021



Luckily, the pick and place machine used to assemble the boards is still in transit. **At the end of June**, when Neofid has just finished the test phase, the first cards are manufactured in the brand new workshop that Retroelectronik has rebuilt with the means at hand in a record time. **At the beginning of July**, Neofid Studios can ship the biggest game ever developed on SEGA Mega Drive / Genesis with a size of about 15 Mega bytes (120 Mega bits).

## F.A.Q

### **On which consoles is the game compatible ?**

The game is compatible on SEGA Megadrive / Genesis as well as on Steam (PC) and Nintendo Switch via emulated versions of the game.

### **Will the game be compatible with the Everdrive ?**

To date, only the Everdrive X7 has the capacity to emulate the game, provided that its creators publish an update of the firmware. (As the game is around 15 MB, other Everdrive models will not be able to run it)

### **Is the cartridge incompatible in some countries ?**

The cartridge is internationally compatible.

### **What is the average length of the game ?**

The average length of the game is 4 hours.

### **In how many languages is the game translated ?**

The game is translated into 6 languages: French, English, Spanish, German, Italian and Brazilian Portuguese.

## Contest

On May 10, 2021, the game "Demons of Asteborg" won the first place in the 7th round of voting for the Game Development World Championship. "Demons of Asteborg" is therefore included in the final list of this year's Fan Favorite category. This category will be determined by an open vote at the end of the 2021 GDWC season.

**<https://thegdwc.com/>**

## Future plans

We already have a lot of ideas for expanding the Asteborg universe. If Demons of Asteborg is a success, we will have the means to make even more ambitious games.

Keep your eyes opened as you browse through Asteborg, you might find some clues !

## Interview with the founders of Neofid Studios

CHRISTOPHE REBOUL, producer

SIMON REBOUL and CHRISTOPHER ROLIN, main developers

### Why did you start creating video games ?

Simon: I've been passionate about creating video games since I was a kid, using tools like Game Maker or RPG Maker. I wanted to combine my passion and my professional life to create an ambitious game.

Christopher: I started very early to tinker on the old PC of my parents, my dream was to succeed in understanding the design of video games that I played to be able, in my turn, to design them too. Over the years, I created a lot of game prototypes with engines of all kinds, but it wasn't until I was in college, using Unity 3D, that I could really learn how to make real games. It's this path that allowed me to make my job today.

Christophe: It's by wanting to create my own games that I came very early to computer science. First as a self-taught at the age of 11, then later by turning my passion into a profession. Today I finally realize a childhood dream.

### Why did you choose to develop a game for the Megadrive / SEGA Genesis console ?

Simon: Besides being a console from our childhood, developing on a Megadrive / SEGA Genesis console is a very formative act that allows us to learn a lot about the optimization needed when dealing with this kind of hardware.

Moreover, this console has a lot of "techniques/tips" to create

impressive renders, simulating 3D. We were desperate to create a game like this.

Christopher: Personally, this is not a console that I grew up with. Instead, I took my first steps on the SEGA Saturn. However, the Megadrive / SEGA Genesis community is still very present today and continues to keep the console alive which makes it an interesting field. Moreover, creating a game on a 30 years old machine makes it a technical and training challenge that we had to take up.

Christophe: It's a console that marked my post-adolescence and that is now making a remarkable comeback. It's also the opportunity for an independent studio like ours to express and show its skills. Because developing on such an old console requires a lot of ingenuity to achieve a fluid and nervous game, with graphical and sound effects that will excite fans of the genre.

### What are your favorite video games ?

Simon: For me, I love "Castlevania Symphony of The Night", "Ghost'n Goblins" and "Zelda a link to the past"! As far as recent games are concerned, I play a lot of "Smash Bros" and, in a completely different register, the independent game: "Binding of Isaac"!

Christopher: "Spore", "Pokémon Mystery Dungeon: Blue Team" and "Zelda: Phantom Hourglass" are the favorite games of my childhood. More recently I will mention "No Man's Sky" which is the game of my dreams, or others like "TESV:Skyrim" and "Sea of Thieves" on which I spent hundreds and hundreds of hours.

Christophe: It's hard to choose a game because from Space Invaders to Time Crisis, it's a whole era that marked my childhood and my adolescence. I could stay for hours in front of the arcade machines watching the same demo over and over. For me it was just magic. As a young adult I had a great time playing the first "Zelda" games on SNES and Game boy, as well as "Quake 1" on my Slackware Linux distribution during my lunch breaks.

### **What is your role in the creation of the game "Demons of Asteborg"?**

Simon: As project manager, my role was to design the first prototype of the game and to lead the development throughout the project. I also coordinated the entire "Demons of Asteborg" team to get this final result.

Christopher: I joined Simon on the project after his first prototype was built and, together with him, I managed the "Demons of Asteborg" project and made the big decisions that made the game what it is today. Of course, I also acted a lot as a developer and designer on the project.

Christophe: I am the producer of the game. I am a database consultant and I reinvest almost all of my revenue in challenging projects, like the video game since 2014. I take care of the orders for the materials needed to make the cartridges and coordinate some of the logistics. I also sometimes give my opinion on certain parts of the game. And I do whatever is necessary to ensure that my team works in the best possible conditions.

### **Why did you choose the medieval fantasy universe? What is the history of the Asteborg universe ?**

Simon & Christopher: As we really like the worlds of "Ghouls'n Ghost", "Castlevania" and "Demon's Crest", we tried to reproduce a similar atmosphere and visuals.

Asteborg is a land coveted by two very different peoples who cannot live in peace. At the end of these battles, there will unfortunately be no absolute winner, both sides having lost a lot from these wars.

Christophe: Even if I regularly exchange with Simon and Christopher, I let them a relative freedom in the narrative and artistic choices of the game. In this field, they are the most competent. However, I think I have, in a way, slightly influenced the universe of DOA. Since "Ghosts'n Goblins" is the arcade game we had at home and on which Simon played from his childhood.



## CONTACT

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THANK YOU FOR YOUR SUPPORT !