PHOBOS CHILDREN
BIOMECHANICAL WARS

■ Story

Year 2326. The I.S.S. Phobos, a space station orbiting around an extraterrestrial planet called "Saia", is suddenly attacked and evacuated. Lots of families get separated, hundreds remaining on the wrong side.

Twenty years after the "Phobos Incident", the humanity come back to Saia searching for what they lost. Reina Diaz-Tachibana, a young and promising soldier, is looking forward to fulfilling her mission, and also to find her family. But on her way she will make new friends, both AI and Saia people, who will change the way she understand the world.

The search for the truth is about to start. The year 2346 will change everything.

■ How to play

Innovation arrives to the match-3 RPG genre! Welcome to the Chain-Action RPG "Phobos Children"!

Enemy's orbs keep falling through the screen, and if they reach your team they will receive damage! Destroy the orbs just tapping over them anywhere on the screen to blow them up. If you destroy three orbs of the same color in a row, you will attack back the enemy! Easy to play but fun and rewarding, you won't be able to leave until you get a perfect!

Keep recruiting new characters for your squad, and make them stronger. Help the main characters in their quest!

■ Characteristics

- Action stages easy to play, difficult to master
- More than 100 characters to collect
- About 80 story missions on the first episode, and more to come!
- Weekly missions and events
- Score Attack mode, for hardcore players!
- Lots of rewards
- An engaging story that will bring you to a different world!

About the development

Daniel Gutiérrez Alías, born in Spain, started to create in 2004 the world of "Biomechanical", provisional name for a setting planned to harbor several video games. But of course, in the days before the smartphones, and without any knowledge in programming, that was no more than a dream. About 10 years later, everything changed: the mobile ecosystem made possible to anybody to try. So, some years after moving to Japan, the development of Biomechanical Wars: Phobos Children (Phobos Children in short) began to become a reality.

Inspired by the shmup called "Ikaruga", and started as a four team project in 2013, the first official presentation was in Kyoto, on the Bitsummit 2014. Regrettably, the performance of the game was not good enough, so it was remade from scratch soon after, on a new 2D engine called SpriteKit. In the Tokyo Game Show 2014, the demo of the first renewed version was shown, getting a Indie Prize nomination by Famitsu App. Later, on the Tokyo Indie Fest 2015 and Tokyo Game Show 2015, a revamped user interface was presented to the public. After a whole year finishing the backend (cloud servers and database) and creating content and polishing, the game was finally ready on May 2017. The game has been officially presented on the Tokyo Indie Fest 2017.

The whole team is composed by 3 Spanish people and 1 Japanese. This is the whole team first experience creating a game. Programming, design, music, illustration, the team learned everything from scratch.

■ Engine: SpriteKit
■ Platform: iOS (iPhone, iPad)
■ Countries: Japan, Spain, U.S.A. (as of May 2017)
■ Languages: Japanese, Spanish, English (not native)

■ Website: www.phoboschildren.com
■ Twitter: @PhobosChildren (Japanese)
          @MiraiLabo (English)
          @danialias (Creator's account)
■ Instagram: @phoboschildren
■ Youtube: www.youtube.com/user/mirailabo

PressKit: www.phoboschildren.com/game/press/