

**“Conquer anger with non-anger. Conquer badness with goodness.”
Conquer solitude with togetherness.**

Afterville is a floatvania about ghosts and the path to enlightenment.

Fact Sheet

Developer: LOSTALLOY

Genre: Floatvania

Release Date: tba

Platform: PC, Mac, Linux

Devlogs: [IndieDB](#), [TIG](#), [Tumblr](#)

Social: [Twitter](#)

Features:

- Floating around and going through walls
- Huge maps
- Cute ghost
- Buddhist vibe
- Soft and ethereal soundtrack

Description

Ghosts gather at the mystical Ever-Floating Comet to find a place to rest for eternity. In there, they search for a special place designated for them inside walls and crevasses, where they can find peace and enlightenment. Ghosty Ghost has just arrived, but apparently there's no spot properly fit for him. Not only that, but the environment has become slightly unpleasant with the appearance of otherworldly spikes that disturb the balance of the Comet and mischievous imps that bother the other ghosts. Ghosty Ghost sets out to find their source, so him and the other souls there can return to their eternal peaceful days.



Music

Aftertile's songs are being made by Dustin van Wyk with additional music by Thomas Hartmann and Paul Zimmerman. All songs are performed by the in-game band Soft Hugs.

Soft Hugs is an all-shrine maiden band from the Shrine Maiden Village, and the official band of Aftertile. The band is made up of members Ryuuko (dragon flute), Tsuko (tsuzumi), Shako (shamisen) and Yuuko (kokyuu).

With an endless pool of talent and sounds at their disposal they are able to tap into a wide palette of styles from gentle soothing waltzes to catchy upbeat chiptunes. Despite not having a set schedule and performing at random times, their concerts are always bustling with ghosts. Beloved throughout the entire Ever-Floating Comet, their

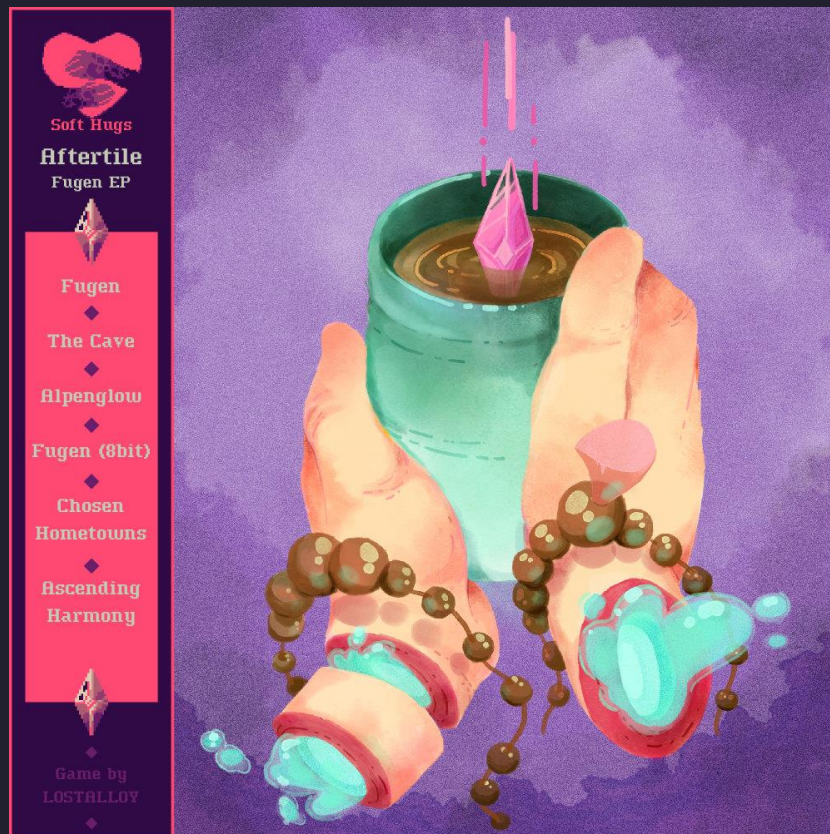
songs are always playing in a boombox somewhere. Wherever you go, their soft and warm sounds follow.

Fugen EP

Release Date: June, 26th, 2018

Genre: electronic, ambient, chiptunes

Social: [Soundcloud](#), [Bandcamp](#)



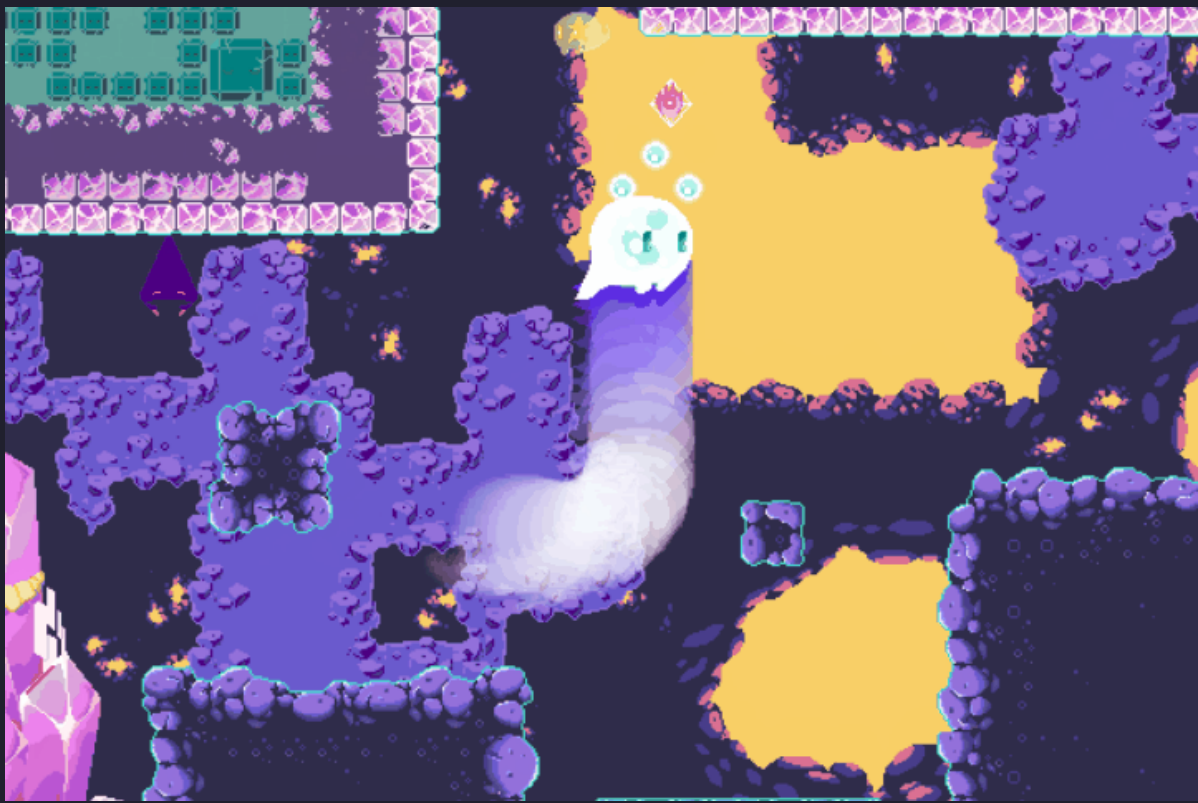
Fugen EP is Soft Hugs's first official release. It is a collection of compositions that serve as a representation of what the 'Aftertile Sound' currently is and what can be expected to develop into.

Forming a structural bedframe through the influence of classical composers such as Maurice Ravel and Jean Sibelius and combining the melodic and electronic stylings that can be found in most modern chiptune and electronic music, the Fugen EP helps to convey feelings of meditation, sweetness and resolve that can be found not only in the Crystal Retreat (where the title track can be found) but throughout the Aftertile sonic lore. Whether it be the gentle waltz in the composition 'Alpenglow', the abundance of charming melodies in the 'Fugen Theme' itself or even the ever ascending chord progressions conveyed the Cave theme. The Fugen EP and all its musical nuances help create a track list that contracts and expands while still serving as a perfect look into the Aftertile sound palette and what can be expected in future releases.

Screenshots

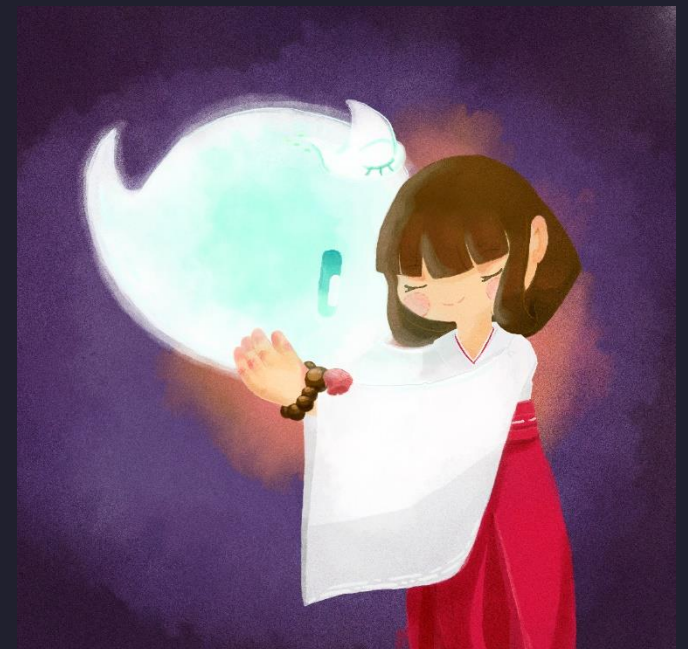
All pieces can be found inside the press-kit package





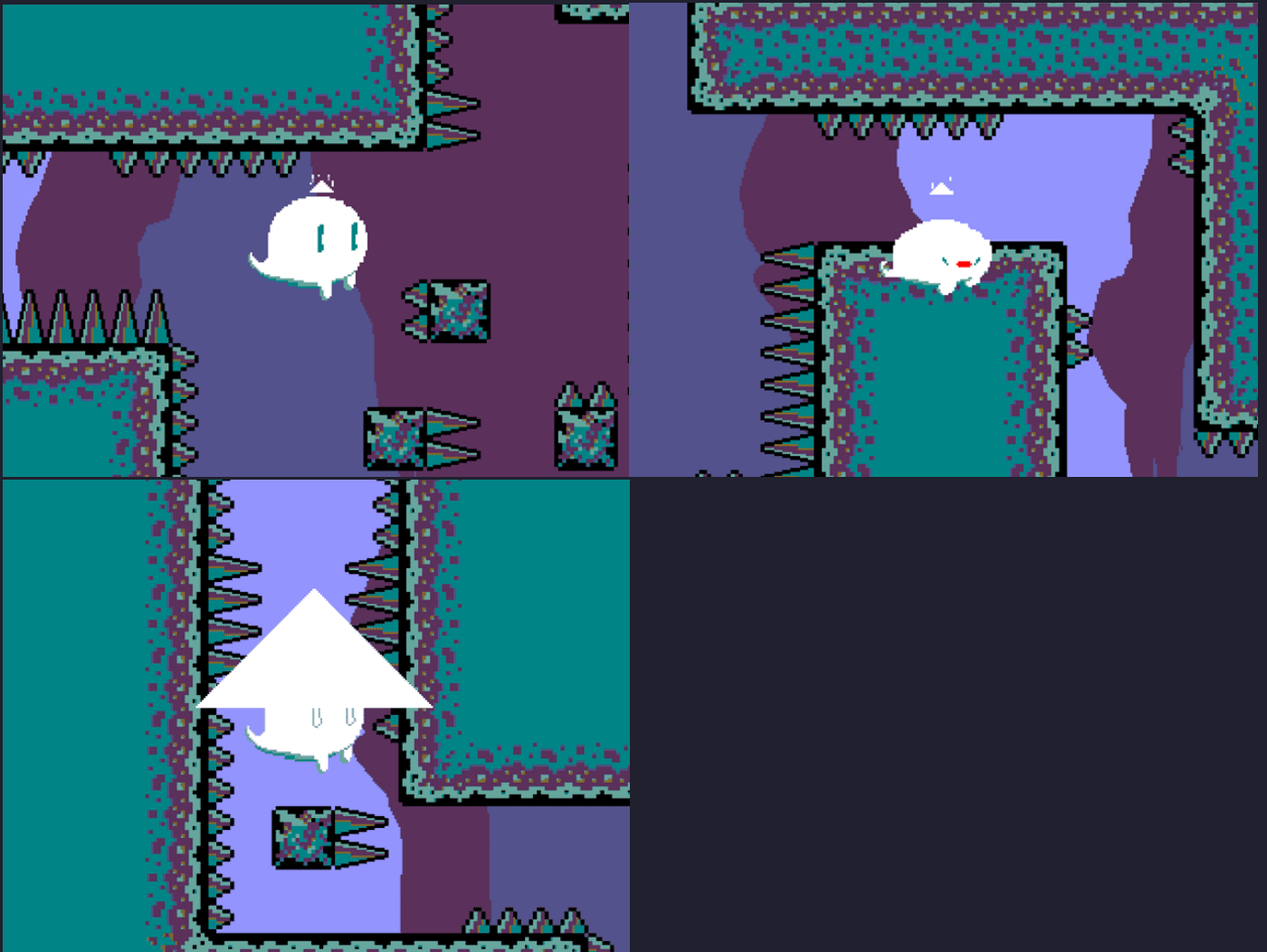
Key Art

Full-resolution pieces can be found inside the press-kit package.



JAM version

Aftertile was conceived during LD#35 in 72 hours. The JAM version is available [here!](#)



Press

[Ghostly Kawaii Float-vania Aftertile is Deathly Adorable – Cliqist](#)

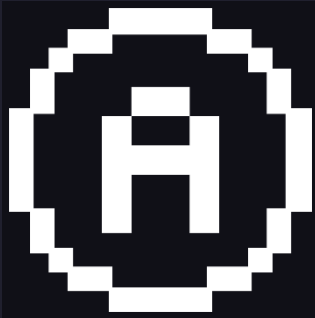
[The Zen & Art of Brazilian Indie Game “Aftertile” – WE ARE GEEKS OF COLOR](#)

[Indie Game News: Aftertile Teaser Trailer](#)

[Aftertile Offers Music From A Cute Band In Its Exploration Of The Afterlife – Siliconera](#)

[As A Cute Ghost, Help Other Phantoms Find Peace & Enlightenment In Aftertile - Siliconera](#)

Team



LOSTALLOY is an independent game studio located in Brazil, composed of Maruki (art and design), Sugoidev (code, design and sounds) and Dustin (songs), whose sole purpose is to make fun games.

Contact Info

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