

SOFUS and the MOONMACHINE

Description and Concept:

Sofus and the Moonmachine is a prizewinning interactive storybook for iOS and Android. In this mix between a game and a children's book, kids will venture into a magical world they will never forget. The charming story and lively world is inspired by old Nordic fairytales, and is filled with fully animated creatures, robots and gnorfs. All 19 interactive illustrations are accompanied by unique pieces of music – exclusively composed for this adventurous experience. Parents can choose to read aloud for their children, like a classic children's book, or switch to a charismatic narrator. By interacting with the scenes, children will help Sofus on his dangerous journey and becomes a part of the story!

The Project:

Sofus and the Moonmachine was developed in Denmark, in a period of 3 years. The vision of Malte Burup, the creator of the storybook, was to create a high quality experience on the app market for the kids, inspired by Nordic illustrators, retro synth music and the deep woods of Scandinavia. The result is a handcrafted, unique and warm-hearted tale, highly loved by the critics, the kids and their parents.



"One of the most personal and artistically ambitious projects seen on Danish soil"

- Nominated "Game of the Year" Spilprisen 2016

"..the graphics are perfectly integrated with both the audio and the game design. A game with a hand-crafted look that just makes you want to hug it."

- The jury at Spilprisen

"Brilliant"

"A beautiful book you can read again and again".

- Mors-Apps

"Great entertainment for kids and their parents"

5/5 - Børn i byen

Nominated "Best fun for everyone"

- Nordic Game Awards 2016

"Definitely one of the best choices for tablet entertainment for kids."

- Eurogamer

"An adventurous experience!"

5/6 - Jyllandsposten

"Sofus and the Moonmachine points to the future."

- Weekendavisen

"Top 8 best apps for kids right now."

- Kiddly

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Summary:

Sofus, the little gnorf, is living a peaceful life on a forest planet, where the Sunmachine is providing energy to all the plants. One day, the Sunmachine breaks down, and permanently turns into the Moonmachine, making it night forever on the lush planet.

Sofus builds a rocket and flies to the Moonmachine determined to find and repair its broken heart. Unfortunately, his rocket crashes and the rocket parts are scattered around the Moonmachine. The robot Zum-Zum comes to his rescue and together they search for the lost rocket parts.

On their journey, they meet a fat robot king who throws them in jail, from which they manage to escape, only to find themselves at the bottom of the Rusty Sea. After a great struggle, they succeed in locating and fixing the broken heart of the Moonmachine, thus saving the day!

Facts:

An interactive storybook for kids between 4-8 years of age.

- Interactive illustrations
- Fully animated characters
- 100+ verses with rhymes
- Unique music in every scene.
- Three adventurous chapters containing 19 scenes

CREDITS:

Illustrator and writer: Malte Burup

Narrator: Catty Donnelly

Programmer: Kasper Sebastian Brandt Jensen

Music & Sound Design: Pelle Skovmand & Malte Burup

Animation: Mikkell Vedel