

# THE SUPERFLUOUS

ROGUE LIKE, SCI-FI, SQUAD BASED, CAVE DIVING, PLATFORMER

**Subject:** [The Superfluos](#) - A cave-diving, sci-fi, rogue-lite, platformer with jet packs and lots of explosions.

Welcome to our new game "The Superfluos" [soo-pur-floo-uh s]. Help stop an apocalyptic asteroid on collision course with Earth. Local co-op, game-pad support, and mobile port planned.

## Key Features of [The Superfluos](#):

- **Sci-Fi** - I love reading all types of science fiction {Asimov, Niven, Heinlein, Card, Howey, Clark, Wells, etc.} and have always tried to find a way to include that genre in my games.
- **Rogue-like** - There is [perma-death](#) if your squad members die: but gear-levels and game progress are persistent.
- **Progress** - Your squad mates gain levels through progressing through the cave, killing enemies, unlocking lore, missions, etc. Each level will unlock Perks giving your squad mate special abilities or passive bonuses. These perks are lost when squad dies.
- **Cave Diving** - This game takes place on a giant asteroid. Inside this asteroid are many dangers and rewards for your men/women to find.
- **Story** - [Humor](#) is the keyword here.
- **Platformer** - Side scrolling, cave diving, rocket jumping, destructible terrain.



The Superfluos is in the Alpha stage of development. It is planned to be on sale on Steam, Desura, Humble Bundle, and on our website. We are currently [looking for people to review our and give us feedback or make a 'Lets Play' video on YouTube](#) so we can start a crowd funding campaign. That's where you come in.

Please feel free to contact me if you have any questions or want to talk more.

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