

EVO FLORA

Evolve and expand your plant Kingdom

Genre	Incremental strategy / idle clicker
Platforms	iOS, Android
Engine	Unity
Developer	Gael Poulet (solo dev), France
Soft launch	May 15, 2026 - Germany, France, Netherlands, Canada
Global launch	Early June 2026
Languages	EN, FR, DE, IT, ES
Monetization	Free to play. No forced ads. IAP entirely optional.

ABOUT THE GAME

Evo Flora is an incremental strategy game where every plant is a real species. Players build a botanical empire across roughly **1 billion years** of real plant evolution, climbing a phylogenetic tech tree of authentic species, real photos, and real descriptions.

Researches are inspired by real plant biology (*flowering*, *CAM photosynthesis*, *anemochory*). Players breed plants by environmental fit, slot evolution cards for stackable bonuses, and compete on weekly leaderboards.

Part idle game, part science museum, part empire builder.

KEY FEATURES

- A phylogenetic tech tree spanning roughly 1 billion years of real plant evolution
- Every plant is a real species: real photos, real descriptions, real evolutionary relationships
- Research real adaptations inspired by real plant biology (*flowering*, *CAM photosynthesis*, *anemochory*)
- Evolution cards and strategies for stackable breeding, growth, and expansion bonuses
- Weekly leaderboards with score derived from achievements
- Two maps at launch, more on the roadmap
- Full 3D landscapes, organic lighting, screenshot-quality visuals
- Localized in EN, FR, DE, IT, ES

MONETIZATION

Free to play. No forced ads. IAP entirely optional. Every plant is earnable through play. Chlorophyll currency (which can also be purchased) accelerates progress for players who want to skip the grind.

DEVELOPER

Gael Poulet, French solo developer. Two years of full-time development on Evo Flora, his first commercial release.

See `developer/Gael_Poulet_Bio.txt` in this press kit for the longer bio.

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YouTube	https://www.youtube.com/channel/UC_0EfUVDtqUUdz45h53NXpQ
Facebook	https://www.facebook.com/share/18RUk7Zing/

PRESS KIT CONTENTS

<code>developer/</code>	Developer bio (TXT) and optional photo
<code>logo/</code>	Logo files (color, white, icon)
<code>screenshots/</code>	Game screenshots at 2560x1440. See README in folder for localized/ structure.
<code>trailer/</code>	Trailer cuts: 30s vertical, 30s horizontal, 50s horizontal external promo

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