



Stories of Blossom

Overview

Developer: Soft Leaf Studios

Game Name: Stories of Blossom

Release Date (PC): August 16th

Price: \$16.99 (-10% Launch Discount)

Genre: Point and Click Adventure

Platform(s): Windows PC, Xbox Series X|S, Xbox One

Languages Supported: English

Tags: Adventure, Wholesome, Accessible, Lighthearted, Cute, Narrative, Family Friendly

Links

Contact Details: softleafstudios@gmail.com

[Accessibility Overview Video](#)

[Visual Assets](#)

[Website](#)

[Steam Store Page](#)

[itch Store Page](#)

Our Story

At Soft Leaf Studios we strive to develop accessible game experiences that everyone can enjoy.

We work closely with those from disabled and neurodiverse communities to help remove barriers from our games and to help raise awareness.

Our hope is that by doing so we can make the future of games accessible.

Short Description

Discover the magic of Stories of Blossom, a whimsical point-and-click adventure.

Uncover the secrets of three short tales told by Clara's nurturing grandfather.

Explore imaginative illustrations, befriend adorable creatures, and solve puzzles in this delightfully accessible game.

About This Game

- Embody the role of an adventurer, astronaut, and pirate.
- Explore 25 colourful storybook illustrations, from the sunny countryside, to an unexplored planet full of little fungi people.
- Befriend cute creatures in odd situations.
- And help solve all their problems along the way.

Accessibility

“A point-and-click accessibility masterclass.” - Can I Play That?

From the very beginning game accessibility has been our main goal. We have work closely with those from the disabled and neurodiverse communities to help us remove barriers from our game.

A lot of this work has been baked into the experience itself such as the readability of each dialogue line, the design of our puzzles, and how we layout information and our menus.

We also have a large array of accessibility options that you can use to tweak the experience to your liking.

Narrative

You play as Clara, a young girl still learning the ways of the world. When faced with a problem in life she often turns to her nurturing grandfather for help and advice. In each story the player is faced with various challenges to help Clara learn the lessons her Grandfather is trying to teach her.

She imagines and embodies each of the story's leads, one moment playing the part of a budding young adventurer, and in another a pirate wearing a pink tutu.

Awards

1. MCV Develop Awards 2024 - Accessibility Innovation of the Year
2. GAconf Awards 23 - Most Dedicated Studio
3. GAconf Awards 23 - Indie Excellence
4. GAconf Awards 23 - Best physical/mobility accessibility (Nomination)
5. GAconf Awards 23 - Best blind/low vision accessibility (Nomination)
6. Debug Indie Game Awards 2024 - Award for Accessibility (Nomination)
7. Official Selection - Access-Ability Summer Showcase 2023
8. Access-Ability Awards 2023 - Best Indie Game Outdoing the AAA Competition
9. Official Selection - London Games Festival 2023

Soft Leaf Studios

Founded September 2019
Dissolved September 2024
Belfast, Northern Ireland

Core Team

Conor Bradley:

Accessibility, Production, Game Design, Programming, Writing, Marketing

Clare Paterson:

Accessibility, 2D Art, 2D Animation, Writing, Marketing

Charlie Maxwell

2D Animation

HyperDuck SoundWorks

Music, Sound Design

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