# Adobe® Flash® Platform & Amanita Design: *Machinarium*

The road to *Machinarium*

Machinarium is the first full-length online adventure game from Czech game developer Amanita Design. The award-winning, visually compelling game—a top-rated iPad 2 app that reached #1 in the United States the first week of launch—challenges players worldwide to use logic and puzzle-solving abilities to wind their way through a post-apocalyptic scrap yard in search of the elusive road back to the city of *Machinarium*. Hundreds of thousands of gamers have taken up the challenge to rebuild their futuristic robot and help him make a triumphant return to the capital city just in time to save his girlfriend from the clutches of evil.

The fanciful environment and rich gameplay is a staple of Amanita Design's games. Since its inception in 2003, the company has relied on Adobe Flash Platform solutions to rapidly develop and deliver richly animated, highly interactive online games for global audiences. Adobe solutions enable Amanita designers to capture game ideas creatively with meticulous hand-drawn artwork and translate them into textured, animated graphics for a fun, interactive gaming experience available to players on virtually any desktop or mobile platform.
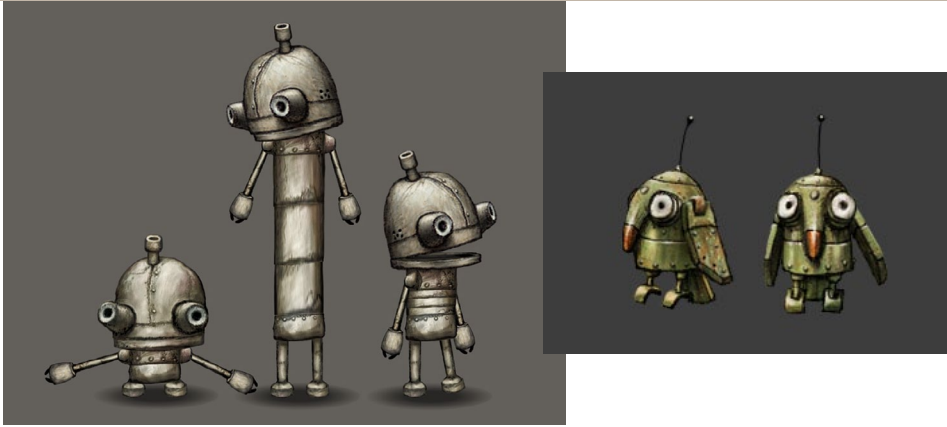
Amanita Design

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Reaching larger audiences faster

Many of Amanita's programming and design staff have experience with Adobe software, making Adobe Flash Platform solutions a logical choice for creating *Machinarium.* Amanita founder Jakub Dvorsky notes that in addition to his team's familiarity with Adobe solutions, the Adobe Flash Platform offers unique benefits to help Amanita create an optimal look and feel for its games.

"The opportunities for casual gaming on desktops, tablets, and other mobile devices are endless and without Flash we wouldn't have been able to create such beautiful, rich, and interactive animations," he says. "It's absolutely crucial for us to reach the widest possible audience without having to start the development work from scratch for each platform. With Flash, we were able to revamp *Machinarium* in a matter of weeks and bring it from the web to the iPad as an app in less than two months, with other platforms like Android and BlackBerry following soon."

Designers use Adobe Flash Builder™ to port original code from the game's previous iterations and then a combination of Photoshop® and Flash Professional to refine graphics and animations. To reach larger audiences, Amanita leverages Adobe AIR® to seamlessly deliver rich gameplay across mobile devices.

"Traditional web-based gaming continues to grow, while the mobile gaming market has exploded. It's important for us to reach larger audiences faster," says Dvorsky. "With the Adobe Flash Platform we were able to get our game to market faster, to the widest possible audience."

Results

· Converted web-based game to an app in less than two months
· Awarded iPad Game of the Week; IGF 2009, Excellence in Visual Art Award; and PC Gamer, Best Soundtrack of 2009
· Became top-rated iPad 2 game that reached #1 in the United States the first week of launch

For more information

www.adobe.com/flashplatform
http://amanita-design.net
iPad 2: *http://itunes.apple.com/us/app/id459189186*
Watch trailer: *www.youtube.com/watch?v=hVw4SVaopzw*