**Big changes, important information – discover *Campus Life*!**

Watch *Campus Life* Steam Next Fest Trailer: [**https://youtu.be/GCMtCXRH-hY**](https://youtu.be/GCMtCXRH-hY)

Developers from Live Motion Games, game development studio based in Warsaw, Poland, and from Frozen Way, based in Krakow, are pleased to share **new important information about *Campus Life* – their upcoming simulation game set in a world inspired by American college life from the early 21st century!**

Let’s start by explaining the **decision to rename the game formerly known as *Millennials* to *Campus Life*.** The rebranding initiative was based on a comprehensive evaluation of the game's design elements and target audience. The developers believe that the new title more accurately portrays the nature of this production. This is not a game focused on Generation Y or themes related to it. Instead, it aims to showcase the various aspects of dynamic student life that unfolds on a university campus – both its charms and challenges. More information about the game itself can be found in the descriptions below.

The developers have another important piece of information to share. **A demo version of *Campus Life* will be available to all interested players during the upcoming edition of Steam Next Fest, from June 10-17!** The creators of the game are excited to get the game into the hands of numerous players for the first time. Every piece of feedback will be valuable and helpful in making the best game possible.

To ease the waiting for an opportunity to know *Campus Life* better, **a new gameplay trailer has been released!** This preview, consisting entirely of in-game footage, takes players on a visual journey through the in-game campus and possibilities of university life. Check it out to find out more about in-game mechanics, current development stage, and more!

**For more information about *Campus Life*, please visit the following page:** <https://store.steampowered.com/app/2103090/Campus_Life/>.

**About *Campus Life***

***Campus Life* is a new** **life simulator game with an isometric perspective, set in a world inspired by American college life in the early 2000’s.** In this game, players create their own college freshman whose future will depend solely on them. Whether it is becoming a popular idol, rising star in academics, or an unmatched athlete, the possibilities depend solely on the player's imagination. Over the course of four years of education, players will have a lot of time to choose the right path for their in-game character, as well as explore a variety of possible activities, stories, and relationships.

**Gameplay in *Campus Life* focuses primarily on managing the character's time effectively.** As a student, the character has various responsibilities such as attending lectures, raising funds for tuition fees, studying for exams, and earning scholarships. However, there are also numerous tempting options available for spending your free time on campus. Hanging out and partying with friends, team sports, earning some pocket money with part-time jobs, or perhaps calming walks and peaceful evenings spent reading books or at an easel? It is up to the player to find a balance between responsibilities and enjoyment.

I**n *Campus Life,* there are four main story paths**, each offering complex and captivating interconnected stories. To enjoy the game to its fullest, it’s worth exploring each path from the different perspectives, thus increasing the potential for multiple playthroughs. The path a student follows is influenced by their personality and attitude towards joining Fraternities, which are organizations that bring students together. **In the game, players have the option to join one of the three Fraternities available on Campus or remain an unaffiliated student.** **The storylines are designed in such a way that all players, whether they strive for success, popularity, or simply want to have a good time, can find their place on campus.** Regardless of membership, each Fraternity provides various activities, tasks, or events to participate in. They are also available to lone wolves, but students who are members of a particular Fraternity will be able to strengthen their position in the hierarchy of the organization. Additionally, each Fraternity supports the functioning of **various** **student Clubs** open to everyone – by participating in club activities, a student develops their Skills.

**Character creator and the most important indicators**

Players will start the playthrough by creating their own student character. The developers have created **an extensive character creator that provides a wide range of personalization options.** Players can adjust not only the appearance and style of their character but also their starting abilities and background.

**Players get to choose the Goals that will guide their character through four years of education.** These are related to various aspects of student life – from achieving outstanding accomplishments in academics, sports, or arts, to making new acquaintances and attending parties, and even leaving a unique mark in the university's history in other ways. Essentially, Goals can be divided into two categories: those related to the character's personality and those related to the activities they undertake.

**As the player strives to achieve their Goals, their character gains new Traits.** These are associated with passive positive effects that can influence various aspects of student life such as exam results, item prices in stores, or the acquisition of **resources like Reputation or Energy**. The different activities available on campus can also alter the level of **permanent Statistics including Mind, Body, and Creativity**. On the other hand, the character created by the player is human and has human limitations, so each activity they engage in directly affects their **Energy and Joy** levels.

The activities the character devotes their time to on-campus influence their relevant **Skill** levels, which come in handy when participating in campus life – from giving the performance of your life on stage to winning a sports tournament. During the game, the player will have many opportunities to test their character's Skills in various events such as chess tournaments, baseball matches, or theater performances.

**Another important indicator is Popularity**. It can be increased through performing certain tasks and activities, as well as making decisions. Levels of Popularity influence access to additional activities and benefits, such as qualifying for discounts in selected stores, facilitating or hindering relationships with other students, or influencing the way other characters treat the playable character.

**High replay value**

The game developers wanted to ensure that *Campus Life* had a high replay value. As a result, they designed the game to **offer a different experience with each playthrough**. They achieved this by creating various combinations of Goals, Traits, Statistics, Skills, and Items for the characters, along with four distinct storylines, multiple optional side quests, and a complex relationship system with specific students.

Developers aim to add a New Game Plus option – Time Rewind – for players interested in replaying the game or maximizing their character. In this gameplay mode, the player's character returns to the beginning of the student adventure, retaining everything except for Items and relationships with others. This allows for a fresh start to the campaign with a stronger character. Additionally, the difficulty level of this gameplay mode can be increased for an even greater challenge.

***Campus Life* comes with an exciting set of features:**

* **Complete control over the student path** – it’s entirely up to you how to spend four years on campus. Attend classes, participate in Fraternity and Clubs activities, complete main and side tasks, and more. The options are numerous!
* **Create your own story** – see how your decisions and undertaken activities impact the plot and the shape of the entire gameplay.
* **Advanced character creator** – use the numerous possibilities available in the character creator to design a unique student character. Set their appearance, Traits, Statistics, initial Goals, and much more!
* **Rich system of interpersonal relationships** – establish and deepen relationships with unique non-playable characters.
* **High replay value** – the game offers a different experience with each playthrough.
* **Experience the vibrant campus life** – engage in activities related to student life. Discover the holy grail of work-life balance, dividing time between learning and pleasure.

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**About Live Motion Games**

Introducing Live Motion Games, an energetic development studio and publisher from Poland. Recognized for their great games like *Builder Simulator*, impactful *Train Station Renovation*, and refreshing *Bakery Simulator*. Currently, they are developing a game *Chornobyl Liquidators* with the goal of creating an unparalleled level of immersion in gameplay. With a team of passionate game developers, they view game dev as more than just a profession – it's a lifestyle and philosophy. Witnessing their creations bring joy to the gaming community is their ultimate source of pride. In the realm of Live Motion Games, fostering creativity and connecting with enthusiasts is not just a mission – it's a shared journey of excitement and innovation.

**About Frozen Way**

Frozen Way is a game development studio and publisher from Cracow, Poland. You may know them from co-creating *House Flipper* with its *Pets DLC* and *Farm DLC*, as well as creating and releasing *House Flipper VR*, co-releasing *Builder Simulator* on Steam, and co-developing *Chornobyl Liquidators*. Currently, they are developing *Honeycomb: The World Beyond* and *House Flipper – Dine Out DLC*, while also releasing *Campus Life* and *Hairdresser Simulator*, focusing on the PC market and next-generation consoles. They are a group of friendly people with a passion for video games. Gamedev is their lifestyle and philosophy, so there's nothing better than seeing their creations bring a lot of joy to the community. In the end, we're all nerds, aren't we?