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## About This Game

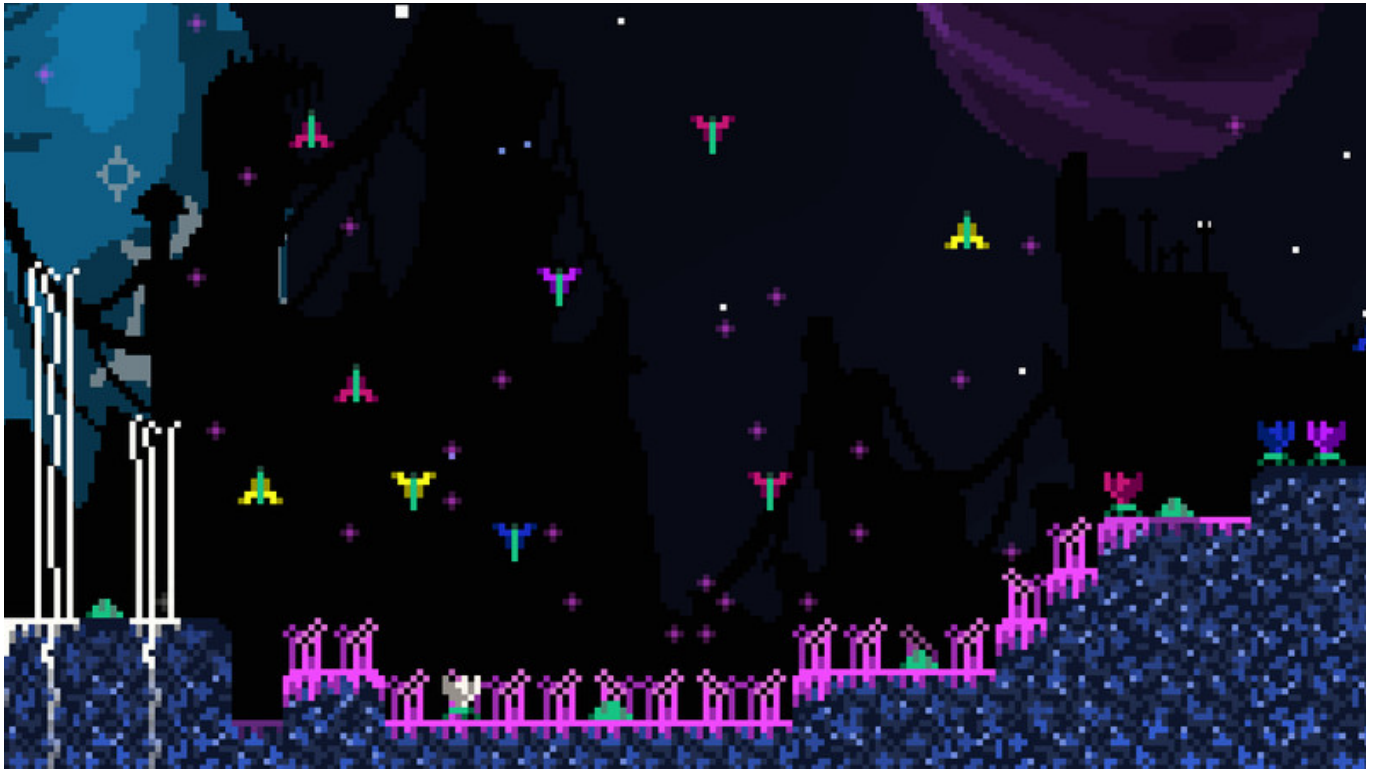
A sunless world of fungi and bugs, sustained by a slow rain of nutritious substance, could use your guidance and cataloging. EarthTongue is a vivarium sim that places in you limited control over a small ecosystem on a fantastical world. You will spend most of your time watching life grow and eat each other to survive. Your subtle nudges will be required to maintain the balance of this world, but it can handle itself much of the time. Player given goals are limited, aside from maximizing the health of your ecosystem. You may choose to try to create a fungal garden to your liking. You may try your best to breed as many beetles as you can. You might use those beetles instead as food stock for the mantises. You might instead just peacefully watch the story of Earthtongue unfold on its own.

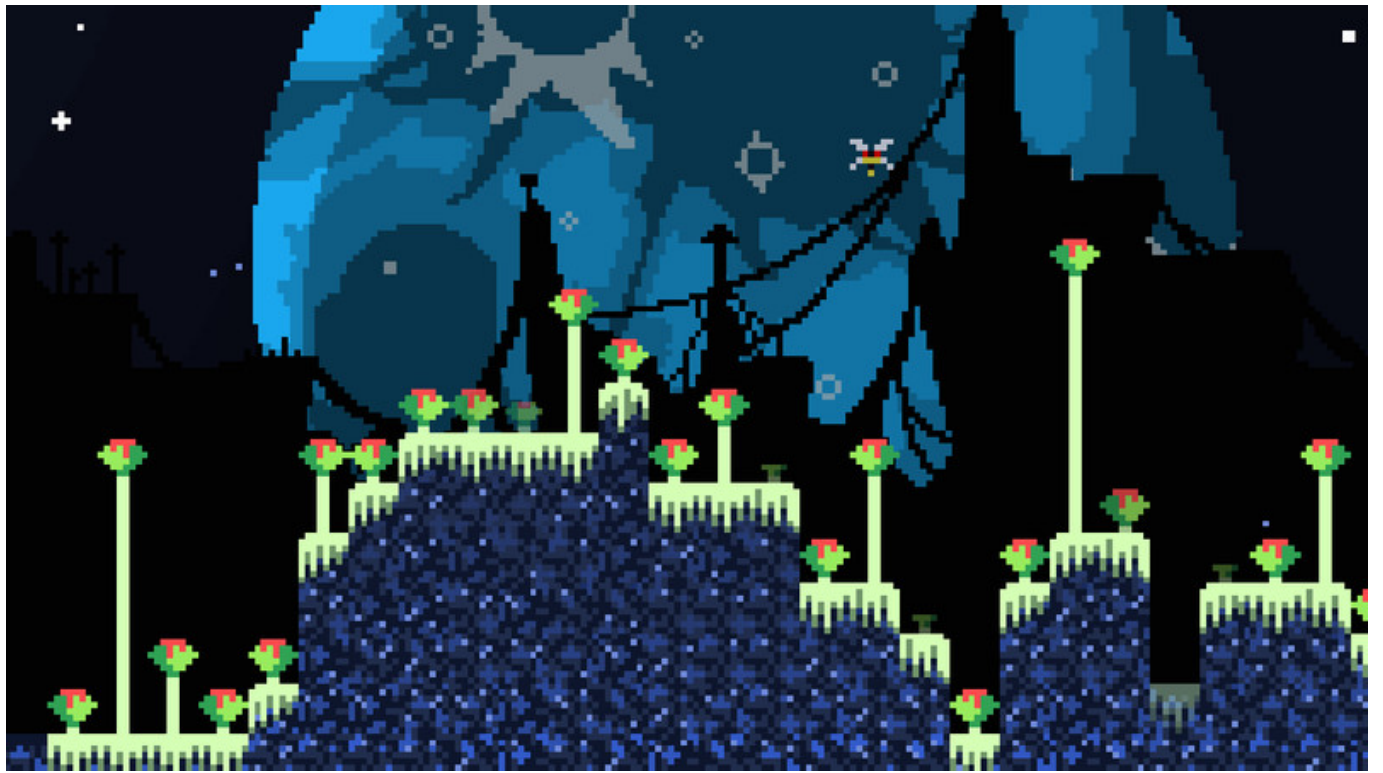
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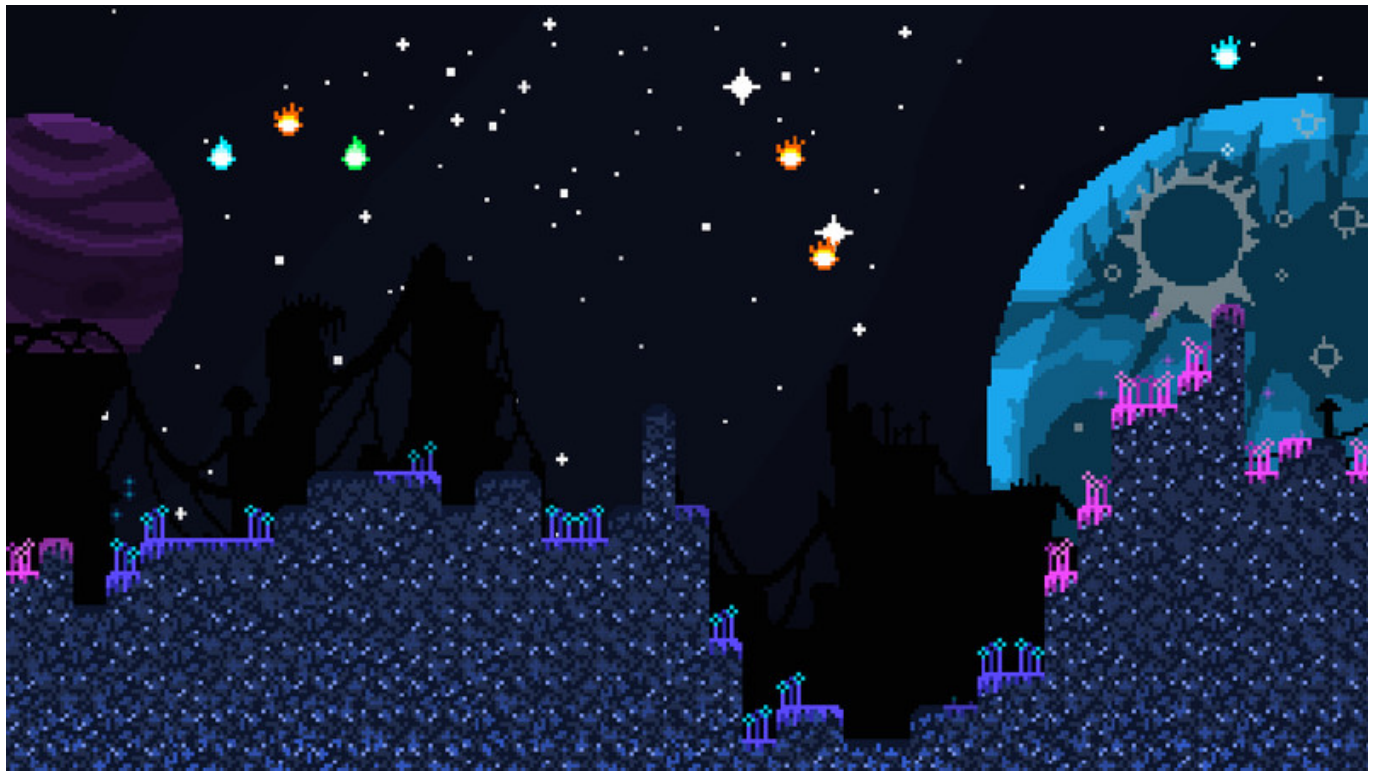
Title: Earthtongue  
Genre: Indie, Simulation  
Developer:  
Eric Hornby  
Publisher:  
Erichermit  
Release Date: 27 Apr, 2015

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English







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Interesting idea, but not fully realized. Earthtongue is a curious little beast, and the glowing satisfaction of seeing a stable ecosystem take shape is matched only by the complete vexation when starting your first world and not understanding how anything does anything.

This isn't strictly a game, per se... Yes, there are achievements both ingame and on Steam, and some of them are even remarkably difficult to get and will require a fair amount of either tactical thinking or dumb luck (although it doesn't hurt to have both), but Earthtongue is by and large what you might call an "interactive screensaver". You make a few small adjustments, attempt to nurture a balanced world, and mostly just sit back and watch everything interact.

It's fairly simple; there aren't very many special interactions between species... There's one beetle that's immune to the grasping tendrils of a particular carnivorous mold, there's a moth that acts as a pollinator by spreading the spores of whatever plant it's just eaten, and there is of course an implementation of the horrifying Cordyceps fungus. For the most part, everything else reacts by either eating or ignoring whatever it comes across.

But even with these simple functions, remarkably complex ecosystems can arise and thrive. The wasp eats the fly and its body is turned into nutrients for the soil, the fungus consumes the nutrients and grows full stalks, the beetle eats the stalks and attacks the snail to defend its territory, and the body of the snail is eaten by a fly. All for your viewing pleasure!

The actual life cycle is a teensy bit bizarre (nutrient dust falls from the sky? What is this, a fish tank?), and by no means are all the basic lifeforms balanced properly (locusts... Oh god, locusts), but that's part of the appeal! You don't just come in with a cosmic blueprint and know exactly how an ecosystem works and how to put it together, you need to see the creatures and plants for yourself and watch how they interact and how they survive in different circumstances. Observe, experiment, observe again... Or just let nature run its course through random events and see if something sticks!

It's definitely "zen", and despite its small annoyances I found it to be a remarkably compelling experience. It's not for everyone, but if you've been looking for an ecosystem simulator to poke and look at... This is exactly it.

An extra bonus is the developer, who added a couple brand new modules (thus introducing entirely new ecosystems that you need to learn and understand in order to make them bloom) as well as workshop support for community-made modules that extend the game's lifespan immensely. And that's all after having said "I probably won't be working much on this anymore, so don't expect any big updates"!

Now excuse me while I add on a couple more worlds from the workshop and chill out while poking at the natural economics of alien plants and animals...



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