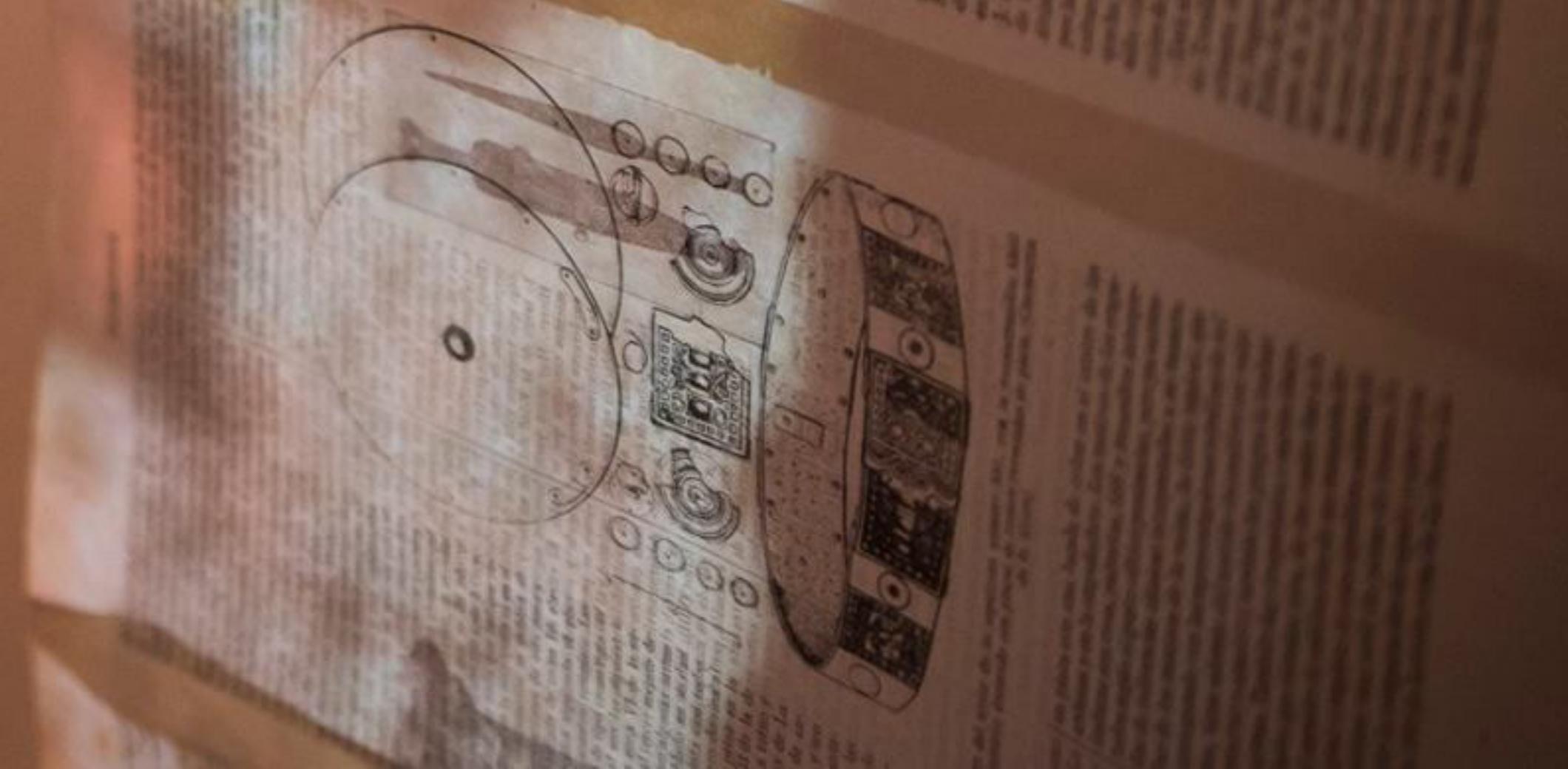








Detalles (Insignias militares)



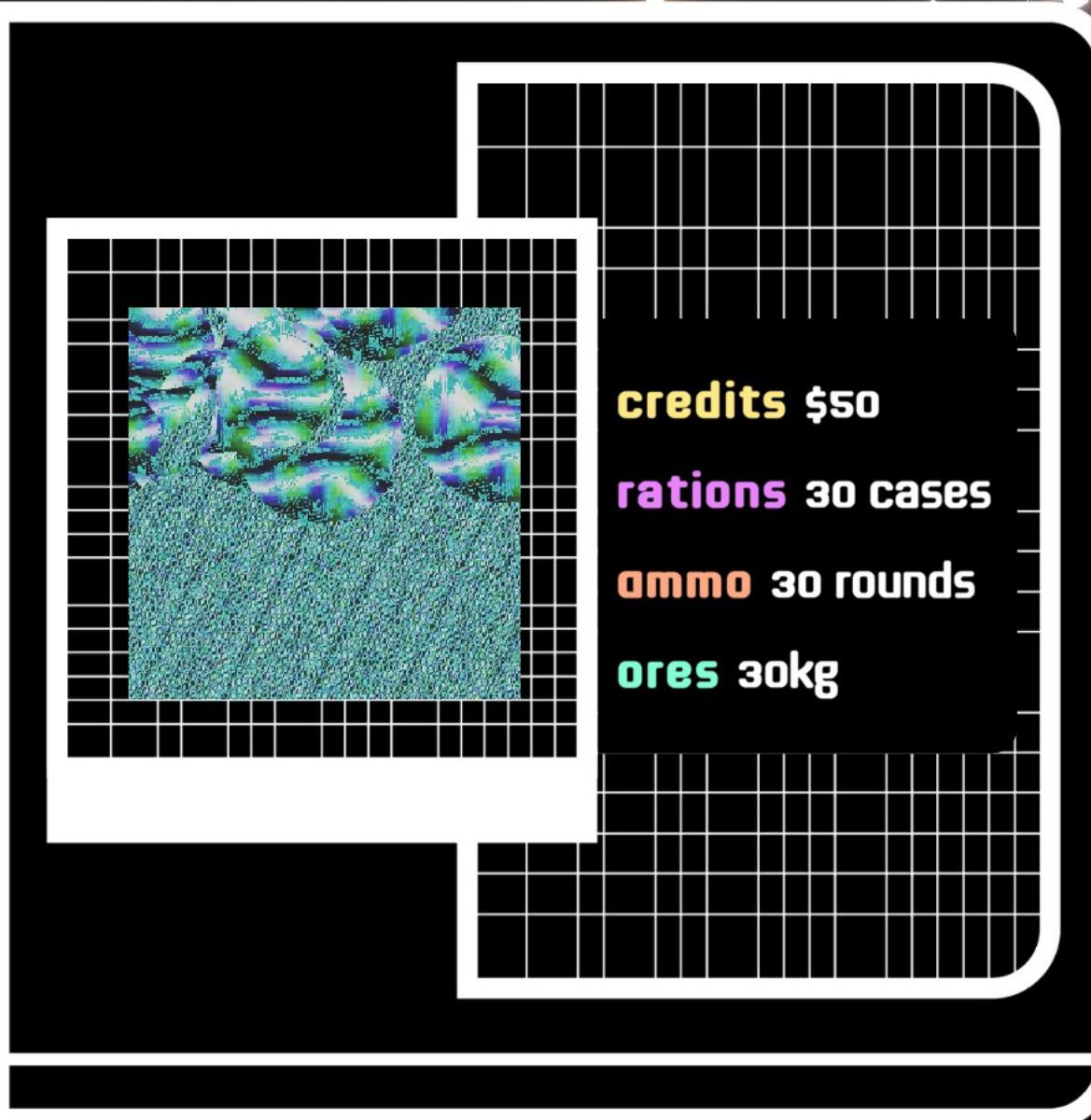




yeah, I might have what you're looking for.
doesn't come cheap.

what? no. this is an honest shop!

yeah, okay that's great.
I heard you dealt in...
under the table mineral
ores.

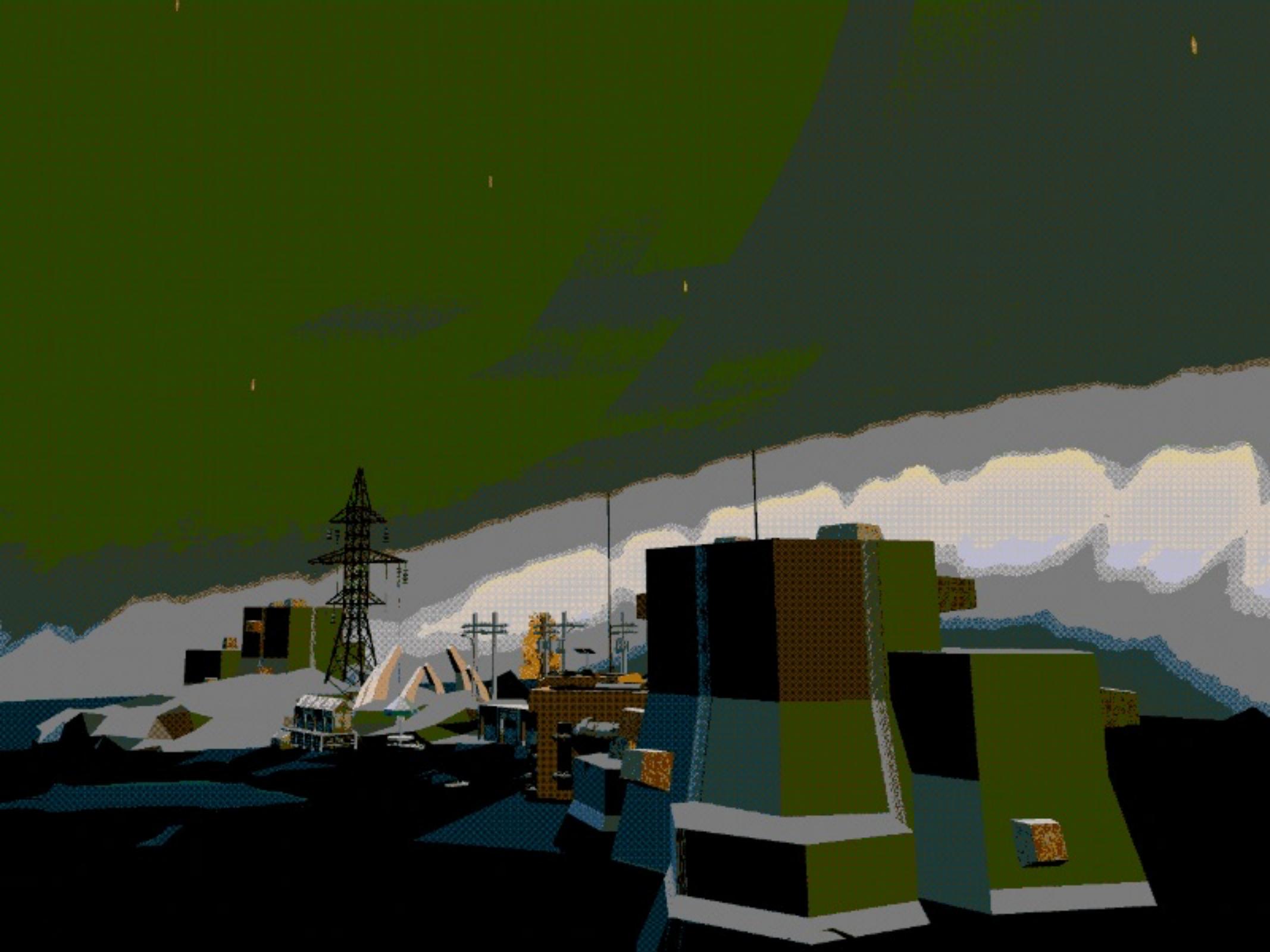








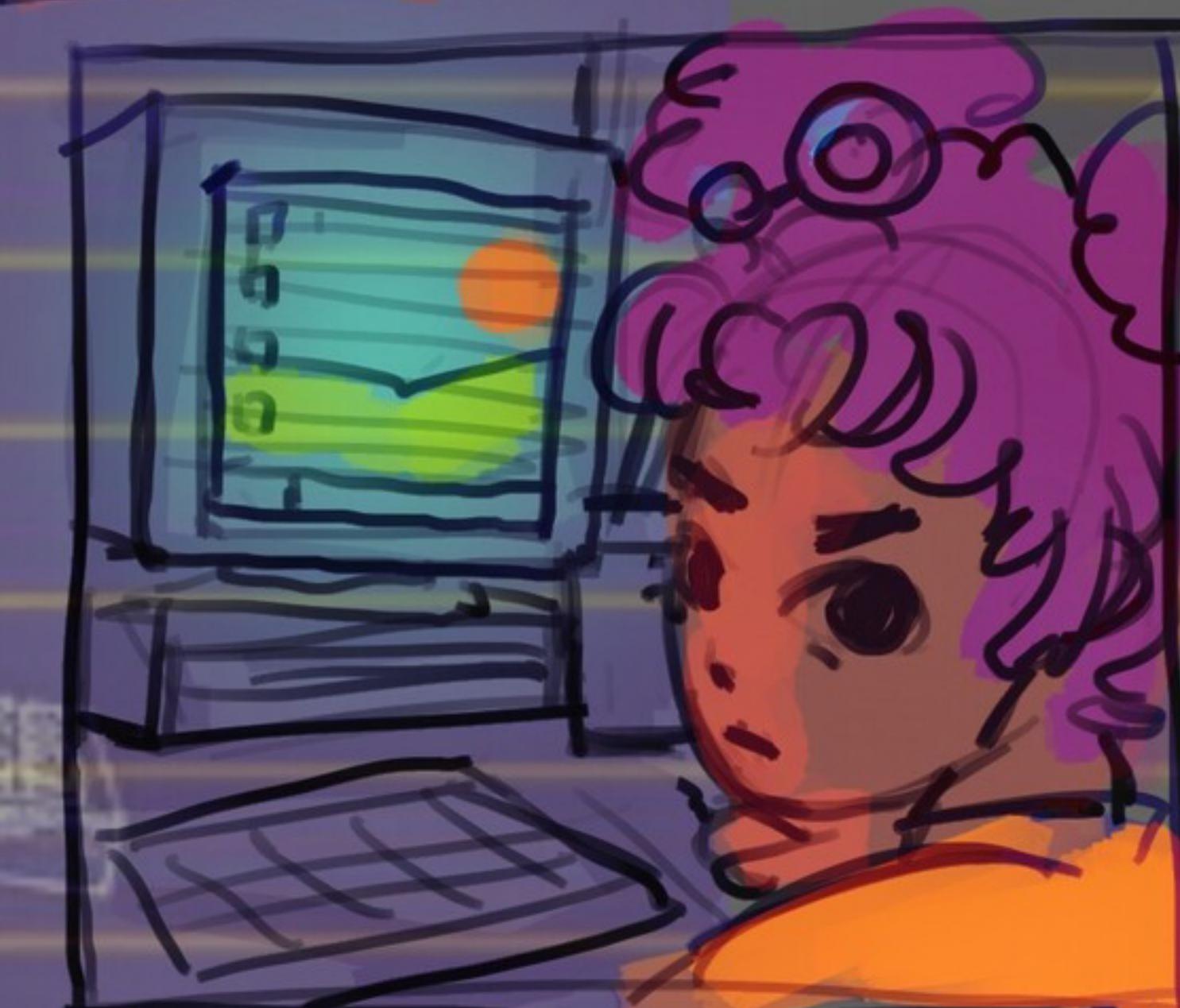
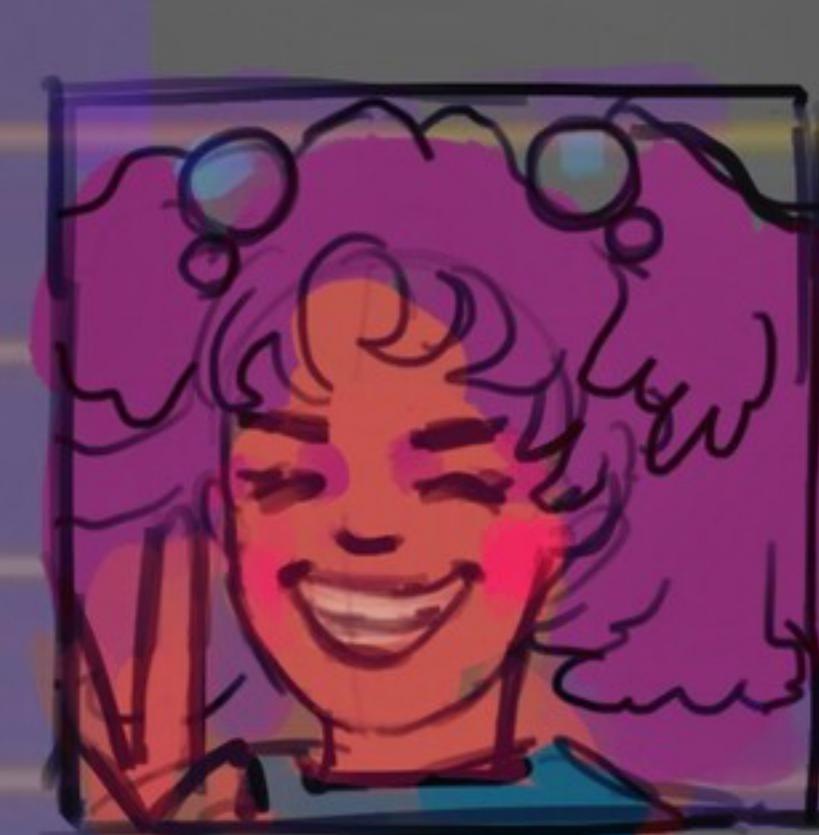






@nebutarswamp

GIZMO





RESTROOM

FOR ALL



- [Go back to menu](#)
- [Look at billboard](#)
- [Talk to member](#)
- [Talk to agent](#)

I'm here!



My name is Khayria and I'll tell you some stories about your future.

Read



Quit

"In Our Garden" Rulebook

In Our Garden is a collaborative and cooperative game where players plant, grow, and maintain their gardens in order to feed their families. The game is set in a rural village where players work together to cultivate various crops and manage their resources.

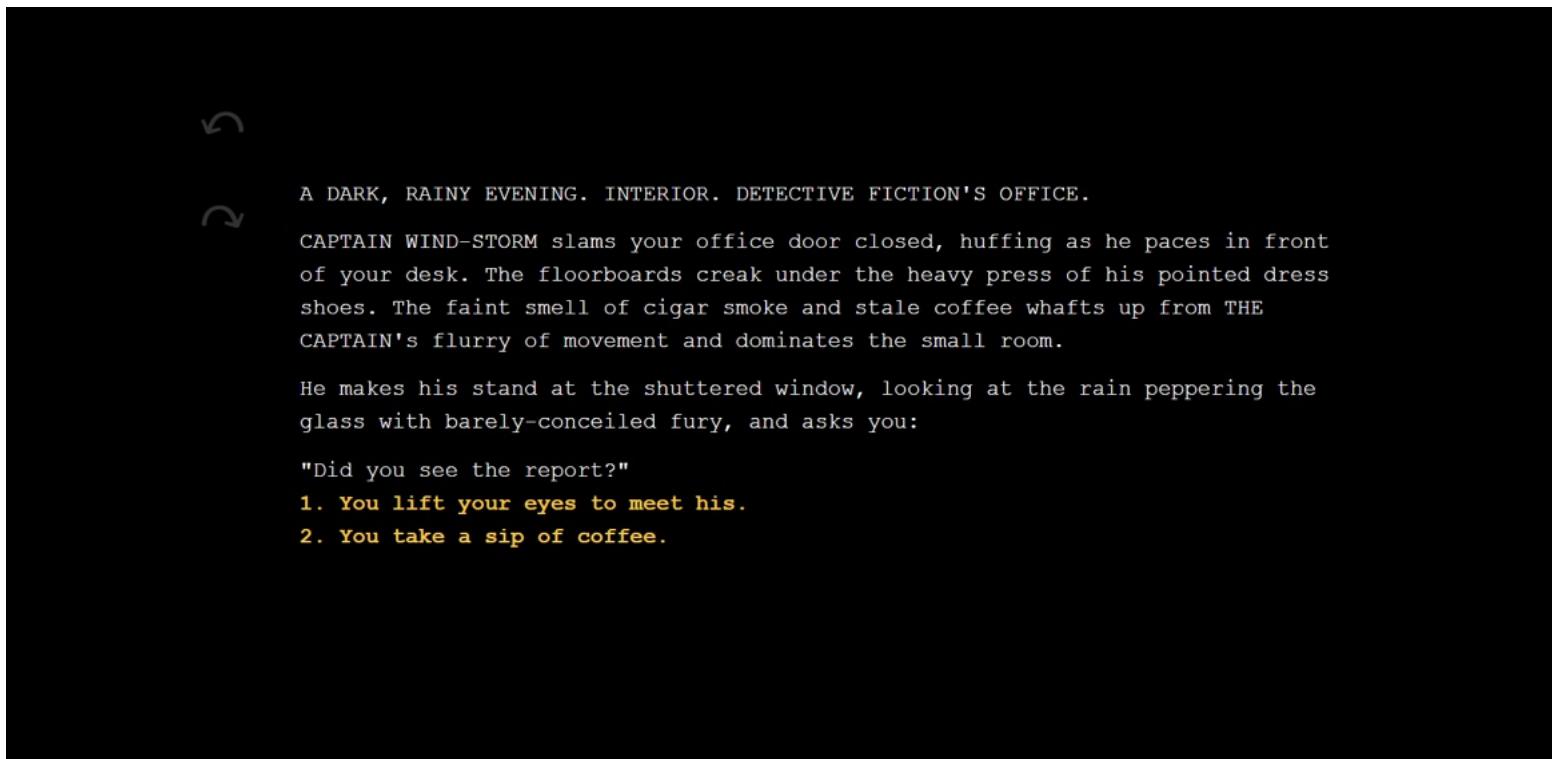
Game Components:

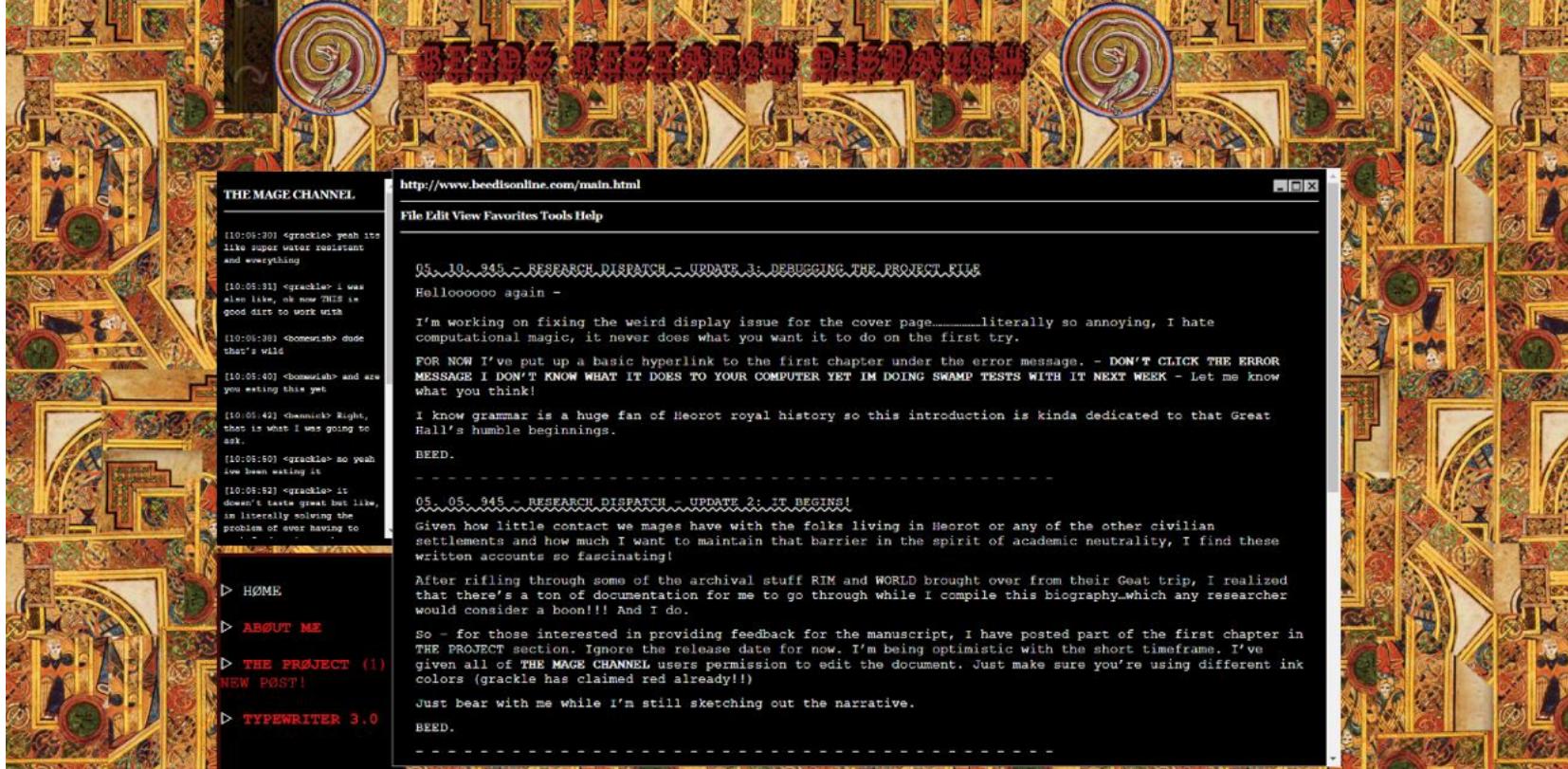
- 17 sun tokens;
- 17 water tokens;
- 18 seed cards;
- 18 assorted vegetable cards;

Can we plant a garden?

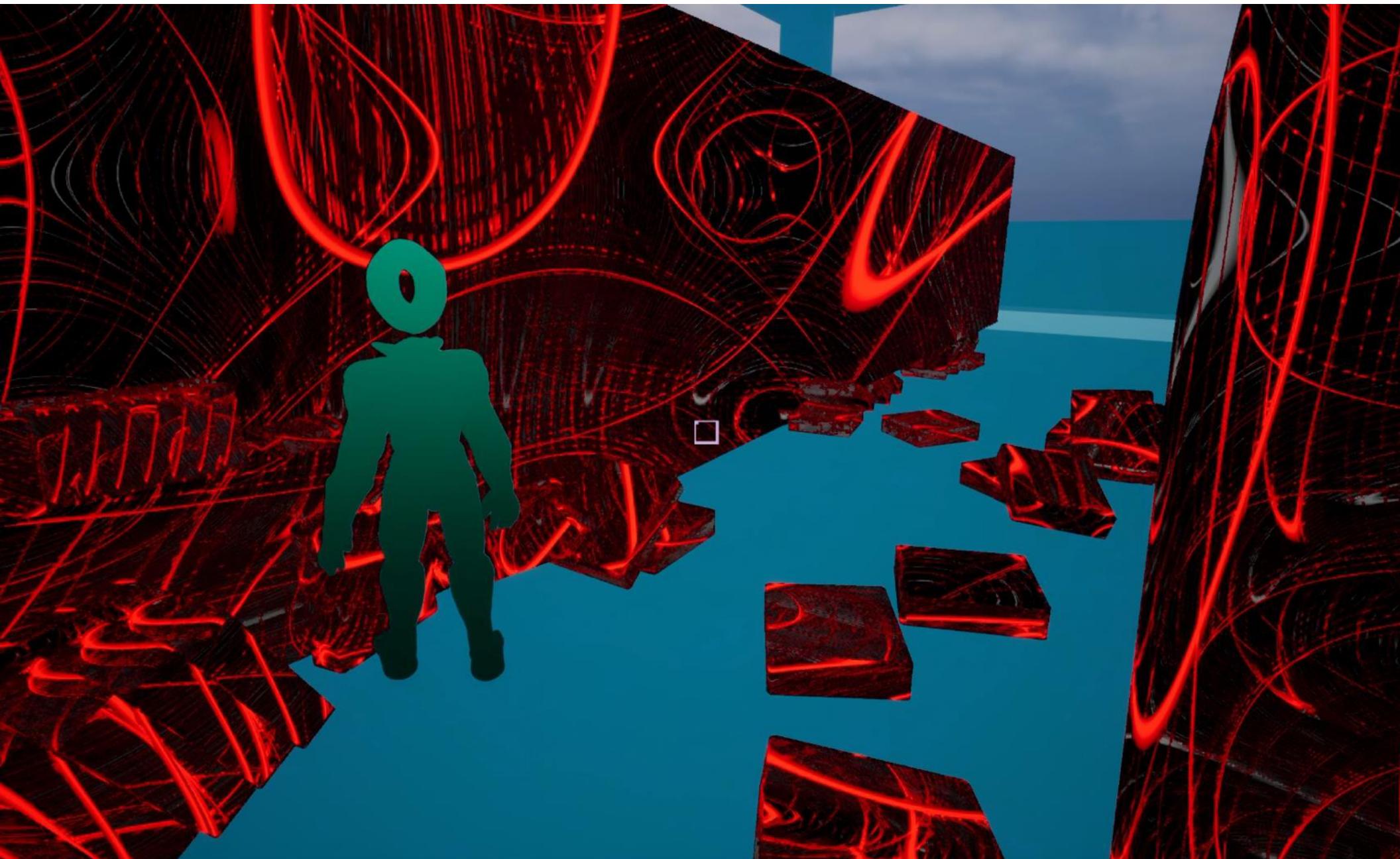


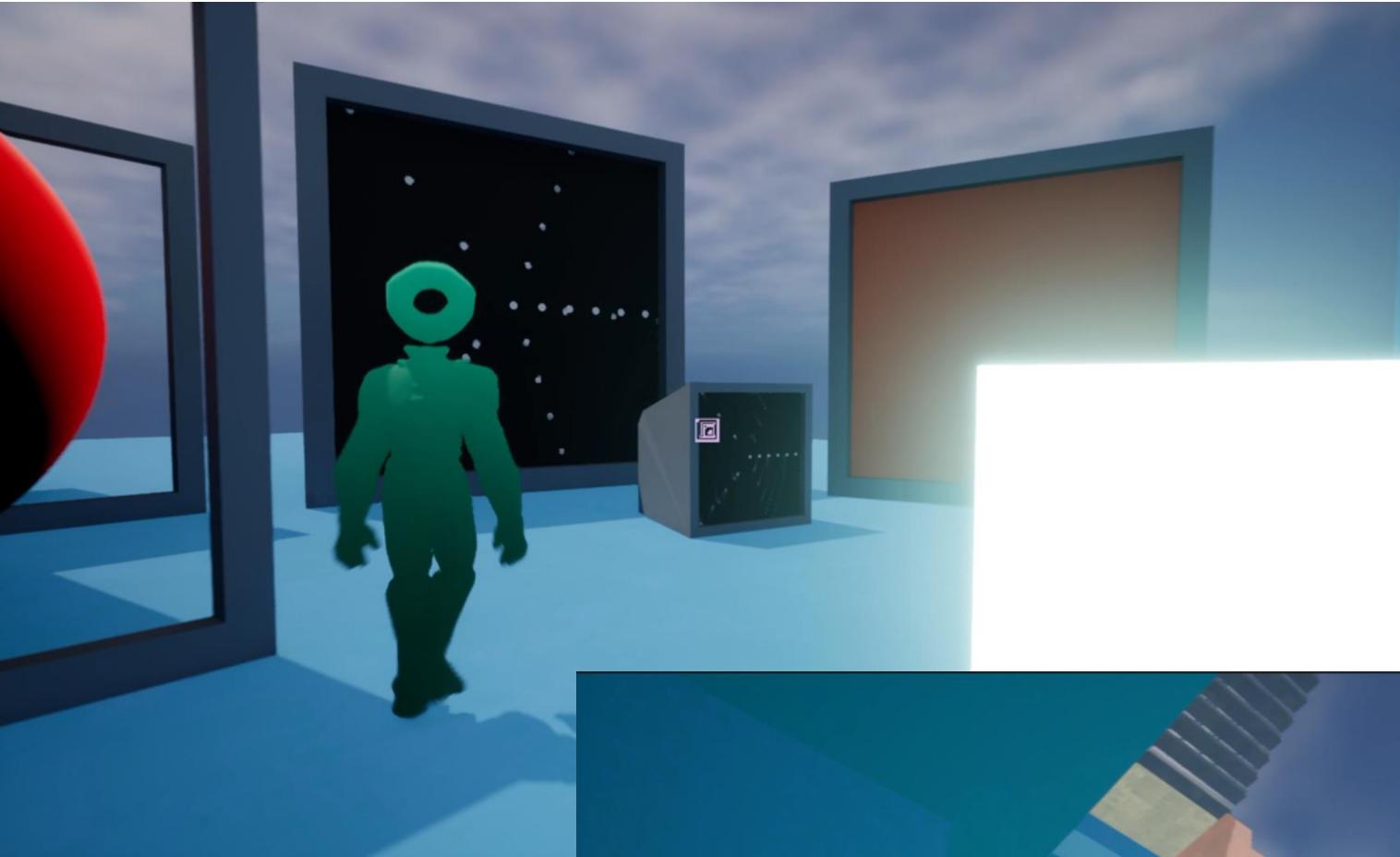
D I M A N A

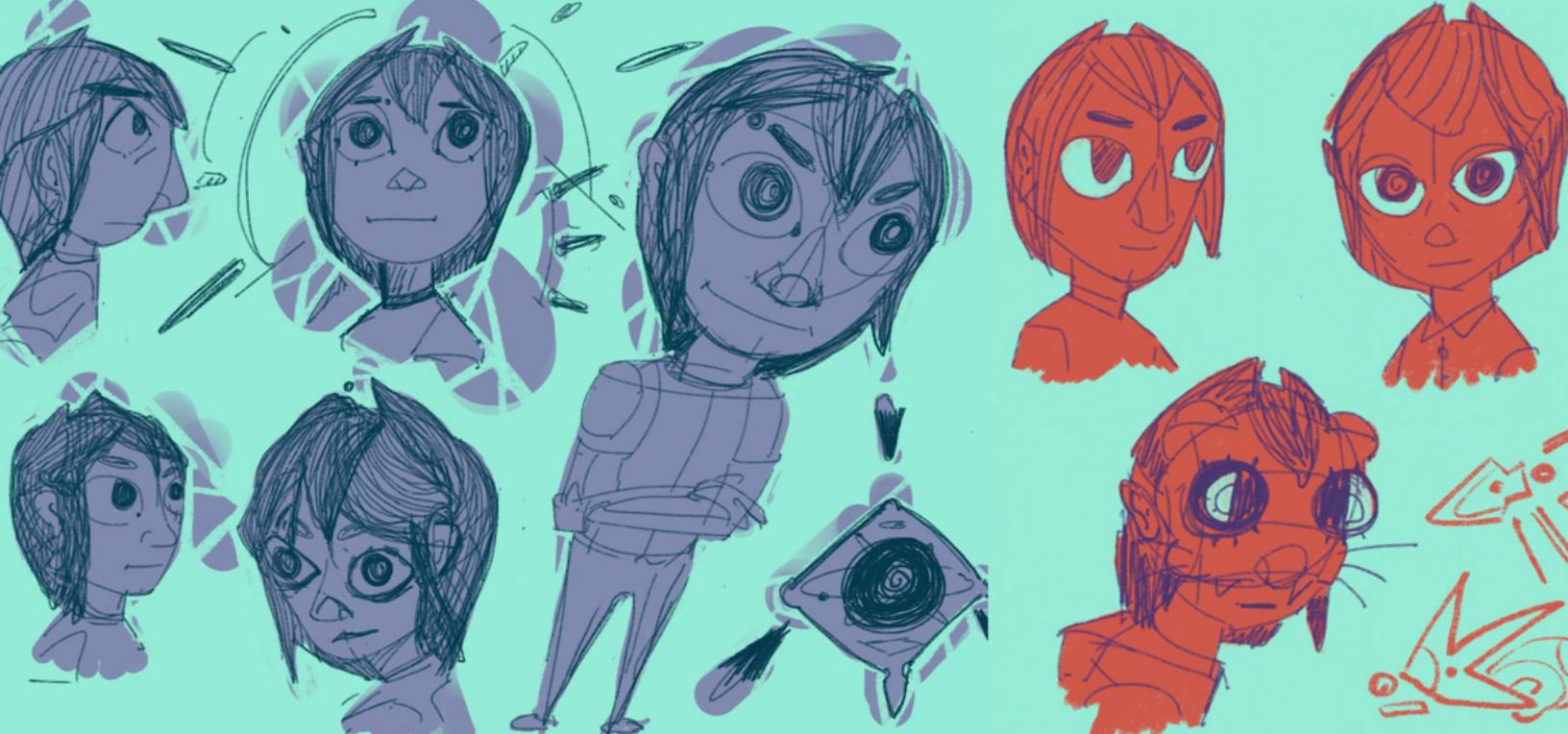




LE O







Proto-Glad: Darklit (Lite)
Narrative concept

Proto-Glad is a third-person narrative-fabulitive action playground game. The player steps into the shoes of a 5 to 7 year old child in a library, who can change any one object into any other by storing an imprint of the object in a magical book, then targeting another object in the environment. It's all fun and games until you use your powers on a human. Reality-based hijinks ensue, and mystic-cosmic shenanigans emerge out of the chaos. The kid learns that they are a demigod of indeterminacy: conduit of primordial chaos, goddess of non-deterministic fate from Mesoamerican mythology: Tezcatlipoca.

Why 'Darklit (Lite)?

Proto-Glad: Darklit (Lite) is the 2D, top-down, pixel art version of --game in development-- Proto-Glad: Awakening (GIO).

