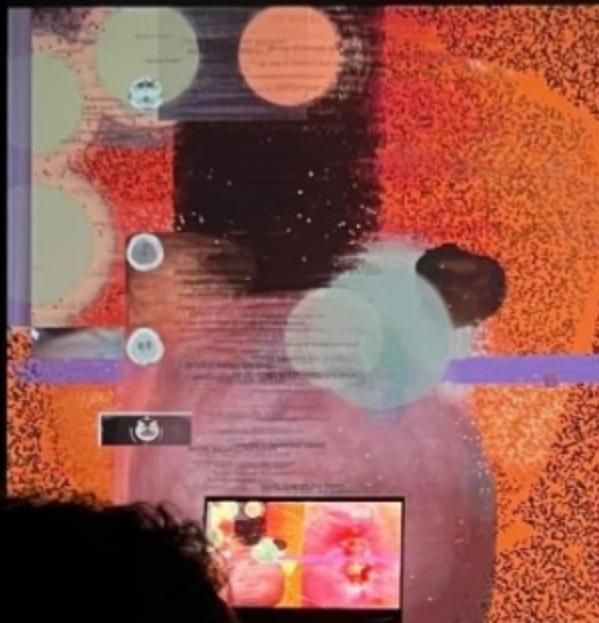
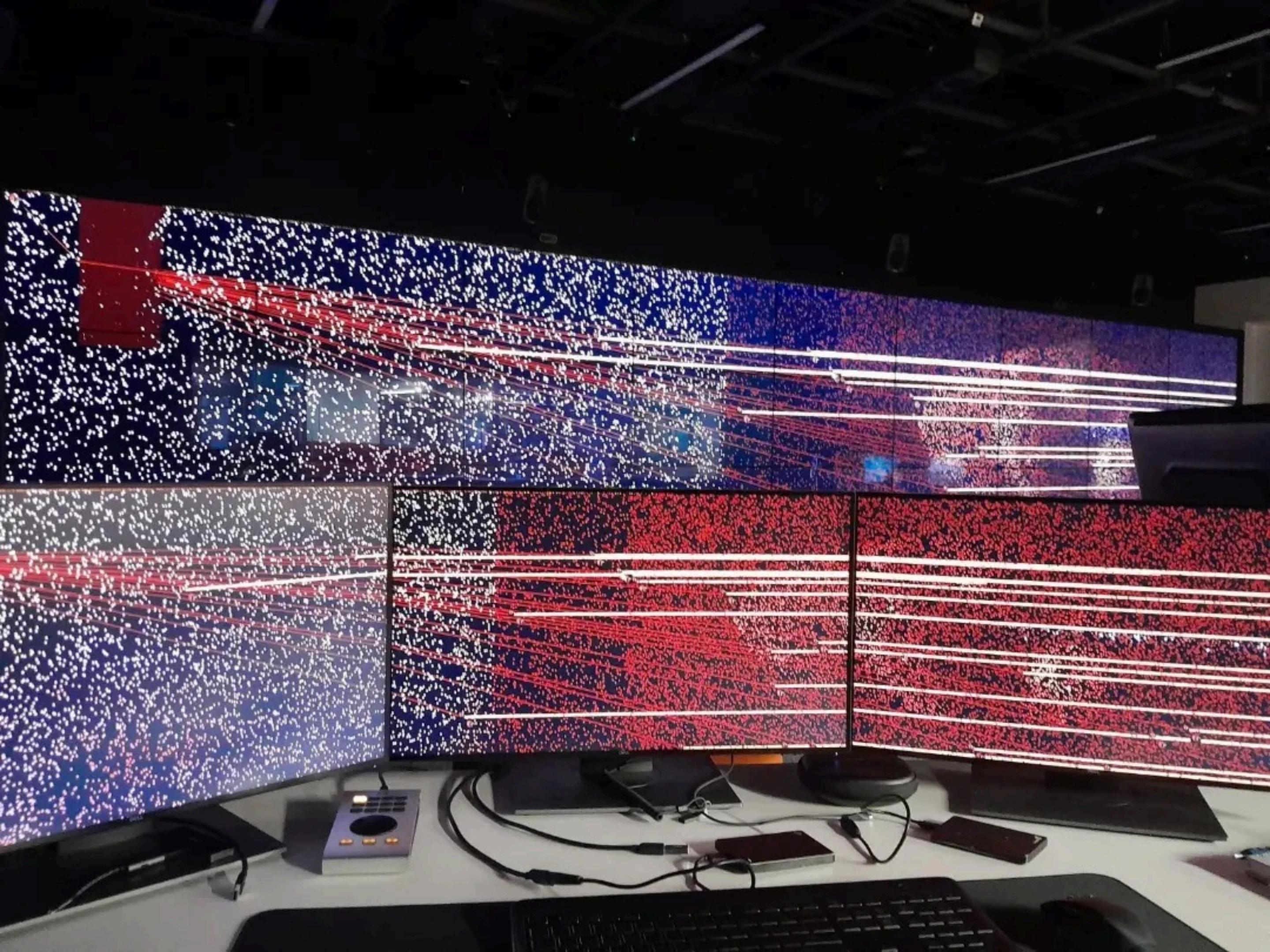


@juan.miceli @kinopalais @cnblacasa











Lenta Cancelación del Futuro , 2018, video instalación cerámica. Curador Daniel Jolgor / 704 Oficina de Arte

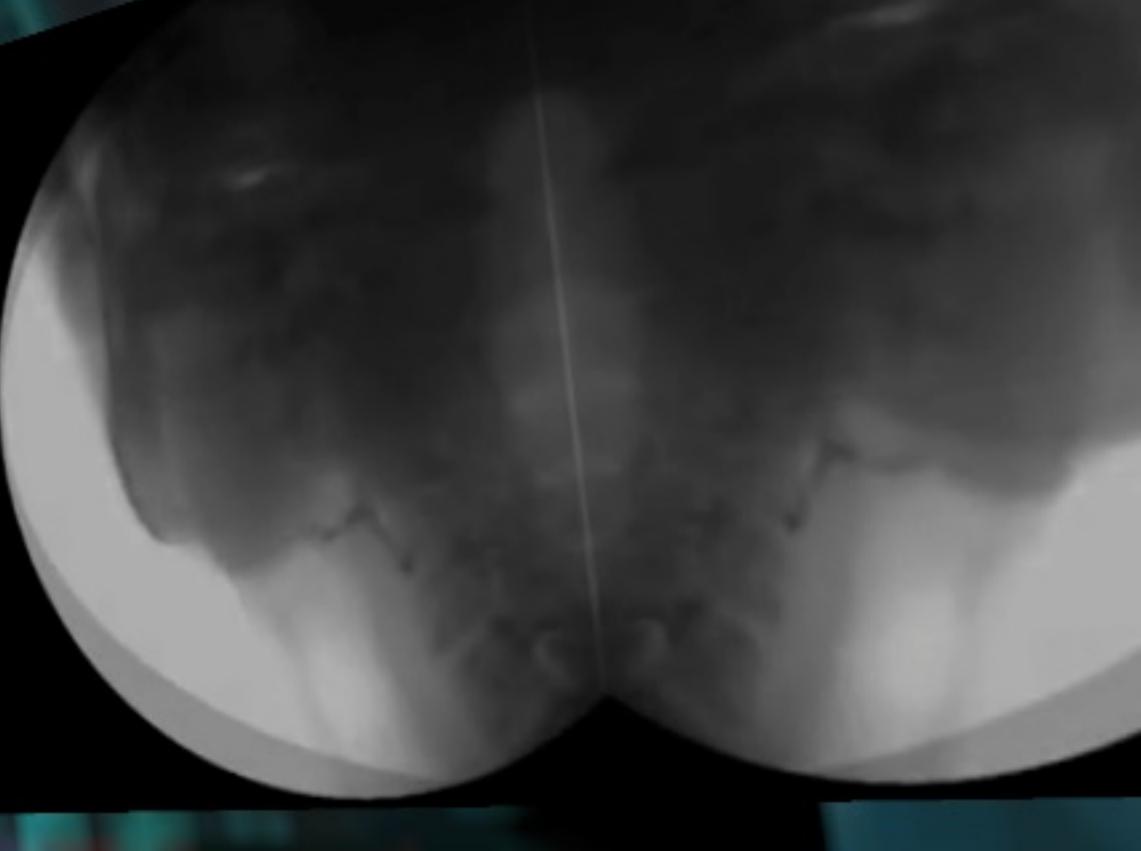
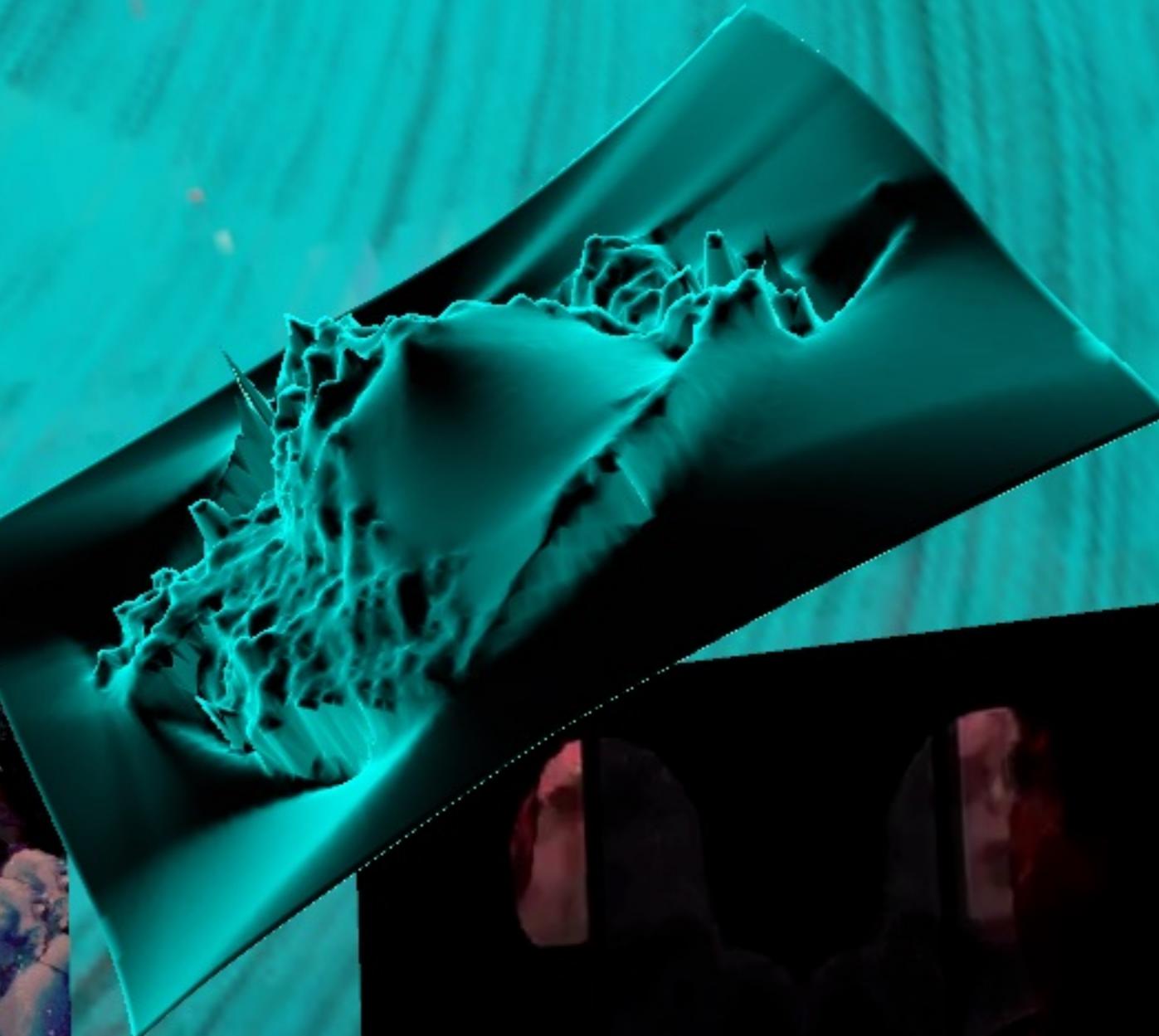


Colombia (Uildorres militares)





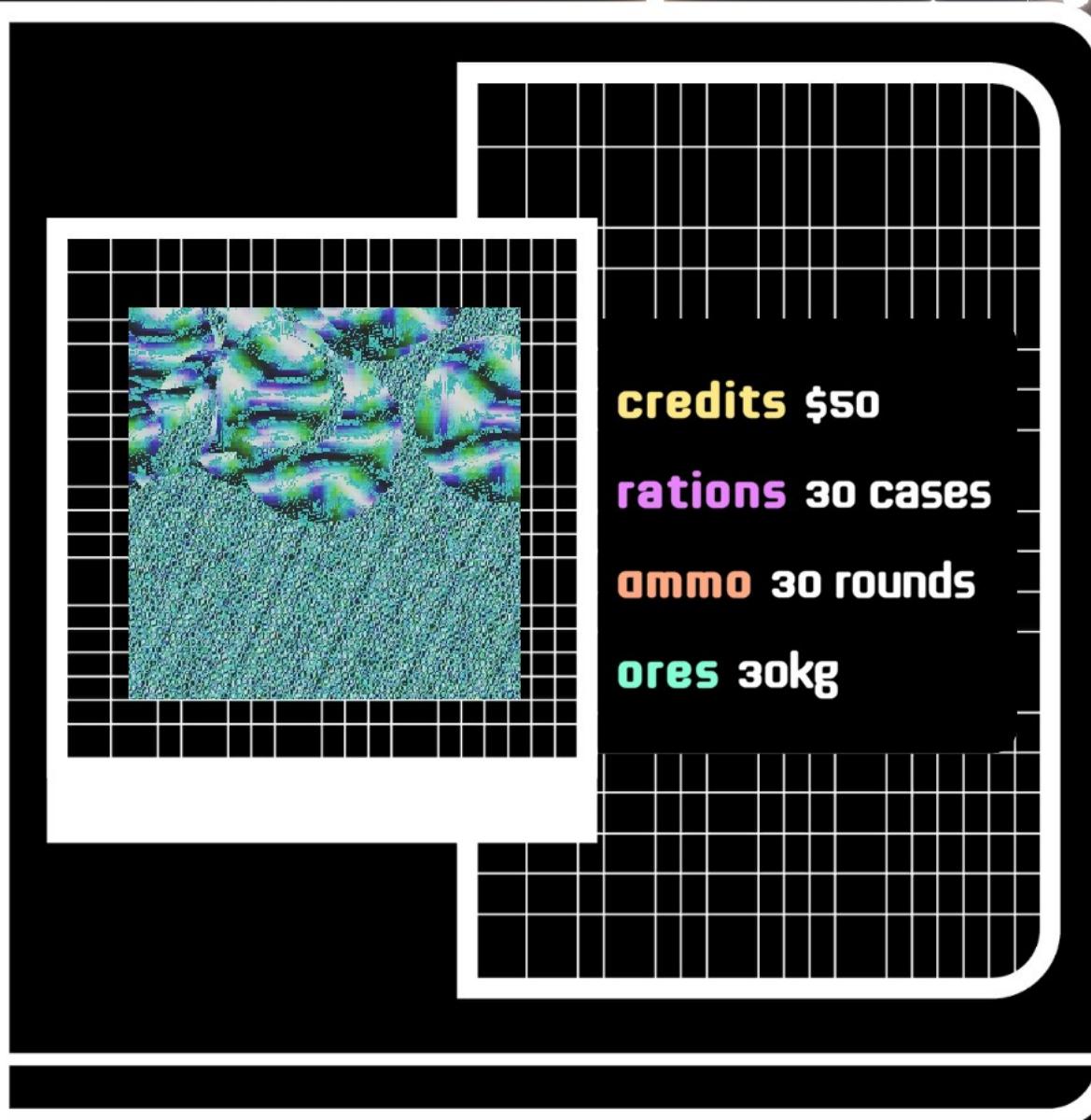




yeah, I might have what you're looking for.
doesn't come cheap.

what? no. this is an honest shop!

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



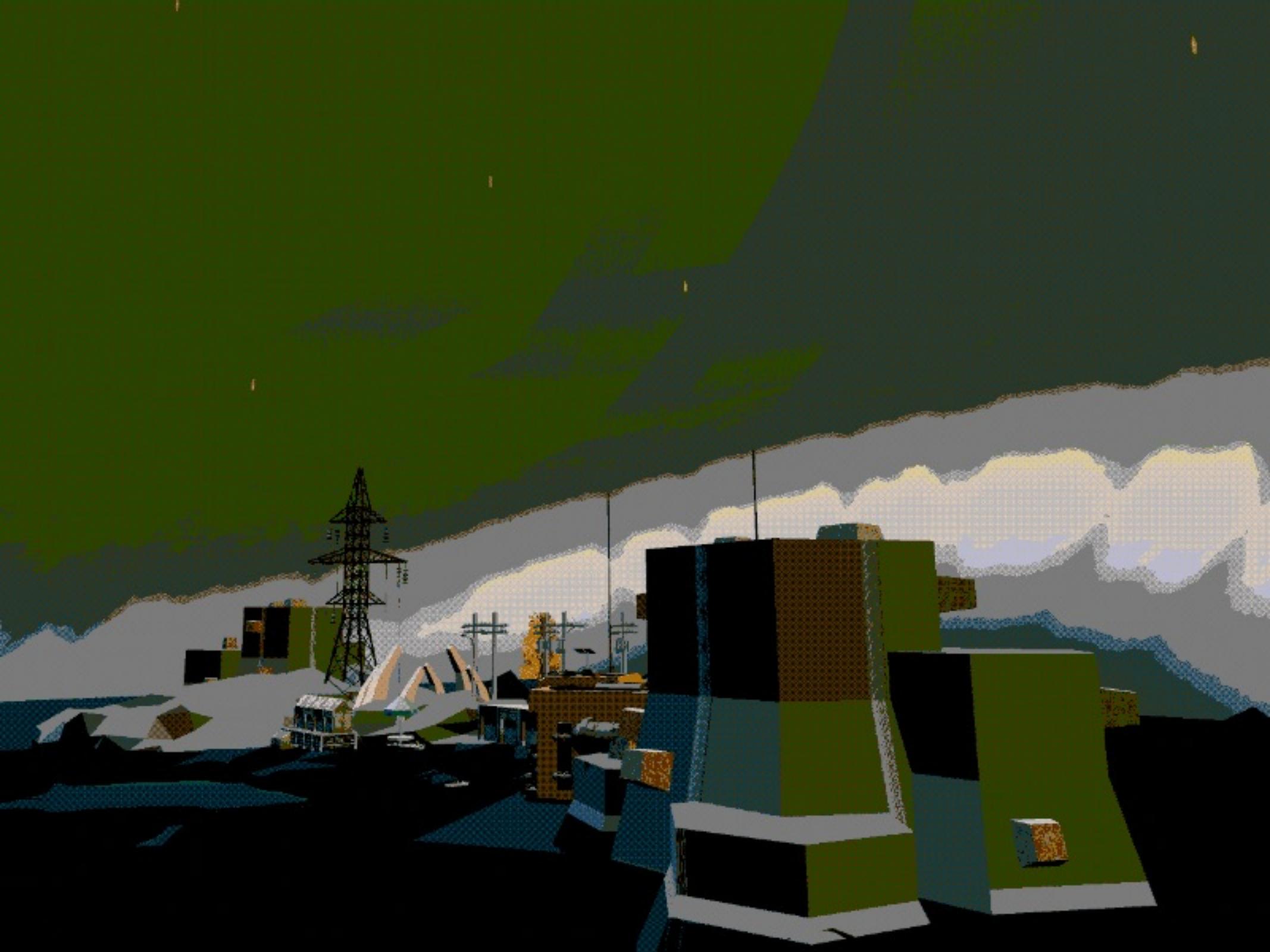














@nebutarswamp



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 community. The game is set in a rural town where players work together to cultivate various crops and manage resources.

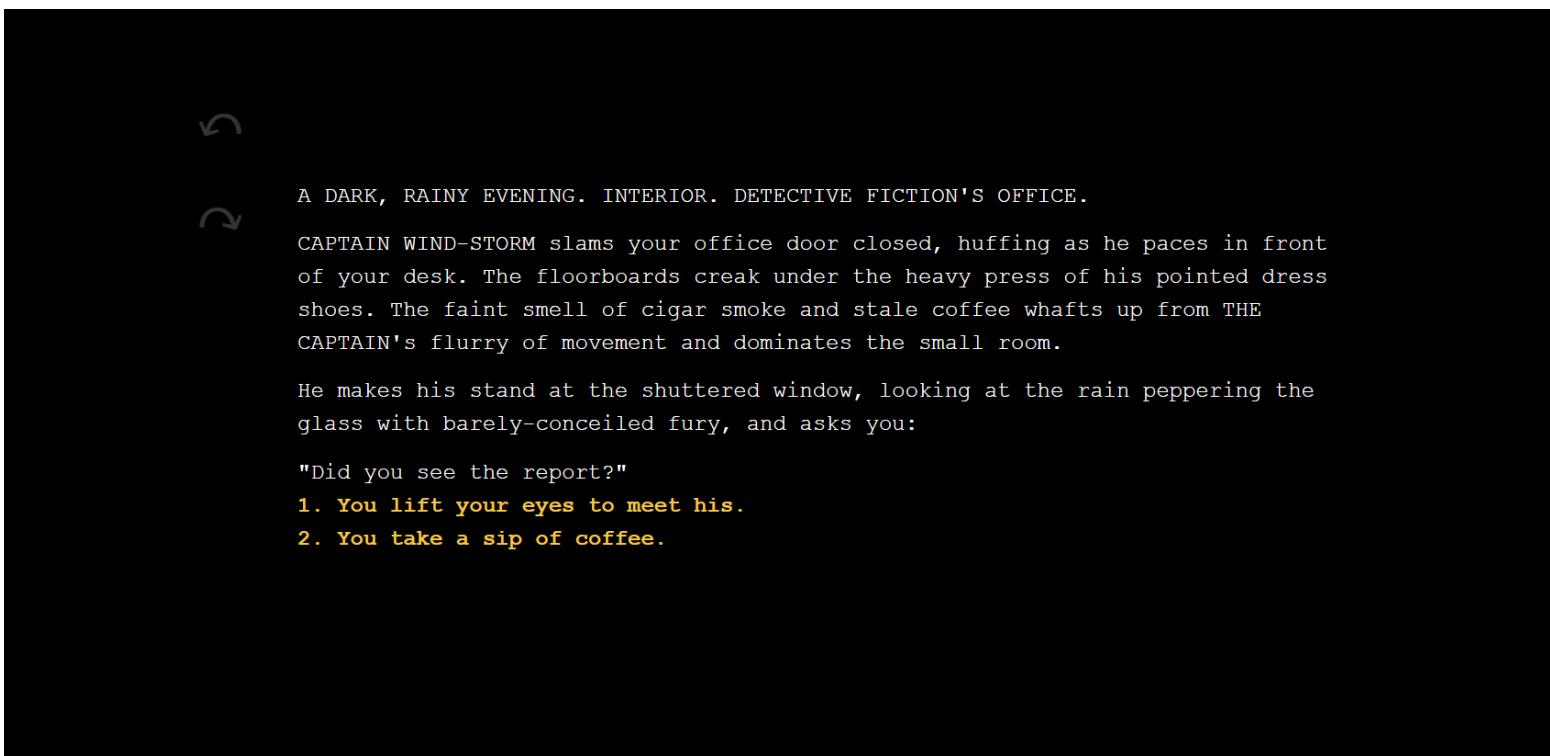
Game Components:

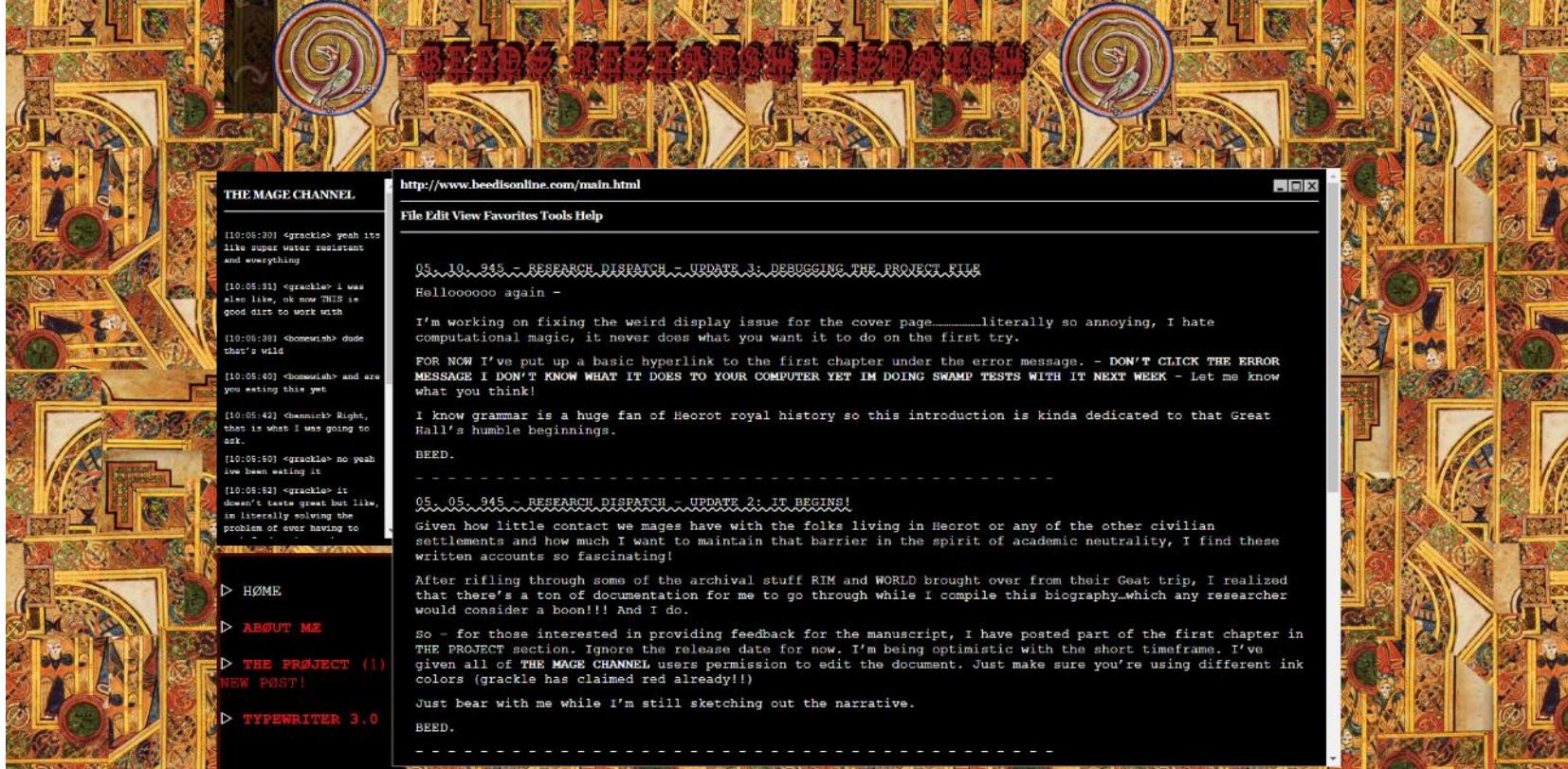
- 17 sun tokens;
- 17 water tokens;
- 18 seed cards;
- 18 assorted vegetable cards;

Can we plant a garden?



DIMANA





EXT. THE CLIFFS.

THIS IS A STORY ABOUT COMING AND GOING.

BEED
(MUFFLED)

WHAT ARE YOU DOING?!

RIM

BOSS? IS THAT YOU?

RIM clutches the TYPEWRITER 3.0 carrying case to his chest and holds on to WORLD as the wind picks up. An entire tree line separating the two goblins from BEED shivers under the thunderstorm's force.

BEED is clutching her wizard's hat tightly, the ends of her fingers turning wolf-bone white. She is marching up the cliffside.

BEED
(YELLING)

I SAID - WHAT ARE YOU DOING?
GET BACK UP THERE! IF THE
DRAGON IS WASHING UP ASHORE,
WE CANNOT MISS IT!

WORLD

This is not a good idea, BEED.
We need to get to shelter!

YOU are at the **NORTHERN** side of HEOROT's wide-toothed walls. For what YOU know to be the main Danish settlement in SCEFING's bloodline-soaked land, the area is surprisingly quiet. Thin smoky columns dot the landscape. This is YOUR inventory:

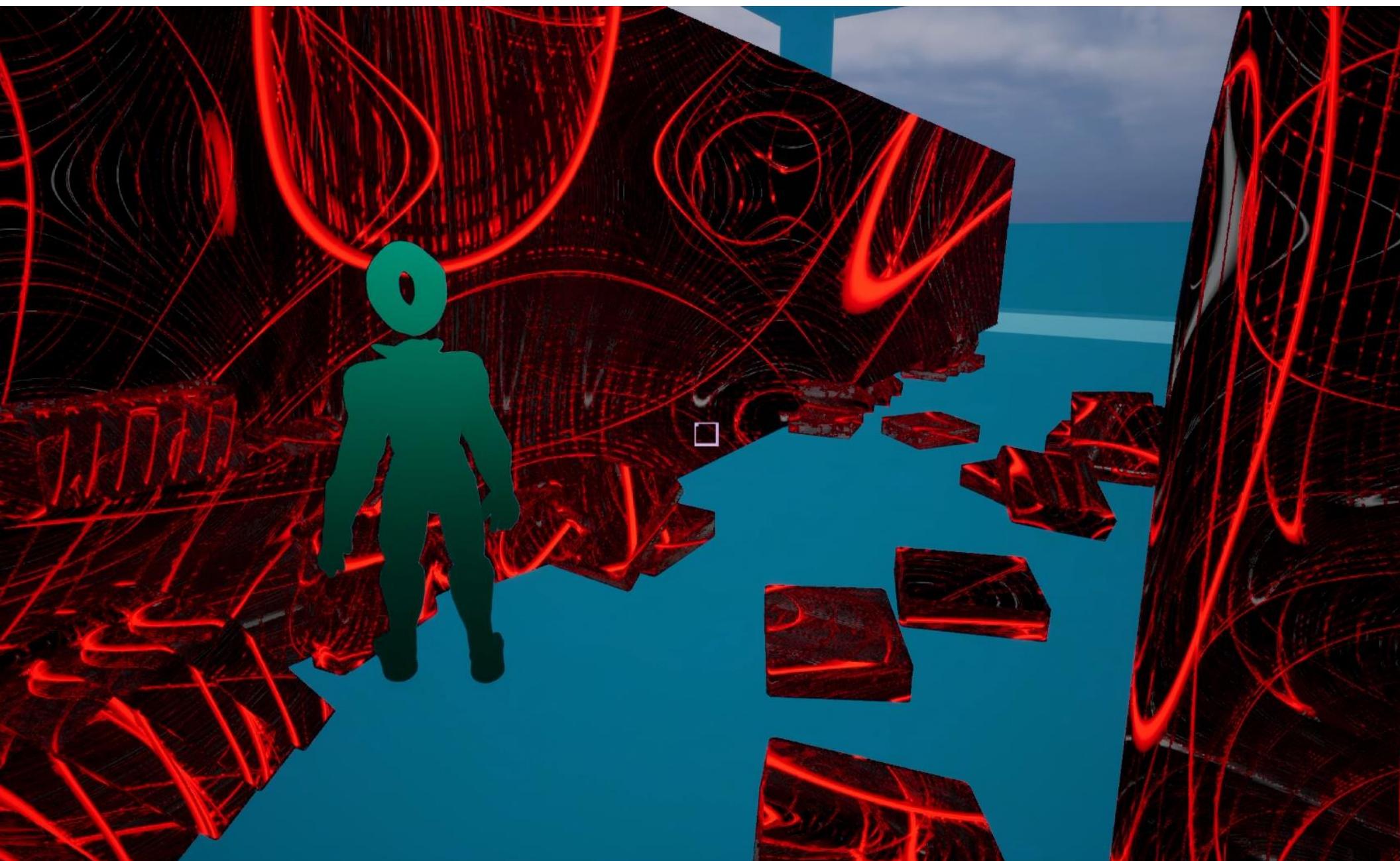


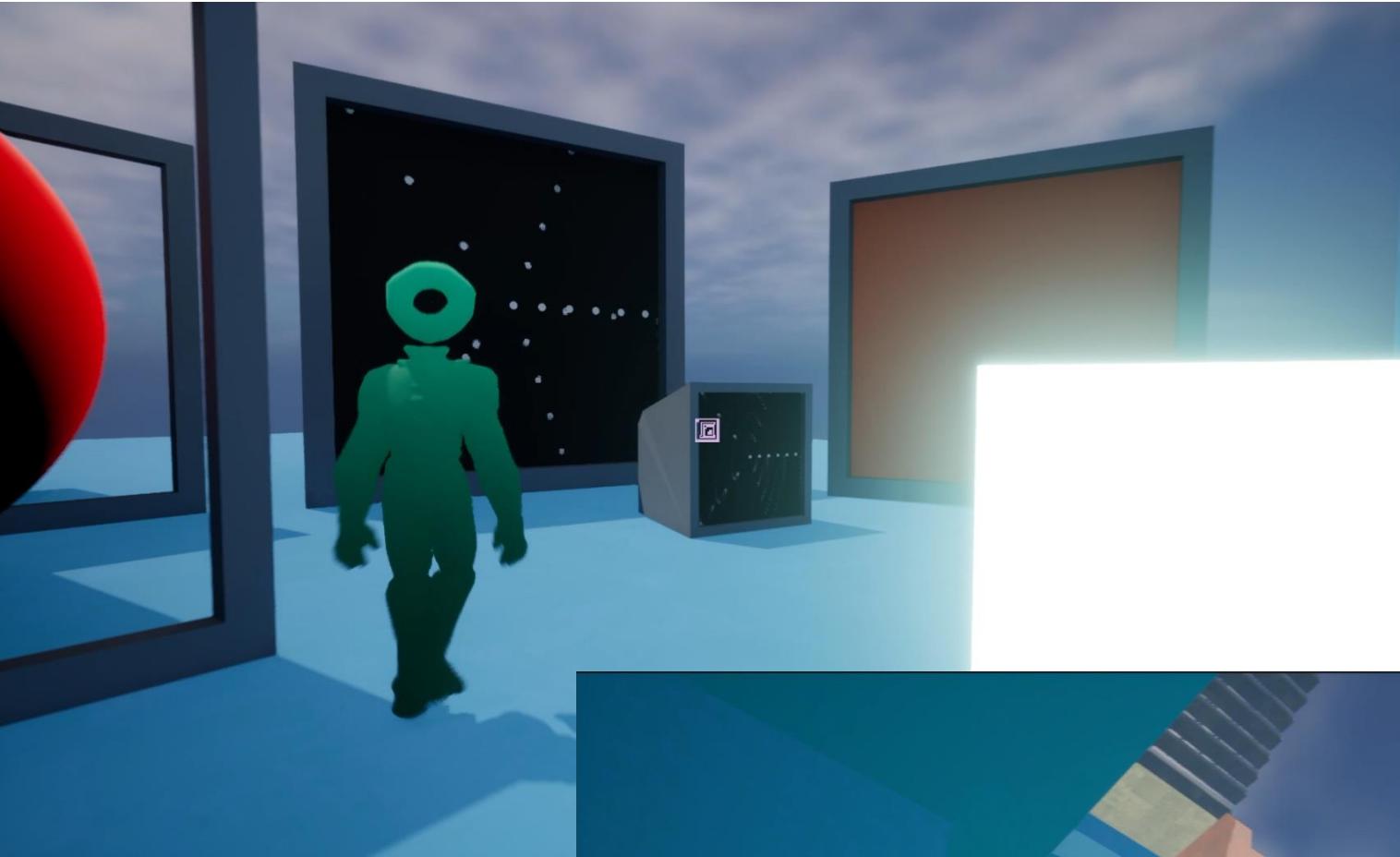
FLUID TYPEWRITER
AND CARRYING CASE

FLUID TYPEWRITER
"THAT'S HOW I
WANT IT" - 3480

YOU approach an unguarded entrance.

LEO







Proto-Glod: Darklit (Lite)
Narrative concept

Proto-Glod is a third-person narrative-fabulutive 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-Glod: Darklit (Lite) is the 2D, top-down, pixel art version of --game in development-- [Proto-Glod: Awakening \(GLB\)](#).

