Pipa: Deadline at Dawn



A small fox. A welcoming village. A department that administers death.

Brand identity and visual concepts / Confirmed information and fields awaiting details.

About the game

SHORT DESCRIPTION

Pipa: Deadline at Dawn is a game by Nexlo Games combining cartoon horror, dark humour and dark fantasy in Hollowbell, a village where a government department administers the deaths of its inhabitants.

LONG DESCRIPTION

Hollowbell looks welcoming. Its administration is less reassuring: a government department manages the deaths of the village inhabitants. This is the world of Pipa, a small orange fox with large ears, a pink bow and a bell around her neck.

The visual direction places the protagonist's tenderness against an unsettling atmosphere, using hand-painted 2D illustration, mist, dawn light and motifs of paper, fabric and brass. The title and premise suggest tension; objectives, progression and gameplay mechanics have not been provided.



Hollowbell / world and direction

CONFIRMED SYNOPSIS

In an apparently welcoming village named Hollowbell, a government department administers the deaths of its inhabitants. Pipa is the fox protagonist.

HIGHLIGHTS

Cartoon horror, dark humour and dark fantasy.

Hand-painted 2D art direction.

Pipa: an orange fox with a pink bow, neck bell and voluminous tail.

Art direction locations: the village, Pipa's house, night forest, underground tunnels, Department of Final Affairs and Heart of Dawn.

The designs for Sr. Corvus, Dona Cova, the Director and the Unregistered are concept proposals. Character roles, story events and gameplay features are not confirmed in this kit.



Aldeia de Hollowbell CONCEPT ART

Fact sheet and credits

Title: Pipa: Deadline at Dawn

Developer: Nexlo Games, as supplied.

Release date: [TO BE CONFIRMED]

Price and platforms: [TO BE CONFIRMED]

Engine and requirements: [TO BE CONFIRMED]

Languages, modes and controls: [TO BE CONFIRMED]

Age rating: [TO BE CONFIRMED]

Steam / website / trailer: [URL TO BE PROVIDED]

Press contact: [TO BE PROVIDED]

Team, art, sound and music: [CREDITS TO BE PROVIDED]

ABOUT THE DEVELOPER

Nexlo Games is the developer identified for this project. No further institutional information was supplied for this press kit. Location, team size and company history are not inferred.

HOLLOWBELL / PERSONAGENS CONCEPTUAIS



Sr. Corvus | Dona Cova | Diretor | Nao Registados

Copy for adaptation

STEAM / OPENING

Welcome to Hollowbell. A welcoming village, a small fox and a government department that administers the deaths of its inhabitants. Pipa: Deadline at Dawn combines cartoon horror, dark humour and dark fantasy with a hand-painted 2D visual direction.

PRESS / OPENING

Pipa: Deadline at Dawn, by Nexlo Games, introduces Pipa the fox and Hollowbell, a world where bureaucracy reaches into death. The kit includes visual identity, character art, environment concepts and interface proposals.

CREATORS / CAPTION

Meet Pipa and Hollowbell. These images show the conceptual art direction of Pipa: Deadline at Dawn; they are not gameplay captures.

IMAGE USE

Label mockups “Concept image; does not represent actual gameplay”. Do not upload these files as Steam Screenshots. Do not infer release dates, prices or features from templates. No invented reviews, quotations or ratings.



MOCKUP CONCEPTUAL / GAMEPLAY / Floresta noturna