



Primo



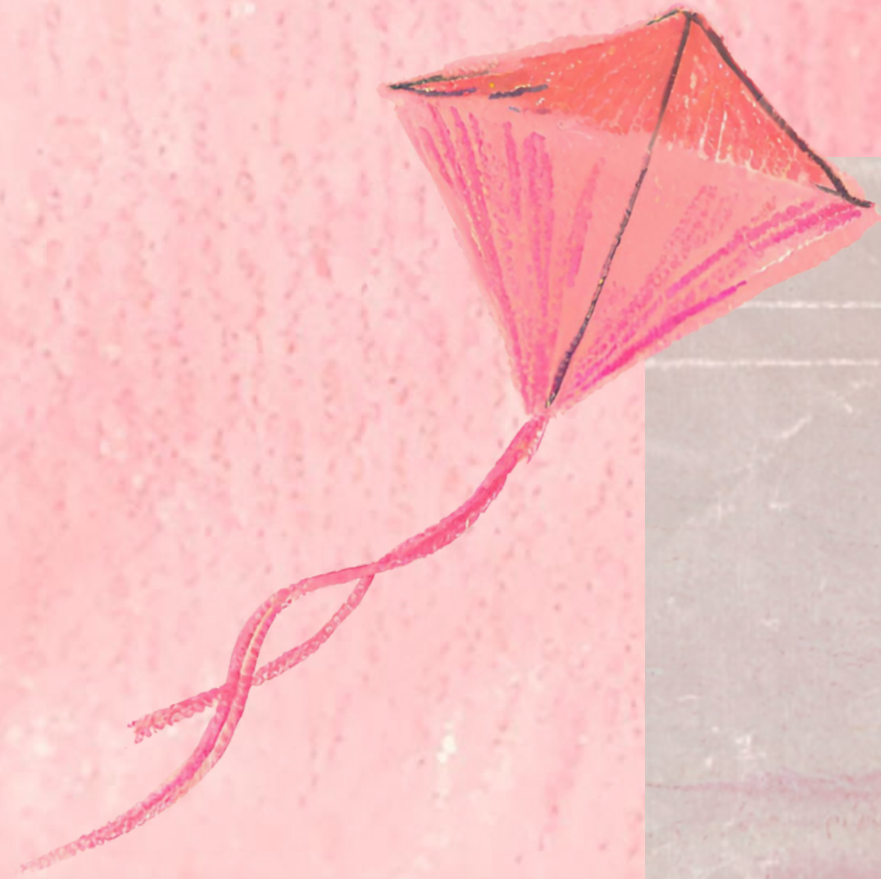
# High Concept

Pipa is a 2D puzzle and platform game, developed for PC and web. With a sensitive narrative, it tells the story of Pipa, a girl with anxiety disorder. By solving puzzles, Pipa makes the player discover hidden memories and dreams

Genre: Cozy Games, Casual, Platform  
Engine: Construct 3  
Theme: A Blanket and a Joystick  
Category: Fun for Thought: Leveled dev field  
Studio: Zumbido



# Gameplay



Controls

Walk



Jump

space

Next



# Levels



Uterus

First Steps

Affection

Railroad

Learning to  
walk again

# UTERUS

It all starts in the void.

Pipa is just a dream, a seed, a desire, the circumstance of the beginning of a flight.

## Puzzle

- play with the rotating mobile of a baby carriage (get a sequence of beats right)

## Sound Design

- calm breathing
- child/baby moans
- brahms lullaby
- bird sound
- heart beating

# UTERUS

# FIRST STEPS



New things are always scary.

That first bike fall of yours still hurts, doesn't it?

And to think that after him, there were so many others.

And to think that, one day, you didn't care about falling,  
getting hurt, creating a scar.

The important thing was to try.

But what about now?

When was the last time you weren't afraid?

## Puzzle

- learn to ride a bike

(e.g. press space/forward arrow + 1 button for each leg and at the right pace to set the time and be able to walk, at the same time avoiding some rocks)

## Sound Design

- child's laughter
- child's running steps
- bicycle wheel
- heart beating
- wheezing



# FIRST STEPS



# AFFECTION

Music is affection.

In this house, you were always surrounded by music. Every sound is a memory, and every memory is a sound.

Remember when you played in a band with your parents and brothers, Pipa?

Feeling the vibration of sounds has always been a gear for you. You move, mobilize and affect yourself with feeling things.

After all, your heart beats to the rhythm of a song that is yours. Only yours.



# AFFECTION

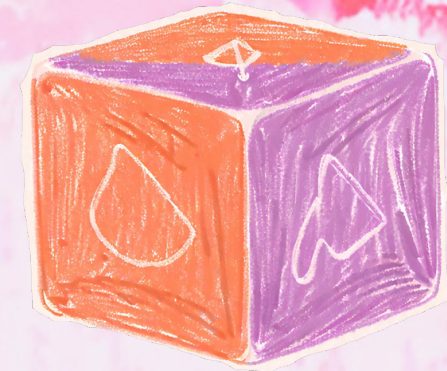
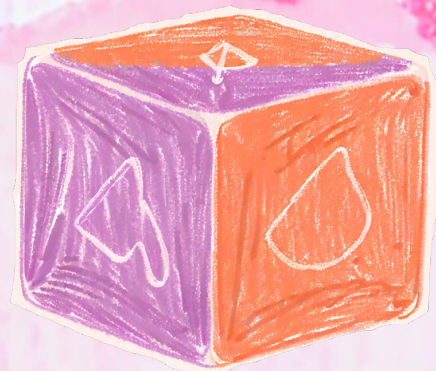
## Puzzle

- pick up instruments and hit the notes

(it could be one instrument at a time, or you could have to complete it with all of them, then if you succeed, you will play the song with all the instruments)

## Sound Design

- child's laughter
- running footsteps of a child
- indecipherable voice of an adult
- sounds of percussion, guitar, melodica
- heartbeat like a metronome guiding the beat



# AFFECTION

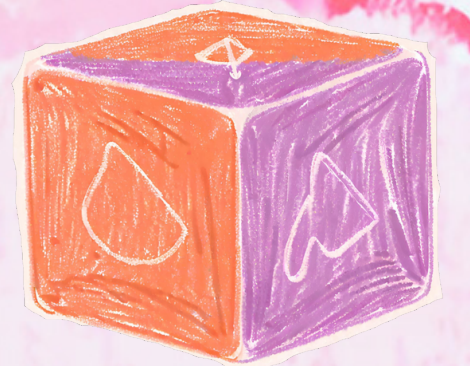
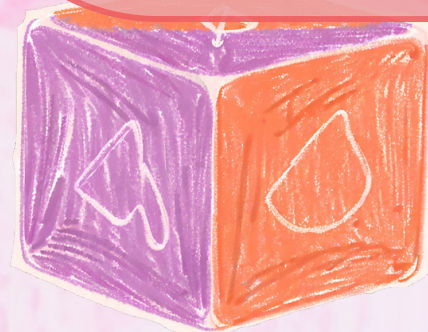
(BONUS)

## Puzzle

- If during the Affection level the player looks inside the trunk or under the bed, they will find a torn kite and can repair it. Then there will be a bonus kite creation/maintenance phase

## Sound Design

- child's laughter
- running footsteps of a child
- indecipherable voice of an adult
- sounds of paper being cut



# RAILROAD

Your father was a train driver and you always loved traveling.

It's like a possibility of flight: seeing things from a different point of view.

Discovering places and people is like hearing a new melody with each encounter.

But you spent so much time on the railways that you can barely tell the difference between a meeting and a farewell.



# RAILROAD

## Puzzle

- walk inside the cars and look for lost things: people you will meet, a window you will stop to look at, a car with a computer to use and just pass the time (or charge your cell phone or mp3 player to listen to music), a snack car to eat something... you can maybe spend some time just sitting at the station, observing the place)
- you have to find a lost kite to go to the next level

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## Sound Design

- train noise (horn, bell, wheels on the track, pebbles on the track)



# RAILROAD

(BONUS)

## Puzzle

- planting: at home, on the parents' farm
- a bonus stage that's a bit of a cozy space, just a rest area, where the player can spend time playing music, dancing, around the campfire, flying a kite, planting and so on...
- There is no defeat here. the more music you do (dancing, singing, playing), the more your heart beats, the more urgency to live
  - If you spend time talking to parents individually, you will learn more about their history and relationship, reducing insecurity and depression
  - the more you plant, the less anxiety.
  - the more patience and the sense of belonging to the earth.

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## Sound Design

- sound of water
- sound of birds
- heart beating
- calm breathing
- footsteps in the grass



LEARNING

TO

WALK AGAIN

You look up at the sky, imagining what it's like to be there, wondering if it exists and if what you see is really real.

The fear of living is the fear of dying. Anxiety stops you from flying, but you know it's not long before you take flight.

Your story is not just about being well, but also about the possibility of coming and going.

Then go!

Fly, Pipa!



## Puzzle

- Jump through the clouds trying to catch the kite that is being carried by the wind

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## Sound Design

- birds
- breathing
- plane
- wind



# LEARNING TO WALK AGAIN



# ENDING'S

1. If you take the kite(s), fly with it(s): with fear, with memory, with longing, with anxiety, with affection, but carry on with your life.
2. If you don't take it, but reach the end of the clouds, you discover a new path
3. If you fall too many times, you die / game over



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PS: I can make kites larger or smaller, more or less fast, make the player have to dodge birds and planes that can tear the kite apart (the player may or may not have the possibility of restoring the kite... also play with the gravity, for example: he carries some paper and tape in his backpack or pocket of his overalls, but the higher he gets, the more pieces/items are lost... he is entitled to repairs only 3x... the more plants he has planted, the more trees they help her climb up to the clouds, the longer the branches last, for example... and they can even break when she jumps)

# References



HUE:  
Inspiration for platform puzzles that work on the issue of colors and sound, including accessibility for color blind people.



GRIS:  
Inspiration for the delicate, sensitive and absolutely urgent theme of anxiety, depression and other psychosocial issues.



# Thays Pantuza

a game by



ZUMBIDO

studio



Things we lost in the fire



ZUMBIDO studio

Official Selection  
**(LAB)**  
Public Funding  
2020

Presentation  
**6° Festival**  
ECRĂ  
2021

Official Selection  
**6° Festival**  
ECRĂ  
2021



# Clovis: Memories of a Carnival



ZUMBIDO studio

Presentation  
**6º Festival  
ECRÃ**  
2022

1st PLACE  
**NaÁra  
Game Jam**  
2021

Official Selection  
**6º Festival  
ECRÃ**  
2022

Official Selection  
**Incubação  
Game Jam+**  
2022/23





Books: stories of an (un)known land




ZUMBIDO studio



That's all,  
folks!



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