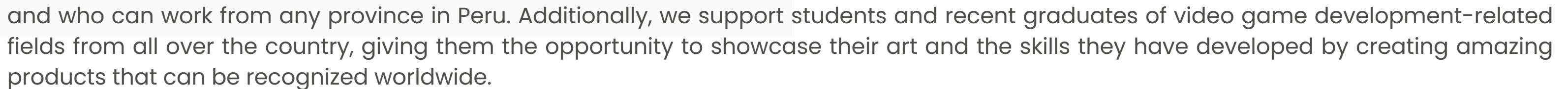


INKA AVENTURA

◆ THE SAGA OF PACHAKUTIQ ◆



Inka
Adventure



The video game will be developed by REGOB EIRL, a digital consulting firm specializing in mobile solutions such as websites, eCommerce, app development, video game creation, and more.

Our goal is to foster a video game development community that is inclusive, regardless of gender, race, or place of residence. We are proud to have in our development team individuals who identify as male, female, or non-binary, as well as those who proudly embrace their Afro-descendant heritage

LOGO



The logo represents Inka culture. It features a typeface that reflects history and uses vibrant colors to convey the game's dynamism. Additionally, the color palette is inspired by the hues found in Peruvian polleras and traditional textiles.



Min. 60px height

LOGO COLOR



The logo has different color variations to adapt properly to various background colors.

ICONS

The icon has two versions: one for social media profile pictures and the other as a responsive icon for in-game notifications.



= min 40px

COLORS

The primary colors are earth tones, which will be used in buttons and various game interfaces.

The secondary colors are inspired by the vibrant hues of the culture throughout history.

#6E0AA7

#1A957C

#FE5835

#E8189B

#FC9942

#B21BD1

#30B198

#3D1C07

#E5D9C9

FONTS

The game's primary font is SAIRA

- SAIRA will be used for game titles, promotional materials, and body text.

Aa
 Saira
 A B C D E F G H I
 J K L M N Ñ O P Q
 R S T U V W X Y Z
 a b c d e f g h i j
 k l m n ñ o p q r s
 t u v w x y z

REGULAR

BODY TEXT

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat.

SEMIBOLT

TITLES

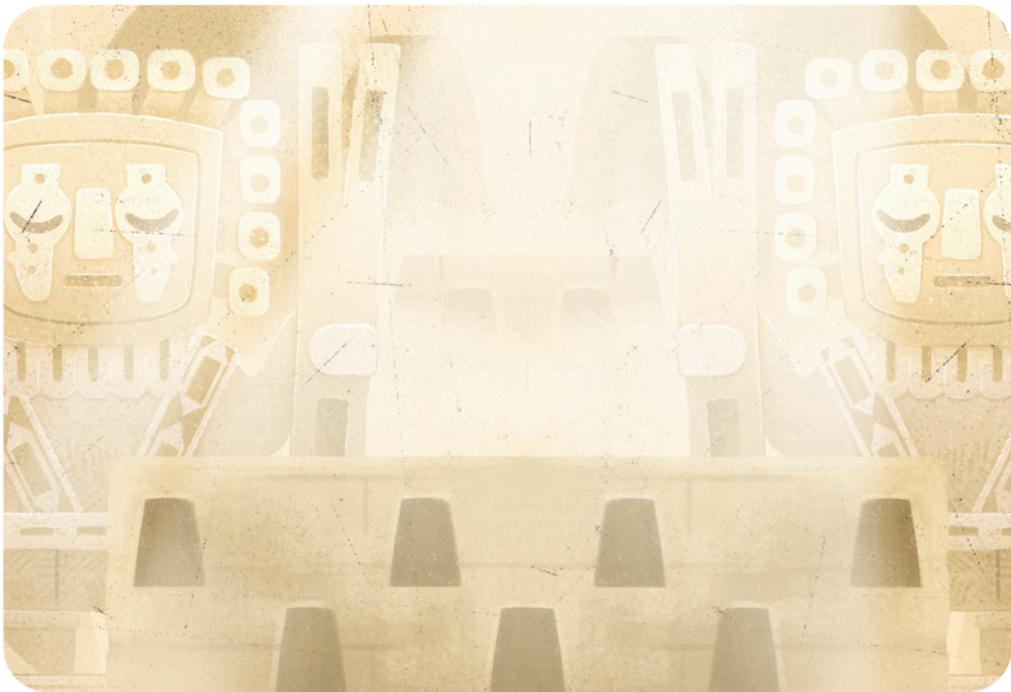
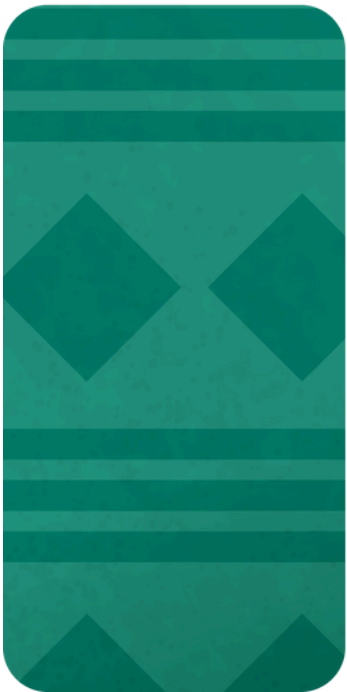
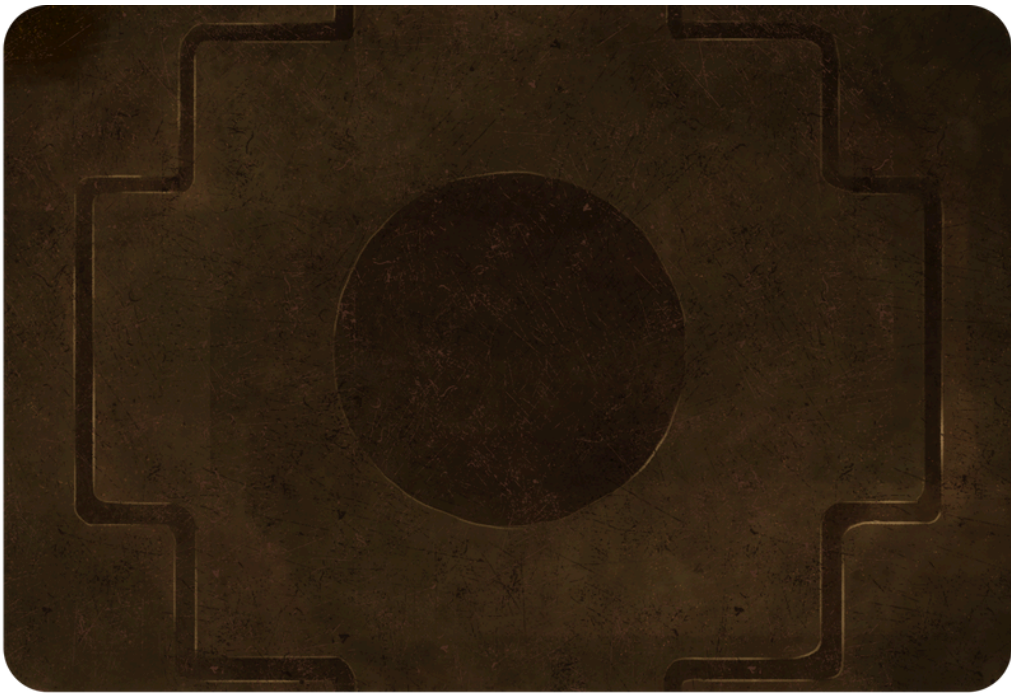
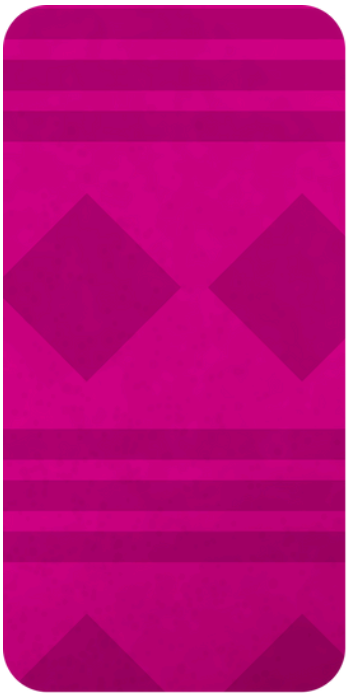
SUBTITLES

BLACK

TITLES

Highlighted Text or Paragraphs

BACKGROUNDS



Textured and illustrated
backgrounds have been created
for use within the game,
presentations, and graphic
materials.

BACKGROUNDS

Illustrated backgrounds have been designed to seamlessly connect, allowing for continuous use within the game



CHARACTERS

Pachakutiq, the game's main character, is inspired by ancient Inka clothing and figures. Designed in a cartoon style, his color palette highlights a charming yet brave personality.

PACHAKUTIQ



CHARACTERS

Coya Anahuarque, Pachakutiq's future wife, will have various dialogues throughout the story. As one of the most respected women, she will provide information about each suyo (hints for unlocking, completing, and finishing levels), along with general dialogues.



COYA ANAHUARQUE

ASSETS

The assets are designed to create various environments inspired by Inka architecture.



INKA
AVENTURA
◆ THE PACHAKUTIQ SAGA ◆

NEW GAME ◆

LOAD GAME

FEATURES

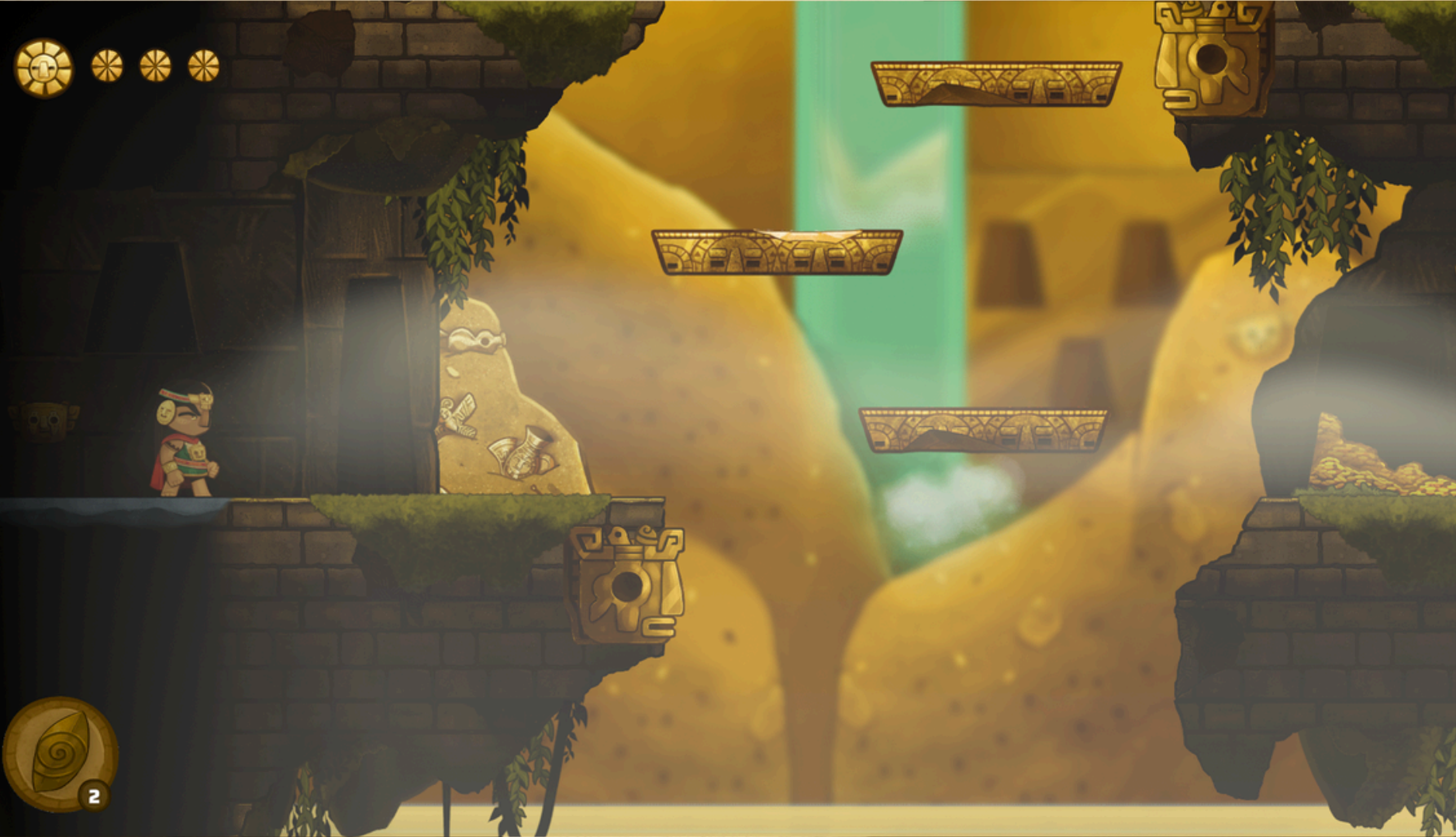
SETTINGS

EXIT GAME

RESUME ◆

SETTINGS

EXIT TO MENU



SLOT 1
TEMPLO DE WIROQOCHA ◆
● 0:0:25 07/03/2025

SLOT 2
VACIO

SLOT 3
VACIO

ESC RETURN







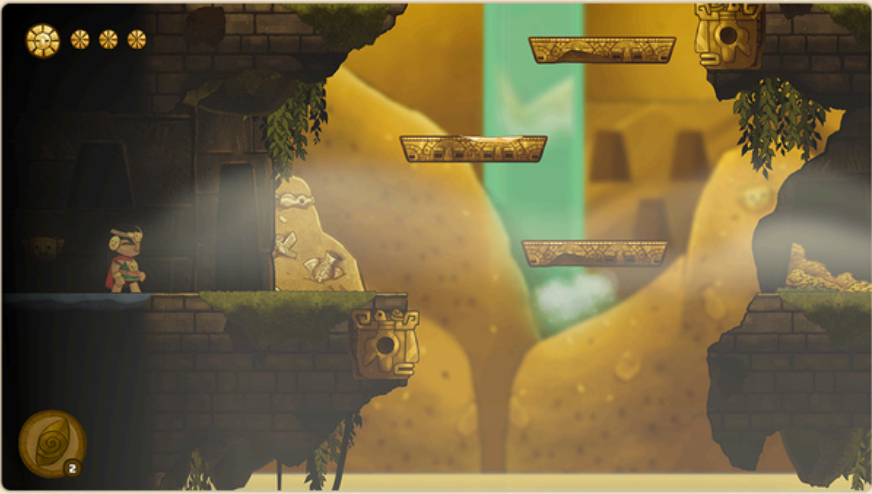
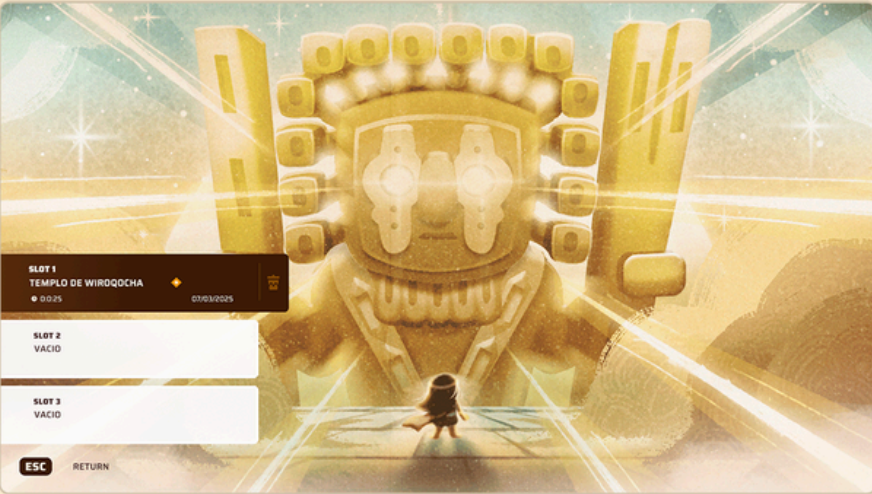
GRAPHIC ASSETS

The graphic assets to be used on social media are as follows:



PC Interface

Graphic assets used for contest submissions.



Merchandising

Graphic assets used for prints or brand merchandise.

Inka Aventura Manual



Merchandising

Graphic assets used for prints or brand merchandise.

Inka Aventura Manual





2024 Brand Graphic and/or
Audiovisual Materials

