

## Announced Tragala, an author's proposal with meta-game mode.



- Tragala proposes the player to put himself in the shoes of Kurt, a restless young man who tries to escape from the system-house.
- The meta-game mode includes cinematics related to real situations, some of the poems Víctor Atobas wrote about tragala, and an ending complementary to the classic mode.
- The game is still in development and the release date has not yet been announced.

Recently announced for PC (Steam, Windows), this adventure game dives into the narrative and poetic world of the author - transdisciplinary artist Víctor Atobas - proposing the player to step into the shoes of Kurt, a restless young man trying to escape from the house-system ruled by the júnjuma, a control and guilt machine connected to a systematic and terrible monster known as Tragala. After the release of the indie horror RPG titled *The Bad Son*, developer Víctor Atobas switches genres even though once again the narrative dimension is once again the most prominent aspect of the project.

The story of *Tragala* is set in an apocalyptic world where power has been miniaturized, as it no longer needs large disciplinary spaces, but only a network of small algorithmic machines known as júnjumas. In each of the system-houses scattered throughout the different regions of the world, a júnjuma controls the computations of economic, social and biological flows, imposing the objectives to be achieved, using other machines to carry out a very specific plan: to subject human beings to the imperatives of guilt and productivity. Will the player manage to escape from the

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system-house?

The game features cartoon-style graphics, which make a unique use of the color palette, as well as an accessible interface through which the player can show off his wits by solving logical and coherent puzzles; in this regard, it can be considered that the proposal follows in the wake of the classics of the genre. However, the developer has added a meta-game mode, through which it tries to continue with its desire to link the art of the video game with reality; thus, this mode includes cinematics related to real situations, some of the poems that Victor Atobas wrote about the tragala, and an ending complementary to the classic mode.

Although the release date has not yet been announced, Tragala already has a Steam page that you can visit through this [link](#)

**Trailer:**

<https://youtu.be/P7nQeBTsm24>

**Game features:**

- **Meta-game mode:** discover a novel mode that tries to connect the video game with real situations...
- **Parodic storyline:** You are in the system-house, gripped by the imperative to be productive and profitable every moment of your life. However, your tired body prevents you from continuing to work, so the júnjuma has come to consider you as a “poor bad guy” to be persecuted and blamed. Will you manage to escape from the guilt?
- **Solve logical and accessible puzzles:** Escape from the system-house by using your wits and solving logical puzzles through an accessible interface.
- **Cartoon-style graphics:** enjoy a unique use of the color palette.
- **Humor:** laugh at the “poor good guys” who compete and fear each other waiting to be named by the junjuma machine as candidates for liberation.

**Whishlist on Steam:**

<https://store.steampowered.com/app/2308020/Tragala>

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**About Tragala:**

Tragala is a graphic adventure in which you will play the role of Kurt, a restless young man who tries to escape from the house-system ruled by the júnjuma, a control and guilt machine that is part of a systematic and terrible monster known as Tragala.

**About Zoozobra Studios:**

It is an artistic project through which Victor Atobas offers his work.

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