



HEXAPUGGU

THE LOST CITY OF PATHUGGA

Hexapucchū



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THE LOST CITY OF PATGHAGGA

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Graphics: Eric Cubizolle (TITAN)
Programming: Eric Cubizolle (TITAN)
Music: Pulsophonic

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STORYLINE:

I had only come here to rest.

To escape the newsrooms, the endless calls, the relentless emergencies. The world could go on without me for a few days. And there I was, on a forgotten beach in Peru, warm sand beneath my feet, lulled by the slow breath of the ocean.

That's when everything changed.

My eyes fell upon a strange glimmer—an object with dull reflections, carrying a silence the wind dared not disturb. I picked it up, not really knowing why. An impulse, perhaps. Or a distant, ancient voice from another time.

I did not yet know that this fragment of an artifact would take me far. Very far.

Into the depths of the jungle, to the heart of abandoned temples, on the edge of the dizzying unknown.

Every carved symbol, every stone shifted, every whisper from the past drew me deeper toward a forgotten truth. A city erased from maps, millennia-old traps, riddles whose key seemed to slip away with every breath.

I was no longer on vacation.

I was on a quest.

A quest for meaning, for memory... and for something far older than History itself.



CONCEPT

Hexapucchu offers an interactive adventure with simple, accessible mechanics, inspired by the famous “Gamebooks” where you are the hero.

The game unfolds through a succession of screens, each representing a location you will explore on your journey. On the left side, you will see an illustration of the place you are currently in. On the right, a short description provides the scene’s context, key details to observe, or important clues to remember. Finally, at the bottom of the screen, several actions are available to you.

It’s up to you to make your choice by pressing the number key corresponding to the desired action. But beware: every decision can influence the course of your adventure. Some will lead to discovery, others to a dead end... or worse.

The game is full of small clues hidden within the descriptions, the images, or even the choices themselves. These elements will help you uncover buried secrets and solve the puzzles scattered along your path.

You’ll just need a keen eye... and the courage to explore the unexpected.

TIPS

To succeed in your adventure, remember to draw a map and write down everything that seems important to you: places, symbols, objects, names... nothing is insignificant. Some crucial clues may be hidden in the early stages of the game, only revealing their true meaning much later—they may even be the key to puzzles encountered long after their discovery.

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2025 - ERIC GUBIZOLLE