

SOME WORLDS ARE WORTH MENDING.

An illustrated world & press guide

PIXELBOXD / THE LAST MAKER



The Maker’s legacy

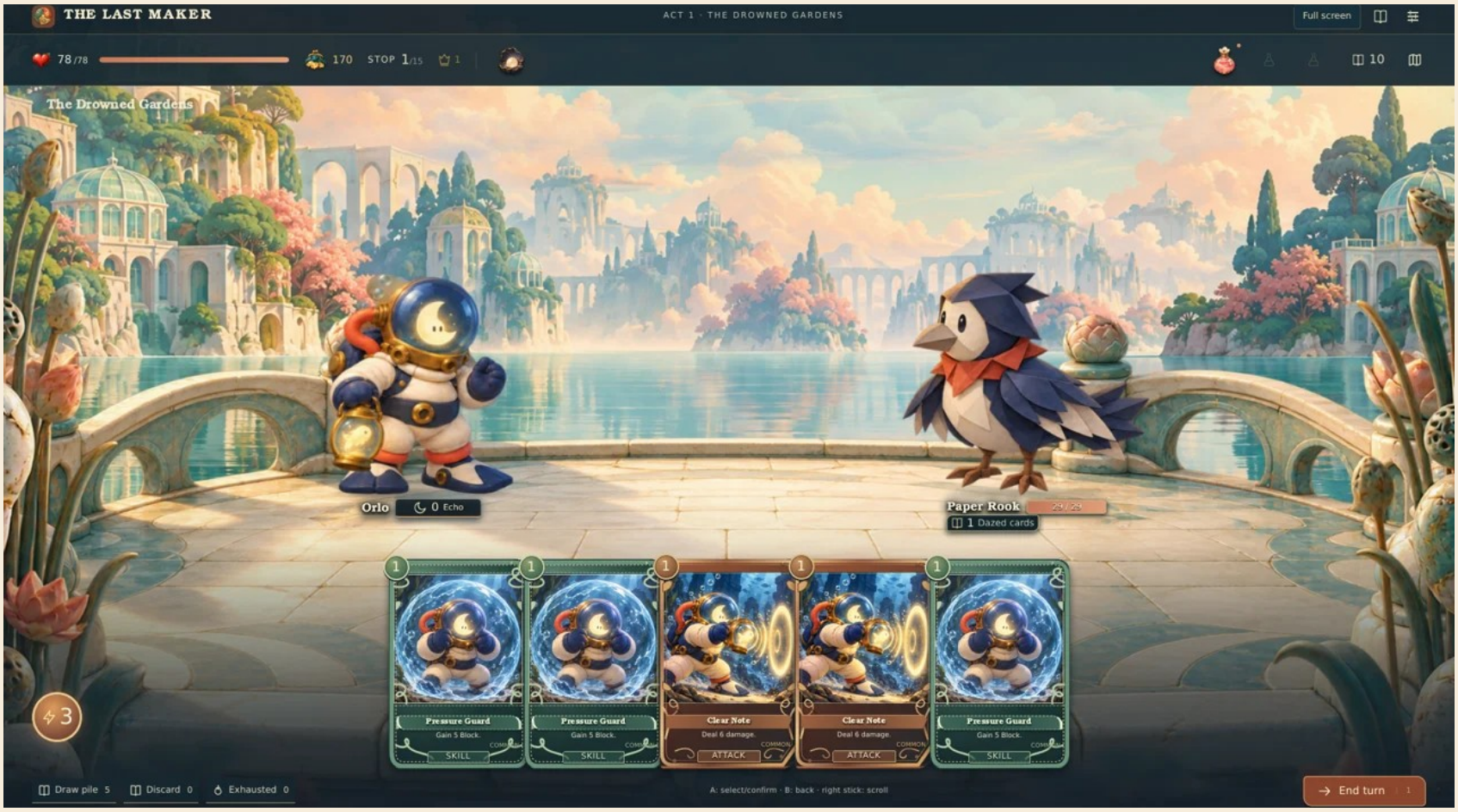
The Maker left a small unfinished world behind. Four travelers carry four ways of caring for it: warmth, courage, patience, and memory. Their journey wakes the world and asks what it means to care for something that will keep changing.

Painted ceramic. Plush. Cloth. Warm light.

The game, at a glance

- A turn-based roguelike deckbuilder.
- Four playable heroes: Brasa, Nim, Mora and Orlo.
- Three main worlds and an optional Quiet Workshop ending.
- 380 cards, including starter, status and curse cards.
- 92 relics, 28 potions, 64 events and 20 Ascension levels.
- 91 soundtrack tracks: 87 full songs and 4 short cues.
- Release date and platform availability: not announced.

48 enemies: 18 regular, 10 elites, 10 bosses, 6 summoned minions and 4 event enemies.
8 Elite cards, 24 unlockable cards and 1 battle-created card.
33 in-game achievements. Daily Adventure with local attempt history.





THE KILN GUARDIAN

Brasa

A promise to keep warm.

A little clay guardian fired from the Maker’s last warm kiln, Brasa wants to keep every small flame from being left alone. His sturdy ceramic body and furnace arm carry warmth into forgotten places. His story asks whether protecting a world can also mean letting it change.

YOUR WAY TO PLAY

Block banks Heat. Spend Heat in deliberate bursts. Heat loses 2 at turn end.





THE STORM COURIER

Nim

A letter for whoever comes next.

Nim carries a letter addressed to whoever comes next. A teal wisp in a yellow hood and coral scarf, he wants to deliver that promise before the last road disappears. For Nim, reaching a destination is the beginning of belonging.

YOUR WAY TO PLAY

Cards build Momentum. Alternating card types adds an extra point. Spend it on combo finishes.





THE THREADWEAVER

Mora

Some stitches should show.

Mora’s spool holds the world’s unfinished seams. She wants to mend torn places without losing what made them special. Her purple patchwork cloak and golden needle make the act of repair visible. Her story finds beauty in a stitch that remains visible.



YOUR WAY TO PLAY

Weave patterns that resolve after future turns. Quicken or unravel them when timing matters.



THE DREAM DIVER

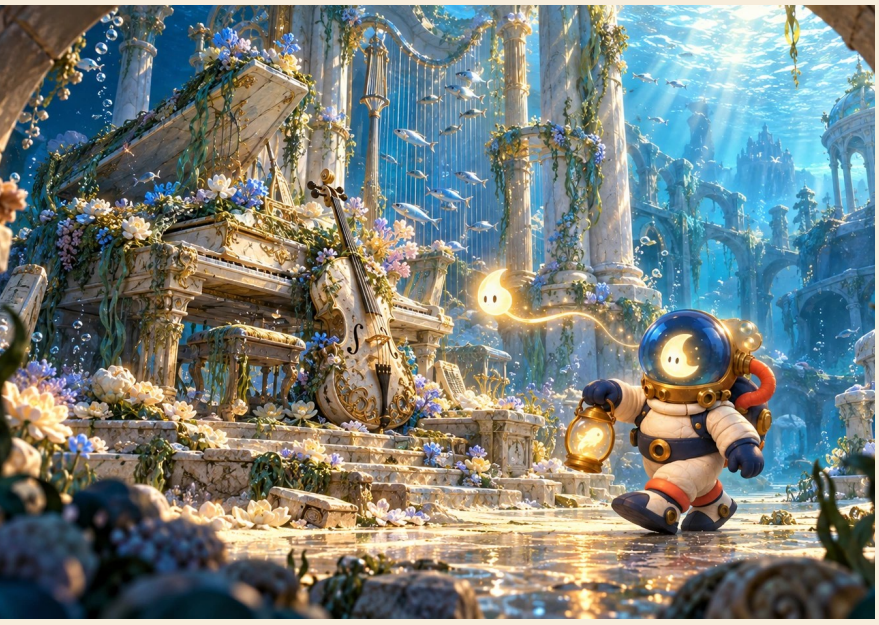
Orlo

Bring the old light home.

Orlo keeps the echoes of things the Maker almost forgot. A little round diver with a crescent face inside a glass helmet, he carries a memory lantern through water and night. He wants to bring the old light home while making room for something new.

YOUR WAY TO PLAY

Prepare one Echo slot to replay a future card. Retain tools until the right tide.





CHAPTER 01

The Drowned Gardens

Where forgotten things take root.

Peach dawn, faded mint, and turquoise water surround overgrown ceramic arches and lily bridges. Forgotten things take root here. The Memory Seed holds what the world hopes to grow.

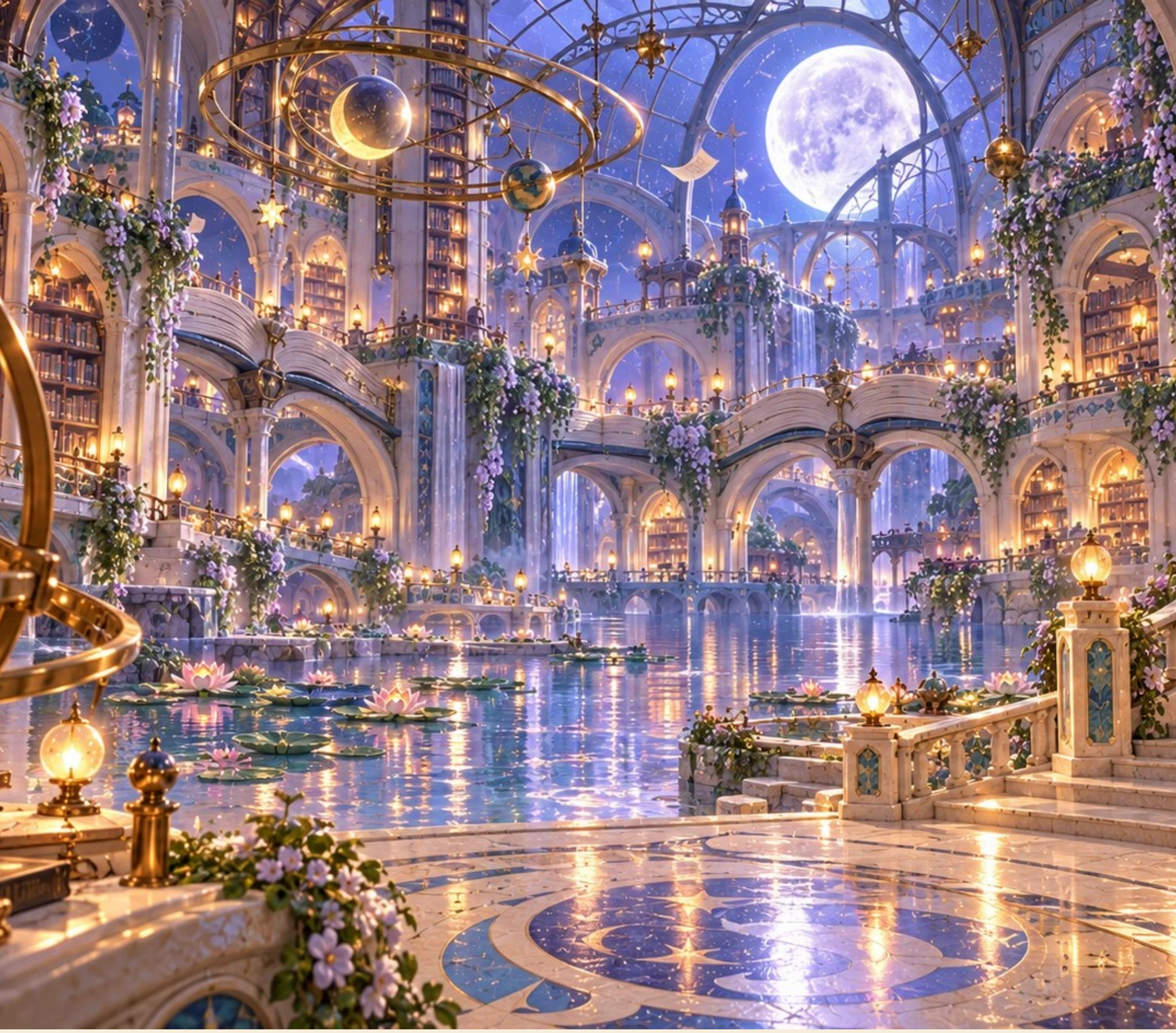


CHAPTER 02

The Lantern Foundry

Every sleeping furnace remembers warmth.

Apricot amber and burnished copper give warmth to canals, sleepy machinery, and lantern workshops. Teal enamel and lilac soot soften the forge. The Heart Ember holds what the world is willing to keep warm.



CHAPTER 03

The Moonlit Archive

Carry the last light home.

Indigo twilight, moon ivory, and dusty rose light floating book halls and drifting pages. An enormous soft cat protects the unwritten ending. The Pattern Seal holds what the world has learned to mend.



A quieter path

Beyond the three main worlds lies the Quiet Workshop: toys, tools, paper stars, and a small unfinished world model inside a moon-blue shell. This optional ending continues the theme of repair and renewal. The travelers are making room for tomorrow; the final encounter and each maker’s concluding scene are yours to discover.



91 ways to carry the glow

Cozy lo-fi, hero songs and boss battles. The music follows the makers through gardens, foundries and moonlit book halls. Listen to the full 91-track collection on the showcase page.

Carry the Glow (36) · Brasa (2) · Orlo (2) · Nim (2) · Mora (2) · Library Beneath the Stars (2) · Hall of Quiet Light (2) · Garden of Quiet Light (4) · Finding Sein (10) · Boss Battles · Drowned Gardens (7) · Boss Battles · Lantern Foundry (7) · Boss Battles · Moonlit Archive (7) · Boss Battles · Quiet Workshop (8)

pixelboxd.com/the-last-maker

A world worth sharing







The press kit includes this illustrated guide in English and Spanish, logos, character posters, world backgrounds, alternate artwork and gameplay screenshots.

Explore the game and listen to the soundtrack:

pixelboxd.com/the-last-maker

64 ENCOUNTERS. A WIDER WORLD.

Not every stranger is a helper.

Friendly faces, risky bargains, puzzles, wagers and unwanted debts.



The Collector's Claim

A toll you never agreed to

The Dredger calls everything the water has touched its property. A relic, a rare card, or your entire purse: something must stay behind.



The Seamstress's Verdict

Perfection with a cruel price

The Seamstress pins your shadow to her wall. She cuts away possessions or health rather than accept a visible repair.



Three Closed Shells

A smile is not a guarantee

Vell offers one prize beneath three shells: two helpful relics, one harmful one. Know the odds before you wagerâ€”or walk away.

8 forced-loss events · 4 event battles · 8 animated helpers. Some mystery nodes lead straight into combat.

NEW PATHS FOR EVERY MAKER

More than one way to care.

24 unlockable cards, including 8 Elite cards, plus Mora’s battle-created Stitched Needle.



Brasa

Bank Heat behind your guard, or turn persistent Burn into damage and protection.



Nim

Build Momentum through changing card types, or recover deliveries from discard and make them count twice.



Mora

Weave Patterns for future turns, or fill your hand with zero-cost Stitched Needles and knit copies of Needle Attacks.



Orlo

Prepare Echoes to replay your tools, or Retain a remembered hand that grows stronger across turns.

Your first Act 3 boss victory with a hero unlocks 3 cards, a relic and a potion. Their first Act 4 boss victory unlocks 3 more cards and an Elite relic. One Elite card arrives at each milestone.

THE ELITE COLLECTION

Eight little masterpieces.

Hero-specific frames, layered parallax and painted moving details.



A Sun That Stays

Brasa · Act 3

Apply 6 Burn to all enemies. Trigger their Burn once now. Exhaust.



Heart of the Sun

Brasa · Act 4

Spend all Heat. Deal 4 damage and gain 1 Block per Heat spent. Exhaust.



Signed and Delivered

Nim · Act 3

Return the 2 most recent Attack or Skill cards from discard. They cost 1 less this turn. Exhaust.



The Last Lightning

Nim · Act 4

Spend all Momentum. Deal 10 damage + 3 per Momentum. Retain 2 cards. Exhaust.



Silver Swarm

Mora · Act 3

Deal 12 damage. Add up to 3 Stitched Needles to your hand. Exhaust.



Worldheart Tapestry

Mora · Act 4

Resolve each pending Pattern once at half potency as a bonus. Keep its original countdown. Exhaust.



Moonpool Menagerie

Orlo · Act 3

Playing a card carried from last turn grants 4 Block. Up to 3 times each turn.



Deepwater Chorus

Orlo · Act 4

Your first Echo each turn repeats once at half potency.

Card effects above describe the base card. Upgrading improves each card in the game.

DAILY ADVENTURE & LASTING UNLOCKS

A new road every day.

One date. One adventure.

An automatically created challenge combines a hero, starting conditions and special rules. Read that day’s rules before you begin, then follow a familiar world through an unfamiliar run.

Keep the story of each attempt.

Review your previous adventures: result, score, time, deck and relics. Daily results stay separate from normal hero progression; completing a Daily Adventure earns its own achievement.

See what the next victory brings.

Open Unlocks from hero selection to explore the collection and its requirements. First victories with each maker add new cards, relics and potions to that hero’s future journeys.

The Fourfold Dawn

33 in-game achievements range from early milestones to demanding feats. The hardest: win Ascension 20 with Brasa, Nim, Mora and Orlo.

Release date and platform availability remain unannounced.