

SHORT DESCRIPTION

293 / 300 characters

Dive into a village drowned forty years ago. Hollowmere is a hand-drawn exploration puzzle game where you drain and flood rooms to move what floats, hunt for air pockets, and bring up sixty kept things that tell what happened here. No combat, no dying. Just the water, the bell, and the truth.

ABOUT THIS GAME

The lake rose. The village stayed.

Forty years ago the valley was flooded and the village of Hollowmere went under with its church, its mill and its school. You are the bell-diver sent down to find out why the bell still rings. Each dive takes you deeper into five drowned districts, through streets where the furniture floats and the letters are still in the drawers.

Puzzles made of water

Open a sluice and a room drains; close it and the room floods. Everything that floats moves with the water: a chest rises to a doorway, a boat drifts across a hall, a key sinks to where you can reach it. Every puzzle in Hollowmere is about where the water is and what it carries.

Air is the only clock

There is no combat and no death. Your air runs down as you dive, and the houses hold pockets of it if you can find them. When the air runs out you surface, keep what you found, and dive again knowing the way.

Sixty kept things

Letters, toys, photographs, a school register: sixty objects that tell what happened in Hollowmere, with no dialogue trees and no one to tell you. Pick them up, bring them to the surface, and the story assembles itself.

Made by one person, scored by his brother

Three years of hand-drawn art from a solo developer, with a piano soundtrack recorded over field recordings from the real lake. Six to eight hours. Full controller support, tested on Steam Deck.

FIVE FEATURES

for the feature list / capsule bullets

- Five drowned districts to explore: church, mill, school, manor and the bell tower
- Water-level puzzles: drain and flood rooms to move whatever floats
- No combat, no death: air is the only clock, and you keep what you find
- Sixty kept things that tell the story without a line of dialogue
- Hand-drawn 2D art, a piano-and-lake soundtrack, controller support, 6–8 hours

TAGS

first five in black: they set what the store shows beside the game

Exploration

Puzzle

Hand-drawn

Atmospheric

Underwater

Story Rich

2D

Singleplayer

Relaxing

Mystery

Indie

Controller

Order matters: the first five tags set what the store shows beside the game. Tags are taken from Steam's public tag list only; nothing invented.

What we did not write, and why

- No other game is named, even as a comparison (your notes did not ask for one, and the store rules say not to).
- No award, press or review quote: none supplied.
- No release date or price: not in your notes. The Linux line is written as 'planned', as you said.
- 'Metroidvania' was not used: your notes describe no ability gating.

Every claim above is taken from the developer's own notes, trailer and screenshots. No other game is named. No award, press or review quote appears unless the developer supplied it word for word with its source. Paste into Steamworks yourself; nothing is uploaded for you. Not affiliated with Valve or Steam.