

Hollowtaper

Hollowtaper is a hand-painted gothic survivors-like where light is territory: kindle lanterns to hold ground through the night, face the Rival armed with the cards you refused and the ghost of your last night, alone or in co-op.



Fact sheet

DEVELOPER

Tapermoth

PUBLISHER

Tapermoth (self-published)

RELEASE

Coming soon. Free demo planned.

PLATFORMS

PC (Steam), Steam Deck targeted, Android. iOS planned later.

GENRE

Survivors-like roguelite, gothic action

PLAYERS

1 to 2: local co-op on one screen, online co-op by room code

LANGUAGES

English at launch, more planned

PRICE

To be announced

WEBSITE

hollowtaper.com

PRESS CONTACT

press@hollowtaper.com

About the game

The parishes of Hollowmere have gone dark, and you carry the last lantern.

Hollowtaper is a survivors-like where light is territory: every lantern you kindle holds its ground all night, every card you refuse arms your Rival, and the night you lost comes back as a ghost. Alone, or with a friend on one screen or online.

Light is territory

Your kills leave hallowed ground that holds you up. Iron lanterns stand unlit across every parish; kindle one and that ground stays lit all night. Beacons, caches and shrines wait where the dark is deepest.

Four parishes and the Last Lamp

Hollowmere Moor, the Drowned Chapel, Midnight Belfry, Blood Moon Barrens and the Last Lamp, each with its own rule, its own creatures and three crowns to take. Two Omens roll every night; a night code replays any night.

Carry a wick together

Local co-op on one screen, online co-op by room code.

The night remembers you

The Hollow Wick, your Rival, comes at midnight armed with the cards you refused. Your last night returns as an Echo: a ghost with your old build if you fell, an ally from first light if you made it.

Seventeen wick-bearers

Each with a trait, a Wick Surge and a deed that wakes them. Twelve weapons with two Kindling Rites each, unions, elemental reactions and Dark Offers that trade power for curses.

Painted, scored, saved

Gothic hand-painted art, music that follows the fight, and saves that never break: slots, export codes, resumable nights.

