

PRESS KIT

COLLAPSE *PROTOCOL*

SOUL INTAKE OFFICE

COMING SOON TO STEAM

COLLAPSE



SOUL INTAKE OFFICE

The afterlife is understaffed.



FACT SHEET

DEVELOPER & PUBLISHER	Toxicle Studio (Poland)
PLATFORM	PC (Windows) – Steam
RELEASE	Coming soon
PRICE	TBA
GENRE	Bureaucratic comedy, clerk simulator
MODE	Single-player, works offline
LANGUAGES	Polish, English, German, Spanish, Italian
ENGINE	Godot
WEBSITE	toxiclestudio.pl
PRESS CONTACT	press@toxiclestudio.pl
PARTNERSHIPS	partners@toxiclestudio.pl

IN SHORT

A bureaucratic comedy about judging souls. Take a seat at the Soul Intake Office: read the files of the departed, catch liars, refuse bribes (or don't) and stamp them HEAVEN, PURGATORY or HELL. Get it wrong too often and the afterlife goes bankrupt.

ABOUT THE GAME

Tuesday, 2:07 p.m. Your heart handed in its notice. Instead of a light at the end of the tunnel there is a queue and a form in triplicate – and the afterlife is understaffed. Congratulations: you are the new clerk at the Soul Intake Office.

Every soul arrives with a file: name, age, job, cause of death and a record of deeds – from "Walked a hedgehog across a zebra crossing" to "Scammed tenants with a wardrobe studio flat". Check them against the Rulebook and bring down the stamp: HEAVEN, PURGATORY or HELL.

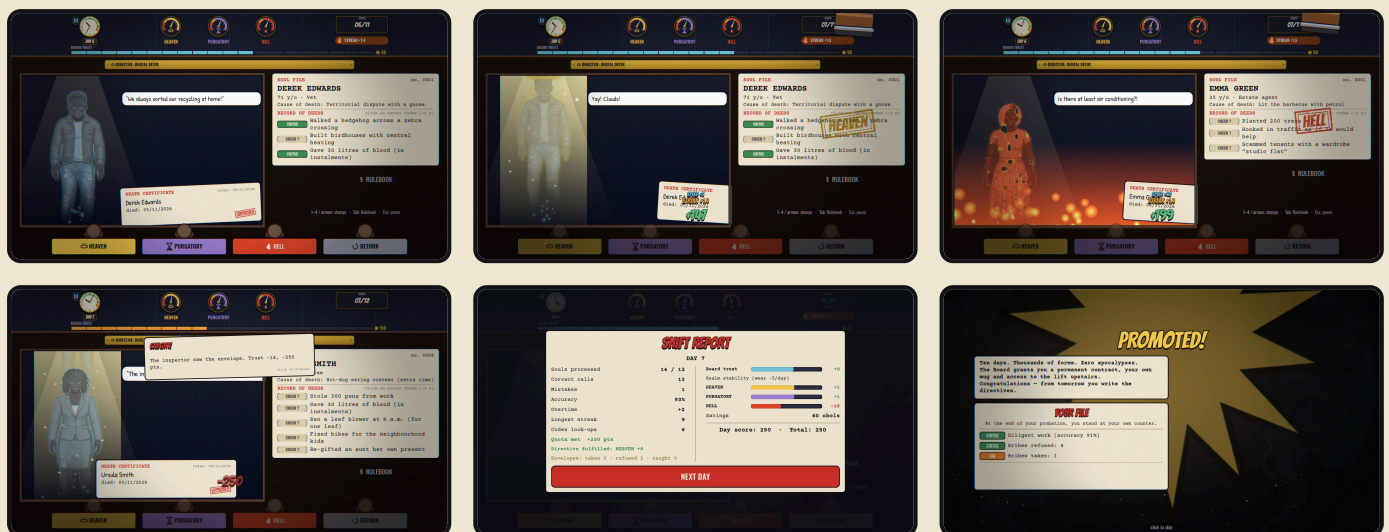
Every day gets harder. Deed types vanish from the files, so you have to recognise them yourself or look them up in the Codex at the cost of precious shift time. Souls give testimony – and lie. Death certificates turn out to be faulty. And some souls slide an envelope across the desk. Is the inspector watching?

Each morning the Board offers a choice of directives that bend the rules, while three gauges show whether Heaven, Purgatory and Hell are still holding up. Meet the quota before 4 p.m. and survive a 10-day probation – at the end, someone will read your file too.

FEATURES

- Over 50 deeds, 24 causes of death and dozens of excuses – all written to make you laugh.
- A Rulebook, a Codex and 8 Board directives that change the rules every morning.
- Lies in testimony, faulty death certificates, bribes in envelopes and a watchful inspector.
- A 10-day probation ending with your own judgement: Heaven, Purgatory or Hell – for you.
- Three posts to choose from: Intern, Clerk and Inspector, each with its own records.
- Daily Shift: one shift a day, the same for every player, with a streak of days.
- 5 languages, each with its own soul names and jokes adapted to local culture.
- Full screen on any monitor (16:9, 16:10, 21:9), play with mouse, keyboard or gamepad. Works offline.
- 16 Steam achievements – from your first shift to a promotion as an Inspector.

SCREENSHOTS



IN THIS KIT

- 30-second trailer (1920x1080)
- 6 screenshots – folder screenshots/
- 16:9 cover (.jpg), game and studio logos – folder logo/
- Copy-ready description (.txt)

ABOUT THE STUDIO

Toxicle Studio is an independent game studio from Poland, founded by Michał Karpiński. It makes colourful, fast games with character – easy to pick up, hard to put down. A share of the profits from every game goes to charitable foundations – openly, year after year.

CREDITS & LICENCES

- Music: "Window No. 7" – original score by Toxicle Studio.
- Fonts: Bangers, Oswald, Courier Prime, Patrick Hand – SIL Open Font License.
- All characters, names, surnames and events depicted in this game are entirely fictional.

The materials in this press kit may be used free of charge in coverage of Collapse Protocol.

PRESS KIT