



Extraordinary companions. Tactical battles. A world to discover.

Nimbo is an in-development fantasy creature adventure, pairing expressive voxel companions and tactical battles with a vision of a shared valley and floating-island homes.



Generated concept key art. Floating islands and promotional creature designs represent the visual direction, not a gameplay screenshot.

About Nimbo

Nimbo is an in-development fantasy creature adventure built around expressive elemental companions and tactical battles. Its vision connects a shared valley with a floating-island home of your own: somewhere to explore, meet other players, and make room for the creatures you discover. The current browser prototype demonstrates animated creature battles and shared-valley movement; collection and home-building systems are planned.

The prototype today

- Animated voxel companions and three-stage forms.
- Arena battles with energy, elemental matchups and an Attack / Status / Defense counter triangle.
- Team selection and shared-valley multiplayer movement.

The planned experience

- Creature collection, befriending and persistent companion growth.
- A connected adventure across the shared valley.
- Personal floating-island homes, building and visits from friends.

CURRENT PROTOTYPE

Desktop browser

DEVELOPER / PUBLISHER

Unannounced

OFFICIAL WEBSITE / SOCIAL ACCOUNTS

Unannounced

RELEASE PLATFORMS / TIMING

Unannounced

PRICE / PUBLIC ACCESS

Unannounced

PRESS CONTACT

Unannounced