

KAIMA

art collection + guide



by NomnomNami

CHARACTERS



SEARINA - the heroine

A demon who never seems to lose her smile.
Something about her feels a little off...



ILLI - very sad

A demon who can't seem to stop crying.
She doesn't really say much.



VIDO - demon prince

He's using monsters to eat up KAIMA.
Whoever tries to stop him gets taken out.

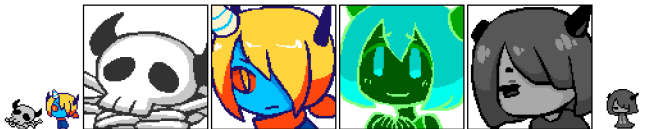
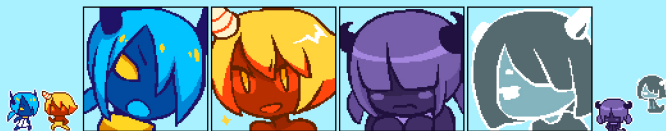


EZEL - demon princess

ILLI seems to have admired her quite a bit.
VIDO took her out of commission apparently.

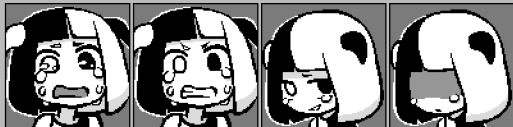
All of the names are based on characters from the game that inspired me to make KAIMA... which I won't be naming since it might indirectly spoil either story. Sorry!

CHARACTERS



⚠ WARNING!! Spoilers beyond this point. ⚠

CHARACTERS

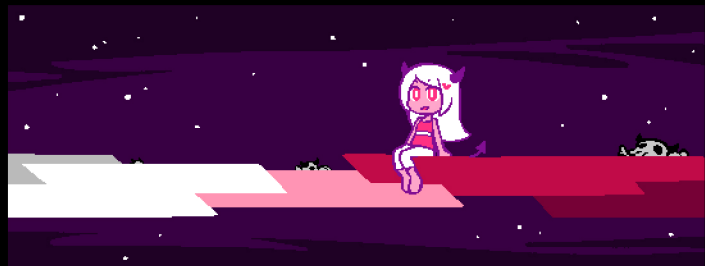


ILLUSTRATION



GAME OVER

R.I.P. SEARINA



NORMAL AND INDIFFERENT END

EZEL and ILLI appear together if you revived her...

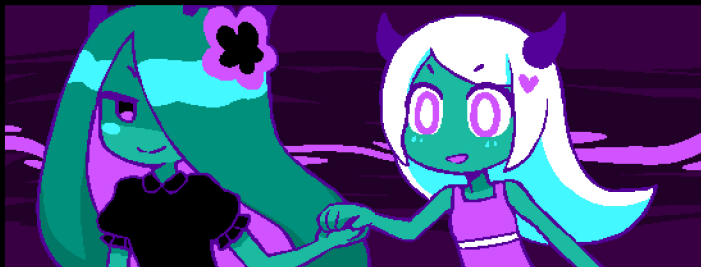


ILLUSTRATION



SECRET END

SEARINA joins VIDO...



SEARINA becomes EZEL's newest follower...

BAD END



How could you let this happen...?



ILLUSTRATION



SEARINA and ILLI begin life in NEW KAIMA together... TRUE END

I'm glad we could reach a happy ending!



"Happy" ...?
Soul or no, you're very
optimistic...



BATTLE CUT-IN

If you've played Disgaea you'll notice I take a lot of direct inspiration from that series! Whoops.



ILLI's cut-in only shows up outside of battle...
When you wait for the monster in the beginning
to attack her, and when you let her kill VIDO.

BATTLE CUT-IN

VIDO's is my favorite because, wow, guess what, I love him.



Hmmhmm...
I love the taste of helpless demons.

EZEL, as she's about to eat you.

BATTLE CUT-IN

Everyone EZEL devoured
came back to bite her...

How she got away
with claiming so
many lives without
raising suspicion is
testament to the
public's faith in
their princess.

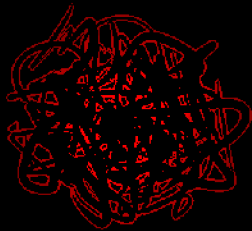
The souls of her
followers weren't
very pleased to
have been used in
this way without
their permission...

Hm?
The King and Queen?
Who do you think VIDO
caught EZEL eating
before he sealed her?

Don't make up such bleak facts on a whim.



BATTLE SPRITES



VIDO will
one-hit K.O. you
unless ILLI is
in your party.



If you have trouble with the fights,
you can find some armor or take
ILLI's weapon since she's more
useful as a healer anyway.

There are two versions of ILLI's fight
depending on whether or not
you save the purple girl.



She will only listen to you
if she believes you aren't
lying to her...



I don't understand
why she would turn against me
when EZEL is so clearly evil.

But I guess I don't remember
what being in love feels like.



BATTLE SPRITES



It's pretty much impossible to lose to EZEL but I'll explain how to beat her anyway.

When the souls show up, free them from her by attacking them.

She will go into a weakened state, then all you have to do is keep attacking until the souls gather to exact revenge.

I only wanted...
to become the most
powerful and beloved
being of all time...



Originally VIDO's soul wasn't going to be a part of this battle but it made too much sense that freeing him would make EZEL really weak, and I'll honestly take any excuse to draw VIDO.

If I'm the favorite,
why do I have to
die to begin with?



CONCEPT ART

I already had a pretty solid idea of what the story would be before getting to design the characters. My goal was to keep things as simple/limited as possible, and to just make something weird and have a good time.



When I was first writing SEARINA's lines I wasn't quite sure how she should act, and I didn't want to end up giving her the same attitude as one of my existing characters, so that's when I got the idea that she lost her soul.

After that she became incredibly easy and fun to write. Looking back at this first drawing of her is like... who are you...

I wanted SEARINA and VIDO's tails to be pointing the direction that they're facing, so they're opposing each other, but it looked confusing on the sprites so that got scrapped.

It was originally a game where moving forward was supposed to be a big theme. Considering you go back and forth for the true end, it doesn't really apply now.

I made VIDO red and black so he'd look the part of "antagonist" but hey he's not totally evil! My dark prince... oh no, I love him...



CONCEPT ART



ILLI's design felt the most effortless. So much that I can't really think of anything to say about her! Um, her horns point down because she's sad.

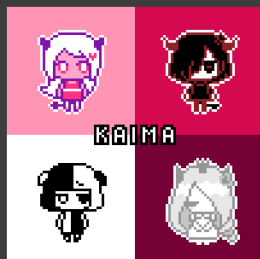
I wanted ILLI and EZEL to look like they belong next to each other, so I made her grayscale... which worked out since it doubled as an "ooh she's frozen" kind of thing.

EZEL's true colors are supposed to feel offputting so they're crazy.

Also her hair is like a seashell? Don't ask me how it works.



ENDING GUIDE +EXTRAS

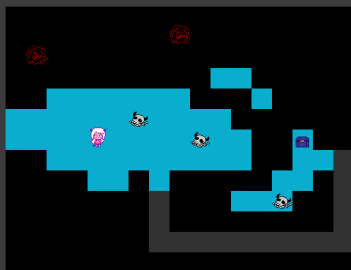


ALBUM ART

NORMAL END: Take ILLI straight to VIDO and defeat him.

INDIFFERENT END: Save the demons from the monster and take the reward to the pink boy. Defeat VIDO and then choose "DO NOTHING"

BAD END: Do all the same stuff except instead choose "STOP ILLI" Then defeat her in battle.



There are two invisible paths in the game. One leads to the Invincible Frame, which you can only grab if ILLI is with you. The other is on the very first map and it takes you to the SECRET END.

TRUE END: If you saved the purple girl, all you have to do is guard during the battle with ILLI. Defeat EZEL and have fun in NEW KAIMA.

There's more to see than I thought!

You have something to say each time one of us gets knocked out in a battle too.



Don't encourage people to let us get beat up!

But really it's worth replaying a couple times just for the extra tidbits...



THANKS SO MUCH FOR YOUR SUPPORT!

my games are normally so light and cute,
if anyone was disappointed by this one...
that's totally okay.

KALIMA was pretty experimental,
i got to enjoy making something different
and more like an "actual game" than usual.

now i know i never want to code something
with more battles than this had.
not to say KALIMA will be the last of its kind--
this is what tiny dev teams are for!

speaking of which, i got to collaborate
on the soundtrack so that was really fun!
i'm super happy with all the songs...

i'm really just super happy with how this game
came out as a whole!! so i hope everyone loves it
despite being a little off from my usual flavor.

i've had a visual novel in the works
that's pretty similar to this project so
if you enjoyed KALIMA you can look forward to
more pixelated tragedy next year or so!!

- NAMI