SMEE

CO-OP HORROR HIDE N' SEEK

INTRODUCTION

"Hide and Seek" meets horror in this chilling narrative-driven experience.

You are lured into an abandoned toy store—a cursed place where a ghost, born from tragedy, feeds on the souls of lost children. To survive, you must uncover the stories of past victims, piece together clues, and outwit the entity that hunts you.

- *Hide from the lurking specter.*
- *Explore shifting timelines*
- *Solve puzzles*
- *Team up to banish the ghost—or become its next victim.*

Will you escape? Or join the whispers in the dark?

SETTING

Founded in the 1960s, SQUIBBLY became a household name thanks to its iconic stuffed toys—whimsical, huggable, and beloved by generations of children. Their flagship plush, with its endearing design and soft charm, turned SQUIBBLY into a thriving franchise, its stores bustling with laughter and the joy of childhood.

But behind the colorful shelves and cheerful displays lies a darker history.

The Richmond SQUIBBLY location is different. Over the years, its owners have vanished under mysterious circumstances—each disappearance brushed aside as bad luck or coincidence. The company remains, the toys still sell, yet whispers persist.

SQUIBBLY

1969

1978

SQUIBBLY

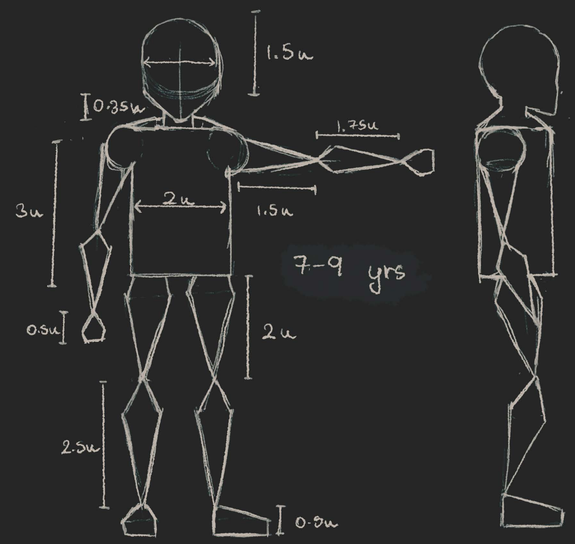
1984

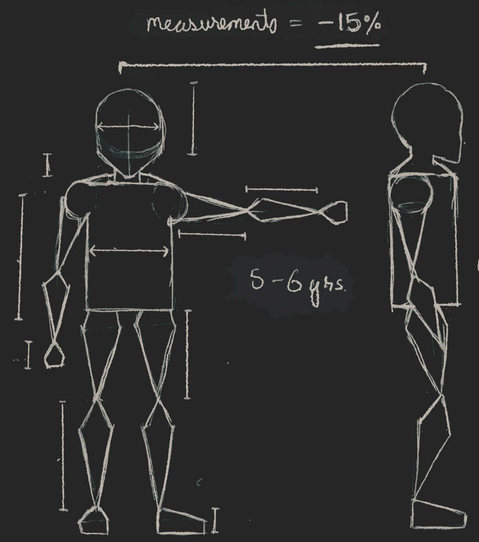
1995

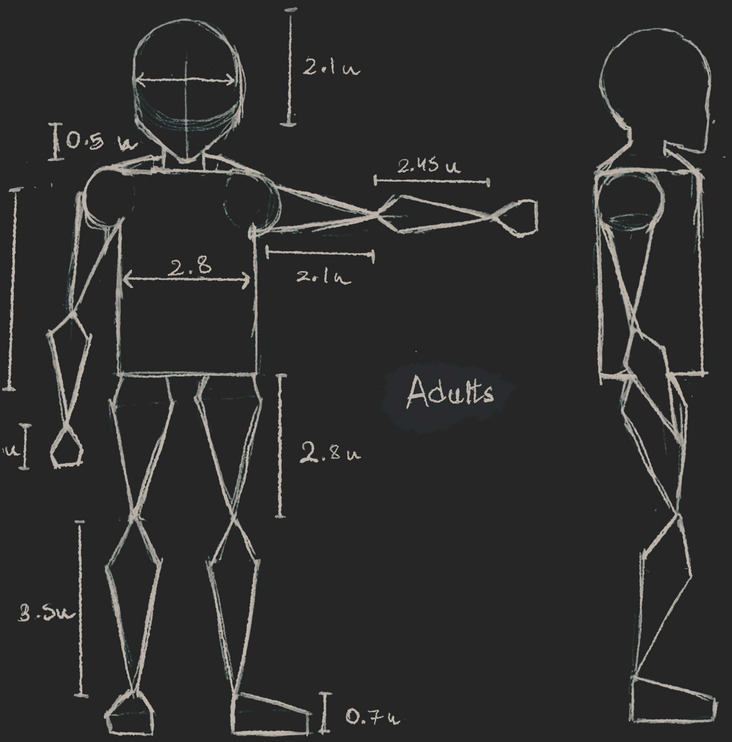
SQUIBBLY

2006

CHARACTER DESIGN

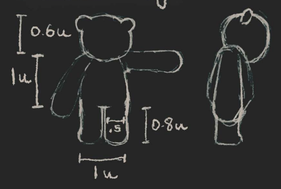




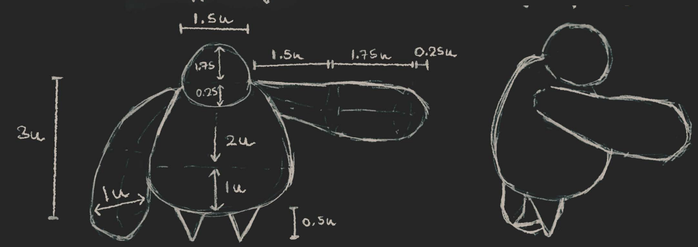


Staple gun & staple boxes

Isaac's Toy



Stuffed Toys



ISAAC STONE

A lonely, 8-year-old boy haunted by the loss of his father—a naval officer who never returned home. Struggling with a stutter and social anxiety, Isaac clings to a stuffed bear with his father's uniform buttons for *eyes*—his only comfort in a world that mocks his silence.

Isaac's toy

DARREN CRAWFORD

A devoted father whose life ended in tragedy, Darren Crawford is the tormented soul bound to the cursed mask. His story begins in 1968—a day that started with a simple game of catch with his young son, Troy, and ended in a catastrophic explosion that claimed dozens of lives, including his own.

But death was not the end for Darren.

Consumed by grief and unwilling to abandon his son, his spirit lingers in the ruins of the store, desperately clinging to the faint hope of reviving Troy. Over time, his love twists into something darker—an obsession that fuels the store's malevolent energy. Now, Darren's lingering anguish draws new victims into the toy shop's nightmare, as he searches endlessly for a way to reclaim what he lost.

OTHER CHARACTERS

Ava Clark
1995

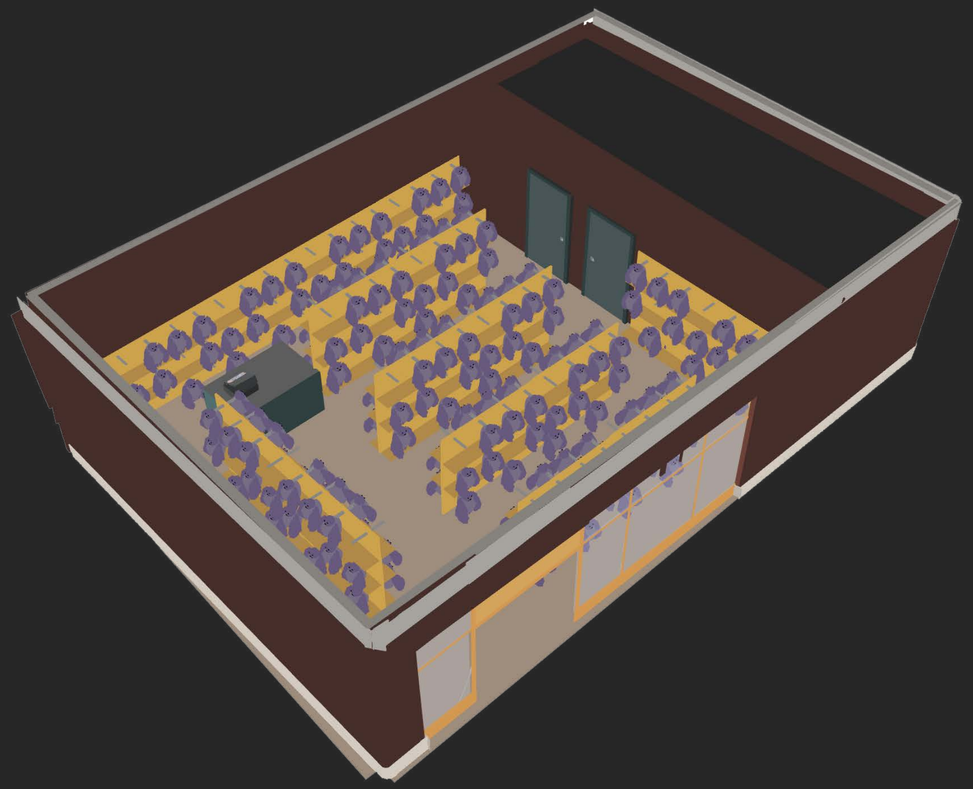
Melissa White
1984

Todd Martin
1978

Carl Lewis
1969

CONCEPT

The SQUIBBLY toy store is a procedurally generated maze—its layout resetting with each playthrough. Shelves rearrange into new grids, turning familiar corners into unfamiliar nightmares. No two runs are the same, ensuring tension never fades.



ULTIMATE GOAL

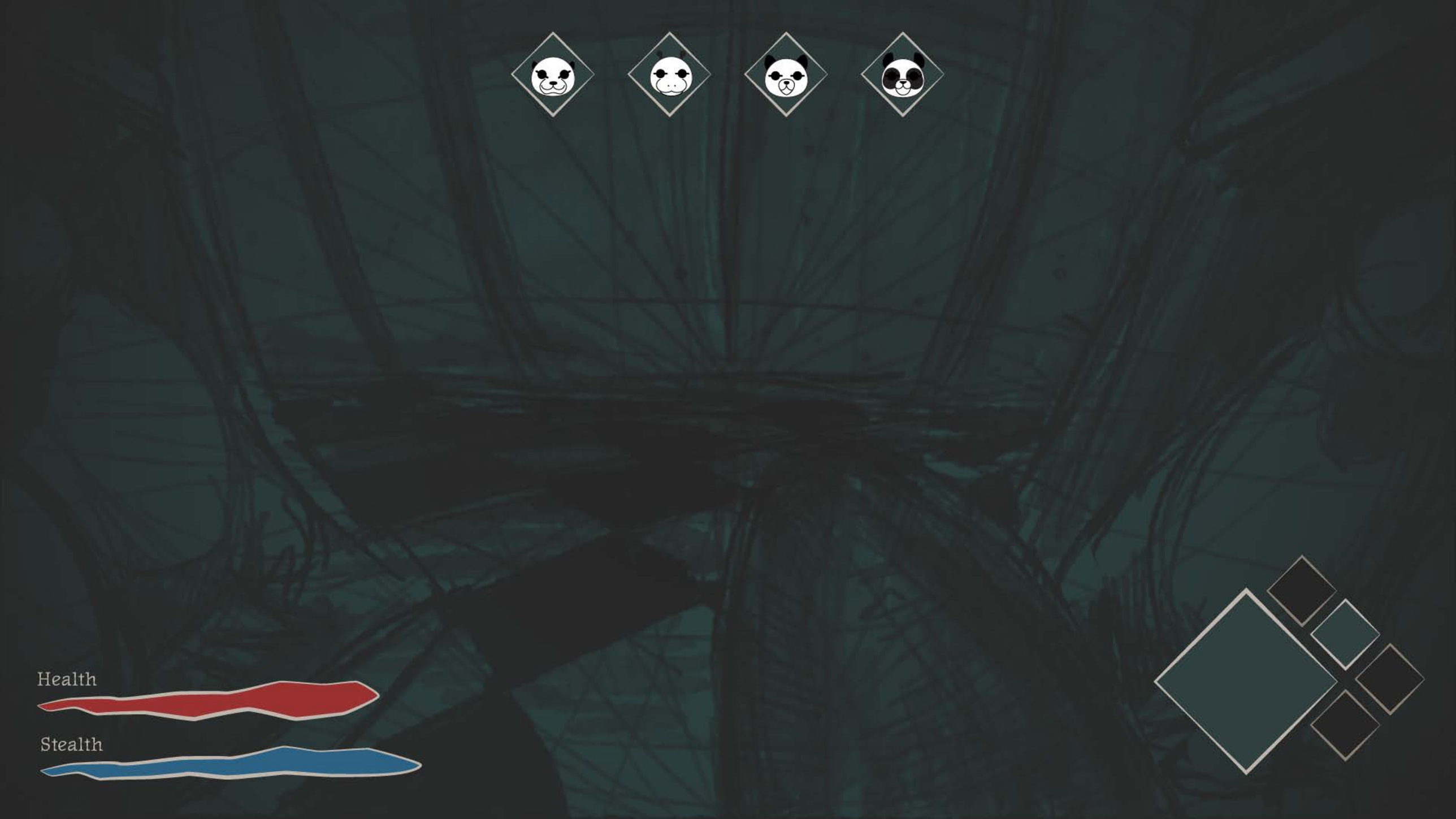
Players must explore the ever-shifting toy store, gathering key items to help each trapped child's spirit break free. Scattered among the shelves are documents, and eerie remnants of past victims—each revealing fragments of the store's dark history. Solving puzzles and piecing together these clues not only aids escape but uncovers the deeper mystery tying the tragedies together.

Completing all chapters unlocks the truth: a hidden showdown with Darren Crawford, the tormented father anchoring the curse. Players must weaken his grip by destroying cursed objects tied to his grief, forcing him to confront the reality of his son's fate. Only then can the cycle end—and the souls, including Darren's, finally rest.

USER INTERFACE

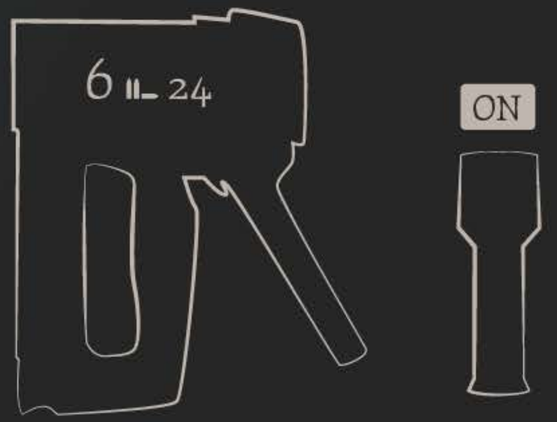
Monkey

CHARACTER SELECT

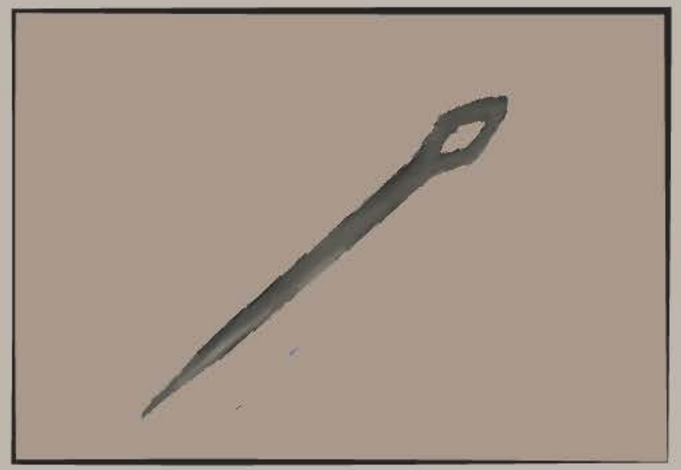

Health
Stealth

Health

Stealth



INVENTORY



Needle

Can be seen in some toys as an extension in the form of a mushroom growth.

The reason for their existence on the shelf is unknown.