**"We don't see things as they are, we see them as we are"**

The game "We Don't See Things as They Are, We See Them as We Are" is a psychological adventure game that explores the nature of perception and subjectivity. The player must journey through a series of experiences that challenge their assumptions about reality and the way they see the world.

The player takes on the role of a person who begins to question their own perceptions of the world. They encounter various situations that challenge their understanding of reality, such as optical illusions, conflicting perspectives, and mind-bending experiences. The player must engage in introspection and self-reflection to understand the impact their own perceptions and biases have on the way they see the world.

As the player progresses through the game, they encounter other characters who have their own unique perspectives and ways of seeing the world. The player must interact with these characters and consider their perspectives to gain a deeper understanding of the impact of subjectivity on perception.

The climax of the game involves the player facing a final challenge that tests their understanding of the nature of perception and subjectivity. The player must use all of the self-reflection and insight they have gained throughout the game to make a final choice that reflects their personal understanding of the nature of perception and reality.

In the end, the player reflects on their journey and the impact it has had on their understanding of the world. The game concludes with a sense of enlightenment and a newfound appreciation for the power of introspection and self-reflection to deepen our understanding of the world and our place in it.