**STORYLINE**

In the near future, “Dreamhack” becomes a legal method in interrogation. “Dreamhack” is a term to describe the act of accessing to someone’s mind throughout their dreams. Those who break in have to make their way out of the “mazes”, and disable the “locks” inside someone’s head. On the other hand, they have to beware the enemies - the “antibodies”, who would try to defeat whatever unexpectedly appears in the host. “Dreamhack” is useful to get information from criminals that are not willing to co-operate, but too risky to be commonly used since the “hackers” can fall into unstable state, even have their brains stop working, if they couldn’t make it out alive.

[Main character] is an MPD (Metropolia Police Department) officer. One night, his house was ambushed, he managed to shot down one of the gang, but the others have kidnapped his wife and kids. Now the only chance he has to get his family back is the information from the guy he just took down. The criminal is injured and in coma. In this situation, “Dreamhack” becomes his only choice. He has to breaks into the brain of this guy to retrieve the information of his family’s whereabouts, before it’s too late.

**LEVEL 1**

*Size:* 3x3

*Enemy:* 2

**LEVEL 2**

*Size:* 5x5

*Enemy:* 3

**LEVEL 3**

*Size:* 10x10

*Enemy:* 5 + 1 Big Boss at the end.

*Transition locks:* Loop mini-game.