Therapy with Dr. Kueger is an interactive story game. While the dialog is predetermined, we do have the option to make selections during the testing modes. You get to play as Taylor, a 19-year-old college student who has been selected to be Dr. Kueger’s latest patient, in what he calls ‘Dream Therapy’. Taylor is subject to several weird tests, some of which include human body parts. Taylor is being tested on basic math and her listening skills. After each test, Taylor goes on break in which Dr. Kueger turns up happy music. As it gets louder it becomes scarier.

The settings are basic. You can control the volumes. And the game is offered in several languages. You cannot change the colors.

Unfortunately, it is character locked and we can only control Taylor. The only real control we have over Taylor is choosing test answers. For example, there are inkblot tests and we get to decide what we see in the inkblot. As the basic dialog is predetermined so we just click to continue. Even later in the game when we get a chance to ask the doctor questions, it is still preselected dialog. So, the game kind of plays as a graphic novel.

The challenge of this game comes with testing. It doesn’t appear to harm you when you answer questions wrong. The doctor is encouraging and urges you to try again. There are no clear objectives. The game just seems to be about talking with the doctor to allow him to study you. There is a ball and cup test scene. We get to click on the cup we think the ball is under.

Towards the end, if you get a bad ending. The game tells you to try again. Telling you to listen to the doctor more for a better outcome.

The game doesn’t really mention our world. They instead mention things from their reality. The characters are both from something called G2. A big cultural issue this game focuses on is therapy and the declining mental health of our youth.

In a sequel to this game. Being able to choose different dialog and have that impact on the story could greatly impact the experience for players. It is always the players to have their own unique experience. Also controlling the doctor could be fun. Maybe playing from his perspective, so we can interview Taylor.