

Introduction

In the depths of the technological industry, five brilliant minds united within a software development company. Their ambition was immense: to create a revolutionary technology capable of transcending the boundaries of reality. After months of relentless effort, they gave birth to a marvel of engineering: a tiny implantable chip, offering a direct connection to the virtual world.

However, their joy was short-lived. A powerful individual, driven by personal interests, decided to keep this crucial advancement a secret, depriving the world of this technological revolution. Only the members of the team, who had implanted the chip into their own bodies, held the key. Betrayal struck the team hard, crushing their hopes and putting an end to their project before it even reached the market.

Among them, Bryan was the most affected. Devastated by the betrayal and the loss of their innovation, he found himself alone, isolated from the world in a cabin deep in a remote forest. While his former colleagues tried to move on with their lives, Bryan remained obsessed with the vision of the technology they had created together.

A year passed, marking Bryan's solitude and desolation. However, one day, a luminous echo appeared before him, a holographic projection reserved for those who wore the chip. It was his friend, transmitting cryptic messages, alerts, and even an SOS, revealing his mysterious disappearance. Convinced that it was an abduction orchestrated by a malevolent entity aiming to seize their technology, Bryan embarked on a desperate quest to find his missing friend.

Who lurks behind this strange disappearance? Where do these echoes come from? What dark objectives hide behind the betrayal and appropriation of this revolutionary technology?



- Alternate Reality Game -