

*You Can Find the Game Here:*

Name: [PRETEND TO BE HAPPY: DEPRESSION](#)

Developer: [SeriousDaniel](#)

Engine: Unreal Engine

Playtime: ~10–15 minutes

Platform: Windows

Content Warning: Depression, suicidal themes,  
flashing lights



## **DEPRESSION**

Pretend to be happy



# DEPRESSION

START GAME

LEAVE

Game by SeriousDaniel

*I CANT STAND IT ANYMORE. I JUST CANT...*

SINCE YOU LEFT, CONSCIOUSNESS  
DRAWS ONLY DISGUSTING IMAGES,  
AND MY DRAWINGS HAVE BECOME MEANINGLESS

BUT I DONT BLAME YOU. YOU ALWAYS KNEW WHAT YOU DO.  
BUT I HAVE NOTHING TO DRAW ANYMORE.

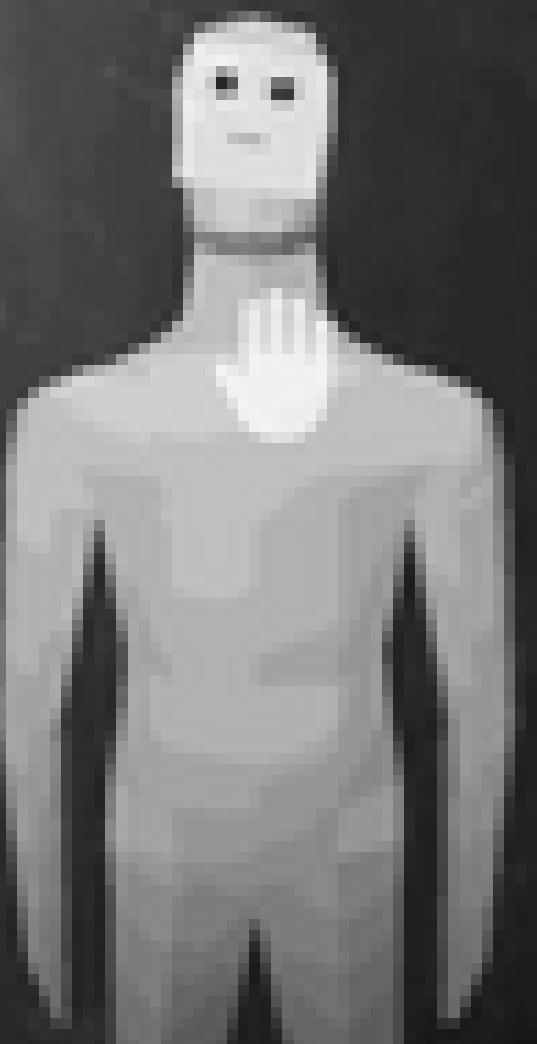
DEPRESSION

[SPACE]

its so loud outside



[SPACE]



CITIZEN

I don't know who you are.



**TEST YOUR  
LUCK**





DEEP DOWN MY SOULD, I HOPED  
UNTIL THE VERY END THAT  
THE SHOT WOULD HAPPEN.

BUT SUDDENLY. I GOT ANOTHER CHANCE. ANOTHER TICKET.  
SOMEONE JUST LEFT IT THERE, IN FRONT OF MY DOOR.



TEST YOUR  
LUCK



[SPACE]

THE NUTCRACKER

*i remember you*

[SPACE]

## THE NUTCRACKER

you can fool these  
faceless freaks

[SPACE]

THE NUTCRACKER

but you cant fool me

[SPACE]

## THE NUTCRACKER

did you really think about  
coming here again, huh?

[SPACE]

## THE NUTCRACKER

*it seems like you dont value  
your life, if you came here again*

[SPACE]

THE NUTCRACKER

thats pretty fun

[SPACE]

THE NUTCRACKER

*i enjoy this*

[SPACE]

## THE NUTCRACKER

*i will be happy to see your  
blood on the floor*

[SPACE]

## THE NUTCRACKER

and your twisted dead body,  
curled up in death throes

[SPACE]

THE NUTCRACKER

you know what?

[SPACE]

## THE NUTCRACKER

why do we need these formal  
things?

[SPACE]

## THE NUTCRACKER

these dummies will not even care  
if i put a bullet in your forehead right now

[SPACE]

THE NUTCRACKER

no need to wait, friend!

THAT NIGHT I WAS NOT SLEEPING AGAIN.  
BUT I DID SOMETHING, THAT MAKES ME HAPPY.

*I WAS PAINTING AGAIN.*

## *What the Game Shows (Gameplay Summary):*

*You play as a painter who has lost the will to create—emotionally hollow after what feels like a painful breakup.*

*The world is entirely black and white, matching the numbness and emptiness he feels inside.*

*You try talking to neighbors, but everyone is cold, distant, or uninterested—like society moving on while you're stuck.*

*You're invited to a strange event called "Testing Your Luck", where a nutcracker decides your fate.*

*It doesn't shoot. You're told you're "lucky"—but it doesn't feel like it. It feels like you were hoping it would end.*

*You return to your apartment, lifeless as before, until you find a second ticket—something that shouldn't be possible.*

*You go back. This time, everything feels more surreal—the streets are empty, people are gone,  
and the manager doesn't remember you.*

*The nutcracker recognizes you. A slow chase begins. Tension rises. Then—colors return to the world.*

*Colors flood in. The painter paints once more—not because life is fixed, but because life is back.*

## *What I Felt (Personal Take):*

*This game captures how breakups and depression actually feel—not dramatic, just quiet, dull, isolating.*

*The "unavailable" neighbors are too real. You reach out, but no one reaches back. Everyone's either busy or emotionally locked off.*

*That "lucky" moment hit me hard. It wasn't relief—it was disappointment. Like, even this didn't end me? And now I just go back... alone.*

*The second ticket didn't feel like hope. It felt like resignation. You go again, not for answers—but maybe for an end.*

*But when the nutcracker chases you, something shifts. That urge to run wasn't fear—it was life saying:  
"You still want out, but not like that."*

*After escaping, something cracks open. You see again. Feel again. And that's when the painter returns to his colors.*

*It's only 10–15 minutes long, but the message stays with you. Small game—good meaning. Definitely worth it.*