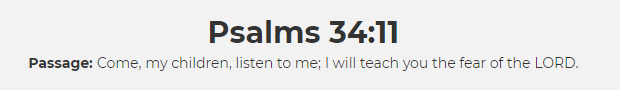
* An item called “nothing”
* Really no item
* No Knowledge
* Nothing in Space
* Progress (i.e. Game-Dev-Sim)
* Escape The Room
* Super hard level which gets easier (items, better skills, etc.)
* Amnesia – Waking up with no idea
* Moses can split the sea, sea is water, priests are made of water, Moses can split priests
* 
* Auto walker with support by mouse (empty world which needs bridges, etc.)
* Nothing > No Thing > ON + Thing (Baba Is You)
* Nothing is an advantage (more is worse)
  + Tight platformer which needs multiple runs > your replays are obstacles
  + Blimp collecting people > more people makes harder to control
* There is nothing except your own corpses
* Building game
  + Farm
  + Be brave, be Elon
  + Moon
* Mini-RTS