

intro encounter



all green tones

where the maze proper begins

real psl graphics vibes



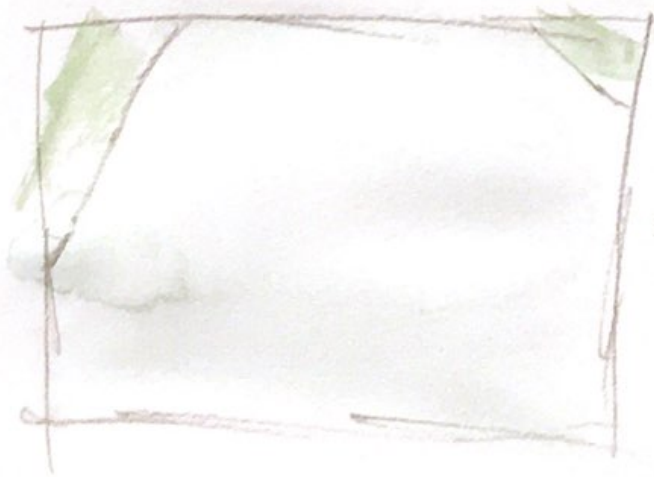
camera follows proteg

POV at all times

slow, almost languorous

pace here, nobody's in

← rush



white should become overpowering

as pass through threshold