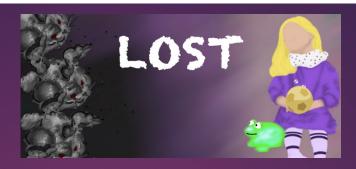
Summary

A maze game inspired by children's fear of losing their toys and being lost in the dark. As a mere toy frog you are dropped in a fog of war where you don't know what lies between Starting Point A and Golden Ball Point B.



Point B

Point A

Unique Selling Point

As time passes, you're glow shrinks further and further until your glow meter is depleted and the toy frog is lost in the darkness.



Audience

Solitary Experience



