

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.



Audience

Solitary
Experience



College aged
Looking for an
Atmospheric
Tense Puzzle
Game



Point A



Point B



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.

Scenario/Controls

