

Synopsis

The story of our game is formed by the scenario fast world. We expect that in the future people will need more dopamine to get through their day. In the game the character escapes reality through a wearable dopamine-stimulator, into carefully crafted illusions of joy and fulfillment. Each task challenges you to survive without completely giving in to the pull of dopamine, showing a society on the edge of losing touch with reality. Can you resist the temptation, or will you, too, fall into the dopamine trap?