* Art
  + surrealism?
* Politics
  + nonjudgment
  + allow player to answer political and ethical questions
* Unrealities
  + The player explored very real questions, but the universe they create represents one of many unrealities—places that do not exist, but are nonetheless very real.
  + In a subversive way, we also show how the player’s choices do not matter, because their choices make no difference in the actual gameplay.