

# The Hole

Ambivalence  
Sacrifice  
Desolate



## Story

In a seemingly tranquil village lurks a foreboding presence. It whispers at the edge of the mind, enticing whoever is weakest to follow its voice into the forest. There, amongst the dying trees, is a hole. The hole doesn't seem dangerous at first, only asking for water, but over time its demands become more aggressive. Suddenly benign objects become loved ones. The hole isn't satisfied with just anything. It wants you. All of you.

## Motivation

This VR experience is a conversation about the superficiality of society and the eventual death of the consumer. When you grow up in a society, you shape yourself to fit it. It starts a young age until eventual adulthood. Each day is a look at that progression. Its all fun and games until you become aware of the truth. Eventually society shapes you so that you live to work, not work to live.

## Gamplay

Enjoy exploring the village and the various objects inhabiting it. Outside the gates

is the forest leading up to the hole. You have free reign to explore as you wish, but in order to progress the game you must follow the instructions of the hole. There are five days, each day having a different set of objects that the hole demands. You must pick up these objects and feed them to the hole. Upon doing so, the next day will begin.

## Controls

Use the left OR joy stick to move forward and back. Grab both trigger buttons in order to grab objects and release and throw to satisfy the hole!