

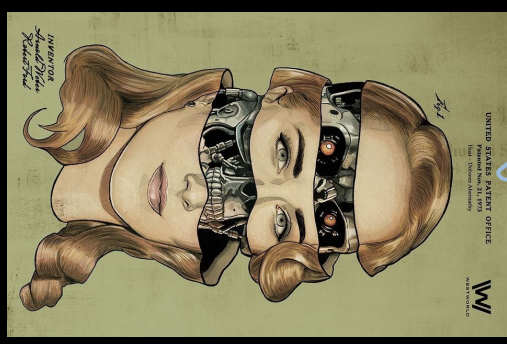
Emotion

- Tension - real stakes
- Surreal
- Suspense
- Risk

Future's fully  
of her world by  
Apocalypse



WESTWORLD  
SEASON 1: THE MAZE



The golden necklace was an heirloom. My aunt got it from her friend during extermination, who in turn got it from her mom.

Archebacks



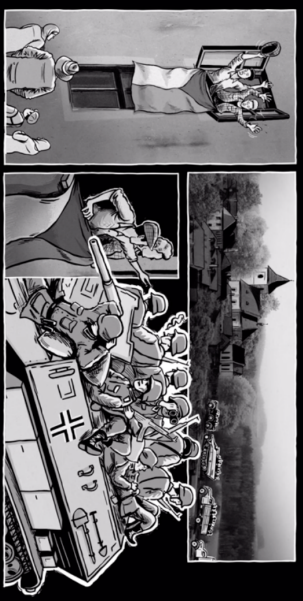
"so that they will make known to their children and grandchildren the glorious history of our struggle for freedom"



Mrs. Forri-Val  
Mrs. Forri-Val  
Mrs. Forri-Val  
Mrs. Forri-Val  
Mrs. Forri-Val



Svoboda 1945: Liberation



Evocative?  
Look up it's  
Archebacks



# IDEA 1



Am I human?

Embedded narrative

Player looks



through game

artifacts to uncover

what's happened

Robots have

replaced most

humans? they

think they're

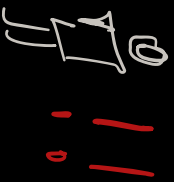
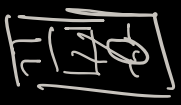
humans determining machines

Player realizes they're

an AI

in the

end



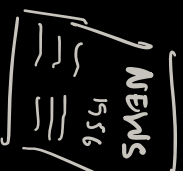
# IDEA 2

My past  
my present

Embedded, Evocative

Historically based stories

with relevant artifacts



Player learns about the period

Through a few characters' stories that reflect events of the time

Solve the mystery of

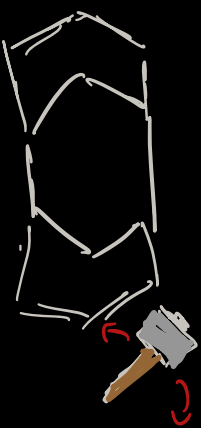
Whodunit

# IDEA 3

Apocalypse  
Reverse

Emerging, Embedded

We start in a bunker

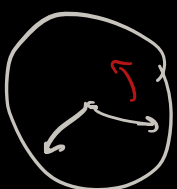


Attack!

Player trying to protect the bunker from breaching while they find a way to right the wrongs on

earth

Time machine?



CO2 measures

Requiem

