



“D”

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Synopsis

“D” is a first person adventure/mystery game that takes place in the world of dream. It is driven by a compelling non-linear narrative that offers challenging unpredictability within richly rendered environments. The player explores beautiful, surreal dream scenarios and encounters bizarre and mysterious entities on his/her journey towards lucidity and eventual ego death.

In the world of “D” logic and time follow different rules: dream logic prevails. As the player advances in his mastery of dream logic - in the form of challenges, tasks, actions and inactions - the mystery of who the player is and why he/she is there unfolds and is eventually revealed. Dream logic clues and information are provided by musical motifs, lyrics of songs, objects and entities in the dream world.

Written by Martin Herman and William Houston, the game opens with the player in a fantastically rich lucid dream, full of detail, music, self-awareness. But this dream is violently and voraciously interrupted by an entity who hunts and devours lucid dreams. The player suddenly finds himself out of control, confused, frightened, in a highly fragmented, monochromatic world with shifting tableaux.

But after an early encounter in one of the tableau, the player discovers that "D" is a mysterious figure whose steps he must retrace in order to understand his own identity and purpose in the game and decode the mystery and meaning behind it. The player soon figures out that s/he will primarily use light and water to solve this mystery and overcome assumptions, delusions, and deceptions. Along the way in the journey, the player will collect and assemble music – in forms left behind as clues by “D” throughout the many scenarios. The player will eventually ‘grow’ his/her own music, eventually becoming a unique musical composition, different for each player every time through the game.

What the player eventually uncovers is that the game is his/her own dream, and the water/music that the player collects is his own essence, left behind from previous dreamings. Essentially, the player has re-entered his own dream, and the game is a process of gaining lucidity within it in order to make sense of its meaning. The musical piece created by the end is the player's own unique musical rendering of his journey towards lucidity and self-awareness.

But the narrative of this journey towards lucidity is non-linear and complex. The picture is complicated by entities that inhabit the player's unconscious, some of whom are composed of his/her own dream nature and others that are more like demi-gods and super-lucids who devour lucidity. Some entities may seek to frustrate, deceive, or help the player. As the player becomes more adept at dream logic, and becomes more lucid in the process, these entities can be tamed and charmed and will assist the player in his/her search for understanding as the mystery of who they are and why they are there is unraveled.

By the end of the game, a richly detailed piece of music will have been created. But just as every journey through the game will be different because of its non-linear narrative, so will each musical piece that is created be different.



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