

Bad dream: coma

- **a point-and-click**
 - Player uses only mouse to: navigate > collect items > use items
- **surreal-horror**
 - dream-like, unsettling imagery and environments.
 - distinct monochromatic art style with horror narrative
- **adventure puzzle**
 - explore surreal creepy world
 - progress through the narrative by solving puzzles
- **with branching narrative**
 - player choices lead to multiple possible outcomes and endings

I played the game for several dozen hours together with a friend. The graphical design of the game, along with its surrealistic world, often evoked feelings similar to watching a horror movie.

While going through the chapters, there is no one particular correct approach, but the way the player solves tasks influences the narrative and puzzles in the next ones.

The difficulty of levels was just right to me. The puzzles were neither too easy to be boring nor too hard to discourage me from continuing the game, even though a few times I resorted to desperately clicking across the whole screen with all available items in the inventory or looking up solutions on the internet.

The game can be played through repeatedly if one is curious about how the plot would develop if they decided differently.