



# MIND DIVER



# Mind Diver

ART CODEX



A fascinating Mind World  
reflecting the character  
Satisfying logical deduction



An authentic, heartbreaking love  
story

Design Pillars

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8. [UI Design](#)
9. [Marketing](#)

Key Art

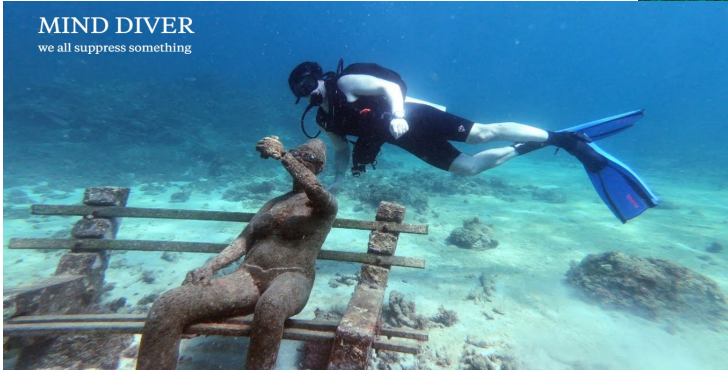
# We All Suppress Something

Key art, also known as key visual is the artwork which is repeated across media such as posters, print, television and digital advertisements, streaming or download thumbnails.

Our Key Art should represent the mind ocean, and a love story. Diving into the subconscious.



**MIND DIVER**  
we all suppress something



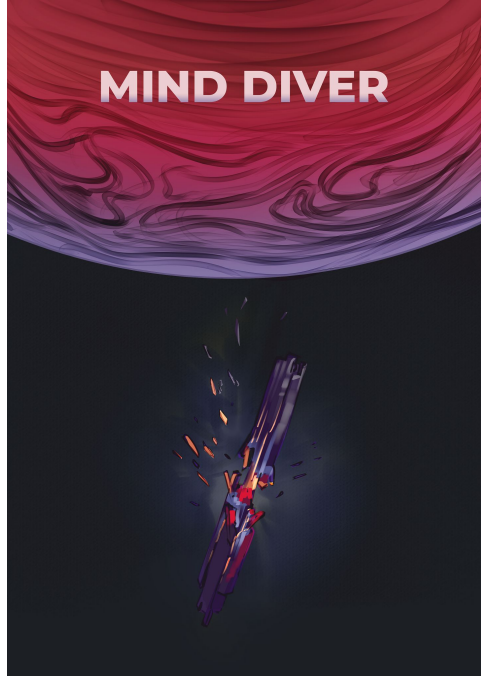
MIND DIVER  
we all suppress something

Original References and extra Key Art



Key Art thumbnails





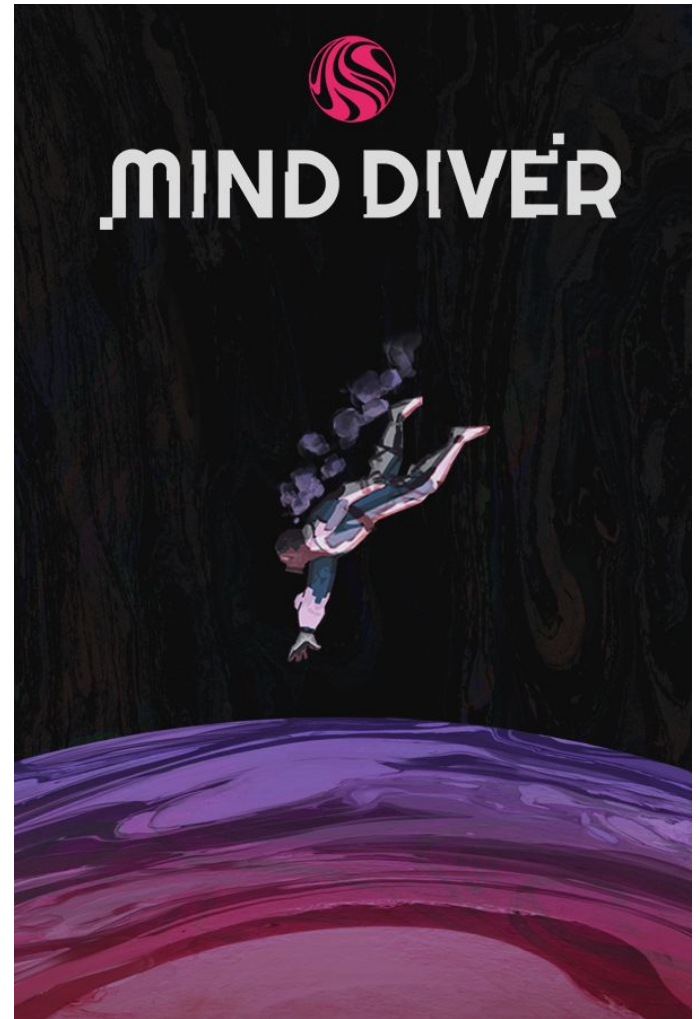
First Iterations

Pre Final Key Art





Final Key Art



Setting

# Who, What, When, Where, Why

In modern day Copenhagen, a technology has been invented which allows us to look into our minds. At specific memory centers, trained employees called mind divers, can to enter a client's mind and correct their memories.

The mind is represented as an ocean and memories are categorized into clusters **that symbolise emotions**, containing several memory bubbles.

1. Who: Mind Diver (Avatar), Lina (Protagonist)
2. You are solving puzzles, gaining a better picture of Lina's relationship.
3. Modern day Copenhagen, memories are days throughout a year. Meeting - Missing (2021)
4. Copenhagen, Linas Mind Ocean.
5. To restore her memory and find her missing boyfriend.

# Video Game References

# Video Game References

1. Return of the Obra Dinn
2. Her Story
3. Outer Wilds

Our references include Video Games which link to the detective genre and solving puzzles while telling a love story.





Art Style

# Contents

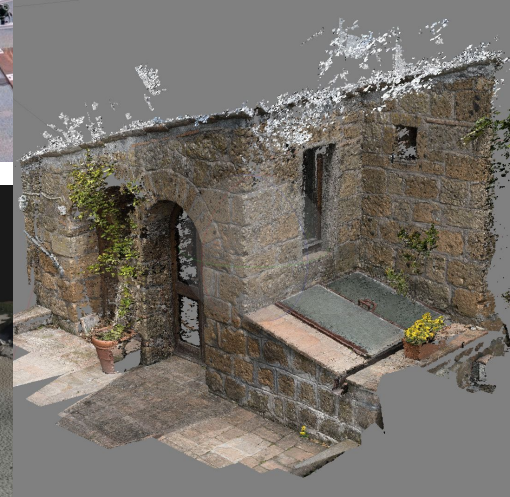
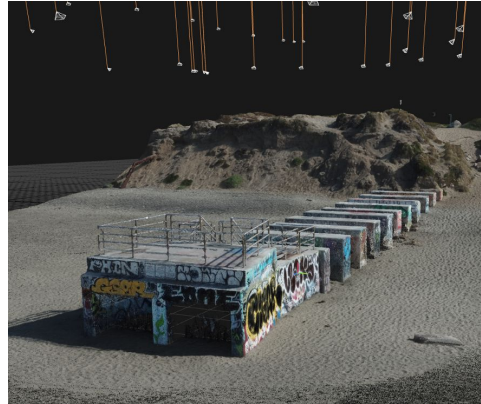
1. [Style](#)
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3. [Palette, Line, Tone](#)
4. [Scale And Motion](#)
5. [Lighting](#)
6. [Camera](#)

Style

# Photogrammetry

Photogrammetry, as its name implies, is a three-dimensional coordinate measuring technique that uses photographs as the fundamental medium for metrology or measurement.

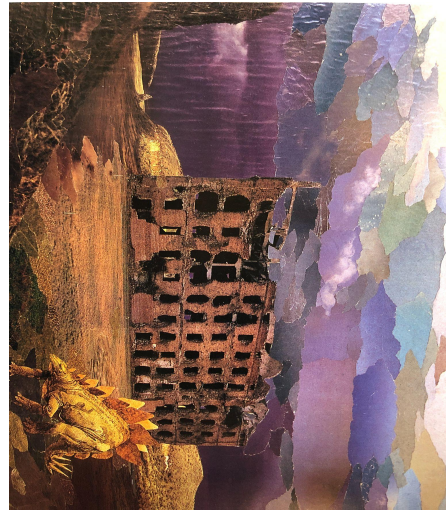
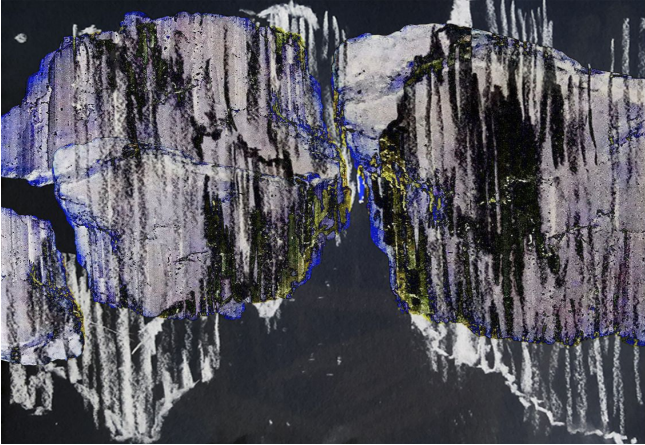
By taking photographs from at least two different locations, so-called 'lines of sight' can be developed from each camera to points on the object. These lines of sight, sometimes called rays owing to their optical nature, are mathematically intersected to produce the three-dimensional coordinates of the points of interest.



# What that means

1. We are using this technology to create puzzles for the game. Lina's memories also serve as story narratives
2. The rest of the game must fit that style. Realism is the best approach.

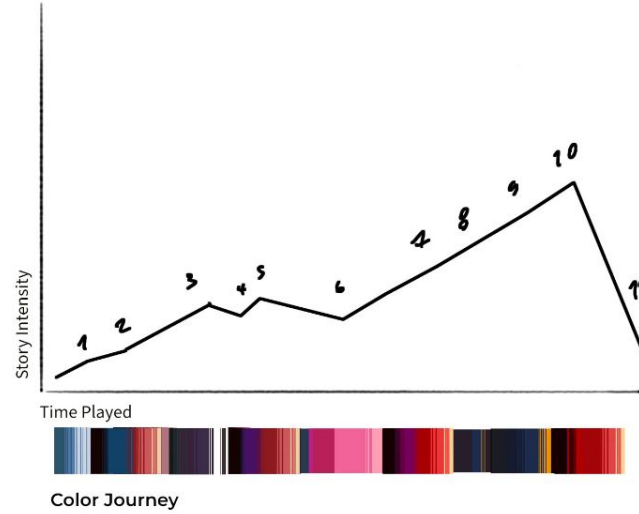
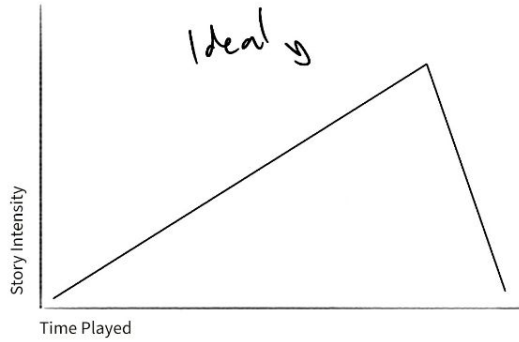




Original Moodboards

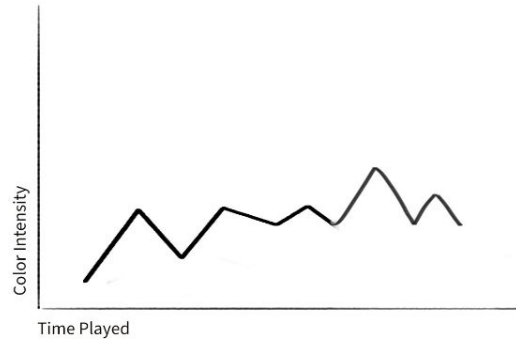
Color Script

# Visual Structure



1. Icecube
2. Heart
3. Worry
4. Heart
5. Stray Memory Passion
6. Hope
7. Heart
8. Stray Memory Intimate
9. Regret
10. Heart
11. Ending

Bubbles even though separate share the palette of the cluster to ensure affinity



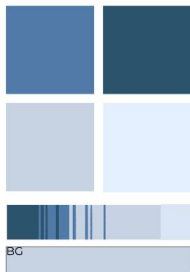
palette



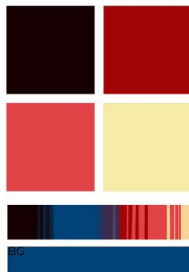
Palette, Line, Tone

## Palette

Icecube



HeartBreak



Worry



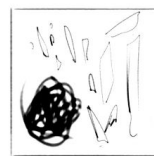
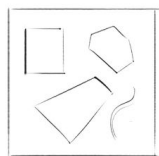
Hope



Regret



## Lines and Shape



## Tone



Green algae is associated with barriers

## Cluster Palette

## Stray Memories

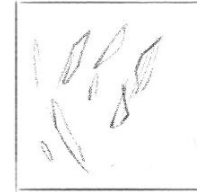
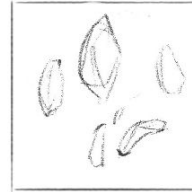
Stray Memory Passion



Stray Memory Intimate



## Lines and Shape



## Tone



Stray Memories Palette

# Scale And Motion

## Scale

Icecube

Heartbreak

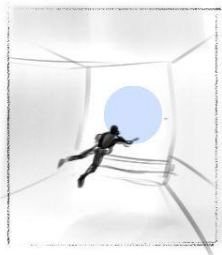
Worry

Hope

Regret

player size

memory bubble size

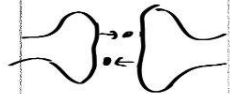


## Motion

- Traversal  
in linear  
space

- Navigation  
to reach the  
hub

- Movement  
of electrical  
signals

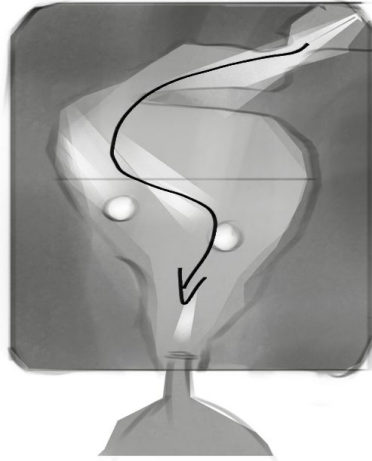


- More free  
movement  
- Navigating  
around crystal

- Crystal  
should that  
guide the player  
move?

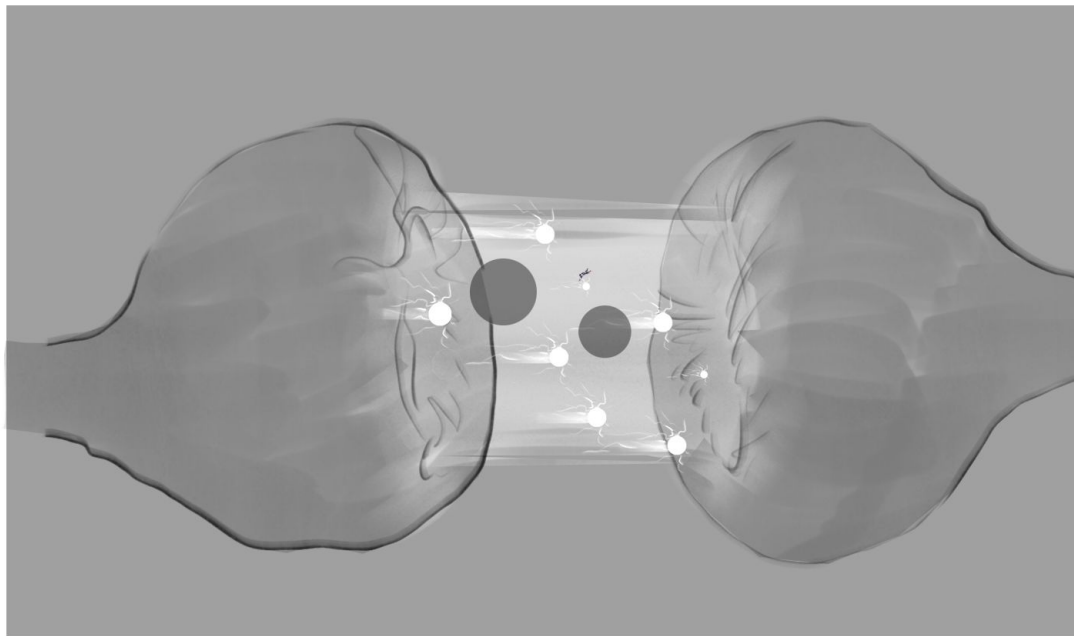
Lighting

1. Rays point to important parts of the level design
2. More Lightness in the areas than you traverse



We want the player to follow that route

Ice Cube Cluster



1. Lighting effects fit more with the themes of worry
2. If floating electric spheres are a bit bigger and quicker they are more imposing and scary

Worry Cluster





#### REGRET CLUSTER

1. Lighting close to the memory bubbles
2. Floating broken shards should also be lighter and have light all the way up from the way the player comes to guide the player

Regret Cluster

Camera

# Camera

You are navigating the world from a first person perspective. This allows you to have a closer look at the environments and pay attention to the story and find the puzzle pieces.

Commonly used in puzzle games

The challenge is creating a character design that works with that.

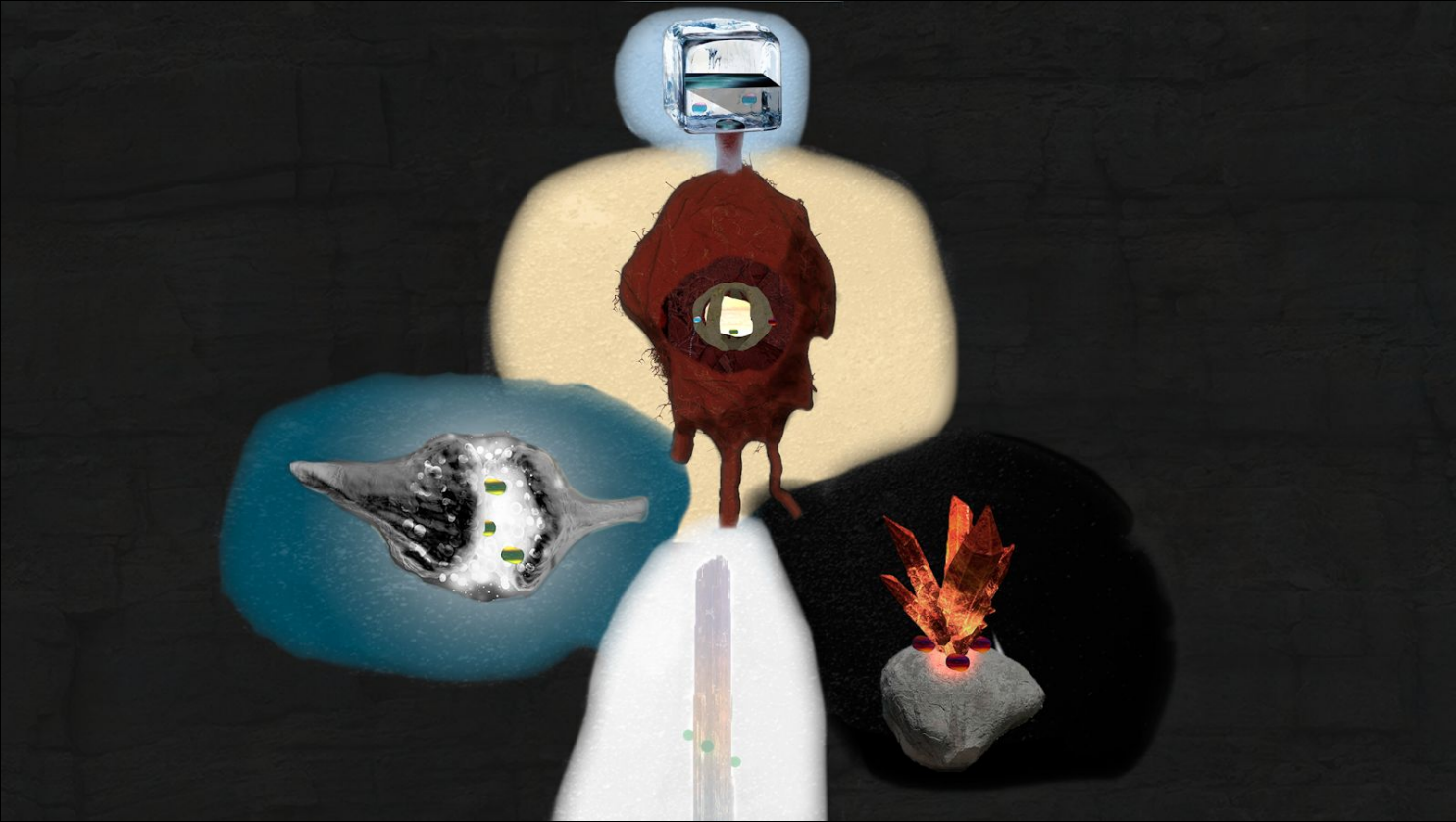


Return of the Obra Dinn and Portal



In-game Screens

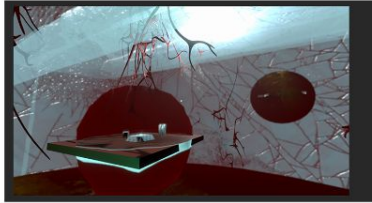
# Clusters



Game Map

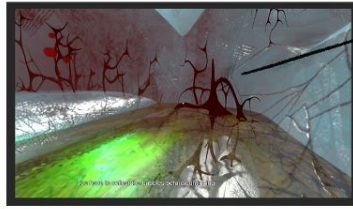
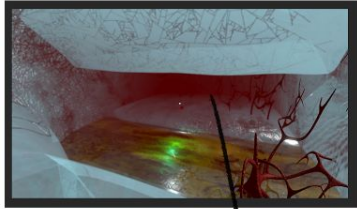
# Icecube and Heartbreak

## CURRENT STATE



Only inside heartbreak the arteries should look look red

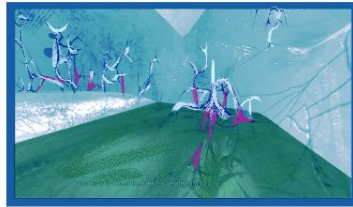
The issue with the palette is that from the feedback we got is that it looks like a horror game. That is due to the red sipping into the icecube and the algae green being saturated and more to the yellow side.



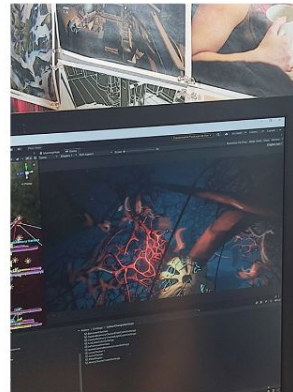
The veins should not be red inside the icecube.

If this redness is caused by fog or transparency, either make sure the fog has the BG color of the Icecube or limit transparency so the red doesn't show through.

## WITH CHANGES

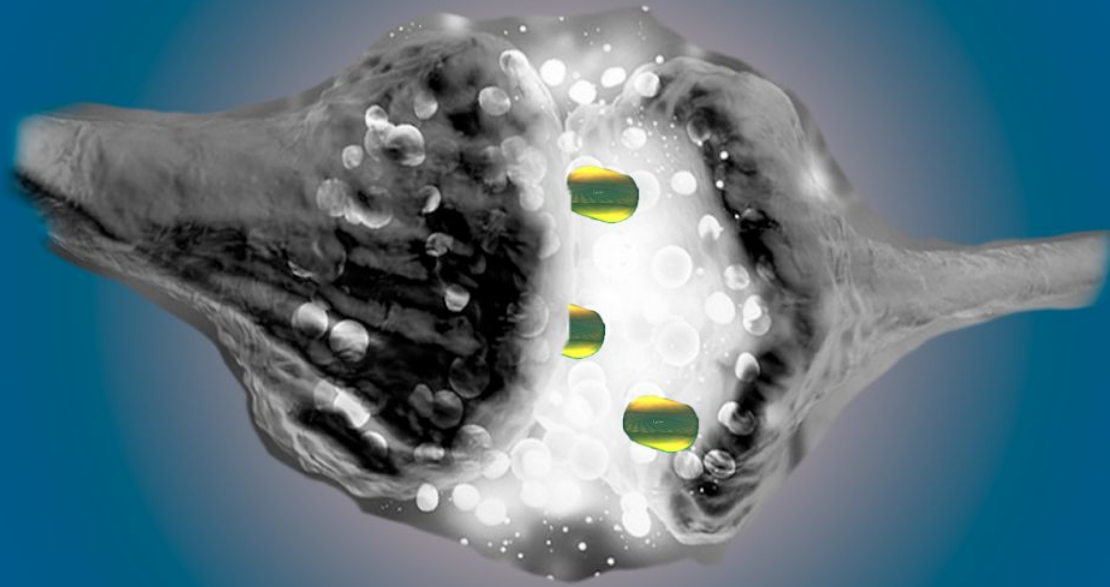


Even unsaturated red will appear redder after the cold blues of the icecube

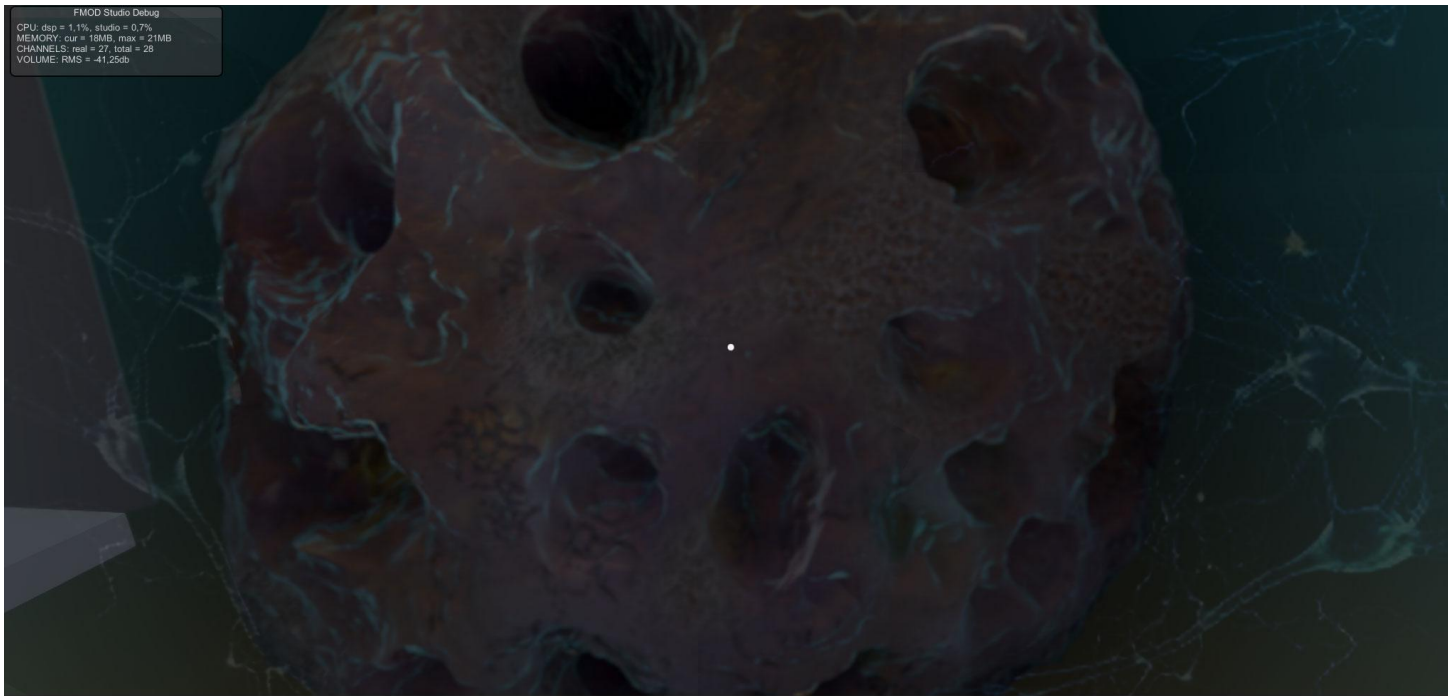


Any part of the heart, veins etc that enters the ice cluster has more ightness desaturation and a blueish tint as to appear frozen and avoid bleeding into the pallettr.





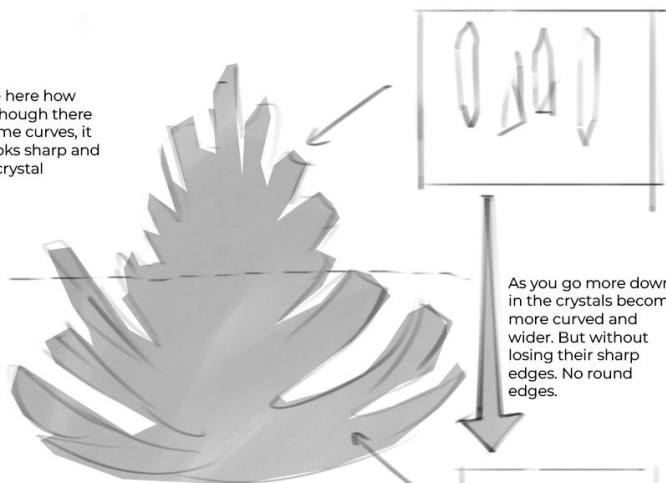
Worry Cluster



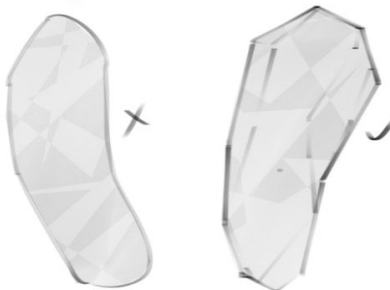
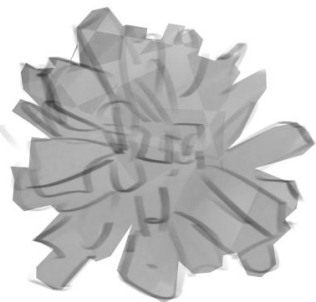
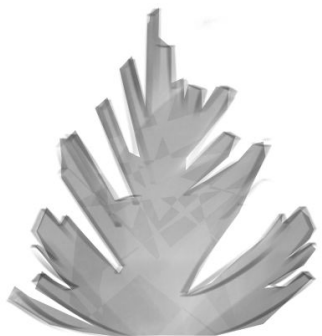
Worry Cluster



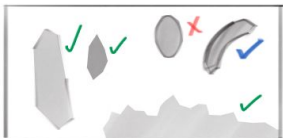
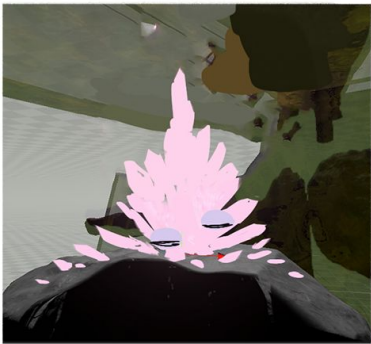
Notice here how even though there are some curves, it still looks sharp and like a crystal



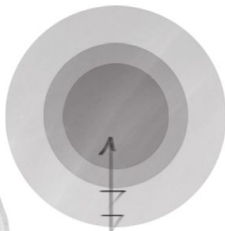
As you go more down in the crystals become more curved and wider. But without losing their sharp edges. No round edges.



Hope Concept Art



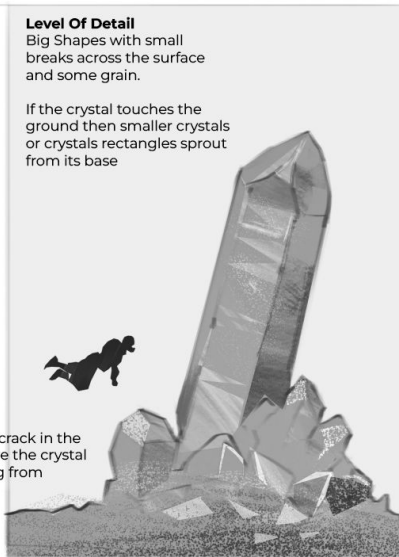
Only for the few curved crystals to hint at the flower inspiration. Not pickles so retain the edges



Density of crystal placement. The closer to the center the more dense they get



Notice the basic shapes here. Big Crystal and smaller ones at the base. While others have not formed and have only rectangular shapes.

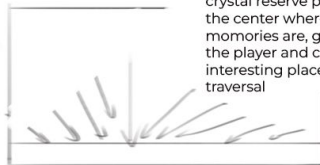
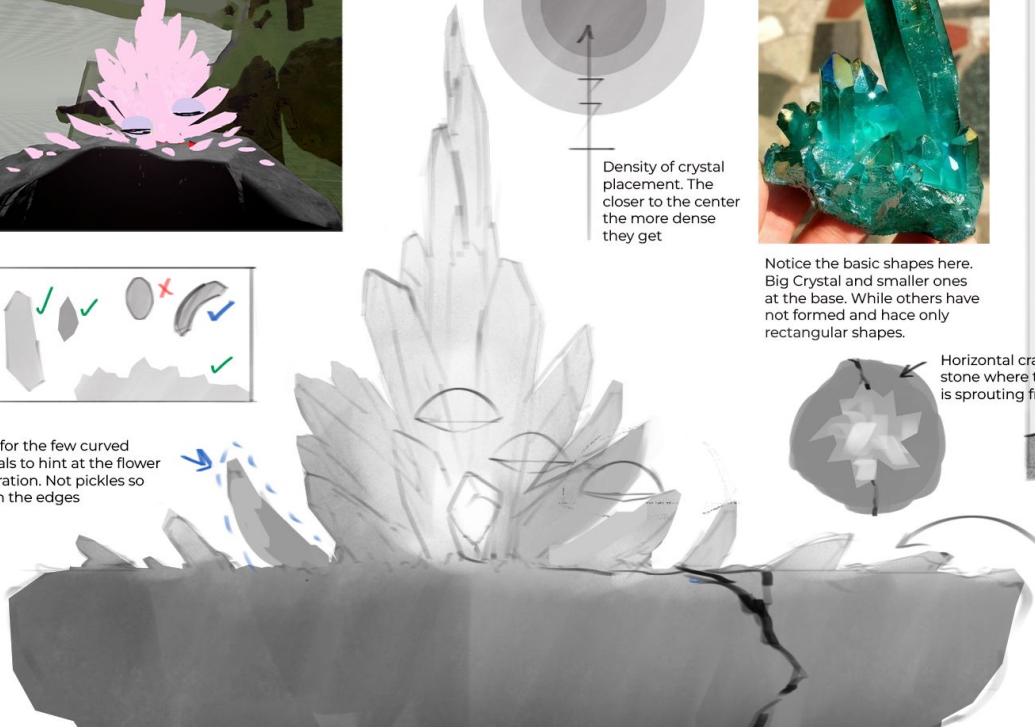


**Level Of Detail**

Big Shapes with small breaks across the surface and some grain.

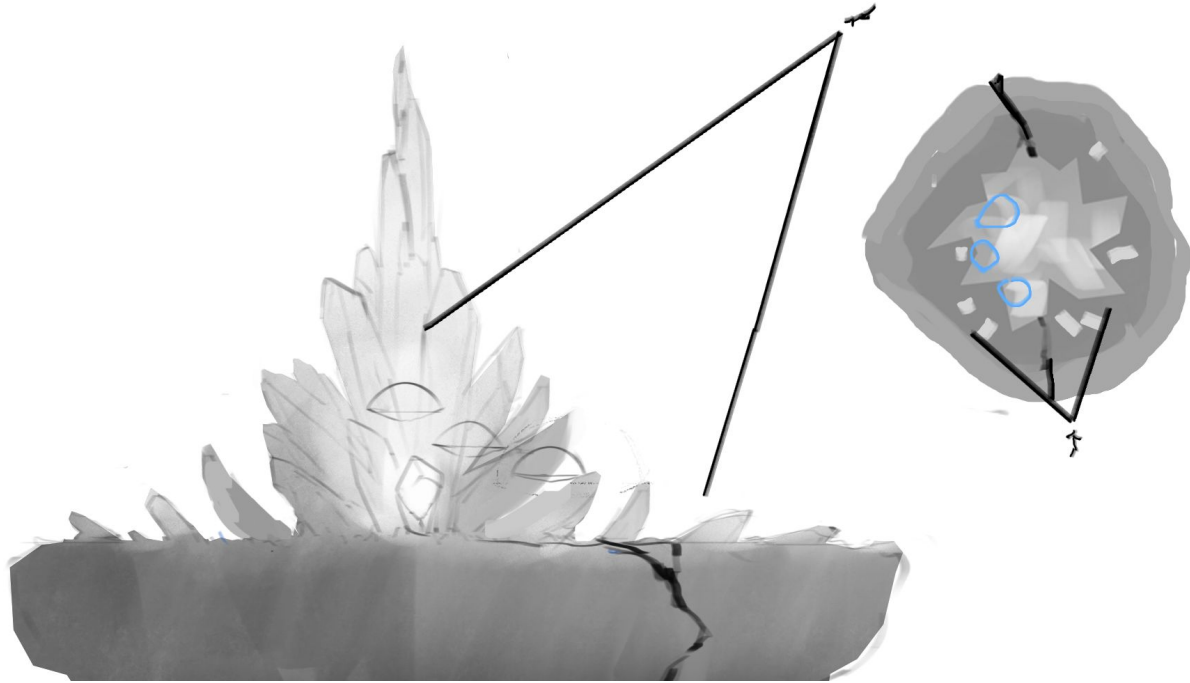
If the crystal touches the ground then smaller crystals or crystals rectangles sprout from its base

Horizontal crack in the stone where the crystal is sprouting from



The direction of the crystal reserve point to the center where the memories are, guiding the player and creating a interesting place for traversal

# Hope Concept Art



POV guide Hope Cluster



You descend from the heart so you have a downwards view of the crystal.

The crack is visible and along with the other crystals is directing your eye towards the center and the first memory.

You cant see the other memories unless you get close to the first one.

POV guide Hope Cluster

# Hope Cluster, Approved Concept

HOPE  
CLUSTER



Really light pink in the center turns to darker pinks, then magenta only at the furthest petals.

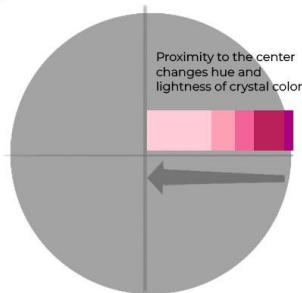
Light emanates within the blue crystal

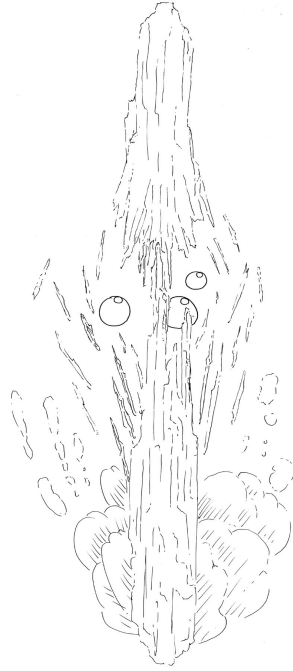
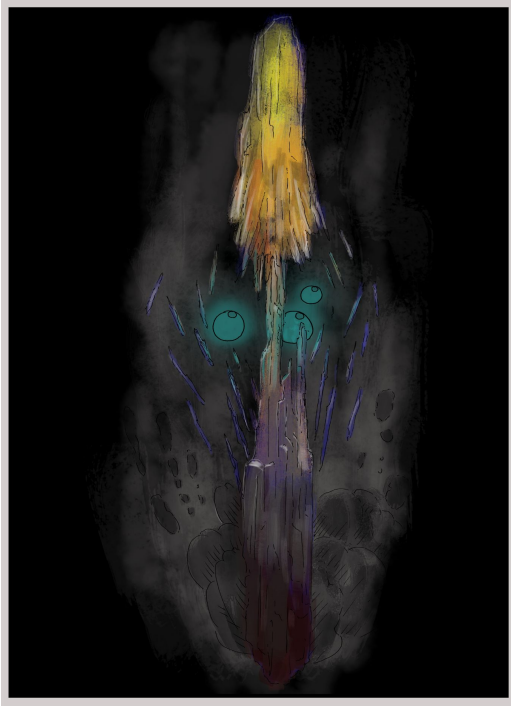


The closer you move to the center the lighter the blue crystal becomes and then turns into this desaturated light orange



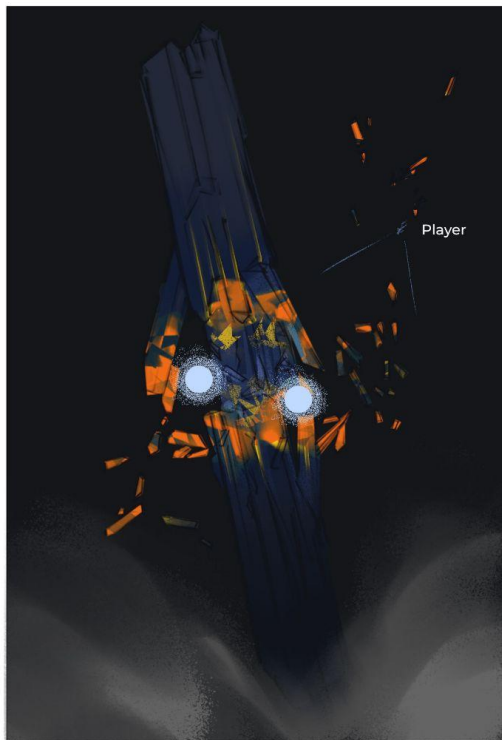
Hope





Concept By David for Regret cluster





Crystal is tilted slightly to make memory bubbles more visible and ground the player in space.

The broken crystal symbolizes regret. Particular moments in time we wish could change. Unable to be repaired the shards are sharp and hint at the piercing feelings of regret.

Shards are floating from where the player spawns until the center of the crystal, guiding the eye and the player to the point of interest.

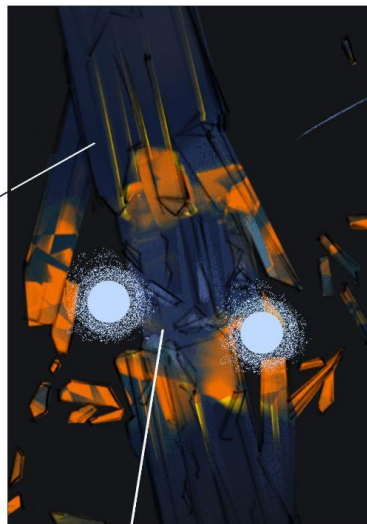
Red is a color that symbolizes anger and intense emotion. Yellow can mean caution, anxiety and tension. Orange here and in contrast with its analogous (purple) hints at intense emotions like anger, anxiety and tension over Lina's specific memories.



too opaque looks like clay ✗



Opaque but reflective ✓



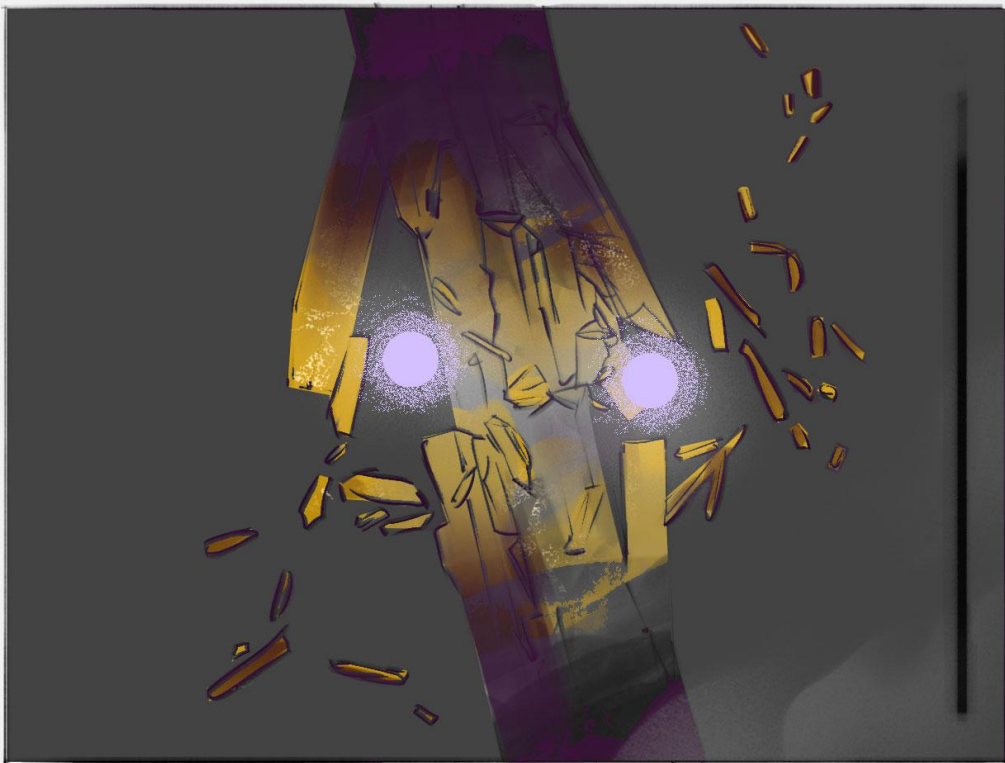
Streaks of orange in cracks of intact crystal to imply the tension causing it to break.

The bubbles reflect a little blue light on the crystal

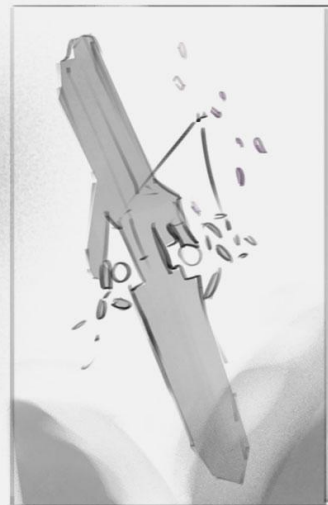
REGRET

## Regret Cluster Concept Art and Guide

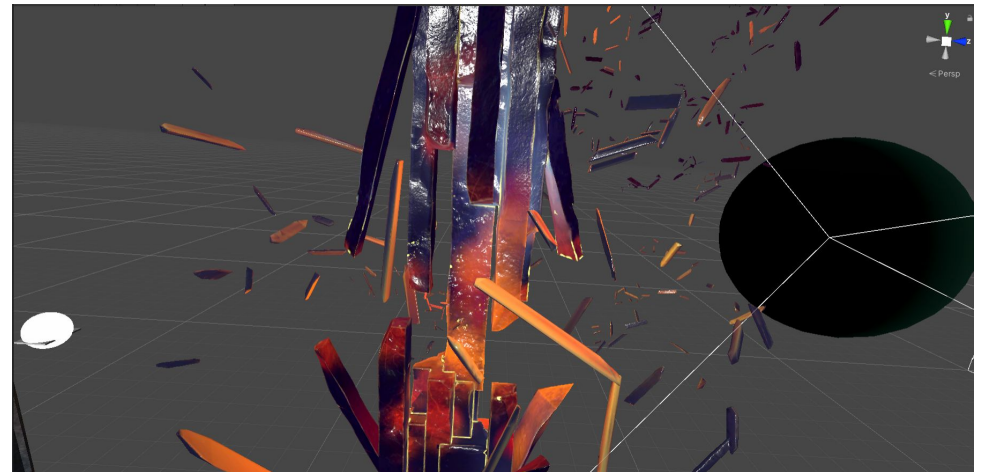
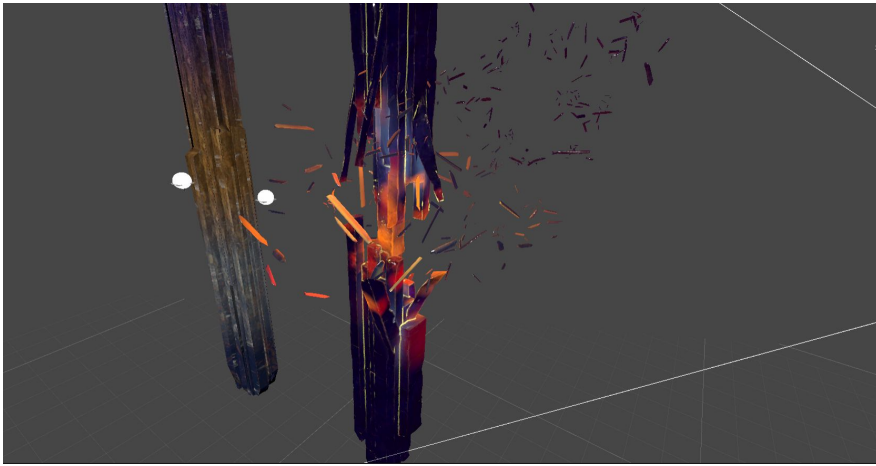
## Regret Cluster



1. Crustal is tilted.
2. The broken part of the crystal is saturated in red color.
3. The rest has a dark blue purple tint.
4. Smoke is coming from the bottom of the crystal.
5. Player enters from top



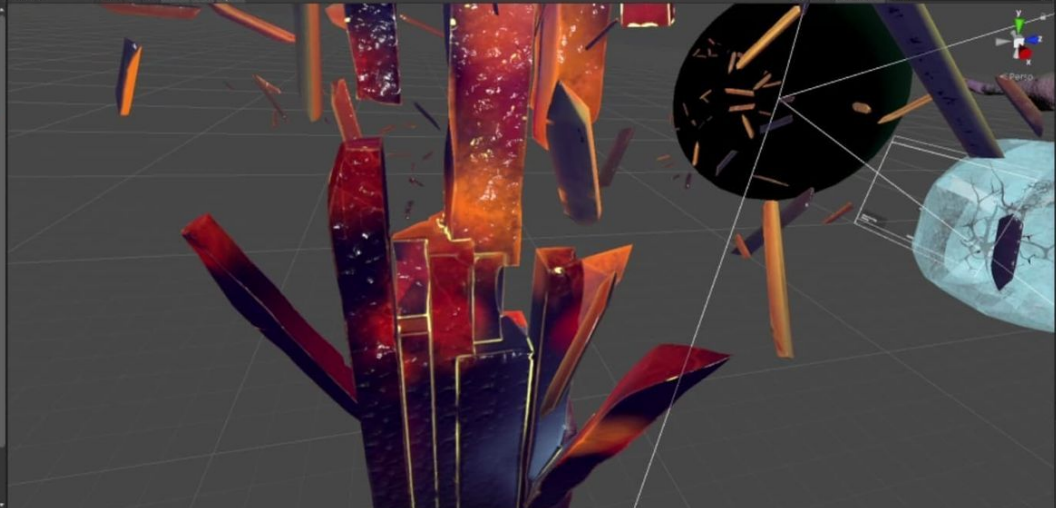
## Concepts Regret Cluster



Regret Cluster 3D model

- SetupScene\*
- ShaderTestScene
  - Main Camera
  - RegretCluster
  - ClusterRegretPillar
  - LevelRoots
    - algae\_plane
    - cubeLongWideModular\_lowpoly
    - cubeLongSlimModular\_lowpoly
    - cubeLongWideModular\_lowpoly\_lowpoly
    - cubeLongSlimModular\_lowpoly\_lowpoly
  - PlayerRig
  - lowpoly
  - tom\_02
  - neuron2
  - neuron\_11
  - Directional Light
  - Point Light
  - r
  - Cube
  - perforatedsheet
  - Point Light (01)
  - r (01)
  - r
  - r (02)
  - r (03)
  - w
  - ene
  - ene (01)
  - Point Light (02)
  - Point Light (03)
  - Point Light (04)
  - Sphere
  - Point Light (06)
  - Point Light (07)
  - Point Light (08)
  - cubeLongSlimModular\_lowpoly (01)
  - cubeLongSlimModular\_lowpoly (02)
  - algae\_plane (01)
    - Loweroots\_\_\_DcFP7prUeq6Z2uMmA
    - Loweroots\_\_\_DcFP7prUeq6Z2uMmA (1)
    - Loweroots\_\_\_DcFP7prUeq6Z2uMmA (2)
    - Loweroots\_\_\_DcFP7prUeq6Z2uMmA (3)
    - Loweroots\_\_\_DcFP7prUeq6Z2uMmA (4)

- Assets > Progs > HopeCrystalAndRock > Crystal > texture
  - crystal\_01
  - crystal\_10
  - crystal\_00
  - crystal\_01
  - crystal\_10
  - stylized\_carved\_crystal
    - Stylized Carved Crystal
    - Stylized Carved Crystal - baseColor
    - Stylized Carved Crystal - metallic
    - Stylized Carved Crystal - normal
    - Stylized Carved Crystal - specular
    - Stylized Carved Crystal
  - Assets/Progs/HopeCrystalAndRock/Crystal/textures/stylized\_carved\_crystal\_shader



Inspector

Generate All Outputs  
Generate Mip Maps

Random Seed

Crystal Color

Pattern Scale

Channels

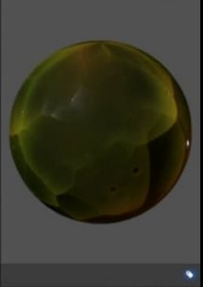
- Diffuse
- Base Color
- Normal
- Specular
- Glossiness
- Roughness
- Metallic
- Height

Technical parameters

- Normal Intensity
- Normal Format
- Height Range
- Height Position

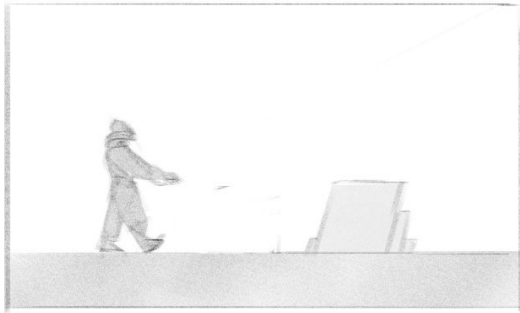
Preset Handling

Export Preset...  
Import Preset...  
Reset Preset to Default

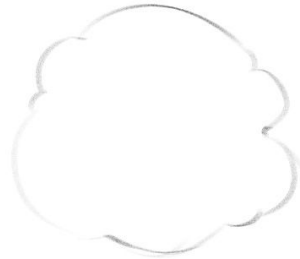


Shader warning in 'Ice': use of potentially uninitialized variable (Additional, LightRealtimeShadow) at (Assets/Progs/2/projects/rtmascene/middivergame1.library/PackageCache/com.unity.render-pipelines.universal@11.0.0/ShaderLibrary/shadows.hlsl(325) (on dx311))

# Concept Art



Top view



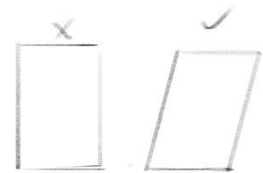
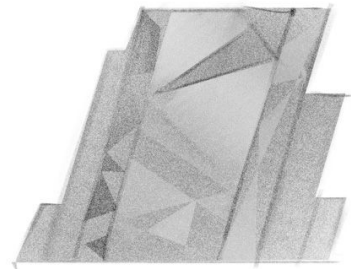
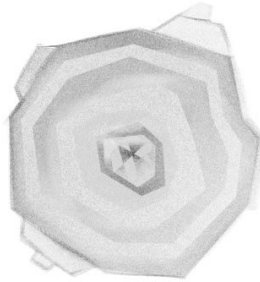
Example for  
outer texture



Inspiraton  
for the cut's  
texture



palette of the pedestal  
changes according to  
cluster. It mirrors the colors



# Pedestal

## Floor



Flowing texture similar to the bubbles. Signifies to the player that their arm equipment only works inside the memory bubbles

Palette again follows cluster colors

## Main Mechanic Interactive Bubble



Similar Flowing bubble with some flat squares particle effect flowing around the sphere to show that it is interactive. Different for each cluster depending on the palette



## Bubble Texture and Memory Hole

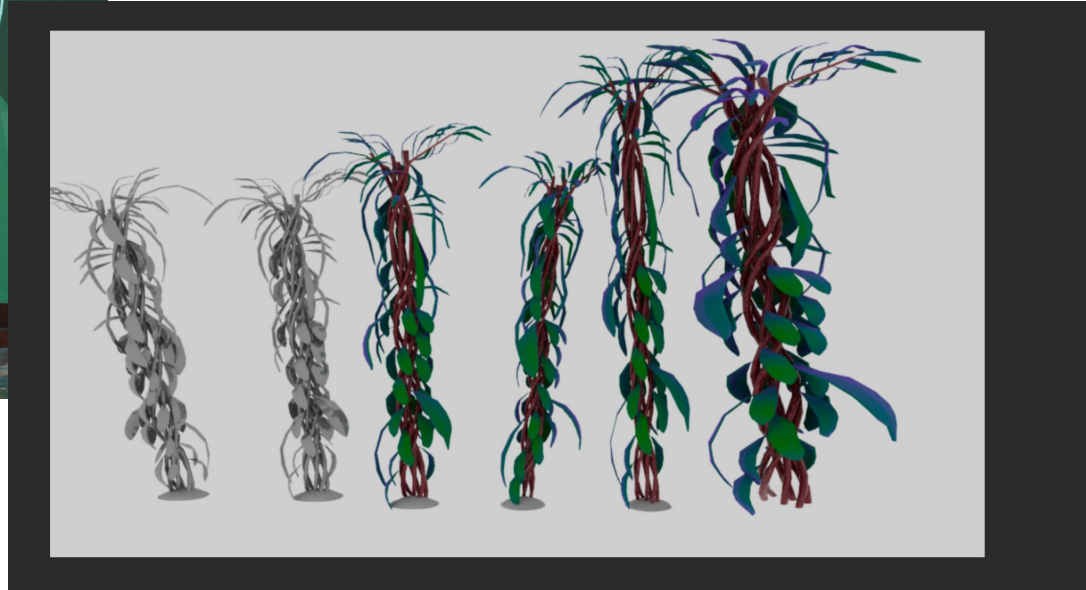


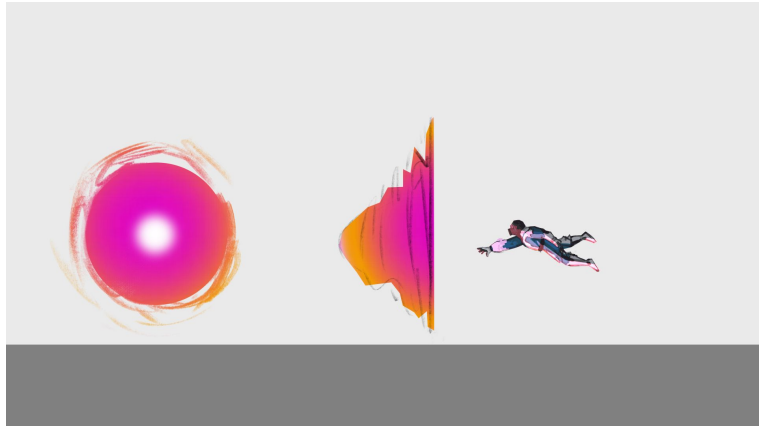
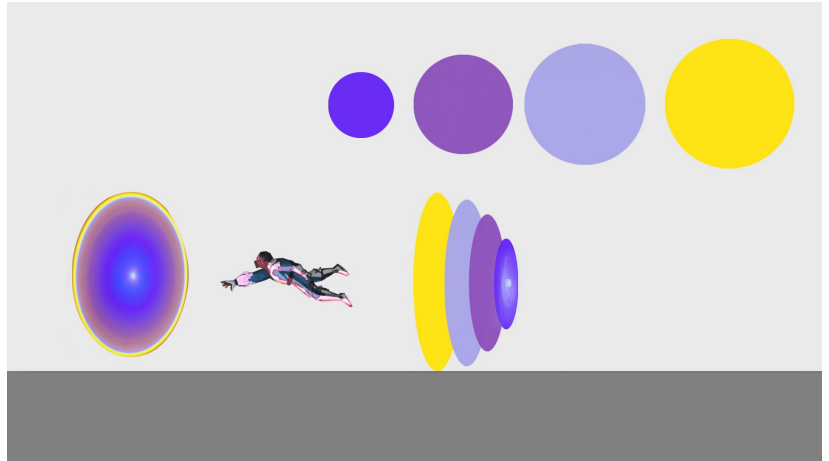
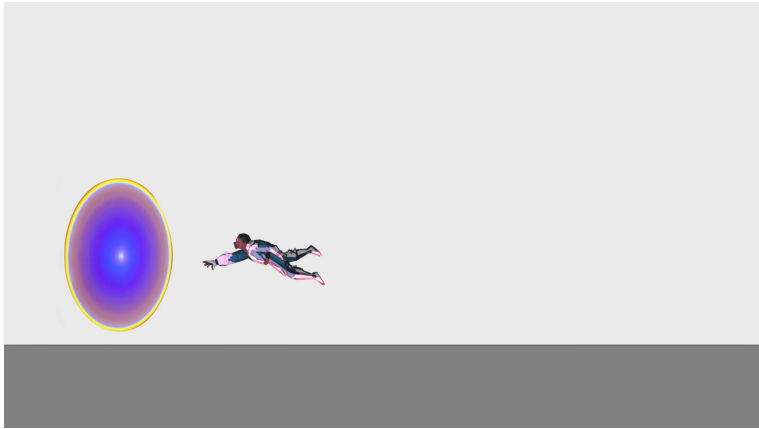


# Portals

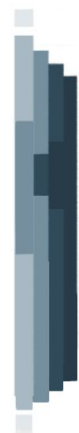
The portal transports you between memories for quick traversal while solving the puzzles.

1. Memory Portals transport you to memories only after you have visited once.
2. Central Memory Portal to anywhere.





Concepts for Portal





Portal 3D model

# Character Design

# Contents

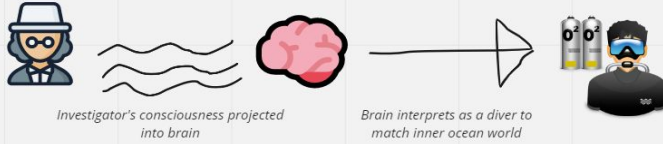
1. [Moodboard](#)
2. [Concepts](#)
3. [3D Model](#)

Moodboard



## Mind Diver

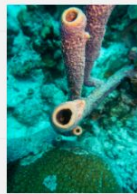
The Mind Diver investigator's consciousness is being projected into the mind. The mind tries to make sense of the presence of the Mind Diver by visualizing them as a diver.



## Equipment

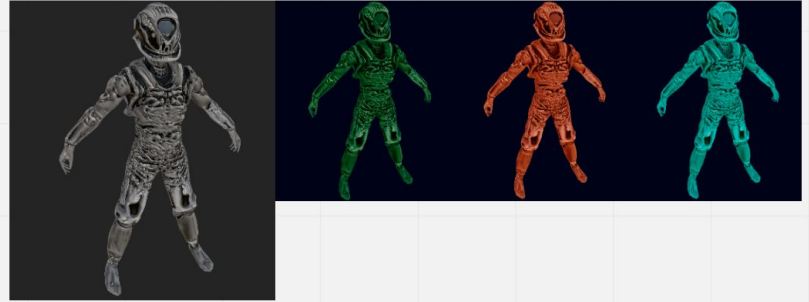
The Mind Diver's projection is also equipped with certain abilities - travelling around in the mind, entering memories and picking up parts of memories, for example. The mind creates an interpretation and explanation for each of these abilities.

The mind always interprets things as being made of organic underwater material, but as a result of the mind working hard, the resulting image may be quite weird. If for example the Mind Diver has been equipped with the ability to "suck" out elements of a memory, the mind might imagine it as a vacuum cleaner in the shape of a coral.



*Or maybe it looks like a catfish?*

A suit like this would not be possible, as it looks to be made of metal. If it was however made out of organic material (a web of plants, for example) it could work.



# Victor's Goals

- A vessel that the player controls
- The character should reflect the world
- Diving around in the mind
- Bubble that you pick up with your arm
- Something to be swimming around. Flippers? Something stylish?
- Retro-futuristic style

# Key Elements

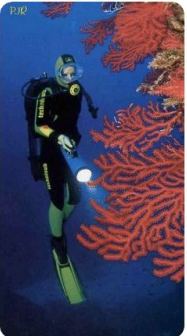
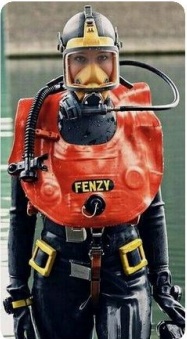
- Swimming would be interesting
- Motion of the arms determines the speed
- Lighting up on the arms perfect moment to press and swim
- Particle effect showing that
- Very clear feedback
- 2 main mechanics depend on the character (Arm design and Swimming mechanic.
- When they are not in the central memory. Teleportation. Specific state of Mind. Technician

# References

Diver and swimming suits fit the theme of diving in an ocean but the gender of the character should not be obvious.



Moncler 3 Grenoble Fall 2020 Ready-to-Wear Fashi...

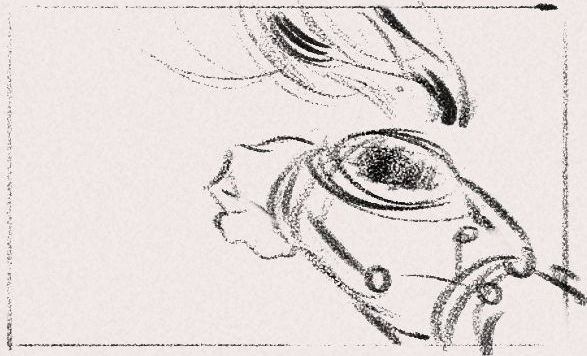
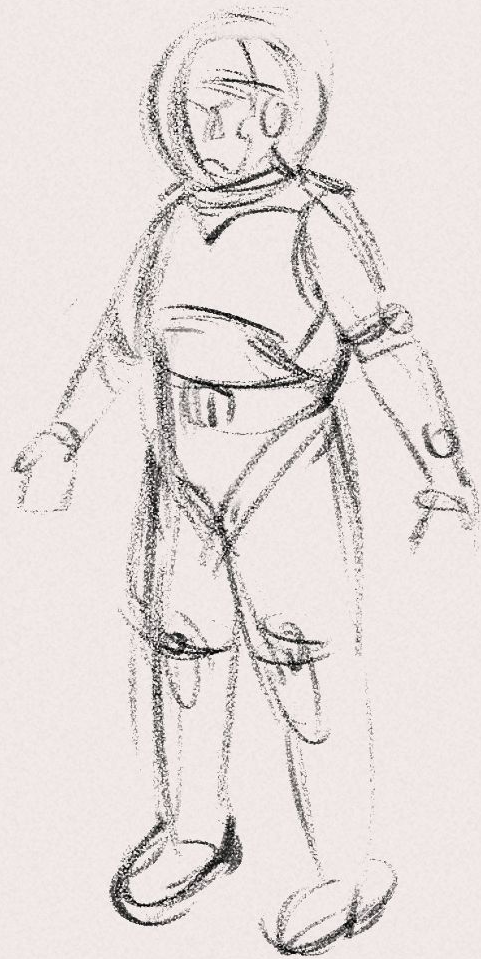


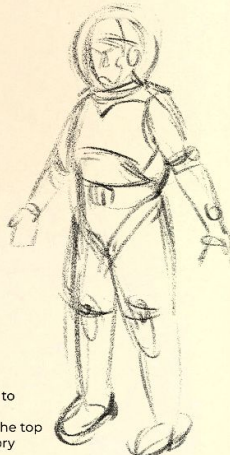
kirbymorgan\_diver\_3



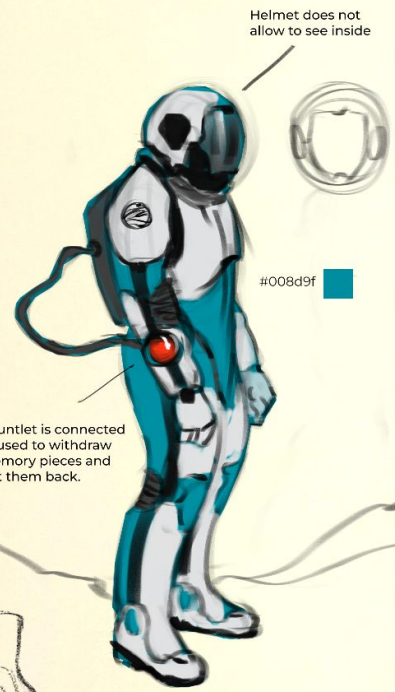
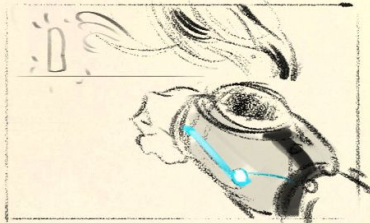
A Aquala Lover

# Concepts





Light on the side used to indicate swimming mechanic. Sphere on the top used to capture memory pieces

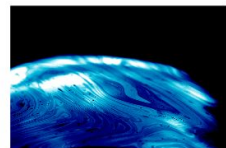


Helmet does not allow to see inside

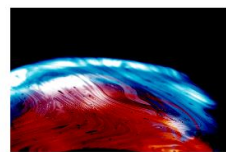


#008d9f

Gauntlet is connected to used to withdraw memory pieces and put them back.

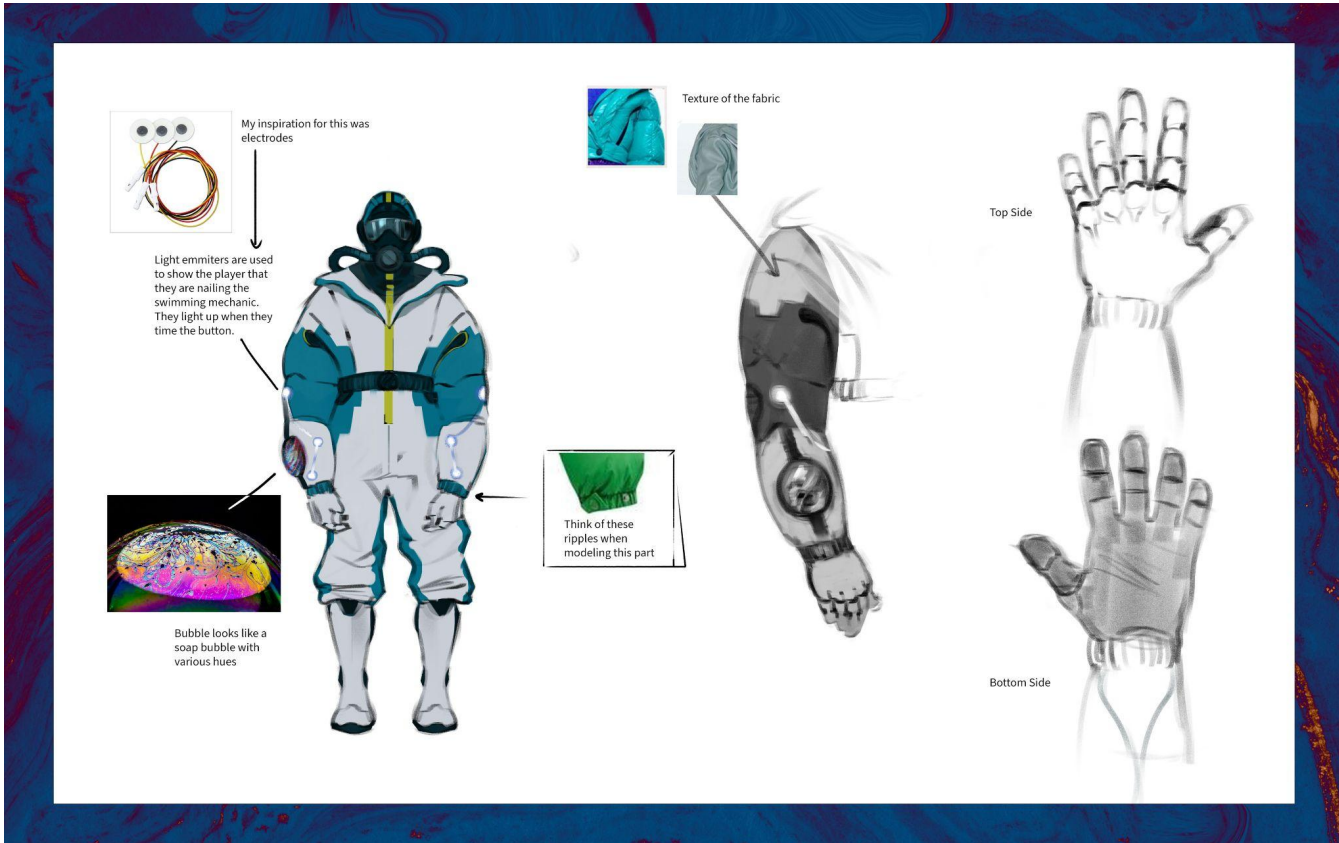


Does not contain memory piece



Contains memory





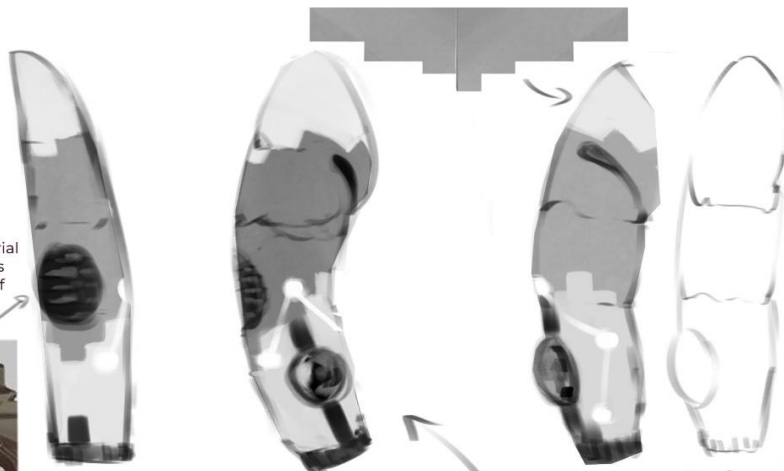
Approved Design



Take inspiration for level of detail and texture from that puffy jacket

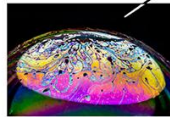


Soft material that allows bending of the elbow

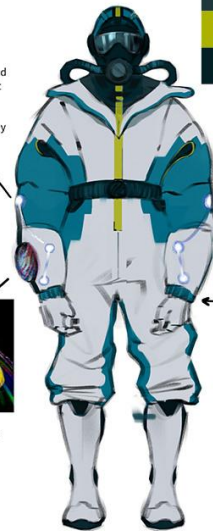


My inspiration for this was electrodes

Light emitters are used to show the player that they are nailing the swimming mechanic. They light up when they time the button.



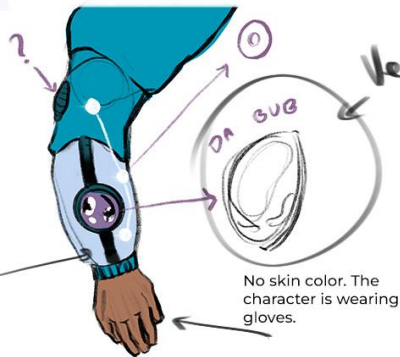
Bubble looks like a soap bubble with various hues



Subtle gradient on both sides



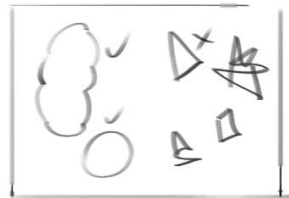
it should reach the sleeve



No skin color. The character is wearing gloves.

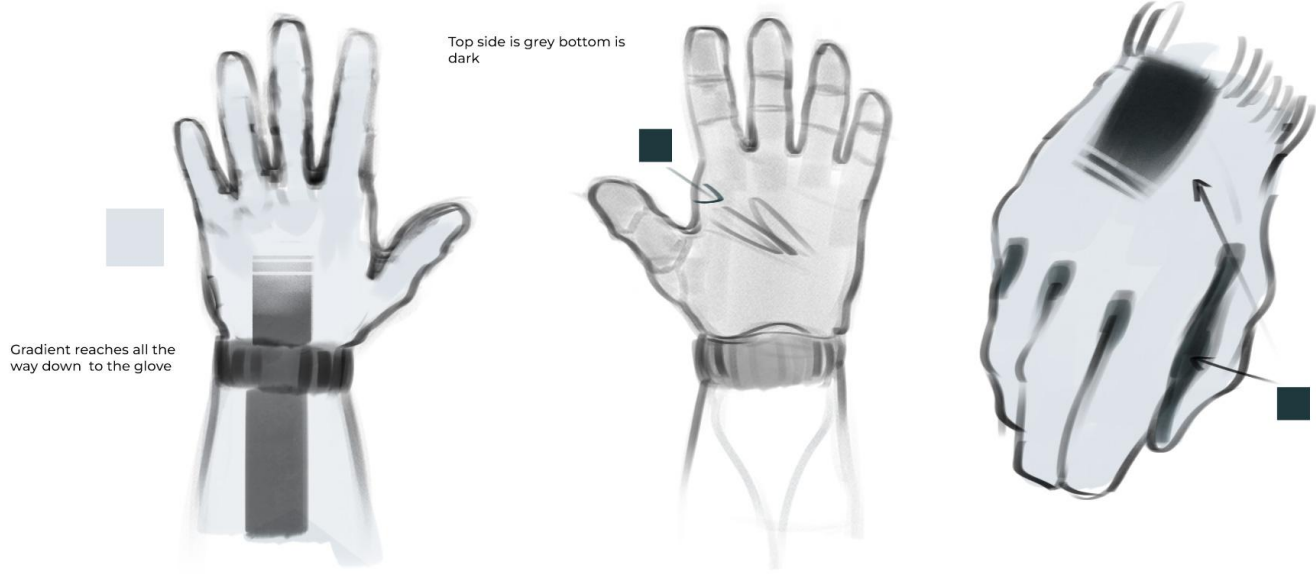
Very good

pattern



Only the color patterns and gradations have sharp edges because they have squares

# Feedback Clarification Sketches

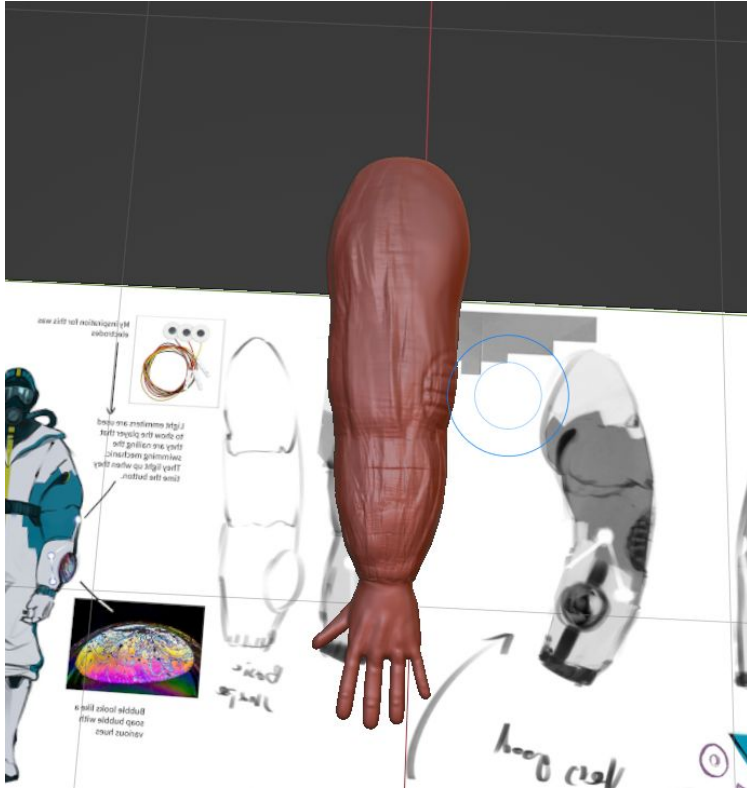


## Glove Details

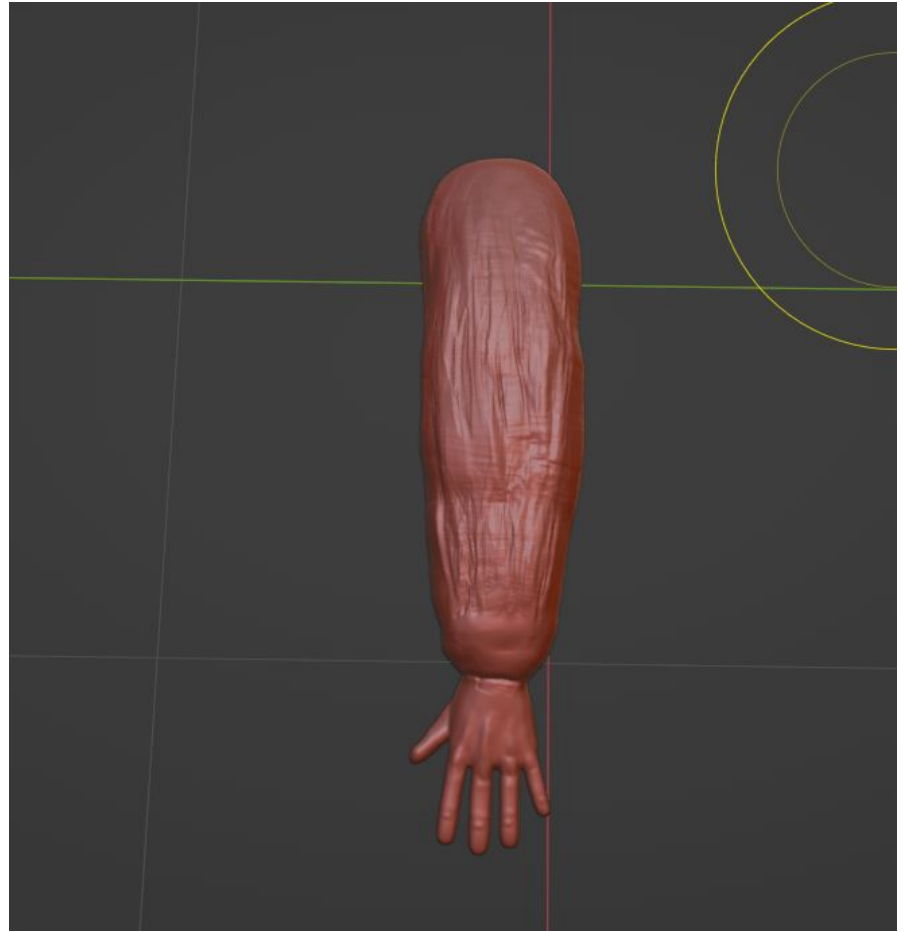
# Material

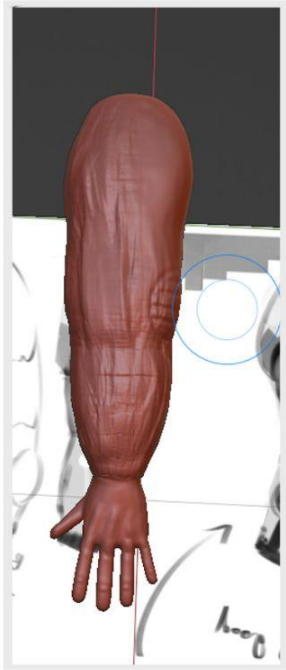
Usually diver suits are made from neoprene, a synthetic rubber. It has more of a smooth fabric sound to it, not as crunchy as rubber. But I think also blending with more smoother hollow sounds would imply a more organic substance? Kind of like those hollow puffy jackets people wear in the winter. Because of the bubble that captures memory items I imagine it like a thick soap bubble.

3D Model

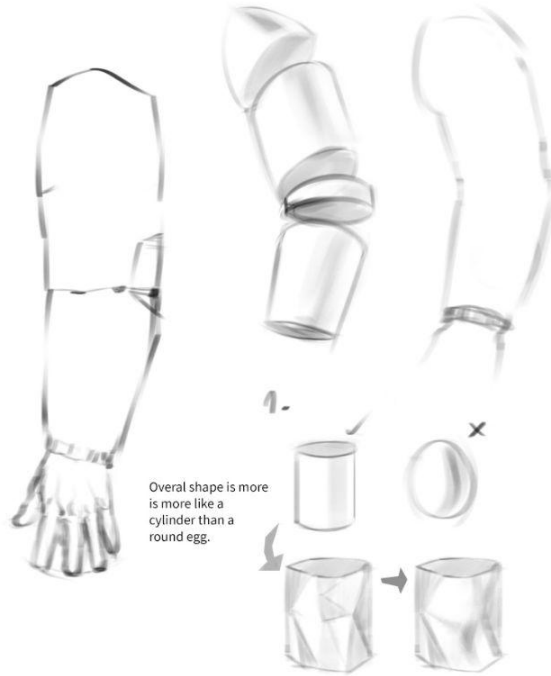


First Iteration

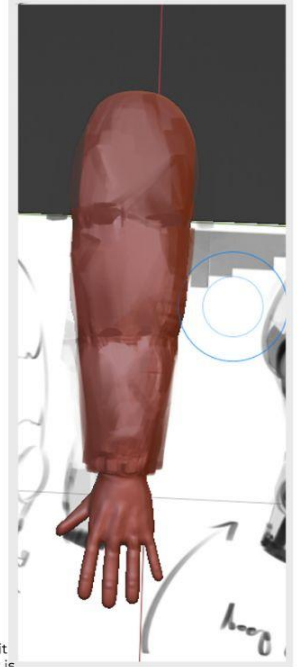
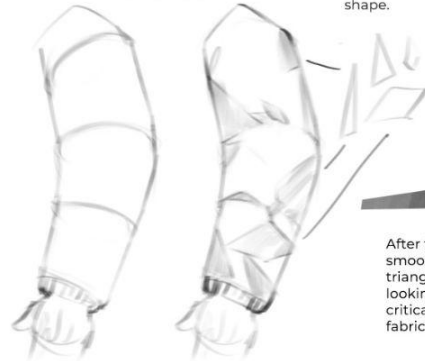




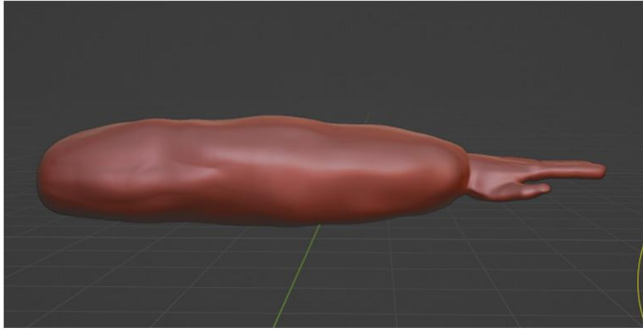
Shape



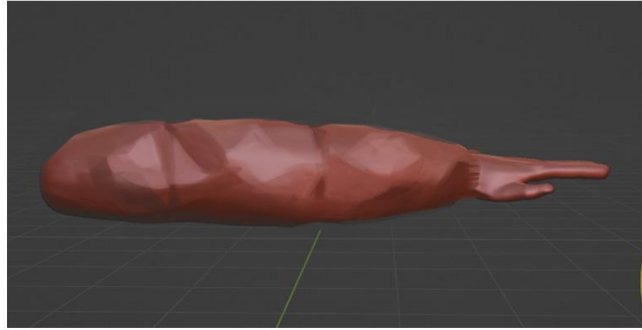
Texture



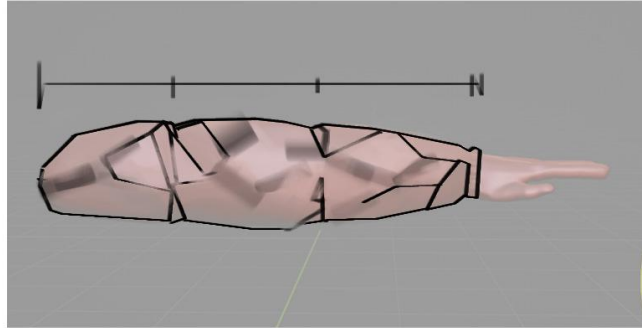
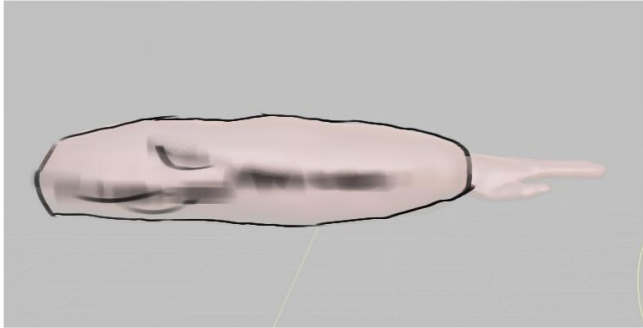
Feedback Tutorial



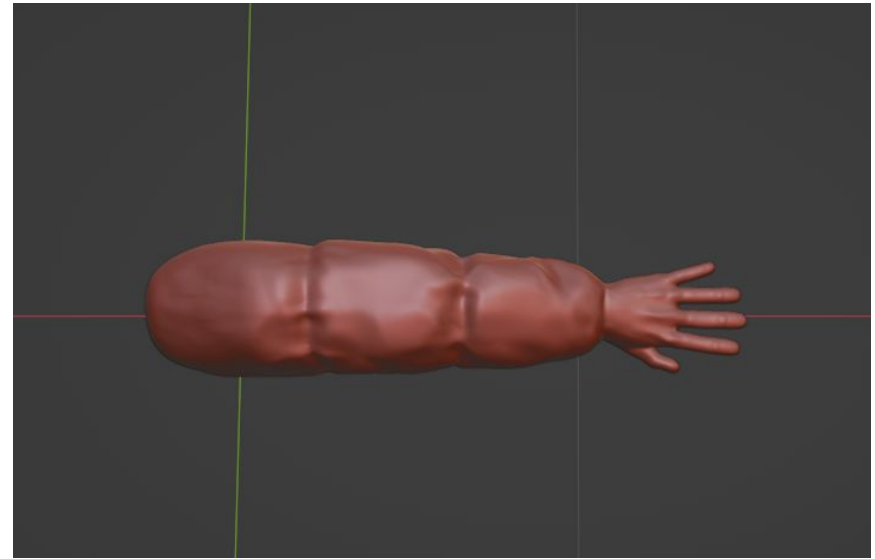
Good direction, but be mindful of your softer shapes, they are outshining the sharper ones.



Make sure to leave some sharper shapes in to imitate fabric folds

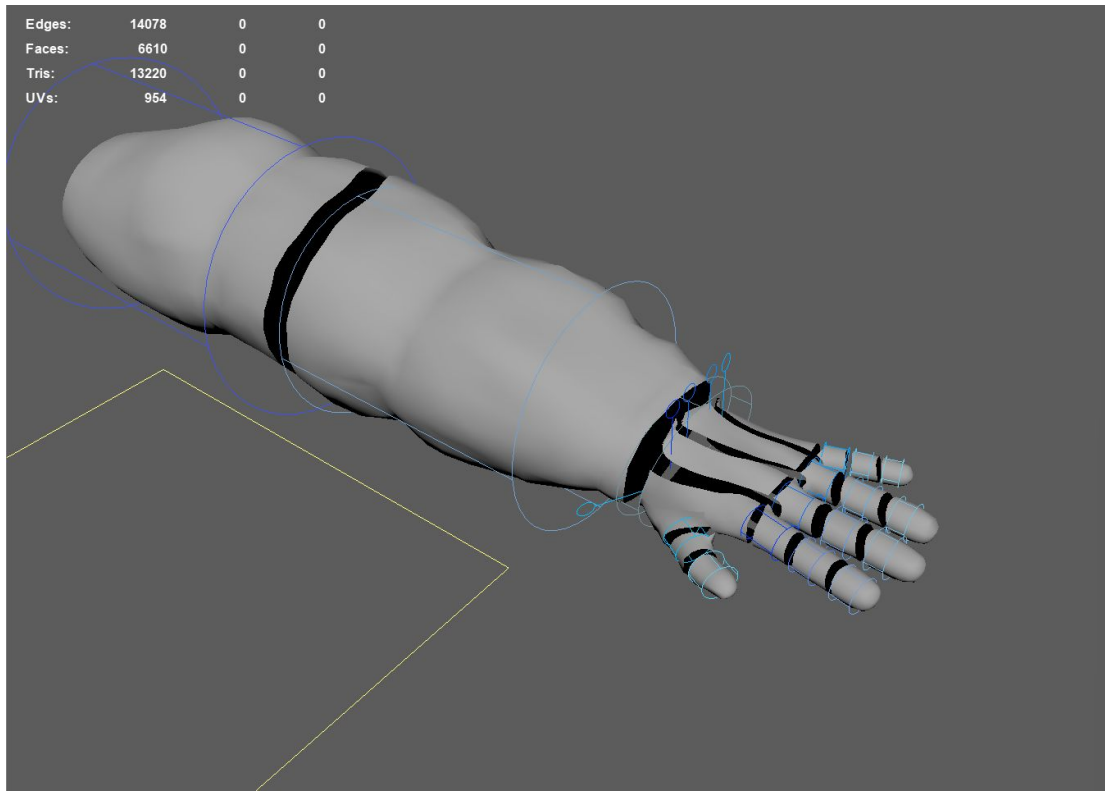


## Feedback Paintovers

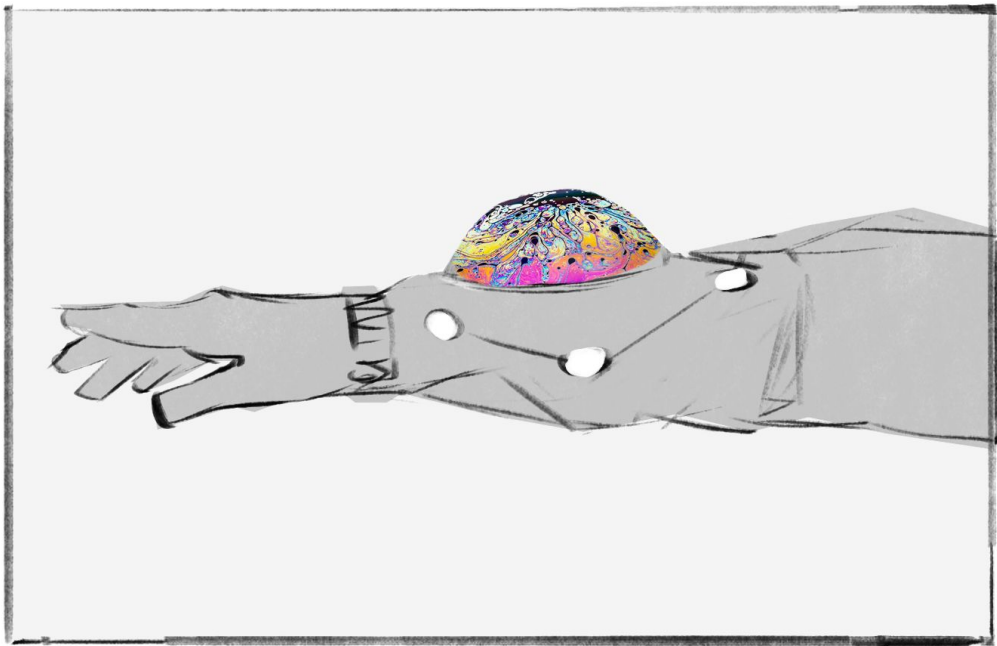


Model After Feedback





Rigging attempt



Guide for Bubble texture

# Final Approved Design



# UI DESIGN

# Content

1. [UI concept](#)
2. [UI Screens](#)
3. [UI list of elements](#)

# UI Concept

# Themes

The inspiration for the UI has led us to a clear inspiration from the 50's era of design. That means palettes and fonts are the guide for the concepts.



Title Screen Concept

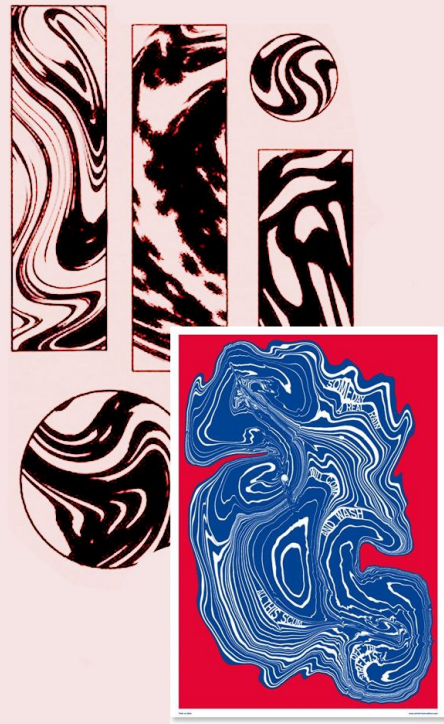


# Mind Ocean

For The Company's image that offers the services of diving into brains will be focus on the water element that the mind represents in this universe.

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Quis ipsum suspendisse ultrices gravida. Risus commodo viverra maecenas accumsan lacus vel facilisis.

MONTSERRAT / Source Sans Pro



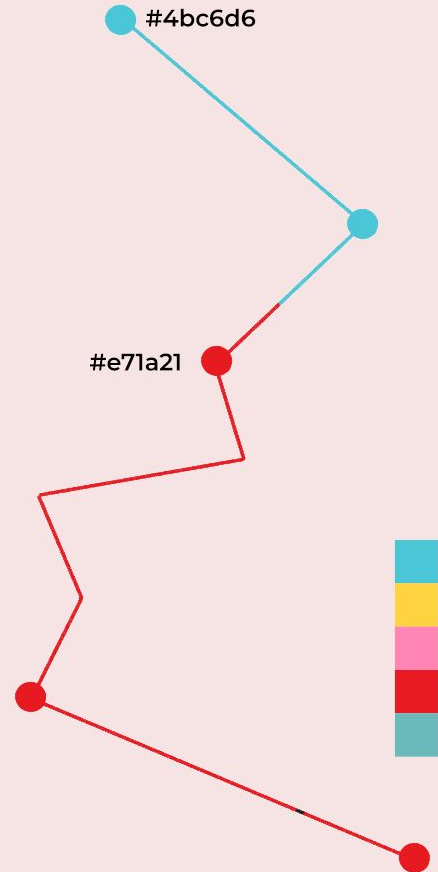
UI Concept Mood Board

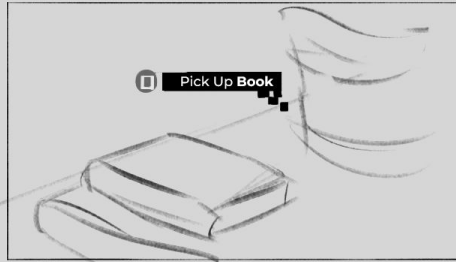
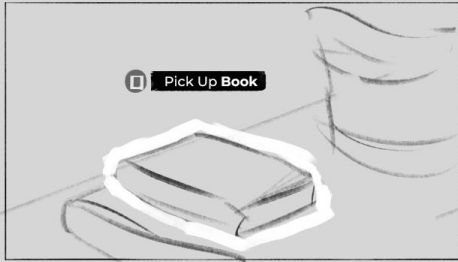
# Neuron Elements

Dots and lines hint at the same time at the neurons/detective genre and personal notebooks. They can be used as interface elements and to showcase if a riddle is solved or not as well as the connection between interconnecting puzzles. The dots symbolise the clusters.

Red dots represent a distorted memory and blue dots a reconstructed memory.

MONTSERRAT / Source Sans Pro





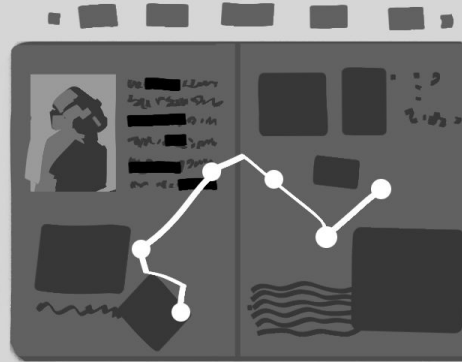
1. The Photometric Style needs to be put in contrast with clear UI to make the experience as smooth as possible.
2. easy cognitive Load
3. Information should be on the same side of the screen.



4. A holographic detective sketchbook
5. The shape language should be the same.



## NOTEBOOK WITH TRANSCRIPT AND CLUES



"Lorem  
consectetur adipiscing elit,  
sed tempor  
incididunt ut labore et  
dolore aliqua. Ut  
enim ad minim veniam, quis  
exercitation ullamco  
laboris nisi ut aliquip  
Duis  
aute irure dolor in  
reprehenderit in voluptate  
velit esse  
fugiat nulla pariatur.  
qui officia deserunt  
mollit anim id est

# Interface and Notebook Concepts




Protester Martin

Protester Sebastian

# UI Screens



# MIND DIVER

Press  To Start

*Source Sans Pro/ Regular / 24*



# MIND DIVER

Montserrat / SemiBold / 24

Resume Dive


Start New Dive



Options

Credits

Quit

 Return To Title Screen

Source Sans Pro / Regular / 24





LB

Audio and Language

Graphics

Controls

RB

Montserrat/Bold/24

Full Screen



Aspect Ratio

Resolution

FOV

Gamma

Quality Presets

Low

Anti-A Style

Anti-A Quality

Texture Quality

Shadow Quality

Reflection Quality

V/Sync

Montserrat/Medium/20

SourceSansPro/Regular/24

◀ B Main Menu / Options



# MIND DIVER

## Credits

The Rock  
Paris Hilton  
Jennifer Lopez  
Elon Musk

*Montserrat/Medium/36*

*SourceSansPro/Regular/30*

## HEARTBREAK

Heartbreak Memory I

Heartbreak Memory II

???

???

???

???

???

???

???

???

???

???

Heartbreak Memory II

COMPLETE

--SOUNDS--

Party quiets as Lina and Sebastian walk outside.  
We hear the sound of the wind in the night.

LINA (impatient, tipsy)

"Okay, we're out! What is so important then?"

SEBASTIAN (careful, tipsy)

"I have øh... noticed something. With us? These past months?"

LINA (impatient, drunk)

"Yes? What?"

SEBASTIAN (searching for words, tipsy)

"It's øh... I don't like the way we are so... and the way we live."

LINA (wondering, tipsy)

"The way we live?"

SEBASTIAN (ranting, tipsy)

"Well, you... you leave me all the time. You are always working or traveling... -ling."air!"



Play Audio File

HEARTBREAK

Heartbreak Memory I

Heartbreak Memory II

???

???

???

???

???

???

???

???

???

???

Heartbreak Memory II

--SOUNDS--

Party quiets as Lina and Sebastian walk outside.  
We hear the sound of the wind in the night.

LINA (impatient, tipsy)  
"Okay, what is so important then?"

SEBASTIAN (careful, tipsy)  
"I have noticed something. With us? These past  
months?"

LINA (impatient, tipsy)  
"With us? What?"

[REDACTED]

Silence.

SEBASTIAN (hurt, tipsy)  
"Wow. Okay." pause "You're really mean sometimes.  
You know?"

INCOMPLETE

X Play Audio File

Incomplete Audio File transcript

Case No: 0019

Diver Assigned: PLAYER NAME  
Handler Assigned: Sophia Williams



**CLIENT**

Name: Lina Kukanova  
Birthday: 27/05/1995  
Sex: Female  
City of residence: Copenhagen, Denmark  
Nationality: Slovak  
Occupation: Photojournalist  
Civil status: Unmarried. Lives with boyfriend, Sebastian Klausen. No children.

**CASE DESCRIPTION**

Task: Restore the memory of a party on the 20th of August, 2021

Client motivation for restoration: Undisclosed.

Additional details: Client has supplied us with five items that remind her of that night, to help the procedure. You will find those readily available when visiting the memory in question.

**GENERAL NOTICE** You will have access to the target memory and memories directly associated with the target memory. All other memories will be closed off in respect of client privacy.

Case handled by the Copenhagen office of Mind Divers AS.



## Incomplete Audio File transcript



**Restoration Failed**

Try again...



Heartbreak II

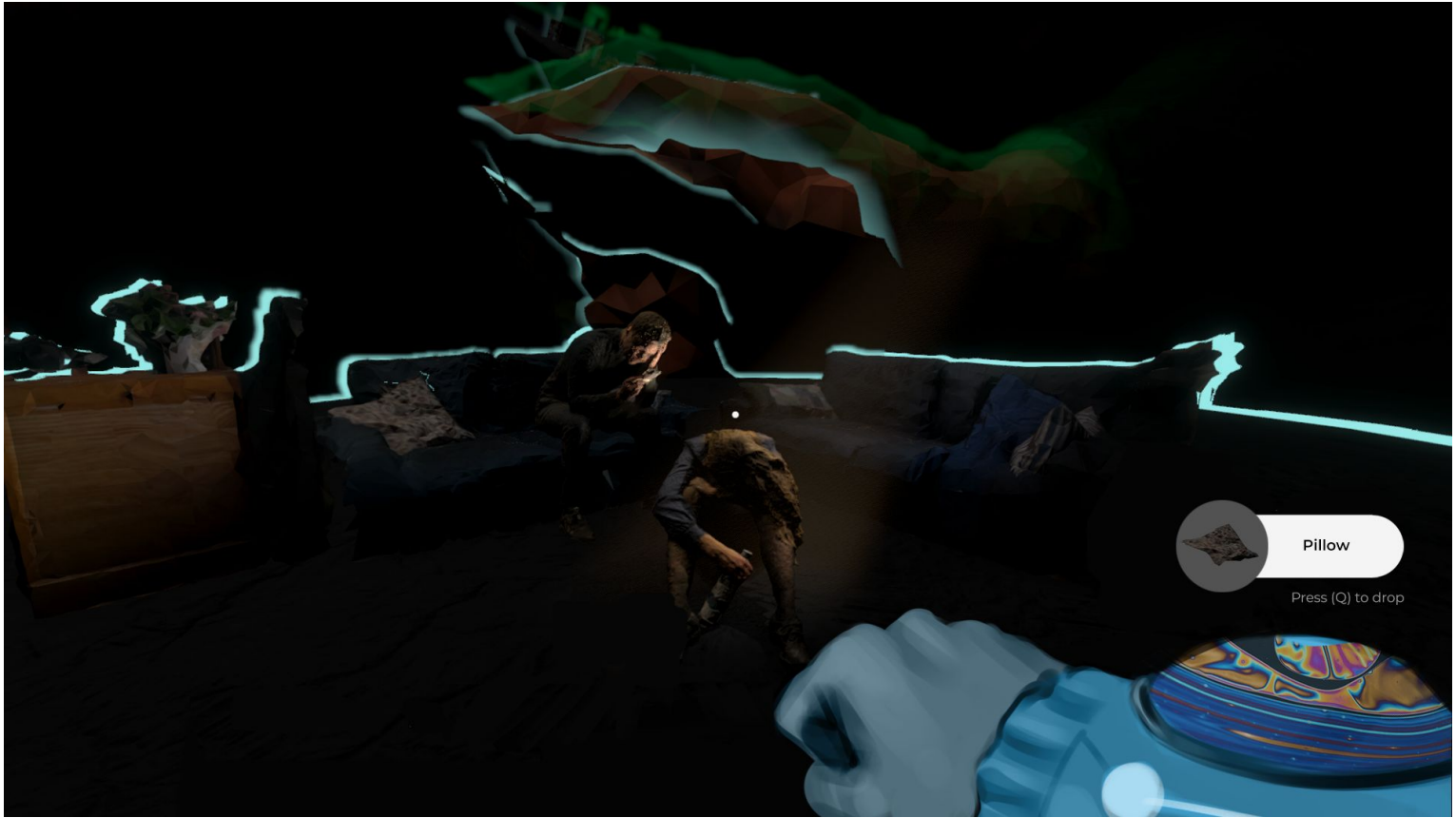
# Memory Restored



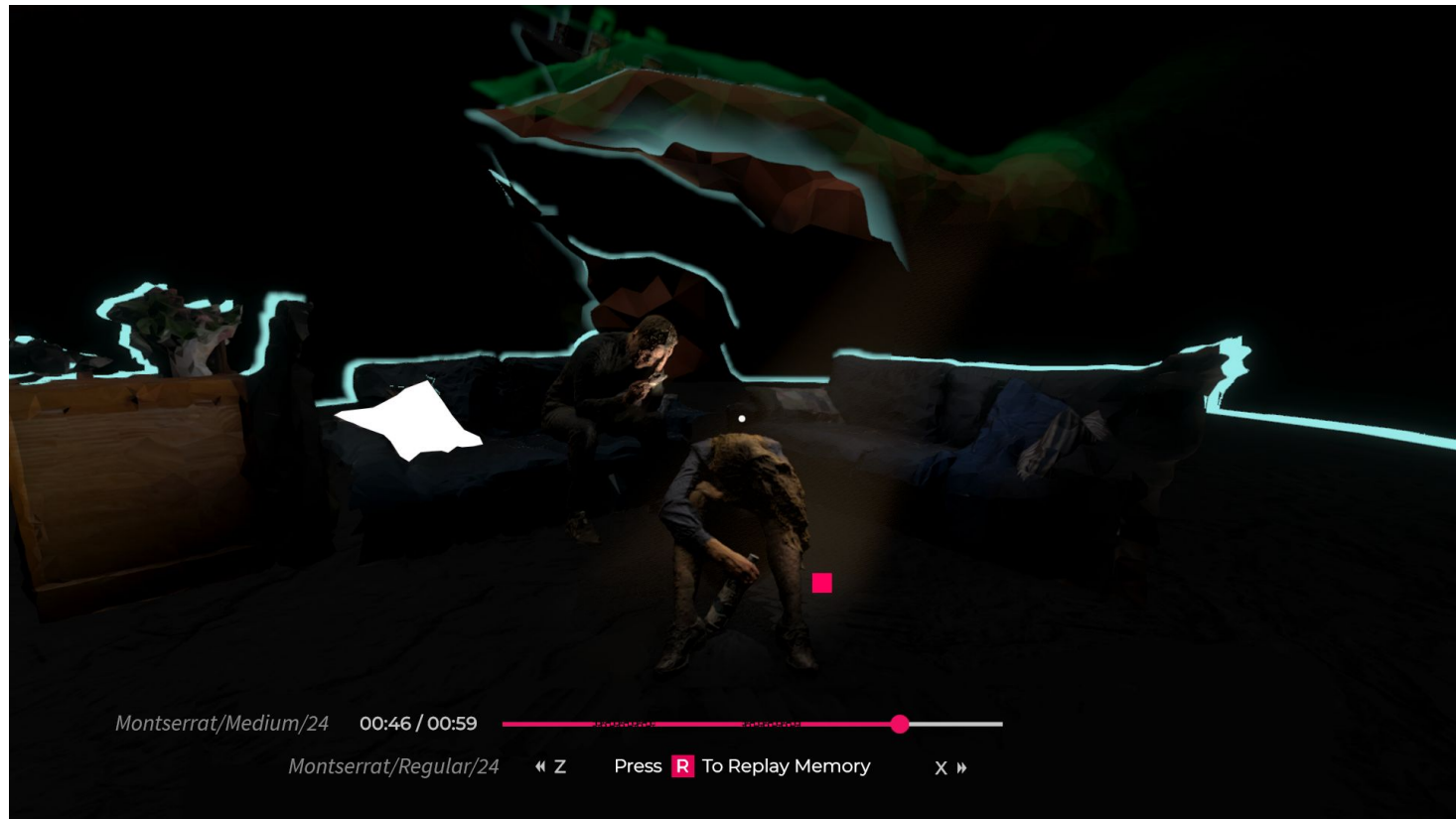


First Version of Arm Device UI





Unity Compatible Version of Arm Device UI



Audio File Interface

**MARKETING**

# Marketing

1. Logo
2. Fonts
3. Graphic Design
4. Steam Page

# Logo

The logo of the game must remind you of detective genre and a more nostalgic feel to it. Hence a typeface reminiscent of 50 design was chosen.

**MIND DIVER**

Lorem ipsum dolor sit amet

MIND DIVER

Lorem ipsum dolor sit amet

**MIND DIVER**

Lorem ipsum dolor sit amet

**MIND DIVER**

Lorem ipsum dolor sit amet

**MIND DIVER**

Lorem ipsum dolor sit amet

Logo experimentation



**MIND DIVER**

First Approved Logo



**MIND DIVER**

Updated Logo





**MIND DIVER**

Final Logo

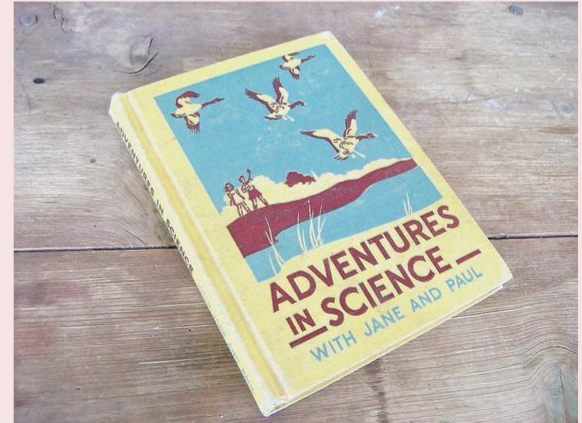
# Fonts

Montserrat has been chosen as a very distinct font reminiscent of the mid century, hinting at the retro/detective genre but also flexible enough to be used with other elements.

Source Sans Pro pairs very well and can be used for explanation text and the possible Notebook the avatar is carrying.

These two fonts can also be used for marketing material.

**MONTSEERRAT / Source Sans Pro**



# Montserrat

Lorem ipsum dolor sit amet,  
consectetur adipiscing elit, sed do  
eiusmod tempor incididunt ut  
labore et dolore magna aliqua.

# Source Sans Pro

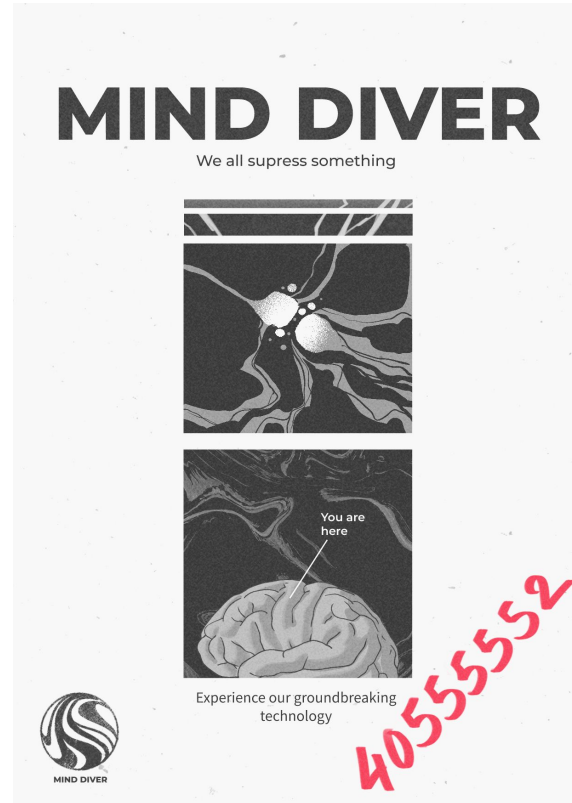
Lorem ipsum dolor sit amet, consectetur adipiscing  
elit, sed do eiusmod tempor incididunt ut labore et  
dolore magna aliqua.

# Graphic Design

# Graphic Design

Throughout the memories there are scattered leaflets advertising the Memory Centers.

These as a chance of storytelling and exposition.



**MIND DIVER**  
We all suppress something

You are here

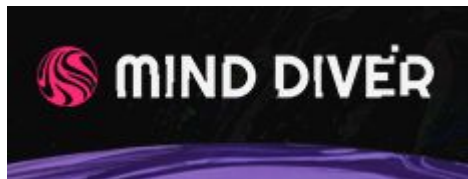
Experience our groundbreaking technology

40555552

MIND DIVER

The advertisement is a vertical layout on a light gray background. At the top, the title 'MIND DIVER' is in a large, bold, black sans-serif font. Below it, the tagline 'We all suppress something' is in a smaller, regular font. The central part of the ad features two stacked rectangular panels. The top panel shows a stylized, high-contrast image of a brain's internal structures, possibly a scan or a diagram, with a bright white spot. The bottom panel shows a similar brain image, but with a white line pointing to a specific area and the text 'You are here' next to it. Below the bottom panel, the text 'Experience our groundbreaking technology' is written in a regular font. In the bottom left corner, there is a circular logo with a stylized 'S' shape inside, and the words 'MIND DIVER' underneath. In the bottom right corner, the phone number '40555552' is written in a large, red, handwritten-style font.

Steam Page



# THE END!

Thanks and congratulations to whoever made it to this slide! You are amazing!

Alex

[pechlivanidisalexander@gmail.com](mailto:pechlivanidisalexander@gmail.com)

