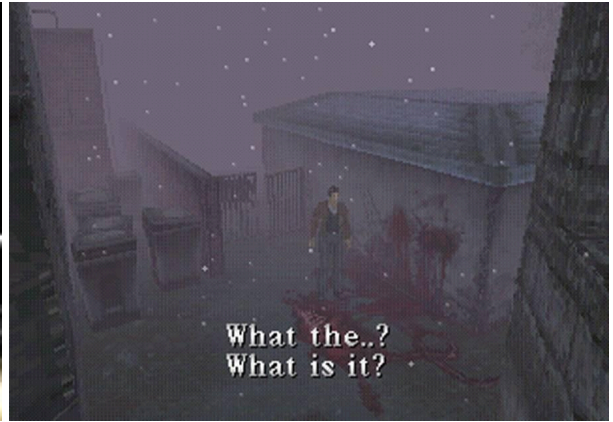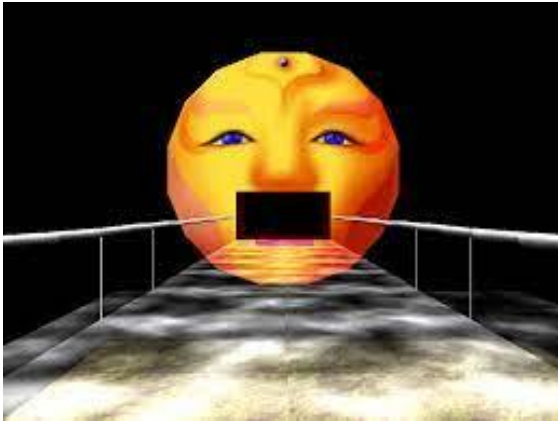# Blind Limbo: Transmissions Into the Echoing Halls of Heaven

After death, most souls are sent to heaven, hell, or purgatory. Unfortunately, you slipped through the cracks into a place no mortal has been to in a long, long time. A place outside the bounds of space and time where the echoes of the world reverberate endlessly.

Blind Limbo is a "walking simulator" in the vein of LSD: Dream Emulator. The player explores Limbo, a space in the afterlife outside of Heaven and Hell.

Target Audience:
Fans of surrealist art and the original LSD: Dream Emulator

Core Mechanics

WORLD MECHANICS:

- Limbo is made up of theoretically infinite areas, all connecting to one another in unpredictable ways. The player can transverse through Limbo by finding the links between areas, though it is near impossible to say where the link may lead to.
- Links may be something obvious like a door, though they can be anything at all. A link may manifest itself by picking up a ringing phone, diving into water, or even as an entity that follows the player until it reaches them.
- Notes and other evidence left behind from previous souls may be found as the player explores through Limbo, sometimes aiding them in their journey and sometimes being the pure ravings of a madman.

~~THE MINOTAUR:~~

- The player is not entirely alone in this world, and they are not the first to end up here. But besides the other lost souls, now mere echos, something else lurks within Limbo.
- ~~The Minotaur~~ looms over the player here. Though they may not necessarily see it directly, its thunderous footsteps, grunts, and snorts can be heard through the not so thick walls here.
- It can smell the player and it knows it is here.

Goals:

- A 10 minute experience to be played through
- Random connections between areas to increase unpredictability and replayability
- ~~The Minotaur~~ stalker enemy
- Notes/Audio Logs to be found through Limbo