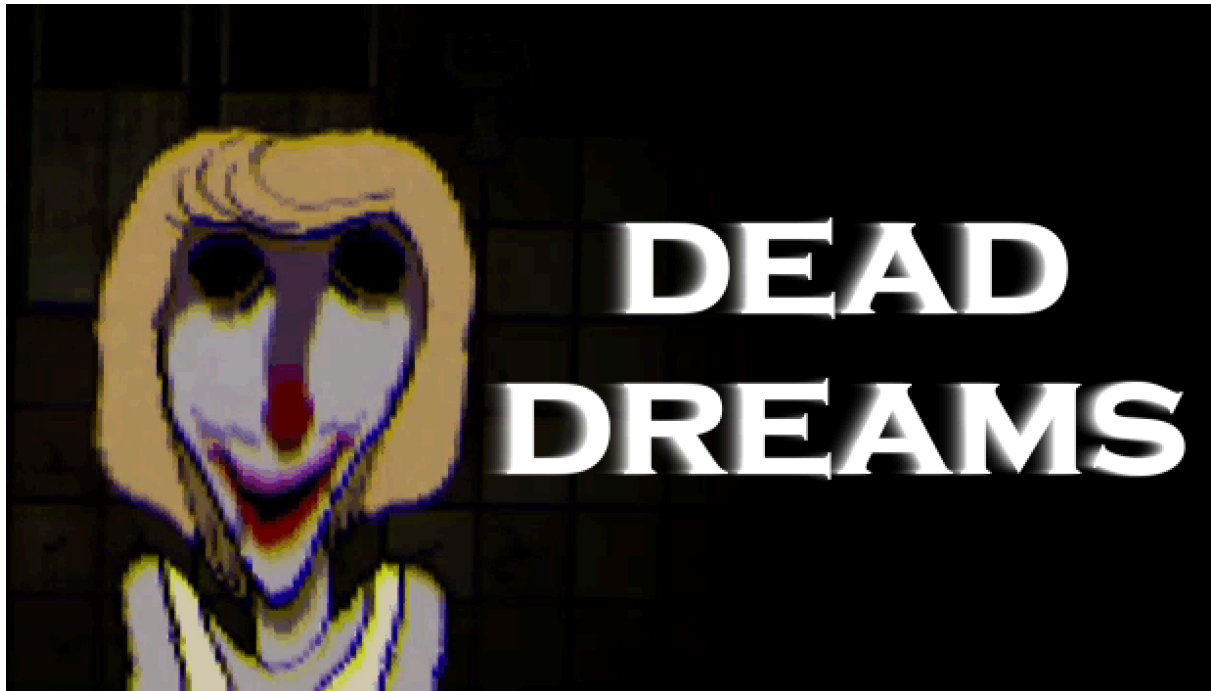




DEAD DREAMS - FACTSHEET

- Developer: Aiaz Marx
- Release date: 06.02.20
- Platforms: Windows - [Steam](#), [Itch.io](#).
- Price: \$7.99
- Languages: English, Spanish, Russian

REVIEWS:

[Indie Games Plus](#)

[Surreal and Creepy](#)

['Dead Dreams' Is Something Sinister by exclusivelygames.com](#)

[Prerelease interview for RPG MAKER GAMES](#)

DEAD DREAMS - DESCRIPTION

"DEAD DREAMS" is a 2D psychological horror game focused on puzzle-solving and atmosphere with a complex non-linear story in which every element has a meaning...

STORY

A school game dev club of four friends breaks up after the tragic death of one of their members. Until... a sinister 'V' would force them back to their memories of those events and how it changed their lives.

FEATURES

- Every puzzle, creature and story element reflects the character's fears and dreams.
- 35+ disturbing and uncanny creature designs.
- Multiple characters and complex non-linear story with a Sci-Fi twist.
- 5-8 hours long.
- Atmosphere, sound design and story inspired by the Silent Hill series.
- Fully animated cutscenes.

MULTIMEDIA

[SCREENSHOTS, ICONS, CAPSULES/HEADERS, PROMO ART](#)

[GIFS](#)

[TRAILER](#)

ABOUT AIAZ MARX

Hello, my name is Aiaz Marx. I'm the creator and the main force behind "Dead Dreams", writer, programmer, artist and translator of the game. I spent around 14 months on making this game using RPG Maker MV.

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