Inspirations

This game is inspired by:

- **Letters across time** in *If Found*, *Firewatch*, *Dear Esther*
- The **soft apocalypse** of *Children of Time* and *Annihilation*
- The ritual weight of *Windcallers*, *Fall of Magic*, and *Thousand Year Old Vampire*
- The aesthetic of ruined technology, psychic resonance, and aurora-lit vastness

You are not explorers. You are not heroes.
You are echoes in the wind.

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