DREAM GLITCHER

PRESS KIT // 2026



SHE IS NOT MALFUNCTIONING.

SHE IS FEELING.



NOV 11, 2026 / 11:00 / WINDOWS PC + MACOS

THE GAME / FACTSHEET

ONE-LINE DESCRIPTION

Enter the fractured mind of Luna, an android learning to feel, in a hand-drawn cyberpunk point-and-click mystery shaped by memories, puzzles, and meaningful choices.

TITLE

Dream Glitcher

DEVELOPER / PUBLISHER

Deep Creek Studio

LOCATION

Novska, Croatia

RELEASE / PC + MAC

November 11, 2026, 11:00

ADDITIONAL VERSIONS

Xbox, Android, iOS - announced for Dec 2026

DISTRIBUTION

Steam

GENRE

Point-and-click adventure / psychological sci-fi mystery

GAME MODE

Single-player

LANGUAGE

English: interface, voices, subtitles



CONFIRMED LAUNCH

11 / 11 / 2026

11:00 / STEAM

Launch time supplied by studio: Central European Summer Time (CEST).

ENTER LUNA'S MIND



YOU ARE NOT THE HERO.

In Dream Glitcher, players take the role of a scientist tasked with entering the consciousness of Luna - an advanced android experiencing emotional breakdowns she cannot explain. What begins as a clinical investigation soon becomes an exploration of memory, identity, and the nature of feeling.

Inside Luna's positronic mind, players investigate fragments of her past, encounter unusual characters, follow conversations and uncover the events that shaped her existence. The boundaries between observer and participant grow less certain with each discovery.

BUT LUNA MAY NOT BE MALFUNCTIONING AT ALL.
SHE MAY BE LEARNING TO FEEL.

PLAY THROUGH THE UNKNOWN





POINT / CLICK / EXPLORE

EXPLORE
Investigate richly drawn environments, interact with objects, and uncover clues through point-and-click exploration.

SOLVE
Work through puzzles and reconstruct fragments of Luna's memories as the investigation moves forward.

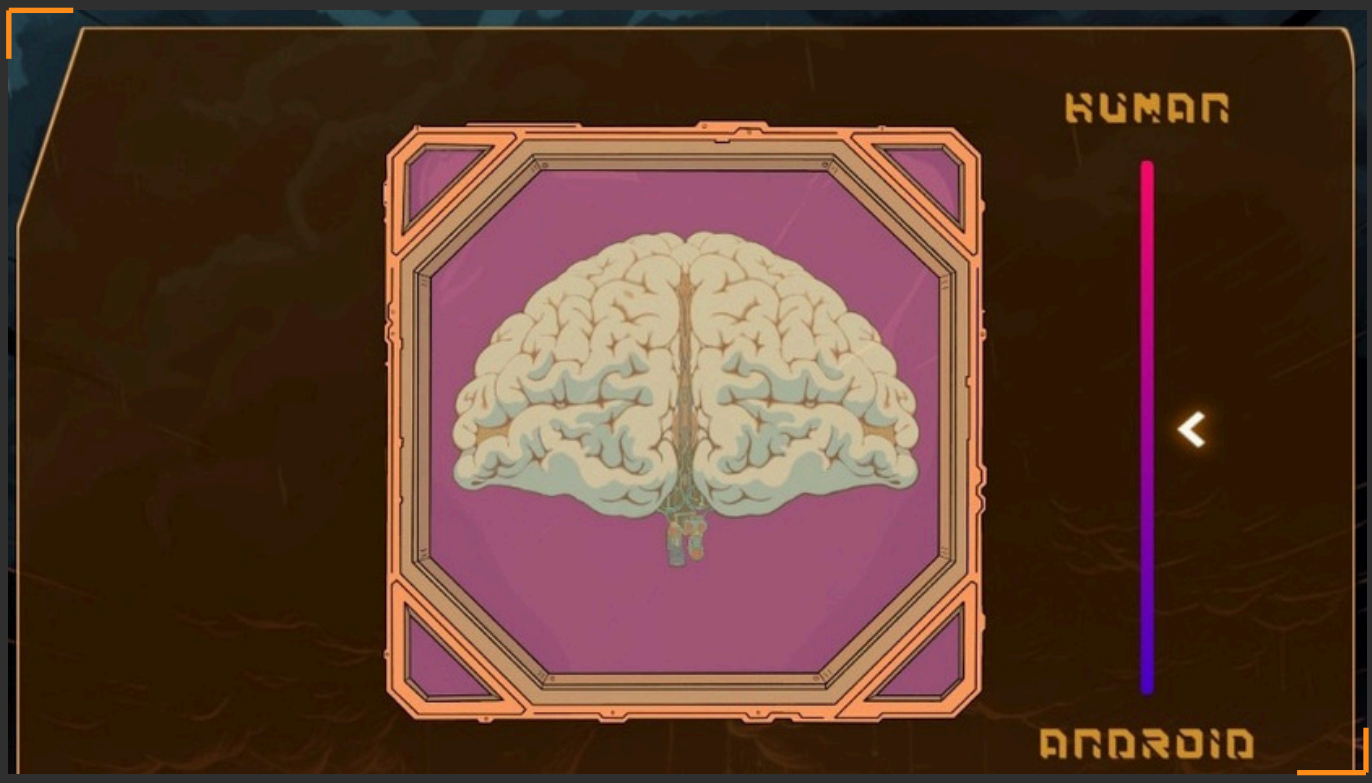
NAVIGATE
Use the in-game map to move between locations and follow the threads of Luna's story.

EXPERIENCE
A cinematic, narrative-driven adventure with branching conversations and emotionally driven decisions.

HAND-DRAWN 2D // RETRO-FUTURISTIC CYBERPUNK

Narrative-led point-and-click adventure

CHOICES LEAVE TRACES



ASSISTED EMOTIONAL ALIGNMENT / AEA

Dream Glitcher links its psychological themes with interactive systems. Conversations and emotionally driven decisions are central to the investigation, while Assisted Emotional Alignment (AEA) provides a way to explore deeper layers of Luna's consciousness.

The game also presents a Human/Android indicator. The screenshot above shows an actual in-game interface, not the full workings of the underlying psychological system.

IF LUNA IS BECOMING HUMAN...
THEN WHAT EXACTLY ARE YOU?

A WORLD IN FRAGMENTS

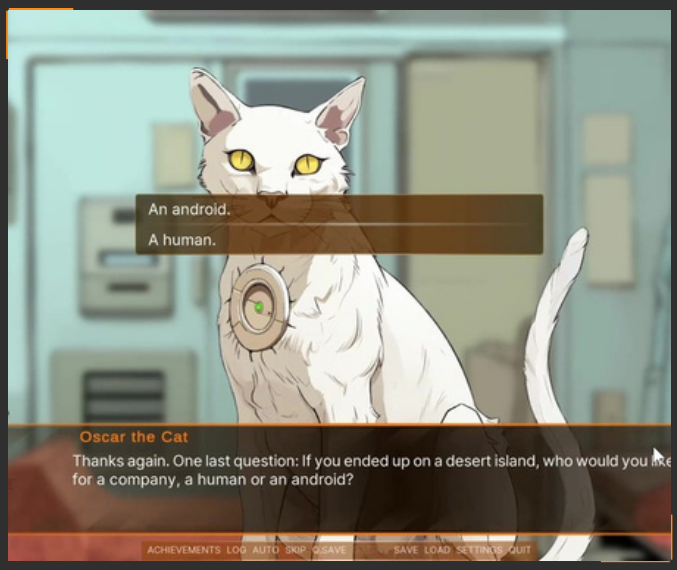
GAMEPLAY IMAGERY / PROMOTIONAL ARTWORK



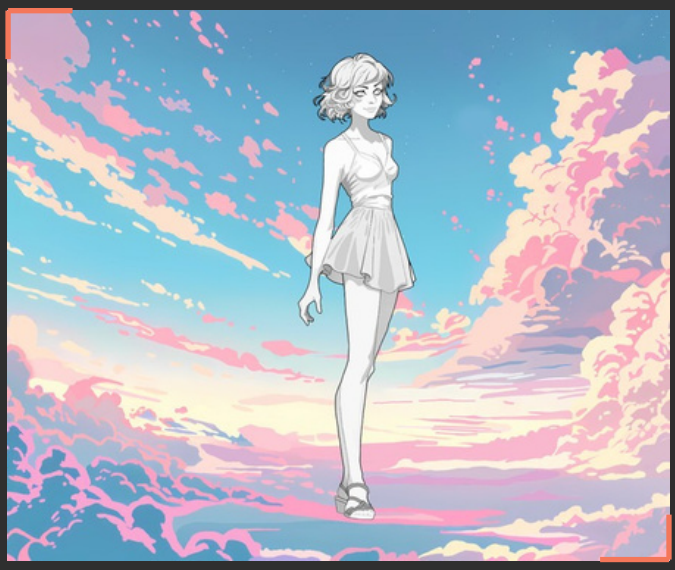
THE CITY / CYBERPUNK
A nocturnal urban setting and its inhabitants.



WORLD / ATMOSPHERE
A surreal retro-futuristic landscape.



DIALOGUE / CHOICES
An in-game conversation with Oscar the Cat.



DREAM / MEMORY
A dreamlike illustration with a pastel sky.

THE STUDIO

DEEP CREEK STUDIO



DEEP CREEK / NOVSKA

Deep Creek Studio is an independent game developer operating from the incubator in Novska, Croatia. Dream Glitcher combines hand-drawn psychological science fiction with narrative exploration, while the studio aims to develop interactive experiences for entertainment and education.

THREE INNOVATION LAYERS

The EU co-funded development project brings together the game's introspective narrative, an AI psycho-module for player-behaviour analysis and adaptive storytelling, and Deep Tool, a modular system for creating interactive narratives. These are development objectives and systems, not a claim that every planned feature is already available.

THE PEOPLE BEHIND THE PROJECT

MARKO BANJAC / GAME CREATOR

The three-layer vision for Dream Glitcher, the AI psycho-module and Deep Tool.

GORDAN SREMEC / PRODUCER & CO-FOUNDER

Player choices shape the narrative and how its characters and events can be interpreted.

SAŠA VIDMAR / STUDIO DIRECTOR

Novska-based game development with longer-term ambitions for educational serious games.

EU CO-FUNDED DEVELOPMENT

Project PK.1.1.08.0181 / Competitiveness and Cohesion Programme 2021–2027. Total value: EUR 182,044.47; EU contribution: EUR 129,037.13.

Financira Europska unija

REPUBLIKA HRVATSKA
Ministarstvo gospodarstva

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MEDIA / CONTACT / LINKS



PRESS INQUIRIES

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DREAM GLITCHER ON STEAM	store.steampowered.com/app/4916290/Dream_Glitcher/
GAME WEBSITE	dreamglitchergame.com
STUDIO WEBSITE	deepcreekstudio.com
YOUTUBE	youtube.com/@DeepCreekStudio

MEDIA PACKAGE
A separate ZIP accompanies this press kit, with selected artwork, gameplay imagery, trailers and information for media. Additional materials: contact the studio.