

FOR IMMEDIATE RELEASE

Dream Glitcher launches November 11 on Steam for PC and Mac

DeepCreek Studio’shand-drawn psychological cyberpunk adventure takes players into the memories of an android named Luna.

NOVSKA, CROATIA — October 2026 — Independent developer and publisher Deep Creek Studio, based in Novska, Croatia, is preparing to launch Dream Glitcher on Steam on November 11, 2026, at 11:00 for Windows PC and macOS. The hand-drawn 2D point-and-click adventure blends psychological mystery, cyberpunk atmosphere and interactive storytelling.

Players take the role of a scientist entering the mind of Luna, an android whose fragmented memories and unexplained emotional changes demand investigation. Through exploration of hand-drawn locations, dialogue, puzzles and choices, the game explores identity, perception and the uncertain line between human and machine.

iOS, Android and Xbox versions have been announced for later in 2026. Players can already find Dream Glitcher on Steam.

THE CREATORS AND THEIR VISION

On the occasion of Dream Glitcher’s Steam release, game creator Marko Banjac said:

> “From the beginning, we envisioned Dream Glitcher as something greater than a traditional point-and-click adventure. It is a project built around three layers of innovation: the game’s introspective narrative, an AI psycho-module designed to analyse player behaviour and adapt the narrative experience, and Deep Tool, our own modular tool for creating interactive stories.”
>
> **Marko Banjac** / game creator

THE CREATORS AND THEIR VISION

Producer and co-founder Gordan Sremec continued:

> "We wanted this game to create a world in which the player is not simply an observer or participant, but also helps shape the story. Every decision opens the door to a different interpretation of the narrative, its characters and the player's own experience."
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> **Gordan Sremec** / producer and co-founder of Deep Creek Studio

Deep Creek Studio director Saša Vidmar added:

> "Dream Glitcher will also be available on iOS, Android and Xbox by the end of the year. But our ambition goes beyond developing video games alone. From the incubator in Novska, we want to continue building a creative and technological ecosystem of games that combine entertainment with new applications in education through what are known as serious games."
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> **Saša Vidmar** / director of Deep Creek Studio

ABOUT DEEP CREEK STUDIO

Deep Creek Studio is an independent developer based in Novska, Croatia, creating Dream Glitcher alongside Deep Tool, its modular narrative development tool. Operating from the business incubator in Novska, the studio focuses on interactive storytelling, technological innovation and new applications for games.

EU CO-FUNDING

The project "Dream Glitcher – development of an innovative narrative video game and a production tool for video game development" (PK.1.1.08.0181) is implemented under the "Innovations of Newly Established SMEs" call within the Competitiveness and Cohesion Programme 2021–2027, with European Union co-funding. The total project value is EUR 182,044.47, including EUR 129,037.13 in EU support.

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