

Coma

The player is lying in a hospital in a deep state of coma. While in this coma, you'll gain the power to contact other minds, either physically near you, or emotionally near you (close friends, family and enemies). The idea is that you know nothing of your back-story. As you try to probe or manipulate other minds, you'll learn little pieces, which may, or may not conflict or make sense. It is up to you to piece together your story, and realize the terrible events that led up to your coma.

Early in the game strangers might attack you, and your survival will depend on you not only contacting other minds to search them, but to make persons help you physically. When you contact another mind, depending on your style and skill, the mind might be alerted and will panic or resist your intrusion or might even go crazy (which might be useful in some instances – think human bomb).

As time passes and your medical state and your understanding of your situation improve, you'll have to weigh the consequences of awakening from your coma. Some things can only be accomplished by mind control, which you'll lose forever, once you wake up. On the other hand, the longer you are in the coma, the greater the dangers of attacks, or slipping forever into the mental abyss.

The story could very well be, that you learn that you are a terrible person, and thus want to either kill yourself or redeem yourself from your bedside.

The unique ideas are the psychological aspects of manipulating other minds, and probing them for clues to your mystery; Seeing yourself visually as well as emotionally as others see you; Also the terrifying experience of being physically incapable of doing anything, when your life depends on how well you can make others intervene on your behalf.