

SYNOPSIS

LEAFYLAND: ECHO-TECH REVIVAL



LEAFYLANDS's story kicks off in a once-thriving industrial town. Wealth came fast, but so did overexploitation. The town's people fled, leaving behind a ghost town. Nature crept back in, took over, and got its hands on abandoned tech. Now, plants have built eco-tech to clean up the mess and invite humans back. The catch? These green inhabitants can COMMUNICATE now, and they've got a lot to say about keeping the planet clean.

LEAFYLANDS's broken down into six sections, each one a rabbit hole of immersive experiences that'll pull you in before you even realize it. The locals—plants with more personality than you'd expect—are scattered all over, ready to greet you right from the ticket booth. There's no map, no guided tour. Once you cross that entrance, you're on your own. Choose your path, because each section is a world unto itself, and each one's got a different way of messing with your head. You won't know what hit you until you're in too deep—and by then, the plants have already claimed you.



























