

In 2456, an unexplainable event occurred, causing a small portion of the Earth's surface to be covered in what was named The Shimmer. Plants and animals inside of The Shimmer experienced rapid rates of evolution, creating new species and scientifically impossible creatures. The government, desperate for information, sent a research expedition into the affected area. Communication efforts were suspended after three months of radio silence. Scientists and experts continued to be sent on these suicide missions, risking their lives in the name of discovery.

No one ever returned.

Then a biologist came back.

She was powerful and violent and brought an army of forgotten expeditioners, their humanity distorted. Every trace of their past selves had been lost when they were left for dead at the hands of an uncaring government. They demanded retribution. Mankind was forced to submit to these mutated beings, who designated themselves the administrative body of the planet. They implemented a system of currency based on punishment where people must pay with their sense of reality, simulating the experience of living within The Shimmer. Identification cards that track the owner's transgressions and state of reality were issued to every person. Working against the Administration or participating in any form of civil disobedience counted as a strike. Each strike slightly distorts the reality of the person who committed the act, until they can no longer distinguish between fact and fiction.

There are one hundred strikes per level, and five different levels. Moving to a higher level permanently alters the perceived reality of the card holder. Reaching the final level forces the user into a completely false reality. They become detached from the physical world, left to wander inside their own insanity.

If you cannot conform, you pay with your sanity.