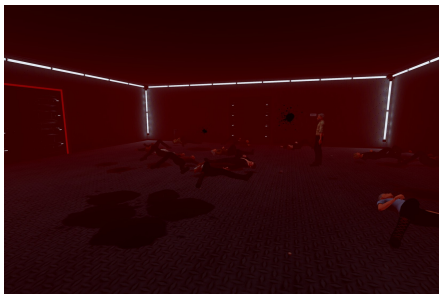
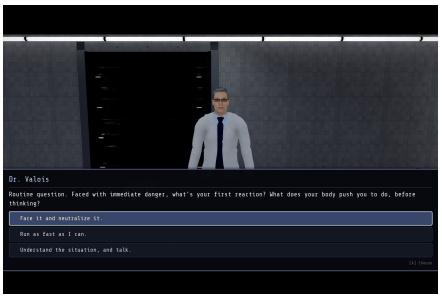
We Don't Exist

First-person psychological horror · SoulsQuest Games



You wake up in a sealed metal room. Someone is watching you, and surviving is up to you. Other people are locked in with you: whether you trust them is your call. The game shows no morality meter, but it forgets nothing, and several endings depend on how you play.

Fact sheet

Developer and publisher	SoulsQuest Games, independent studio, solo developer, France
Platform	PC (Windows), on Steam
Release	Q2 2027 · price to be announced
Free demo	Available since 10 August 2026, 30 to 60 minutes, no key needed
Modes	Single-player story · training modes for one or two players, online or split screen, with online leaderboards
Languages	Text in 17 languages · audio in English and French
Content	First-person violence, blood, dark psychological themes, occasional strong language. No sexual content.
Engine	Godot 4.7
Generative AI	Character voice lines (ElevenLabs, from scripts written by the developer) and translation, as disclosed on Steam

Links

Press kit	soulsquestgames.com/presskit
Full game	store.steampowered.com/app/4922750
Free demo	store.steampowered.com/app/4957140
Contact	soulsquestgames@gmail.com

Creators: record, stream and monetise freely. No embargo, no approval. Music credit lines are in the press kit.