

UPCOMING

TERMINAL 3

The only escape is yourself.

One airport lounge. Three strangers. One evening. You wake with no memory of who you are - and the only way out is through the people around you.

DEVTRAP · POWERED BY THE COMBO ENGINE

You are stranded. Talk your way out.

A terminal in lockdown at dusk. You don't know your name or why you're here. Three strangers wait with you - and one of them holds your way out.

As the evening deepens, the window narrows. One by one, the strangers leave - and each one takes something with them. Talk to all of them, or choose your moments carefully. Both approaches mean something.

The Security Guard

On duty for a reason that changes every run. Some nights he just wants to go home. Some nights he's watching you.

The Attendant

The shop is hers some runs; others she only minds it. What stays constant: she knows something she isn't volunteering.

The Passenger

Waiting like everyone else - except he had somewhere to be tonight, and a reason he's in no hurry to explain.

Not different dialogue. Different minds.

Every run you meet new personalities - each assembled fresh from a unique mix of motivation, curiosity and psychological make-up.

One run the guard just wants to go home. The next, he's watching you very carefully - a personality that didn't exist last time and won't exist again. You never learn the characters. **You learn how to read people.**

The Combo Engine also reads **you** - not through questions, but through how you behave. How you listen. How you push. How you wait.

By the time the evening ends, it knows things about you that you may not have known yourself. The ending reflects that back. No score. No grade. Just a mirror - different every time, shaped by who you are in the room.

Two ways to play. Both keep it yours.



Local

Runs entirely on your machine.
Nothing leaves your computer.
For players with the hardware
who want full privacy.



Cloud

Bring your own provider key.
Your conversation is handled
under your own account -
Terminal 3 never sees it.

Your data. Your session. Nobody else.

- No session data stored after the session ends.
- No personality profile retained between sessions.
- No data sold. No data shared.
- Your conversation is processed in memory, never written to disk.
- Every run starts fresh. Every run ends clean.

The game reads you to serve you - not to profile you for advertising,
not to sell your behaviour, not to build a dossier. You are not the
product. You are the player.

AI is the instrument. Not the author.

Every creative decision - every design choice, every tone, every value - comes from a person. Computers don't make art. People do. The characters are powered by language models that understand human psychology at a depth that wasn't possible a few years ago - used to **serve** human creativity, not replace it. That distinction is intentional, and central to everything Terminal 3 is.



DevTrap

Designed by a human. Tooled with AI. Made with love ♥

Empathy overrides Achievement. The belief the whole game is built to defend - delivered through mechanics, never preaching.

It looks like an escape room: keys, gates, plates kept spinning. But the way out was never items - it's people. A player who genuinely connects with a stranger in that locked room walks away with something the player who only solved the puzzle never got. You're never told that. The game is built to let you discover it on your own.

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LET'S TALK



POWERED BY DEVTRAP'S COMBO ENGINE