

90s Dreams brings the chrome-and-checkerboard look of 1996 render farms to a third-person shooter

90s Dreams launches on 14 October 2027 on Steam for Windows and Mac. Launch price \$14.99.

90s Dreams is a third-person shooter set inside the ray-traced images of the mid nineties: chrome spheres on infinite checkerboards, glass cones, mirror halls and a sky that is one long gradient. You fly a magenta icosahedron through all of it.

"Every ray-traced picture in a 90s magazine had a chrome sphere, a checkerboard and a lens flare," said Lucas Dima, who is building the game alone. "I wanted to fly through one of those and shoot things."

What is in the game

- A campaign of 12 levels across checkerboard plains, mirror halls and vortex funnels
- A ship with three looks: solid, wireframe and light source
- Enemies built from the primitives of a 1996 render: spheres, cones and torus knots
- A photo mode that stamps every shot with a fake render time

Pricing and availability

90s Dreams ships on 14 October 2027 on Steam for Windows and Mac at \$14.99, with 15% off for the first two weeks. A free demo is part of Steam Next Fest in June 2027.

About

90s Dreams is made by Lucas Dima, an independent developer, in Unity 6. It is his first game.

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