



“I’ve begun my voyage in a paper boat without a bottom; I will fly to the moon in it. I have been folded along a crease in time, a weakness in the sheet of life. Now, you’ve settled on the opposite side of the paper to me; I can see your traces in the ink that soaks through the fibre, the pulped vegetation. When we become waterlogged, and the cage disintegrates, we will intermingle. When this paper aeroplane leaves the cliff edge, and carves parallel vapour trails in the dark, we will come together.”

Dear Esther is a ghost story, told using first-person gaming technologies. The focus is on exploration, uncovering the mystery of the island, of who you are and why you are here.

This printed version contains the entirety of the game’s script.

Dear Esther

Dan Pinchbeck

