

# See Only

# EVIL



## GAME BIBLE

(Ver 1 - Implementation 55)

By Jay Miles

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## Introduction

See Only Evil is a 2D, Narrative Driven, Exploration game, starring a young girl who was prosecuted for unintentional manslaughter after her powers awaken. she was put in a bus along with 4 juveniles, until their bus crashes and ran into the woods. From there, the player takes control of Rebecca, both exploring the shattered reality of her world while trying to reach safe haven from the authorities that are chasing after her.

This Game Bible will provide information, helpful resources, and ideas for the game in efforts to help the reader understand the content.

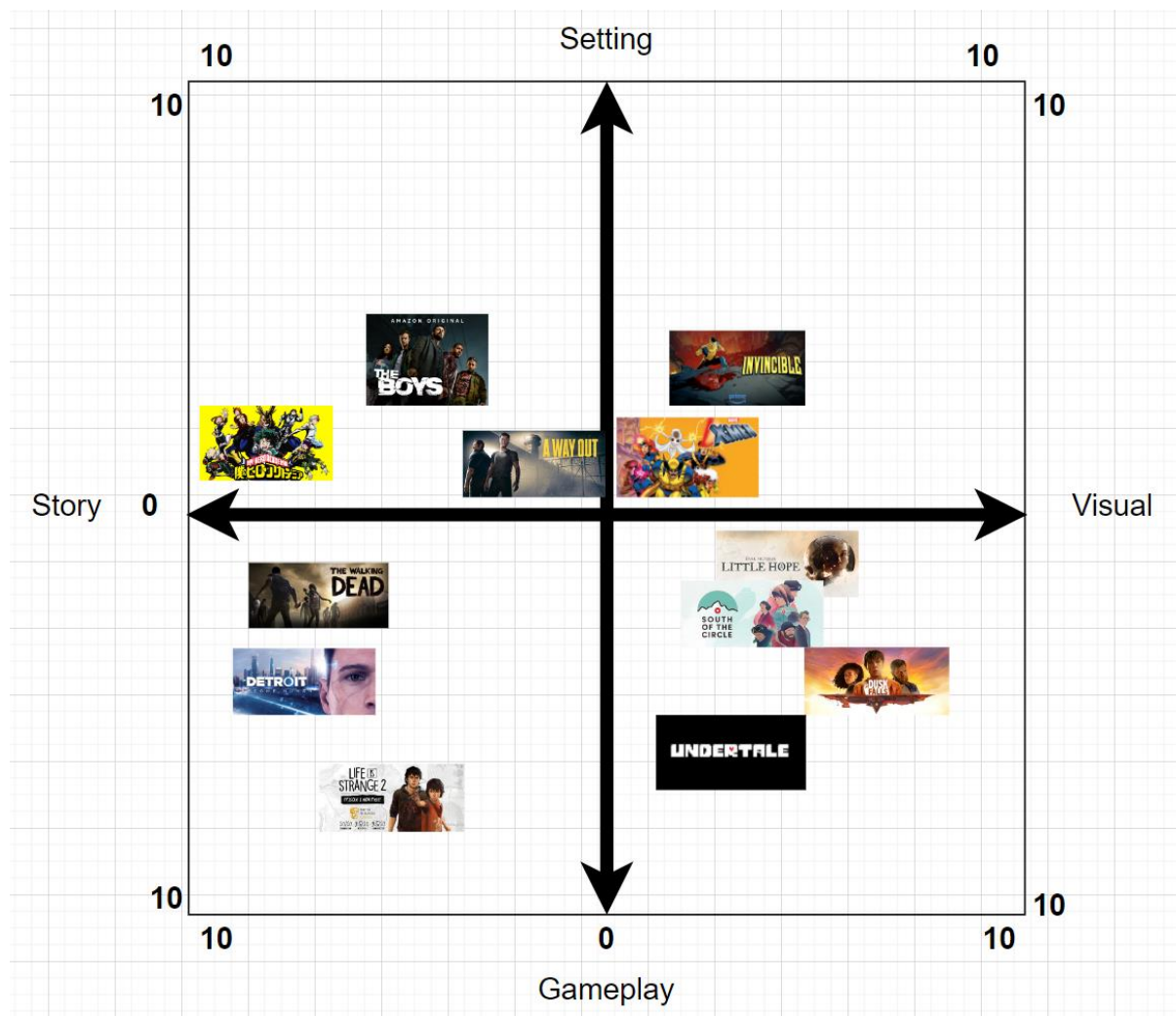
## Gameplay

### Game Idea

The game is a Narrative, Driven, choice-based, Exploration game set in a world full of superpowers following a runaway plot.

The mechanics will focus on both exploration and discovering more of the game's world, and making narrative choices, which the world will respond and make consequence.

For a much simpler idea, here is a 0-10 diagram divided into Story, Gameplay, Setting and Visuals to give an idea of what See is supposed to be in comparison with other games and other mediums.



### Core Gameplay

The gameplay of See Only Evil is divided into two phases: Cinematic and Exploration. It is a similar structure to most narrative games such as *Telltale's The Walking Dead*, *Detroit: Become Human* and *As Dusk Falls*.

**Cinematic:**

This phase will focus on the narrative and branching, as it tells the story using a Visual Novel format with Cinematic scenes that tells the story. It will also feature Arrow Actions (AA), Quick Time Events and Branching choices.

**Exploration:**

This phase focus on gameplay and exploration, allowing the player to explore the environment, looking, and interacting with objects in the room, with elements of puzzles to figure out what to find and what to us.

**Controls and Features****Dialogue:**

Cinematic will mostly contain dialogue being told in a series of still images showing the scene. The player progress through the dialogue by pressing 'Space.' Similar to how many other games deal with their dialogue, especially visual novels.

The visual still images will shift with each dialogue spoken, ranging from the image showing motion or show who is speaking in the scene.

**Cinematic movement:**

When there is no dialogue or between dialogue segments, there are scenes with movement, these will be part of the narrative storytelling with motion within the scene. Depending on the scene, it will have their own script or way to show movement. It could either be a pre-rendered video clip for complex movements, still images moving using a script on layers or a timer script playing a different sequence to show animation.

Scenes with these movements will be discuss in further development.

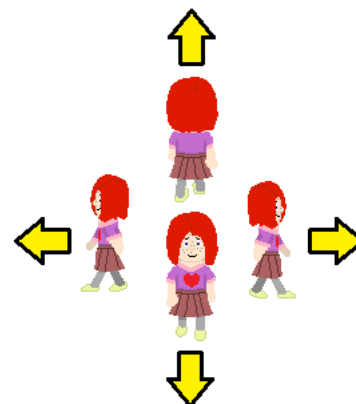
**Arrow instructions and/or Quick time events:**

Some part of the cinematics will use arrow instructions or Quick time events (QTE) for the purpose of play engagement, having it so that they feel that they are involved with the story during cinematic cutscenes.

Depending on the situation it will either be an instruction or a QTE, instructions are for moments where the player can take their time, while QTEs are for quick and desperate situations that requires the player to interact quickly. If successful then they progress in the story, if fail, then either they progress with a failed outcome or get a game over and have to restart until they get it right.

### Player movement:

The player will move using the ASWD keys or arrow keys.



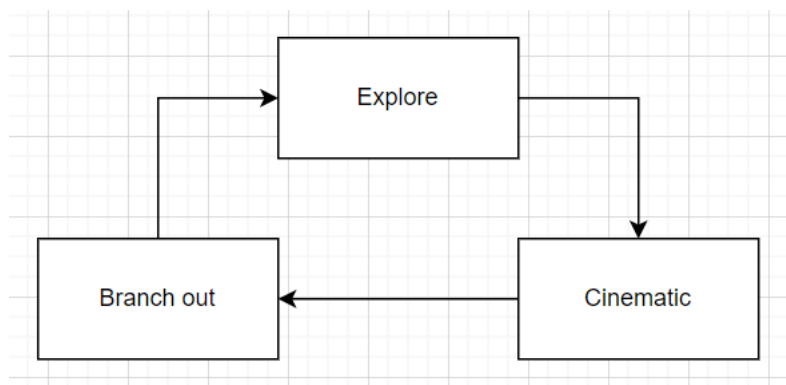
### Interactions:

If the player goes near an interactable object, they are able to interact with said object once the name of the object is highlighted. Doing so requires the player to press 'Space' to activate the interaction.

When interacting, it will show dialogue or progress to cinematic cutscene, depending on what the player interacts with. Most exploration levels will have these interactions and can be repeated.

## Game loop

For See Only Evil, it uses a basic three stage game loop that are commonly use in branching narrative games.



The player will start in the exploration phase, then into the cinematic phase, with the choices they make in both exploration and cinematic, the game branches out to create outcomes and consequences.

## Unique Selling Point

The UPS (Gameplaywise) is the usage of outcome and consequences. With every choice the player makes, with event occurring in the story, in the background, a determined consequence is made and create outcomes and scenarios either by the choice of the player or what is happening in the scene.

This way, it will allow the NPC characters to have their own choice with their own decisions, some of it can be influenced by the player choices with TRUST but will be generated with a result in the end. That way the choices and consequences are not just based entirely on the player's action but isn't entirely randomly generated either.

Think of it like the game of *Dungeons and Dragons*, where the player wants to make a move and have to roll the dice to see if their move works. Imagine the move being a choice and the result after rolling the dice is the consequence, with advantages and disadvantages depend on TRUST.

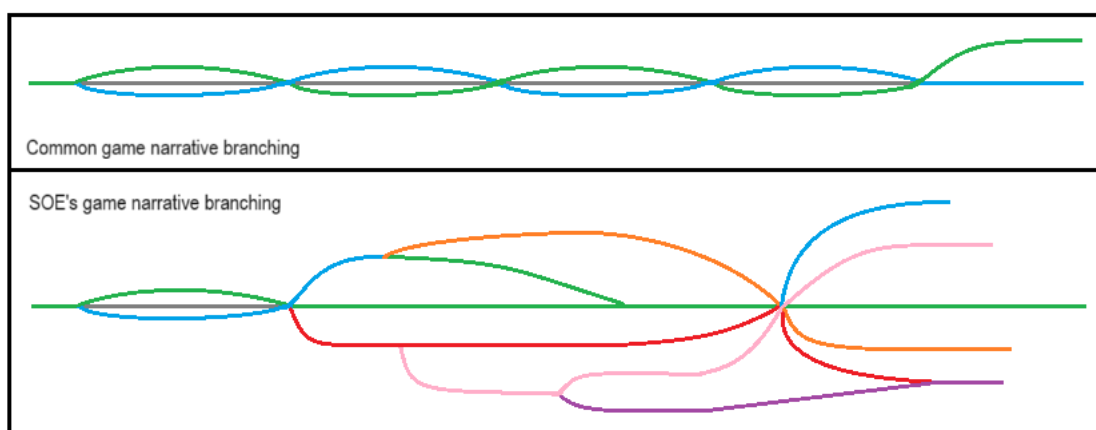
In the estimated result, it will create a game where two different walkthroughs are different to one another, making a unique storytelling that follows the same plot, but can have different beats.

The game will be linear, with some choices leading to the same end of the road, but the journey will have many opportunities to change how the player will progress through the game.

## Branches

Just as how forementioned games deal with branches, See Only Evil will use a similar branching format of choices and timelines, then continue on with a linear path once the usage of the choice had shown its consequences.

However, the game will attempt to create semi-linear branches that result in different timelines and branches. Then reaching a checkpoint where all the branches come together before going into a different branch based on the previous choices and consequences.





The image presented shows an example of what the game is trying to do in order to differentiate from the other narrative games, with the exception of *Detroit: Becoming Human* that uses something similar.

Unlike the mentioned game, *See Only Evil* will have different starting parts depending on past choices, such as where the characters are and if they are left behind. Checkpoints and reminders will be used to collect data, checking what happened in the past to create a current future.

In a way, there are still linear paths, as the game have to follow a story beat, but different enough to feel that the player is either having their choices have impact or a much immersive experience where the world is responding to the player's actions.

## Outcomes

It's not just the choices of the player, but the choices with the environment and NPCs.

Other games have a common issue where everything is scripted, the choice will always lead to the same outcome, the characters around the player character will always make the same choice regardless of what the player chose that affected them.

While this does happen in some aspects of *See Only Evil*, there will be moments where an invisible computer choice is being made for the player, that being the Outcomes.

Outcomes will be number generated choices that chooses which outcomes that the player would end up in.

This might seem random at first and might make it so that the player's choice does not matter, but there will also be countermeasures where the player's choices can affect the outcome. Such as the TRUST System and default branching from the player.

In theory, this would create a different experience with the same story in every playthrough, one player would find themselves in one situation another in their session will end up in a different session. In order for that other player to experience the first session, they have to restart the game and hope that they end up in the original session. This could result in an issue that would make the game unfair, but so is life and sometimes you have to deal with the cards you are dealt with, coordinating with the game's story and themes.

## TRUST

TRUST is simply a relationship status that increases or decreases depending on the player's choices.

There will be four characters that will have TRUST.

- Ryan
- Sarah
- Tim
- Judy

Each of these characters will be affected by their own preferences and feelings.

Since Ryan, Sarah and Tim are with Rebecca most of the time, it's intentional for the player to focus on the personality of the characters and have to think about the choices presented if they wanted to increase or decrease their TRUST.

Judy will be an invisible TRUST, as she will be affected by what the player left behind and create a conclusion to who Rebecca is in her perspective. Which in the later game will affect how she deals with her in the late game.

These characters will also have their own choices that create more branches, though can be affected, and influenced by their TRUST, a higher trust will gain more chance of making their choices that will benefit Rebecca and vice versa for when their TRUST is in the low negative.

This character could easily end up being left behind and/or killed during the story and it will be the result of all the previous choices leading up to such a consequence.

## Rebecca's Handlock

Starting at Chapter 2, Rebecca will have handlocks cuffs on her hands. This will result in limited interaction should the handlocks remain.

There is a way for Rebecca to remove the handlocks, there will be at least 3 different moments where she could choose to remove them. If the player chooses to remove the handlocks, it opens to more interactions and choices.

However this will also bring a moral dilemma, with the handlocks removed, Rebecca can do more, but can become a dangerous hazard if not careful, as a single touch from her hands will result in instant death, with opportunities where she could accidentally kill someone in her group or those who are after her.

It's also possible for the player to go through the entire game still having the hand locks.

## Rebecca's Tree

When a chapter ends, there will be a glimpse of Rebecca's Tree.

The tree represents the player's choices and outcomes from those choices, some are branches that divert into different timelines, some are leaves that highlight minor choices to reflect personality, there are tokens to show achievements that the player accomplished during their playthrough. When the game ends, the result will be a fully grown tree.



*Note: The image shown is the tree from the Chapter 1 Demo with ALL possible Branches, Leaves and Tokens. The tree is not entirely completed and might change in later development.*

### **Branch:**

Major Choices that divert from the main timeline, this can range from different paths to go or a death of a character.

*Example: Two paths to go to, left or right, if the player pick left, a branch is made that goes left.*

### **Leaf:**

Minor Choices that can be in either branch, but used to show small choices that reflect on personality and likings.

*Example: what would you like to eat? A beef burger or a plant burger, either choice will make a leaf with an image the correspond to the player's choice.*

### **Tokens:**

Items that show achievements that the player managed to achieve, this can range from making choices that are fun or certain moments that requires many steps to achieve.

*Example: if the player progressed through the entire game without removing the locks, the result will be the handlock appearing on the tree. If the player chooses to remove them, then the token will show a broken handlock.*

### **End of Game**

## Story

*(NOTE: The following story, worldbuilding and character are not final and subject to change during development.)*

*(NOTE: Chapter 4 and 5 is left uncompleted, it is currently written but have a basis on what it will include, it will be updated at some point during development.)*

## World of See Only Evil

The world of See Only Evil takes place in an alternative timeline where supernatural powers started to appear in the public in the aftermath of the Second World War. The powers are referred as 'Biagenes,' the first recorded incident of an individual with a Biagene was in February 1946.

After a decade of chaos from these superpowered individuals, The American government signed restriction laws to prevent Biagene usage in open public, and formed an Official Hero Division, based on vigilantes who were inspired from Golden and Silver age comics, to uphold the restriction laws.

Within the next 80 years, restriction laws and the Official Hero Division, alongside Biagene permitted licenses and the Intelligence Surveillance Program, spread across the globe, creating a stable hero society. Creating an image where heroes are in a never-ending war against villains.

While the modern world seems similar to the real world, there are other additions that were made possible due to Biagenes.

Technology adapted with Biagenes in mind, such as a new chemical fire foam that cease activation on fire users. Detectors that can track whether a Biagene is being activated and lightweight armour that can endure explosions. One of the few methods of several countermeasures in place for any possible Biagene power. along with achievable technology we currently have that's harder to produce due to expensive costs in resources, solved with resource generated Biagenes producing the required materials to create them.

However, this is not a perfect hero society. With the major issue being prejudice and discriminations towards villains or anyone who could potentially become one.

In order for encouragement for Official Heroes to uphold the restriction laws. Their payment is based on the number of arrests they made and how they managed their arrests, in short. Official Heroes have Arrest quotas to earn above average payment.

Villains who intentionally abuse their Biagenes and wreak havoc on the street dwindled overtime, the mental desire to 'Take over the world' ceased as restrictions and consequences became more concerning. There is a fair amount of those who still cause chaos, but more on a sociopathic scale rather than a psychopathic scale.

As a result, Heroes would arrest anyone who slightly use their Biagene to keep up with their quotas, even if it was for mundane harmless tasks.

A law was signed that allows the usage of tracking chips to be inserted to the necks of any and all convicted or potential individuals. as such, being chipped became a sign of delinquency.

While crime rates are at an all-time low of an average 13% per country, crimes committed by troubled youths became an all-time high.

Despite this, the mass public would see the convicted individuals as nothing more than monster who only want destruction and calamity.

The Story of See Only Evil takes place in 202X, England. where nearly 50% of the global population has a Biagene and superpowered individuals are normalised.

## **Biagene**

Biagenes is the name given to describe an individual's superhuman ability. The name is given due to its nature being meta biogenetics. As researchers found special DNA genes in the user that enhanced and adapt to the human body.

Activation of a biagene occurs during the user's childhood stage, some have their biagenes activated after birth while others had theirs activated during their pubescent stage. There are no records or evidence of a biagene activation after puberty. So, the expected age range for biagene activation is between the age of 0 – 13.

The biagenes power in question is completely random with influence from the parent's biagene, it can range from elements, enhancements, animal traits, animal appearances, colour appearance changes, any form of power can be a biagene so long as it's natural, plausible and nothing artificial or human caused.

There are three different types of biagenes. Arranged in a way that it can be easily identified towards its functionality, using terminologies to describe how it can activate. Which is as follows:

### **Type 1: Switch**

Switch is the ability the power off and on in a whim, the method of activation depends on the function of the biagene, but it should turn itself on and turn itself off.

*Switch user example: Rebecca.*

*Rebecca turns her power on whenever she touches someone in skin-to-skin contact, until then, it remains off.*

### **Type 2: Dial**

Dial is the ability to put a percentage setting on the biagene, from the function if the method is given more than the power should be powerful, though can create a restraint if the dial surpasses their limit.

*Dial user example: Tim.*

*Tim lights himself on fire whenever he smiles, if he continues to smile or smile more, then the fire and temperature will increase, if he smiles for too long, his flame durability will wear out, causing burns on the skin.*

### **Type 3: Matic**

Matic is considered passive biogenes, the ability being incredibly natural to the user to the point where they feel no difference from having it, Matics are often shown in users who have altered mutations or enhancements in their physical body.

*Matic user example: Ryan*

*Ryan has the humanoid physical and biological appearance of a rhinoceros; he will have the same traits as the animal as well as the weaknesses.*



## Protagonist (Rebecca)

**Full Name:** Rebecca Redheart

**Age:** 9 – 11

**Gender:** Female

**Hair colour:** Red

**Eye colour:** Blue

**Ethnicity:** White British

**Biagene Name:** Death Touch

Any Skin-to-skin contact will result in instant death to anyone she touches.

### Description:

Upon physical skin-to-skin contact with Rebecca, whoever she's touches instantly dies from the moment of contact.

Her biagene only activates from skin-to-skin, any layers between the skin, such as cloth, clothing, hair, and solid objects, will not result in a biagene activation.

Her powers are similar to the Grim Reaper's touch of death.

**Role:** Protagonist

### Personality:

(pre-chapter 1): innocent, happy, motivated, full-of-life.

(post-chapter 1): broken, shock, total despair, guilt ridden, afraid.



**Bio:**

Like every child in the world, Rebecca Redheart grew up being fascinated with superheroes. From reading comic books, watching tv and movies about heroes, seeing the news that highlight a villain takedown, Rebecca cheers them on as she saw them as her champions, her guardians, her heroes.

So much so that she always dreamed of becoming one, unfortunately, she comes from a long-running family without any biagenes and prior to the events of SOE, they suspected that Rebecca would never gain a Biagene.

Rebecca is the youngest child in the Redheart Family. When she's not at school, she spends time with her older sister, Minda. Playing pretend as a hero saving a helpless civilian or defeating nasty evil villains. When her sister is not around to play with her, she reads and watch mediums about heroes, her favourite written work is a manga series named 'Her Hero High.' Her favourite show to watch is 'Heroframe.' She doesn't have an exact favourite hero to admire as she likes all of them.

She has a future, a lot of potential to become what she wants to be. Who know what will happen to her...

**Appearance:**

She has red hair that covers her ears that goes down to her neck.

Her face has a total of twelve freckles, one slightly to the left on her forehead, one above the nose, three between her eyes, three on each her cheeks in different positions, and one slightly to the left, under her right nostril and above her lips.

Her outfit varies depending on the time.

At the start, she wears a purple shirt with a heart on it, a light-red skirt, grey leggings, and yellowish green socks.

Outside in the cold, Rebecca wears a red puffy jacket to keep herself warm. Along with red boots with big yellow stars to the side.

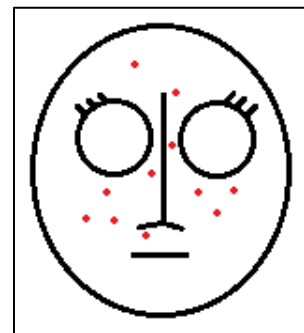
In the majority of the game after Chapter 1, she wears a standard orange Juvenile wear, wearing a long sleeve shirt, orange trousers and lime green crocs. With a heavy arm lock restraint, cuffing on her hands, preventing her from using them.

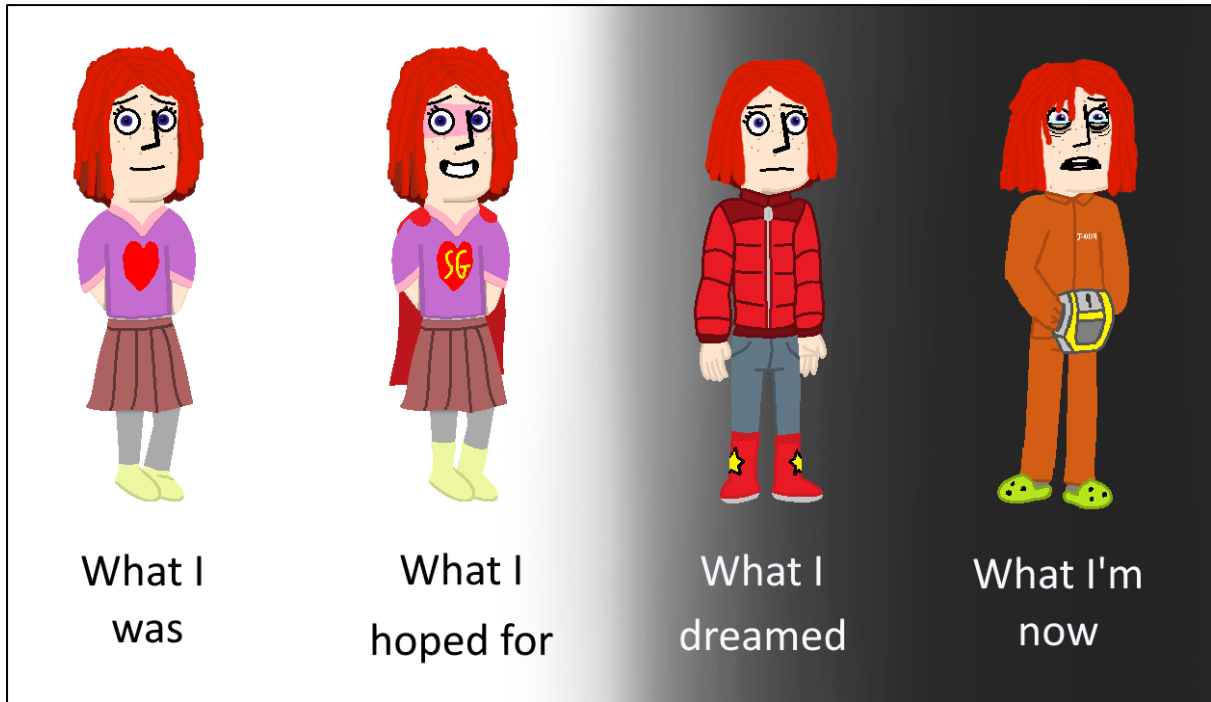
Her Juvenile number is J-0139.

**Out-universe information:**

From an outsider perspective, Rebecca starts off representing an average child living in a world of superheroes, and how the perspective of Rebecca can show what the illusion of society looks like before it shatters once she gains her Biagene.

This will work as her knowledge of society should be nearly the same as how much the audience knows.





*The outfits of Rebecca Redheart in Chapter 1.*

*Far left (1) is indoor Rebecca.*

*Left (2) is Imagination Supergirl Rebecca.*

*Right (3) is outdoor Rebecca.*

*Far right (4) is Juvenile Rebecca with the Hand lock.*

## Characters

### Minda

**Full Name:** Minda Redheart

**Age:** 16

**Gender:** Female

**Hair colour:** Brown

**Eye colour:** Green

**Ethnicity:** White British

**Biagene Name:** N/A

She doesn't have a biagene.

#### Description:

Minda Redheart is the eldest sister of the Redheart family. Just like Rebecca, she once played games of heroes with her parents and eventually her sister while growing up.

When she found out that she will never gain a Biagene, she accepted it and moved on to live her life. From hanging out with her friends at school, collecting old school comic books and being the best older sister she can be for Rebecca. To a degree where Rebecca sees her as her role model.

**Role:** Tritagonist

#### Personality:

Chilled, relaxed, confident, accepting but likes to point things out.

#### Appearance:

Minda often wears a blue beanie hat on her head. With short brown hair with two short pigtails, earrings on both sides and a relaxed facial appearance, as if she hasn't gotten some sleep but at the same time, feel laid back in a positive way.

At the start of the game, she wears a grey jacket over a maroon tee that has white writing of 'Chill' on the chest, though due to the jacket, only the letters 'ill' is seen. Along with a blue wrist bracelet, light blue jeans, and grey socks.

In the town chapter, Minda wears a big dark blue coat, black boots, and full-hand gloves.



**Out-of-Universe Information:**

Minda's role in See Only Evil is the spiritual mentor for Rebecca. Being the only person out of everyone who can see her sister to who she truly is and wouldn't give up on her. she will be the bright light Rebecca see when everything around her shroud in darkness.

## Ryan

**Full Name:** Ryan Ripper

**Age:** 17

**Gender:** Male

**Hair colour:** N/A

**Eye colour:** Black

**Ethnicity:** Black British (Matic)

**Biagene Name:** Rhinoceros

He has the physical and biological humanoid appearance of a Black Rhinoceros

### Description:

At first, Ryan would appear as a big, threatening foe, when in reality, he can be harmless.

Ryan was born in a crime family known as the Rippers, with his father being one of the powerful crime lords in London. He was expected to be his heir, but due to his upbringing with his mother and a different perspective, Ryan never wanted to commit crime and wants to live a regular life. No matter how much his father tried to force him into the lifestyle, resulting in years of abuse to toughen him up.

Ryan tried to run away, but he was caught in the wrong place and was arrested for a crime he didn't commit, only convicted due to his ties with his family.

**Role:** Deuteragonist

### Personality:

Appeared grumpy, cautious, helpful, bold, defensive, focused.

### Appearance:

Ryan has the humanoid appearance of a Rhinoceros. He appears large, having the head and legs of a rhinoceros, but human hands, his skin is a dark grey and his eye pupils are black dots. His mouth covered by his horned nose and a scar going down slightly left to his left eye.

When he appears, he will wear the juvenile outfit, an orange unbuttoned shirt over white t-shirt and orange trousers, in addition of broken handcuffs on his wrists.

His Juvenile number is J-0671.



**Out-of-Universe Information:**

Ryan would play the role of the leader in the group, the oldest and the one who will help out in the best way he can. He will also be important in the major plot.

As a reflection, Ryan represents Rebecca's morals, the balance between innocence and neglect, as he is very aware of the world, he lives in but will never give in to what they expect him to be.

## Sarah & Max

**Full Name:** Sarah Wolfin, Max Wolfin

**Age:** 8 – 10 (Younger than Rebecca)

**Gender:** Female (Sarah: Her/She, Max: He/Him)

**Hair colour:** Black/Grey

**Eye colour:** Yellow/Light Blue

**Ethnicity:** Asian British (Matic)

**Biagene Name:** Snake/Wolf

She has a snake body for a lower body, with a wolf head attached at the end of her tail.



### Description:

Born as Ischiopagus conjoined twins, with a wolf father and a snake mother. An exceedingly rare condition made possible with Biagenes.

Growing up, Sarah struggled fitting in, afraid that kids will mock her for being different, much more different than other Matic-type Biagenes. The only company she has is her twin brother, Max. Due to Sarah being the dominant twin, Max was treated as part of the biagene condition and isn't considered human. Through he's incapable of speaking, Max still has a human mind and cared for Sarah. His sister in return, see him as her sibling while everyone treated him as either a pet or a parasite.

One day, Sarah was being physically bullied, this angered Max, who repelled and bit the bullies with his sharp teeth. As a result, Sarah was taken into custody for Biagene-related assault.

**Role:** Sidekick

### Personality:

Sarah:

Uncertain, shy, calm, worried, innocent, hopeful.

Max:

Aggressive, defensive, protective, mean, wild, misunderstood.

### Appearance:



Sarah's skin tone is slightly darker to show a different ethnic group. She has short black hair, and a brown spot above and between her left eye and nose. She has yellow, diamond shaped irises and oval pupils.

She wears a long, large, short sleeved Juvenile shirt. Her Juvenile number is J-0164.

Her lower body is a greenish yellow snake body, with Max at the end of her tail.

Max is a head of a dark grey wolf, with blue eyes and showing sharp teeth. With thick fur between his neck and tail.

### **Out-of-Universe Information:**

Sarah's role is one of the two sidekicks in the group, being the passive member, trying her best to give hope while calming down her stressful brother.

As a reflection, Sarah represents Rebecca's innocence. She has yet seen the unfortunate truth of her world and still see heroes in a good light. She will suggest waiting until the heroes to come and rescue them. She is easy to lose TRUST points if the player is honest with her.

The concept of Sarah is based on the mythical Greek sea creature Scylla, a young female with a human upper body and three tentacles with wolf heads on each end. Inspiration is taken from *Smite's* depiction of Scylla, who appears as a little girl with snake tails for legs instead of tentacles.

**Tim**

**Full Name:** Timothy Lucas

**Age:** 9 – 11 (older than Rebecca)

**Gender:** Male

**Hair colour:** blonde/dark blonde

**Eye colour:** grey

**Ethnicity:** White British

**Biagene Name:** Lighted Mood

If he smiles, he can set himself on fire, temperatures increase when smiling for long periods.

**Description:**

Timothy grew up in misery. As soon as his biagene activated at the age of 7, he went down the path of a delinquent. He had already been prosecuted after nearly burning his primary school.

Already chipped and sent to a facility, there he learned his powers and how to prevent any fires, simply not smiling. But it's hard not to smile, for months he was given electric shocks and every time he lifted his lips, until he was barely incapable of smiling.

After release, his mind was broken, he tried to move on, but the pain and abuse he was given drove him to be more aggressive and untrusting to anyone around him.

He only wanted to smile, and when he did smile again, the cycle of his torment repeated.

**Role:** Sidekick

**Personality:**

Angry, rebellious, loud, in agony, incapable of feeling happy.

**Appearance:**

Tim is the shortest one in the group. He has long scruffy blonde hair and incredibly restless eyes.

He wears the standard long sleeved juvenile outfit, for restraints, he wears cuffs that cover his face and arms, his mask inside has a bracer that holds his mouth in a fixed, incapable of moving his lips, resulting in speech that sounds more towards grunting and screeching.



**Out-of-Universe Information:**

Sarah's role is one of the two sidekicks in the group, being the active member, despite his restraints, he will use what he can to help out or fight back.

As a reflection, Tim represents Rebecca's rage, the anger towards how he is treated and how much he is used to the discrimination because of what he did. Turn into a misguided hateful boy who wants suffering because that's how he earns the little things he wanted.

It also shows that there are of course exceptions that not every accused villain is a misunderstood snowflake, that there are some who do become bad and keep being bad. But he isn't one-dimensionally evil, just that he wants to smile and the only way he can do that is to hurt people.

## Judy Jumper

**Full Name:** Judith Smith

**Age:** early - mid 20s

**Gender:** Female

**Hair colour:** black

**Eye colour:** brownish orange

**Ethnicity:** White British

**Biagene Name:** Enhanced legs

She has enhanced strength and flexibility on her legs, allowing her to jump higher and kick harder.

### Description:

A cheerful and active positive rookie.

Grown in a regular home, schooled with high marks, and recently graduated from the Hero Academy programme to earn her Enforcement License and become an Official Hero.

Assigned to a Hero-Quarters on the outskirts of the city, she spent two months learning from her experienced partner. Unlikely the city, the only people she stopped are small-time troublemakers. Barely enough to earn her wages. But she didn't care about money, as she always inspire to help people more than anything.

**Role:** Contagionist

### Personality:

Hopeful, eager, willing to learn, see black and white, conflicted if she sees grey.

### Appearance:

Judy is a young woman in her 20s, wearing her signature hero uniform for her job, custom made to fit with her power and name, most of it consist of the standard hero uniform protocol, such as a fully body outfit, plated armour vest with a camera on the side, such chest a belt with pockets, and an earpiece to communicate with the IS. To make herself unique, her outfit has the shading range of black, purple, and light blue, with large heavy knee-high boots.



**Out-of-Universe Information:**

Judy represents the inexperienced heroes who only see the black and white side of hero society and has yet adapted to corruption and discrimination that Park and Hardiron had. Thus, her perspective is new and can change depending on what experiences she goes through. As well as showing that not all heroes are corrupted with some that are heroes because they are selfless and wanted to help people.

she also represents the outsider's perspective of Rebecca's actions and consequences and how they judge her. Judy and Park will always appear in the previous scene, and they will find what Rebecca and her group left behind, this will be part of her TRUST and can lower or increase depending on what she finds and start putting the pieces together.

## Park Ranger

**Full Name:** Park Ranger

**Age:** Late 30s

**Gender:** Male

**Hair colour:** Brown with blue highlights

**Eye colour:** blue

**Ethnicity:** White British

**Biogene Name:** Electricity

He can emit and burst electricity out of his hands.

### Description:

An experienced hero tasked to protect a town on the outskirts of the city, at first, he was delighted as he was born and raised at the town, but as time passed and became adjusted to his work, his passion to being heroic and brave shifted to being another average day in a town that barely have any crime.

### Role: Contagionist

### Personality:

Easy to irritate, experienced, focused on work, simple, straight to the point.

### Appearance:

Park Ranger is supposed to look like a regular male with some hints of his power, such as blue eyes and shades of blue in his brown hair. His facial hair includes sunburns and a short goatee.

He wears the standard hero uniform with his own style, said style meet the minimum requirements without any quirky addition, since he is experienced and realised, he doesn't need any additions to his uniform. He wears a short sleeve green shirt, black vest, and green trousers, he also has a belt with a pocket holster strapped on his side, and gloves with a screen tablet on his left arm which helps with his powers.

### Out-of-Universe Information:

Park Ranger shows a long experience hero who spent years doing his job in a low crime rate town, but also show the corrupted side of official heroes. As the guy will not care about the juveniles, only that it's his job to recapture them.



He will play as the opposite of Judy but also her mentor, showing what heroes are actually about. Thus represent the heroes being similar to regular street cops.

## Warrice

**Full Name:** Warrice Ripper

**Age:** 30s - 40s

**Gender:** Male

**Hair colour:** dark brown

**Eye colour:** black

**Ethnicity:** N/A (Matic)

**Biogene Name:** Warthog

He has the physical humanoid appearance of a warthog.

### Description:

A long-term criminal in the Ripper family, with a bad reputation of failed tasks. Often have outbursts that cause high alert and unnecessary casualties. The only reason he wasn't kicked out or killed was due to his allegiance and family ties with his older brother, who practically runs London's criminal underground.

After hearing word that his runaway nephew was arrested, his father tasked his brother to recover Ryan and bring him back to him, giving Warrice one last chance to prove himself worthy to be part of his crime family.

### Role: Antagonist

### Appearance:

He has the appearance of a warthog, which means he has a lengthy face, tusks coming out of his cheeks and thick hair all over his arms, chest, and legs, he has a noticeable scar on his nose.

He has a tattoo on his left shoulder, depicting a dark green snake wrapping around a Christian cross.

Warrice wears a slightly dirty white vest, the vest is oversized and have stained ketchup at the bottom. In addition, he wears ripped light blue jeans and dark red trainers.



**Personality:**

Reckless, stubborn, easy to be annoyed, head driven, careless, cruel.

**Out-of-Universe Information:**

Warrice plays the role as the antagonist for the game, being the one who caused the bus crash.

Just as Judy would balance the morality of heroes, Warrice balance the morality of villains, as he is a terrible person who kill without remorse and will do whatever he will do to get his way. An ideal representation of a villain and a criminal.

**Unseen or other named characters****Rebecca's Mum & Dad:**

Parents of Rebecca and Minda, an average low-income family, where the mother stay in the house to cook and clean while the dad goes to work in construction.

As little as the player will know, the mother is a kind mother who is willing to spend her time with her daughters. while the dad prefers to do his own thing, but does care for his family, sometimes make jokes for a laugh.

After the incident in Chapter 1, the father will change, start to drink, and blame Rebecca for the death of his wife.

**Garrison Cornick:**

A world-known psychologist and best-selling author of many publications. Detailing research and discoveries concerning mental health in biagenes and how it affects the causality of villains.

His latest book, *The Definition of Evil*, details the history of a powerful villain during the Dark 1960s and how his mental analysis connects with the mental state of villains.

**HardIron:**

Hardiron is an official hero who appears to arrest Rebecca. An introduction and highlighting the type of heroes this world has.

His biagene is that he can form a rock-like layer around his body, giving him harder punches and tougher skin, this is a switch type, as he can choose which part of his body would be covered in rocks. This will also be the reason Death Touch doesn't affect him.



**Charlie:**

Charlie is one of Minda's friends from secondary school, often want to have a fun time as much as she could by hanging out with her friends or her boyfriend, ranging from walking down to the town, going clubbing or stay at her friend's place to have a quick smoke.

**Cole Kuman:**

A conspiracy nut living by himself in the middle of nowhere in the countryside. He spends most of his time on his computer, writing forms or researching crackpot theory. His main interest is the cause of Biagene and how it relates to an historical, timeline-changing event known as 'Hiroshima's Cry' (or 'The Cry' for short.) as well as denying any other crazy theory such as flat earth or that aliens creating biagenes.

He also has connections with certain criminal groups as he is aware of The Orphanage.

**Cover:**

Cover is a fully covered young figure who appears at the end of the game. Their body is completely covered from head to toe, they have a misty transforming biagene with a side-effect condition where they have a critical light allergy, both natural and artificial.

This means they have to wear full body clothing to keep themselves safe from light exposure, which burns their skin. Due to the clothing, they are incapable of speaking and have an unknown gender.

**Cathrine Marion:**

An older woman who had been infamous by society, once a terror that brought destruction and chaos, now a headmistress of the Orphanage.

Her biagene is growing nails, allowing her to grow her fingernails in a rapid short pace. She learned to weaponize her nails by sharpening them into blades.

Her background remains a mystery for the time being, only a few hints such as a scar on her neck and a missing ring and pinkie finger on her right hand.

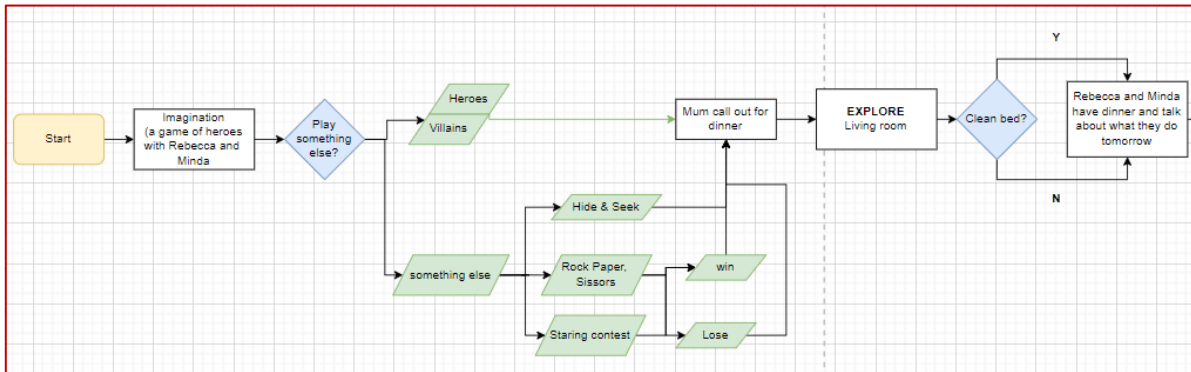
**Arnwir Targan:**

Otherwise known as 'the Immortal Politian', born in the first couple of years in the dawn of biagenes. Anwir grew up to aid in giving rights and acceptance of biagene users, he founded the Hero System that's been crafted over the years until it became a functioning cog in the stability of society.

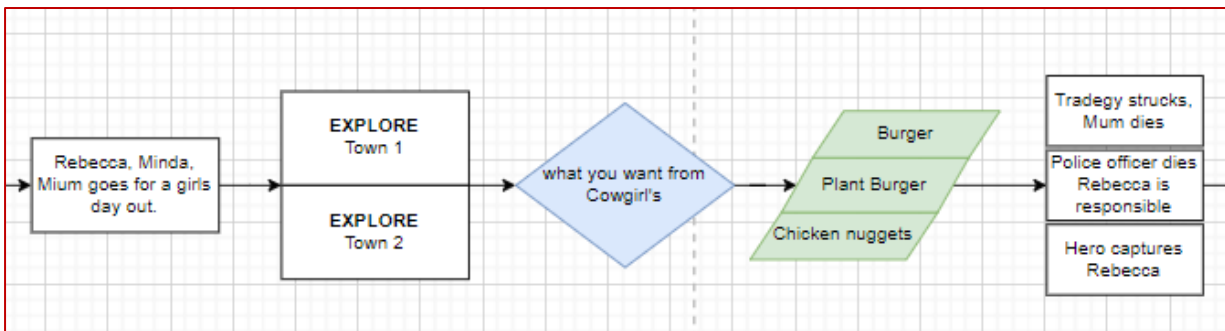
Though not appearing much in the public eye, Targan is still active after over 60 years. Running a global division charged to deal with global-level threats that comprise of elite heroes.

# Chapter 1

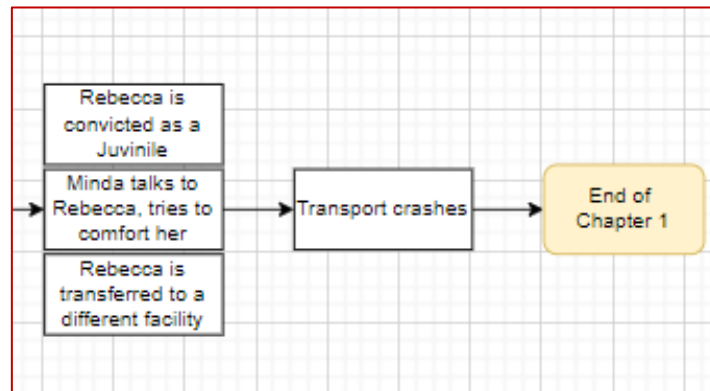
## Part 1:



## Part 2:



## Part 3:



## Part 1 – Home

### CINEMATIC 1:

The story begins with a real-life quote by Abraham Maslow, followed by a fictional quote by Garrison Cornick.

*“If all you have is a hammer, then you will see everything as a nail.”*

*- Abraham Maslow*

*“Therefore, if all you have is **Evil**, then you will have **a desire to destroy the world.**”*

*- Garrison Cornick*

The starting quote is supposed to illustrate the mindset of the world of See Only Evil, that in this world, if you have a bad power, then you are a bad person.

After the quote, the story begins in a burning city. In the mist of the chaos, a teenage girl named MINDA REDHEART attempt to escape the place only to be trapped under debris. Unable to move, she called for help, but a big dark monster with glowing red eyes appear in front of her, Minda Panics, calling out for a hero.

That’s when the Protagonist enters the story. REBECCA REDHEART, donning a superhero outfit, fights the monster in turn-based combat.

When Rebecca does her ‘Ultimate finisher’ a shift from fantasy and reality. Revealing that Rebecca and Minda was only playing a game of superheroes, with the big monster being their pet dog.

After a game of superheroes, Minda asked for another game, but was shortly interrupted by MUM shouting ‘Dinner!’ from downstairs. Minda went downstairs while Rebecca stayed upstairs, needing to do something before joining her for dinner.

### EXPLORATION:

From here, the player can explore the environment, interacting with objects or go downstairs to have dinner.

There is an invisible choice, where the player can tidy the bed, it will be brought up later in Cinematic 2.

If the player chooses the explore and interact with the room, the player will learn is that the sisters come from a lower-class family of 4, living in a small, 2-bedroom house where they have to share the same room and sleep in a bunk bed. There are hints of a hero society in some aspects of the interactions, from the poster to comic books on the desk.

The player proceeds by leaving the bedroom.

After leaving the bedroom. The player can explore the upstairs hallway, with doors that can be interacted, but can't go through. There is a table with pictures of the Redheart Family and a book named 'The Definition of Evil' written by Garrison Cornick.

The player proceeds by going downstairs.

### **CINEMATIC 2:**

Downstairs, Rebecca is greeted by DAD and Minda, as they waited for her. then her MOTHER arrives in with two plates of chicken curry, while Rebecca and Minda have their meal, the TV caught their attention, a TV show called 'Heroframe,' where a broadcaster talks about a villain incident and a hero saving the day. This will be the reveal that the world of See Only Evil is a hero society.

Afterwards, Mum brought up tomorrow, mentioning how they're going to have a Girls' Day Out into town. Which excites Rebecca wondering if they will encounter a hero on their day out. Setting out the Call for Adventure.

## **Part 2 – Town**

### **CINEMATIC 1:**

Rebecca, Minda, and their mother arrived out of the train into town, starting their big girl's day out.

### **EXPLORATION:**

This exploration level consists of two levels, both taking place in two different parts of the town.

There will interactions, images, objects, posters, people, all to show a lively regular town. What the player can learn from here is the word 'Biagene,' with hints of decriminalization towards first time offenders from posters and a couple of characters.

The first level will have shops, a market, and a bookstore that features 'The Definition of Evil.' The player can proceed from the level by walking on the zebra crossing.

The second level will have a closed shop, a town square and Cowgirls, a fictional popular fast-food chain. A couple of characters will be in this level. Minda's friend CHARLIE, who was waiting for her boyfriend to get his food from Cowgirls before going to the movie theatre. And a POLICE OFFICER, present in this scene before appearing in Cinematic 2.

### **CINEMATIC 2:**

The three girls were heading to the town park, on their walk, Mum asked what she wants for lunch, banter that have no importance before the sudden shock occurs.

All the sudden, a loud, deafen noise can be heard, the screen turned to black, with white figures from the previously shown screen before the sudden turn of events. The figures are Rebecca and Mum, Minda's figure is blacked out. the scene then focusses on the hand holding from Rebecca and Mum. hinting towards the cause of the next scene.

Mum suddenly collapses to the floor, Rebecca, still holding her hand, fell down with her. when she recovered, she saw her mum lying on the floor, she pulled her body towards her, revealing the frozen face of her mother.

For no explanation, the mother died.

Minda panicked, she called out for help, gathering a crowd who wondered about the commotion.

The Police officer from the previous Exploration arrived at the scene, trying to calm down the crowd until he saw the two girls with their dead mother.

He quickly kneels down, trying to calm down the crying Rebecca, holding out a hand for comfort. Though shaken, Rebecca accepted his hand and the sudden noise and black background appeared again, this time, showing the white hands of Rebecca and the Police Officer.

The Police Officer collapse and died, same way as the mother.

Everyone who saw this was wide eye, Rebecca included, they all knew what caused the two deaths.

It was Rebecca and her awakened Biagene power: Death Touch.

The young girl was in complete despair, hearing the mutterings, speculation, accusing her of being a bad person. She didn't want to hear it; she was in complete denial. But they continue to mutter, until she couldn't take it anymore and ran away from the crowd, fleeing from the scene, leaving Minda and her mother behind.

Rebecca later stopped running and huddle near a dumpster in the alleyway. She tried to comprehend the last few moments. Realising she has a Biagene, but never wanted such a power.

Then an Official Hero, HardIron, appears in the other end of the alley. Who was searching for her. Rebecca saw the hero, seeing him as hope and comfort, dramatic heroic music plays, before it cut out when HardIron grabbed Rebecca by the jacket and lifted her up, activating his Biagene to cover her arms to protect himself from her Death Touch.

Rebecca cried, pleading with HardIron that it was an accident, and she was sorry for killing her Mum and the Police Officer. But the hero didn't care. What matters to him was capturing the one who caused the commotion. Before arresting her, he told Rebecca a statement that reflects the mindset of heroes and how they and society as a whole, view villains in this world.

*'It doesn't matter if you're sorry. Doesn't matter if it was an accident. In the end...*

***You are nothing more than a paycheck.'***

*- HardIron*

### **Part 3 – Arrest**

#### **CINEMATIC:**

While still in a black screen, dialogue appears, Minda is talking to Rebecca. Wanting to comfort her, but telling her that she has a Biagene, revealing that nobody in their family had a biagene, with Rebecca being the first one.

Between the dialogue, scenes fade in to reveal Rebecca, dawning a long-sleeved Juvenile uniform, wearing Handlocks, preventing her from using her hands. Another scene shows the side of her neck, with a chip installed, a red mark indicating the chip. Which will be brought up in Chapter 2.

*'Don't you see Rebecca? You have power...'*

*- Minda Redheart*

***'AND I HATE IT!!!'***

*- Rebecca Redheart*

The next scene reveals Rebecca talking to Minda in visitor room in a holding facility. Glass between the two girls. Minda has to use a wired phone to speak to her younger sister.

Rebecca was scared, worried for what will happen to her. Minda ensures her that she will be safe, she will be taken to a facility where they'll help her with her powers, comforting Rebecca as much as she could by telling her that no matter what happens, she will always be her sister and support her all the way.

After their talk. Rebecca proceeds to enter a prison bus with three other juveniles. Being transferred somewhere else. Throughout the journey, the bus left the town into the tunnel, then out to the countryside. Rebecca, in sorrow, didn't pay any attention to the outside. She looked down, full of guilt, full of regret, nothing will ever be the same again, leaving the Known world into the Unknown.

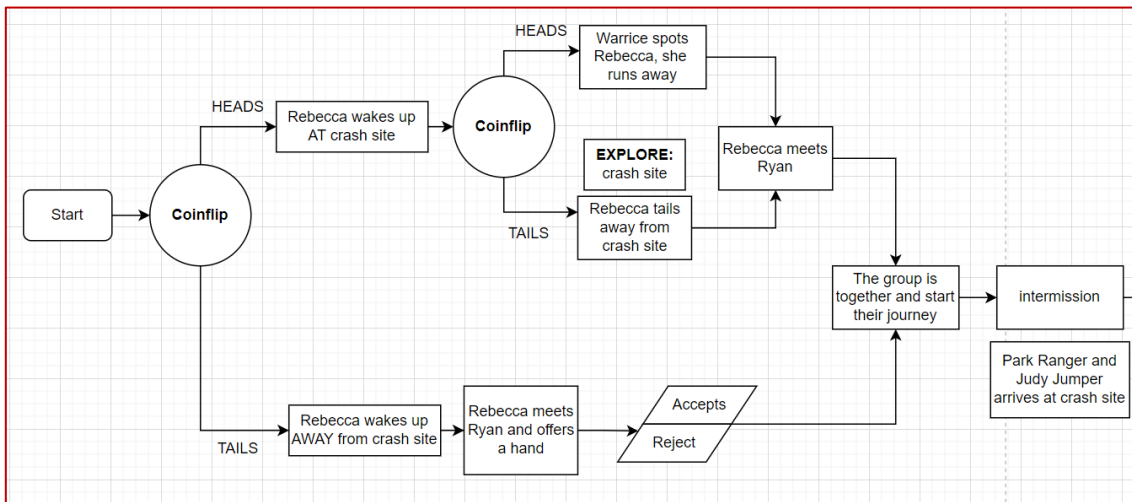
Then a car crashed into the bus.

Cut to black upon impact.

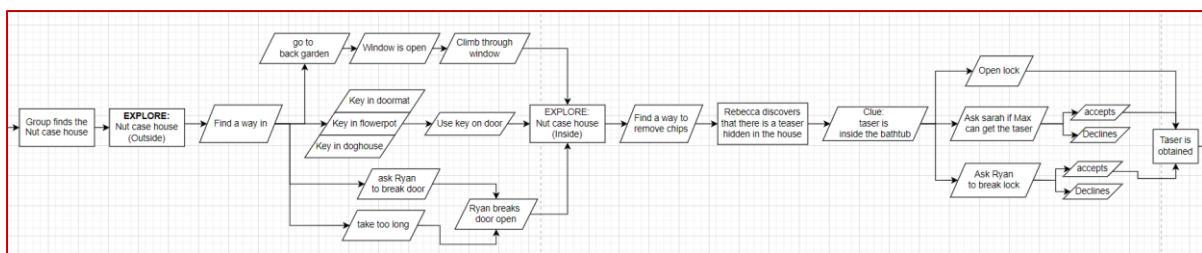
End of Chapter 1.

## Chapter 2

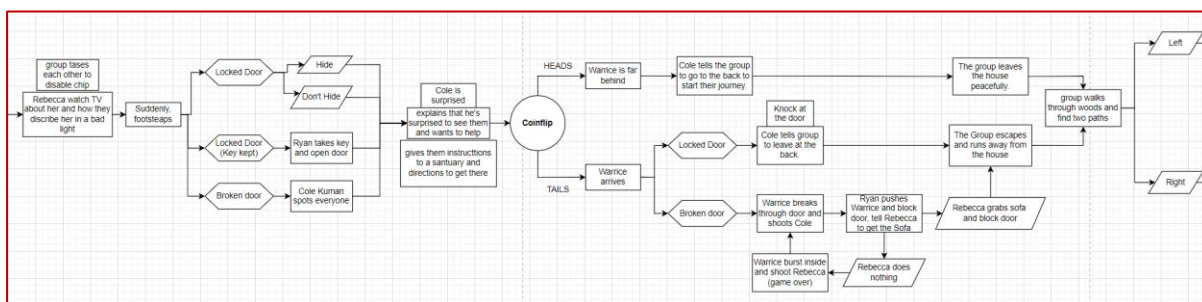
### Part 1:



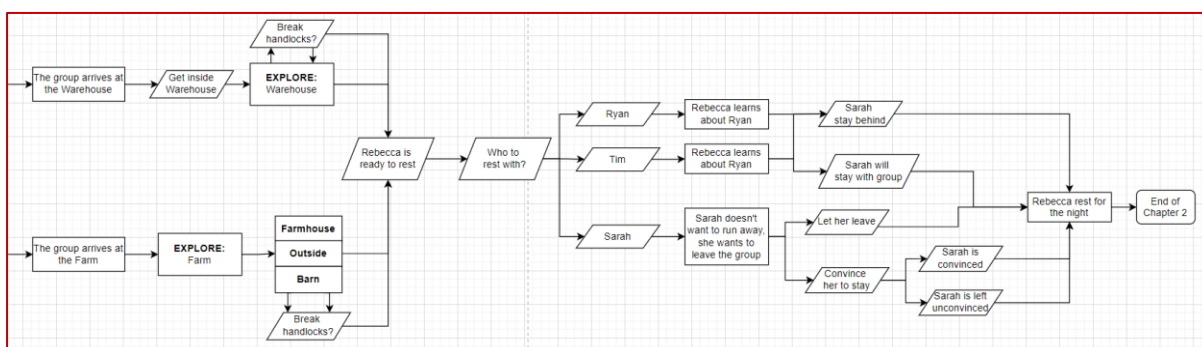
### Part 2 (1/2):



### Part 2 (2/2):



### Part 3:



Chapter 2 will Start with a 50/50 chance of ending up in Part 1: Branch 1 or Part 1: Branch 2. A coin flip is represented to make it feel that the Player is contributing with the chance.

### **Part 1: Branch 1 – Waking up in the Bus.**

#### **CINEMATIC A1:**

The scene opens with Rebecca recovering from the crash, waking up inside of the bus, getting out, she finds herself in the middle of the woods, the bus flipped over on its side at the bottom part of a hill. no sign of any of the prisoners except for food tracks away from the bus.

#### **COINFLIP – Warrice’s recovery**

#### **Heads – He quickly recovers and spot Rebecca.**

##### **CINEMATIC A2.1:**

A sudden gunshot fired, Rebecca turned to find a silhouette above the hill, fearing for the worse, Rebecca flees from the scene, following the foot tracks.

Running as fast as she can, she suddenly bumped into someone, Rebecca looked up to see RYAN RIPPER, standing intensely above her. this frightened the girl. The player has a choice of fleeing or remain still. Either choice, Ryan will try to calm her down, raising his hands to show no harm or quickly grabbing Rebecca and try to calm her down. Rebecca asked a question and Ryan answers before telling her that it’s not safe and she should follow him. with no other choice, Rebecca complies, leading to Cinematic B1.

#### **Tails – He remain seated in his car until Rebecca leaves.**

##### **EXPLORATION:**

The player can explore the wreckage of the bus, there isn’t much except for trees, rocks, and the crashed bus, to progress, the Player has to follow the foot tracks and exit the scene.

Rebecca continues to follow the path, until she heard a sudden footstep behind her, she turned to find RYAN RIPPER, immediately she was shaken by the appearance, but Ryan assured her, that he’s not going to hurt her and was coming back to rescue her. fearing for what’s to come, Ryan asked Rebecca to trust and follow him to regroup with the others, Rebecca complies, leading to Cinematic B1

##### **CINEMATIC B1:**



Rebecca and Ryan arrived at an open space, where they find the rest of the Juveniles, SARAH, MAX, and TIM.

With the group regroup, Rebecca asked question to what happened and what they are going to do.

After asking a question, the scene will change to Cinematic 2.

### **Part 1: Branch 2 – Waking up away from the Bus.**

#### **CINEMATIC 1:**

The scene opens with Rebecca waking up, finding herself in the middle of the woods, but no bus. A hand appears in front of her, she looked up to find a giant rhinoceros, RYAN RIPPER. The Player can choose to accept his hand or reject it as she gets up.

After getting up, she looked around, seeing other juveniles, SARAH, MAX, and TIM.

Rebecca asked question to what happened, Ryan explained that the bus crashed. Ryan carried her to safety while she was unconscious.

After asking a question, the scene will change to Cinematic 2.

#### **CINEMATIC 2:**

Ryan informed everyone that they have to keep moving, that the heroes will arrive and be on pursuit recapture them. Sarah speaks up, questioning to why they need to run away from the heroes.

Rebecca can respond to her questions, and whatever choice she makes, will affect Sarah's TRUST.

As the group start to leave, Ryan let everyone know that the first thing they need to do is to remove the chips implanted in their necks.

### **Intermission 1**

#### **CINEMATIC:**

The scene returns to the bus crash, with the police already set up forensics. Two Official Heroes arrived at the scene, PARK RANGER, and JUDY JUMPER. Tasked with finding and recapturing the escaped Juveniles.

The player will learn that Park is an experienced hero protecting a nearby town while his newly assigned partner Judy is a rookie in her first two months on the job.

They examine the crime scene, explaining what happened, looking at files of the group and speculated how they're going to find them.

*'Contact IS, track their chips and we'll find them, easy as gravy.'*

*- Park Ranger*

If the Player read the files, they will find out about Rebecca and the juveniles. Including their criminal records. Rebecca is a first offender charged with involuntary manslaughter. Sarah is also a first offender charged with assault, Ryan's crime was resisting arrest from arson, and Tim is a repeated offender, also charged with arson in both recent and past crimes.

With Park being confident while Judy was unsure, they leave the crime scene, ending Part 1.

## **Part 2 – The Conspiracy Nut's House**

### **CINEMATIC 1:**

After a while, the group arrived at a road and a singular house. With the heroes closing in, they have to find a way to remove their chips, and breaking into the house will be their one and only chance.

### **Exploration 1:**

The player is free to roam around the outside of the nut house, with the objective to find a way inside. There are three ways to complete the objective.

- **Outcome 1: climb through window, Door is locked.**
- **Outcome 2: Unlock door. Door is locked.**
- **Outcome 3: break door. Door is broken.**

When the exploration level starts, a Dice roll occurs ranging from 1-4 for a key location, for the opportunity of result 2, so long as the Player manages to find the key.

1. **The key is under the doormat.**
2. **The key is under a flowerpot.**
3. **The key is inside an empty doghouse.**
4. **There is no key.**

There will also be a 50/50 chance of a slightly open window that brings an opportunity for result 1.

However, if there is no key and all the windows are locked, the only option will be option 3, which can be triggered either by asking Ryan or if the player takes too long to find a way in (a minimum of 3-5 minutes) in which Ryan will break through the door himself.

### **Exploration 2:**

In this segment, the player is free to look around the Conspiracy Nut's House. The objective is to find a way to remove the tracking chips. There is no timer for this level and the way to progress is to find a taser.

The player can explore around the house, there is a main room, a kitchen, a bedroom, and a bathroom. Each having their own interactions, most notably being a conspiracy board in the bedroom, highlighting news articles from the past, expanding lore and backstory to the game's worldbuilding.

They can also interact and talk with Ryan, Sarah, and Tim, with questions and conversations, once again, expanding in their story and getting to learn more about them.

Due to taser being illegal in the UK, the taser is well hidden and require steps to find it. The following steps from start to finish.

1. Find a sticky note the conspiracy board it will mention a taser and that's it's under the floorboards.

*'The old bill won't search in a place where you sing.'*

2. Find the location of the taser, (bathroom bathtub)
3. There, the bathroom has two sides, a hole in one side and a lock on the other. The taser is inside the bathtub, find a way in.
  - Options:
    - 1: Rebecca can open the lock themselves by solving the combination puzzle, the combination can be found in the room. Have to ask Ryan or Sarah to do the combination for her.
    - 2: Ask Sarah to use Max to go inside the hole and fetch the taser (note: Sarah will decline if her TRUST is low)
    - 3: Ask Ryan to break the lock open (Ryan will decline if he broken the door)
4. Once the taser is obtained, the exploration ends and Cinematic 2 begins.

## **CINEMATIC 2:**

Once the taser is obtained, Ryan will use it to tase everyone and himself to disable their chips. Rebecca can choose to go first or not, if the player choose not, Ryan will tase Tim first, then Rebecca.

When Rebecca gets tasered, she will scream, collapse to the floor, twitching, breathing, enduring great pain, with screams heard, implying that Sarah, Tim, and Ryan are getting shocked as well, but the focus is on Rebecca.

Slowly recovering, she went to the sofa, calming down from the pain. The television shows Heroframe appears on the TV, Rebecca watch as it broadcast a highlight about a hero named HardIron who was interviewed for his recent capture of a young dangerous indivial who took the life of a police officer and her mother. Rebecca realises that the highlight was talking about her incident. She paid attention, hear what HardIron had to say.

*'It's terrible that there are troubled youth these days, **no child should kill their mother**, whatever if it's her upbringing or genetics, **what she did is inhuman**, just glad I came in before **she could hurt anyone else.**'*

*- HardIron*

The new shocked Rebecca, disgusted by the words of the hero. As the new goes on, she starts to realise that all the highlights told in Heroframe is only a partial story with the heroes telling their own version to make themselves look heroic and the troublemakers as evil as possible.

Ryan, after recovering let her know that the world doesn't care about people like them, an unfortunate truth that Rebecca is starting to realise, while Sarah was still in denial and Tim looking down, already accepted the truth a long time ago.

Suddenly, there were sounds of footsteps.

#### **Consequence: Locked door.**

Fearing that the owner of the house was about to enter his room, Rebecca has to make a quick decision, find a place to hide. If she manages to hide, the house owner will enter the house, noticing nothing, only for him to open the closet to find Rebecca/Tim. If Rebecca fails to hide, the house owner will immediately spot Rebecca after entering his home.

#### **Consequence: Locked door, Kept key.**

the house owner starts to shout, because he can't find his key, Rebecca realises that she has the key, when Ryan heard the voice, he asked Rebecca to hand over the key, if the player doesn't hand him the key, he will take it himself which will decrease his TRUST.

He proceeds to open the door and the homeowner went inside.

#### **Consequence: Broken door.**

The homeowner quickly enters the doorway, and immediately spotted everyone in panic.

The homeowner was indeed surprised, but didn't panic or call out for a hero, instead. He was oddly happy.

Ryan questions his reaction and he was willing to explain, his name is COLE KUMAN, who hated the government and had a board of crazy conspiracy that the government is using heroes for their own agenda. He also had experience in aiding villains and villain potential by disabling their chips for a small price. This explains why he has the taser.

With the chips removed, Cole advises the group to leave his house immediately, since disabling the chips will alert the IS and contact nearby heroes to go to the last known location of the chips. But the group was in disarray, unsure what where they can go or have a plan to escape captivity. Fortunately for them, Cole knows a place, an independent sanctuary for troubled and rejected youths, known as The Orphanage. He gave Ryan a map and a compass, telling them that they have to keep going north until the markings of the map look familiar, then follow the map to the red X mark, there they'll find a safe haven.

### **COINFLIP – Warrice catching up.**

#### **Heads – Warrice is far behind.**

Cole tells everyone that he will clean up on his behalf and give them time once the heroes arrive to investigate, he suggests using the backdoor since it leads northeast. With that, the group left in good terms, after leaving, Cole pulls up a burner phone and call someone, before breaking it after the call.

*'It's me... There are four coming to you... Yes, the ones from the crashed bus incident...  
Thank you, whatever helps...'*

*- Cole Kuman*

***Result: Cole Kuman lives***

### **Tails – Warrice arrives at the house.**

#### **Consequence: Locked door.**

Suddenly, there is a knock on the door, everyone was silent, Cole pulled a finger to let everyone know to stay quiet, he slowly approaches the door and spotted someone outside.

Cole turned to the group, told them that someone is outside, then told them to use the backdoor leading northeast, they have to get out quiet and fast.

The group did so, escaping and running as fast as possible.

***Result: Cole Kuman lives***

#### **Consequence: Broken door.**

The door was kicked open, Cole only had a chance to turn around before given a sudden bullet to the head, he fell down dead, Rebecca was eyes wide, Sarah screamed, they turn to see WARRICE, standing menacingly holding a revolver.

Ryan sprint into action, tackling Warrice out of the house before quickly closing the door. Warrice tries to get inside, but the door was blocked by Ryan's body.

*'GRAB THE SOFA! BRING IT HERE!'*

*- Ryan Ripper*

The player plays a quick time event (QTE) Rebecca, Tim and Sarah all went to the sofa and pushed it towards Ryan.

If the player fails, Warrice breaks in and shoots Rebecca, resulting in a Game Over and a restart.

If the player is successful, Ryan quickly grabs the sofa and put it against the door, knowing it won't hold for long, the group rush out to the backdoor, fleeing away from the house and starting their long journey in an awful head start.

***Result: Cole Kuman is dead***

### **CINEMATIC 3:**

After leaving the house. The group walks through a pathway, the group have a conversation while following Ryan who has the compass. This could be a moment to build or lose TRUST with others in the group.

Then they encounter two different paths in their direction. The group consider where they want to go, with Rebecca being the one who has the say to where they go.

Whatever choice The Player makes will result in going to one of two levels, each having their own exploration, choices, opportunities, and consequences.

If the player chooses left, they will end up at the Warehouse (Branch 1.)

If they choose right, they will instead end up at the Farm (Branch 2.)

### **Part 3.1 - Branch 1 – Warehouse**

#### **CINEMATIC:**

The group went to the left path, they kept walking until they encountered a broken fence, going through, they soon notice a warehouse, no lights, and no sign of guards. At first, Ryan was a little cautious, since there could be IS cameras on the warehouse, but when Rebecca

saw the 'TO LET' sign, it heavily indicates that the warehouse is abandoned and unused. So, they decided to use the warehouse to rest.

### **EXPLORATION:**

The player gets to explore the warehouse, starting outside with the objective to get inside, there will be a way to get in by transversing the environment to reach a broken window, the group will follow Rebecca.

Once inside, the player has to transverse their way down.

Throughout the journey, there will be explorations and worldbuilding, about how the world industrial progress with the use of Biagenes. There will be mentions of an industrial license and history behind the warehouse that led up to its closure. The warehouse was closed due to the company going bankruptcy, which could have been avoided had they authorise their workers with Industrial licenses to work with their Biagenes.

There will also be an opportunity for Rebecca to break her hand locks, as equipment has the right tools to break her arms free, they can also break Tim's restraints free, Rebecca can choose to break them or not, the same goes with Tim, with the player choosing for Rebecca and Tim choosing by a 35/65 coinflip.

The game progress by talking to Ryan and telling him that you are ready to rest.

### **Part 3.1 – Branch 2 – Farm**

### **CINEMATIC:**

The group went to the right path, they kept going, finding themselves in an open dry farm field with a house at the distance with a barn next to it, there is no sign or lights or anything at the house, Ryan insist to sneak to the barn and rest there, Sarah was a little unsure since it would be breaking in. as they come close to the house, they notice a sign hanging in front of the door window.

They read the sign, a letter, pressingly to a houseowner's friend, reminding them that they were away to their holiday. Meaning that the farm is empty. Encouraging the group to break inside and rest, with Sarah being the only one who refuse, you can agree or disagree with her, agreeing with her would increase her TRUST but decreases Tim and Ryan's TRUST and vice versa.

### **EXPLORATION:**

The player can explore the farm, including the house, outside and the Barn. What the players will find is the life of the Lockets, a family of 3, the parents and their daughter, Megan, who is a superhero fan, as much as Rebecca. Megan shows a reflection of who Rebecca was before her Biagene activation, with a difference being that Megan has a strong and sable Biagene and started training in hopes to become an official hero.

There will also be a chance to remove the hand lock with tools located in the barn. Which is up to the player if they want to remove her restraints.

The game progress by talking to Ryan and telling him that you are ready to rest or by removing the handlocks.

### **Part 3.2 – Rest**

#### **Cinematic:**

With their place secure, and an unlikely chance of either Warrice or the heroes showing up, the group decided to rest for the night and keep moving in the morning.

Ryan tells everyone how they are going to rest.

If they are at the warehouse, they will rest in the locker rooms, Ryan and Tim will rest in the boy's locker room while Rebecca and Sarah rest in the girl's locker room.

If they are at the barn, Ryan and Tim will rest in the living room, while Rebecca and Sarah rest in the bedrooms.

The player can try to get Rebecca to rest with either Tim or Ryan, but only if they have a high enough trust and convince Ryan. Otherwise, the default outcome is resting with Sarah.

#### **Rest with Sarah**

Getting ready to rest for the night, Sarah wanted to talk to Rebecca. Starting to talk about family, Rebecca tells Sarah about her family, and Sarah told Rebecca about hers, Sarah then mentions her worries, that if they go to The Orphanage, she will never see her mum and dad ever again, all before giving her the reason for the conversation.

*“I... I don't want to go... I miss my mum and dad...”*

*- Sarah Wolfen*

Sarah explains that she is planning to stay behind and wait for the heroes to pick her up, as she still has that glimmer of hope that heroes are always going to help people and she thinks that the heroes after them are trying to rescue them.

The player can choose what to tell Sarah, Rebecca can tell her about her last encounter with a hero, try to convince her to remain in the group, tell her that there is a bad person coming after them (if Rebecca had encounter Warrice) or allow Sarah to be left behind.



Should the player try to convince Sarah to stay, she will make counter arguments and there will dialogue that will either increase or decrease her TRUST which will determine her outcome.

Other than allowing Sarah to be left behind, there is no absolute convincing Sarah to stay as it all depends on TRUST, if Sarah's TRUST is high enough, then she could be convinced to remain in the group and go to the orphanage.

Sarah's final choice will be revealed at the start of Chapter 3.

### **Rest with Ryan**

If the player decides to rest with Ryan, Sarah and Tim will rest together.

Rebecca will rest for a while, but then waken up to see Ryan being fully awake, not resting but on a lookout. She notices and try to have a conversation with Ryan.

Here, the player will learn more about Ryan, that he used to grow up in a bad family, which wanted him to be something that he's not. Having to run away and start all over by himself, ending up on the streets, living off change to keep himself going, but trying to stay away from trouble. Until he was caught for a crime he didn't commit.

*“You keep going forward, but the past always catches up, no matter how far you are from your problems.”*

*- Ryan Ripper*

In some sense, Rebecca is starting to understand what Ryan meant and know more about him. resting with Ryan will also greatly increase his TRUST.

Sarah has a 20/80 chance of staying in the group, as she will hear Tim's cries which could either upset her and want to wait for the heroes to rescue her or feel pity for Tim that she decides to stay.

### **Rest with Tim**

Resting with Tim, Rebecca will

If Tim's restraints are free, Rebecca and Tim will have a conversation, Tim will tell her that he had been to the place that they were going,

*“Some call it a helping centre, others call it a prison, me? **It's a damn concentration camp!**”*

*- Timothy Lucas*

Worrying Rebecca, she asked more about it, Tim explains his experience, that he spent half of the time isolated in a cell and the other intentionally abused by the staff, far enough that he was incapable of feeling joy, only then he was allowed to be released. He then tells Rebecca that there are others that also been abused in the facility and that he doesn't want to go there again.

Leaving Rebecca to wonder if the bus crash was a good thing, and feared that if it didn't, she might have gone through the same thing as Tim did. Depending on the chosen dialogue, Tim's TRUST will increase or decrease.

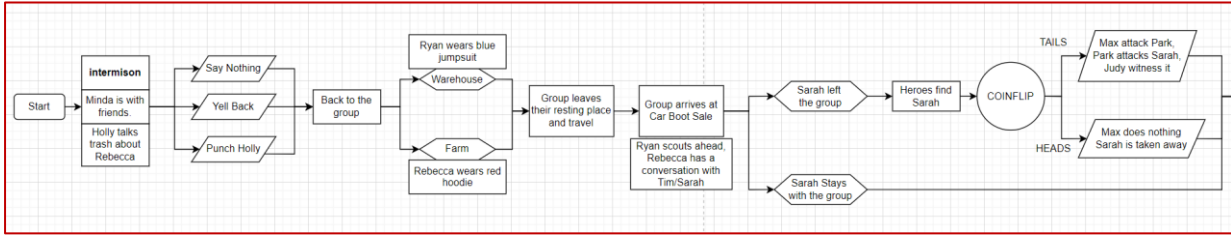
If Tim still have his restraints, Rebecca will wake up in the middle of the night, hearing Tim crying, showing that even the most aggressive and scary looking people can feel sadness, a sense of human in those who are deemed as monsters.

Sarah has a 60/40 chance of staying in the group, as she tells her problems and worries to Ryan, and Ryan will respond, telling her about the harsh truths of their reality.

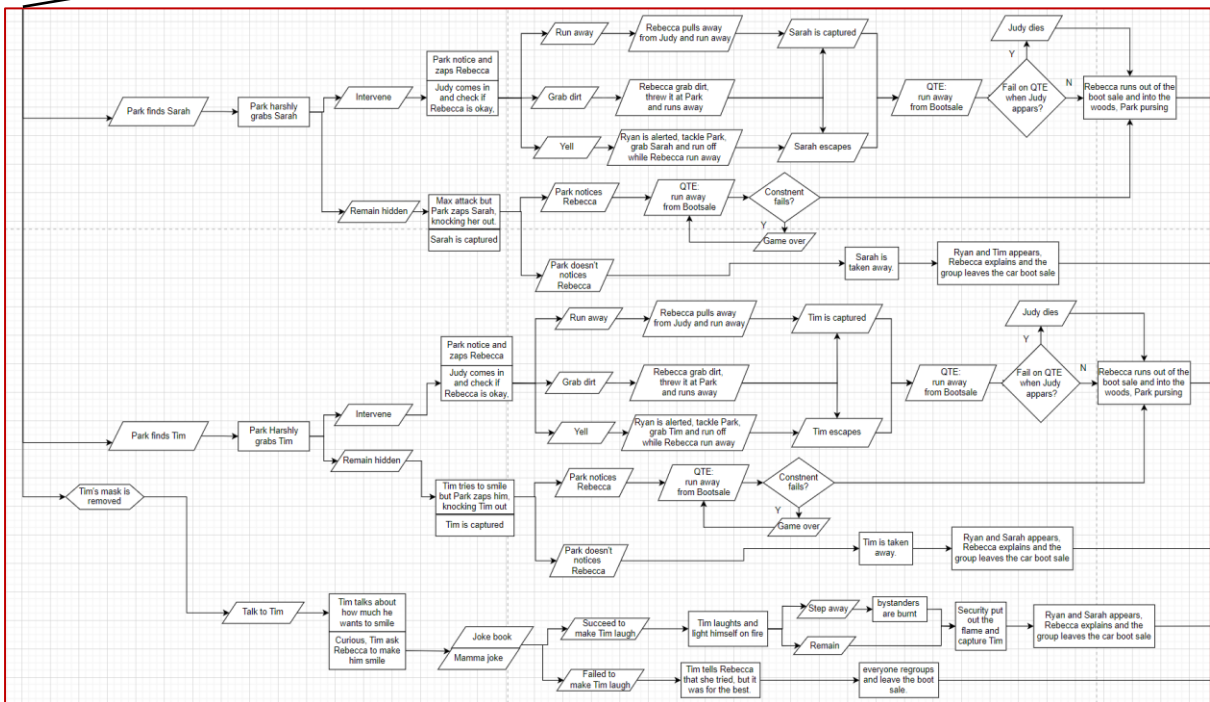
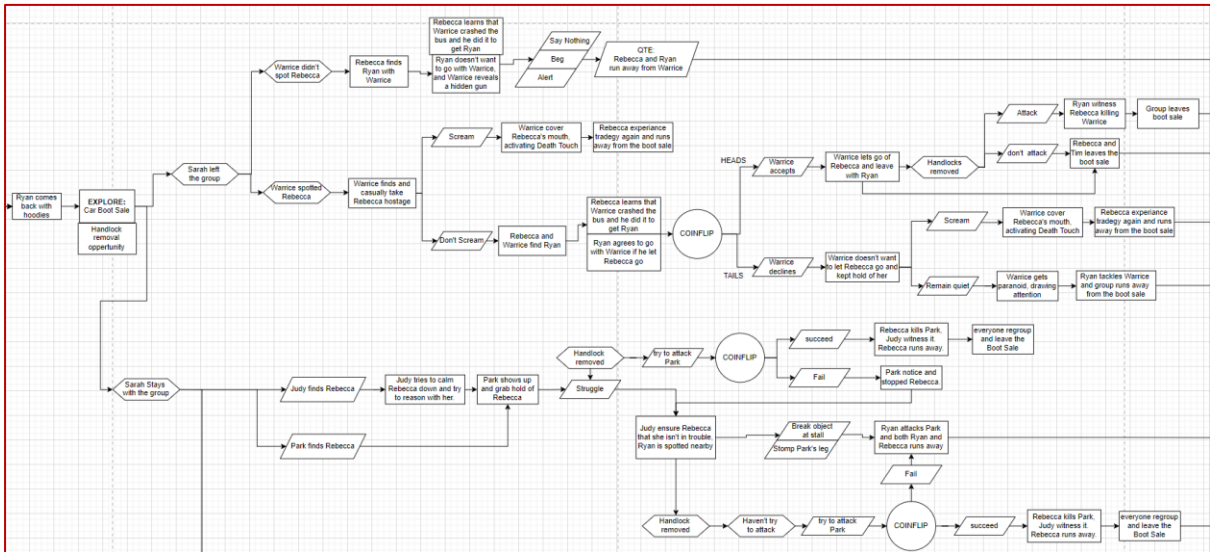
No matter the choice, the chapter ends with Rebecca resting, laying down and looking at the window to see the moon, before the scene shift to show Minda looking at the moon as well, thinking about Rebecca before the screen fade to black.

# Chapter 3

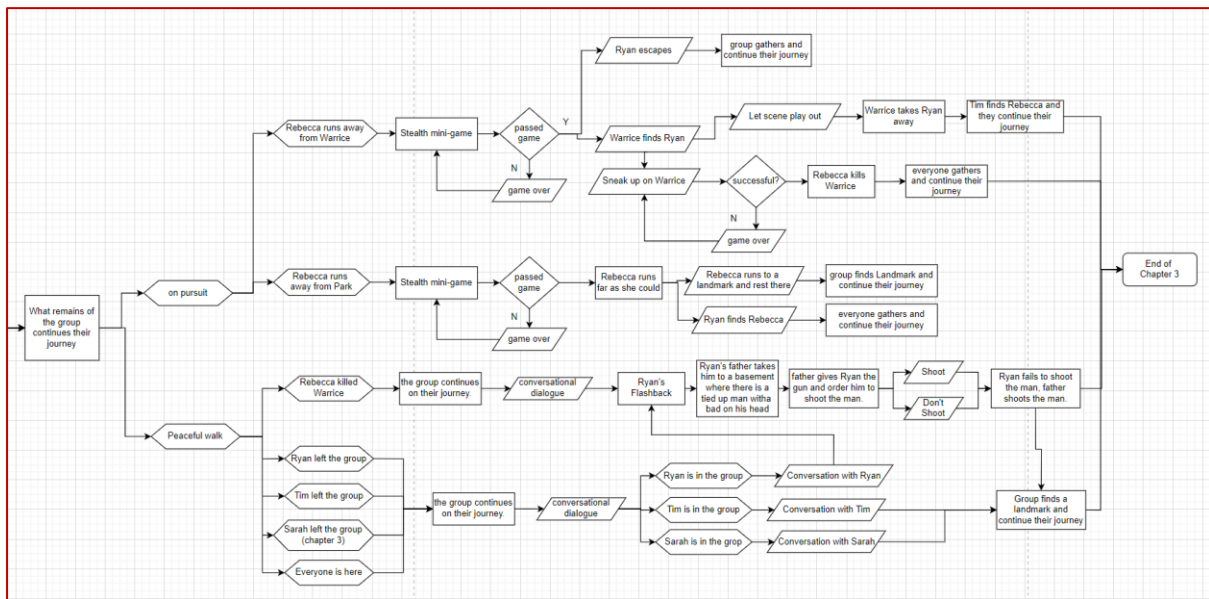
## Part 1:



## Part 2:



Part 3:



## Intermission 2

The player gets to control Minda again in this segment, the scene takes place 18 days after the bus crash incident (without the Player's knowledge). Minda is walking after school, her first day returning to school after Rebecca's arrest.

Arriving at an empty skate park, Minda encounters her friends, Charlie, her boyfriend, GEORGE, and two other friends, HOLLY, and SCOTT.

Charlie is concerned for Minda, that she isn't as active as she's used to and wanted to see if she is okay, Minda tries to reassure her that she's fine and there is nothing to worry about.

Scott then interferes, mentions Rebecca to her, how she is still missing and that's out there killing people.

This triggers Minda, in disbelief to what she was hearing, George notice and tried to tell his friend to stop, but Scott continued on, Holly joins in and agree with Scott.

**'It's just nature, luv, we can't control who she is.'**

- Holly

The player can give different responses to Holly's remark. No matter the choice, she will counter that Rebecca was a 'bad seed' and she had always wanted to kill her mother.

Another set of choices, all of them are purposely made to be wrong choices. Unfortunately, this is a scenario where there are no right choices and no matter what the player chooses, it will lead to a harsh outcome. All they can do is how they handle the respond.

### Say nothing:

Not responding will end the conversation, Holly acknowledges and appreciate that Minda at least understands what she means as she and Scott leave.

### Yell Back:

By yelling back, it shows anger towards Holly trying to counter what she said.

*'Rebecca is nothing like you say, **she is the nicest, kindest, heart I know!** And I have enough of everyone saying the same thing about her over and over, what is wrong with you all!?'*

- Minda Redheart

The group fell silent, and Minda walks off without another word, Charlie tries to catch up with her, but his boyfriend stopped her, telling her to give Minda time.

### **Punch Holly:**

Choosing violence to respond, Minda punches Holly in the face, she fell down, while Charlie and Geroge was in shock, Scott was furious. Telling Minda off for attacking his girlfriend. Only for Holly to chuckle in respond.

*'It's all right, Scotty, now we know **where she gets it from.**'*

*-Holly*

Minda froze after hearing that, looking at her bruised hand, feeling guilty, she quickly takes off, Charlie tries to catch up with her, but his boyfriend stopped her, telling her to give Minda time. Holly gets up and say that she wants nothing to do with Minda, ending her friendship.

### **Part 1 – Leaving a Safe Place**

#### **CINEMATIC 1:**

The group leave their safe place, now wearing clothing they found to try and hide themselves if they encounter people.

If they left at the warehouse, Ryan would have a blue jumpsuit on.

If they left at the farm, Rebecca would have a red hoodie, if she still has her hand locks, the hoodie will go over her Hand locks.

They continue to head northeast and have more conversation, which depends on whether Sarah is still in the group, or she decide to stay behind.

If she stays behind, the conversation is about her.

If she remains in the group, the conversation is about where they're going and try to imagine what the Orphanage will be like once they get there.

After a few shots of them travelling through the countryside at sunrise in a beautiful orange sky. They encounter a unique sight that surprise most, a large Car boot sale, starting up with customers getting ready to find and buy stuff.

Ryan will scout ahead and try to get some clothes to get rid of the juvenile appearance.

While he's away, the player can have a conversation with Tim (and if she remains in the group, Sarah)

If Sarah remains in the group, she will talk about Car Boot sales and how her family once opened up one to earn money. Try to lift spirits up.

### **CINEMATIC 2 (if Sarah is left behind):**

If Sarah chooses to stay behind, the scene will shift to show Park and Judy taking Sarah in their car, Max is getting tempered by the hero and how he's handling Sarah.

Judy tries to help Sarah, telling her that staying behind was the best thing she can do and that she won't be punished for it.

However, there is a 50/50 chance that Max will lung forward and try to attack Judy and Park.

### **Outcome: Max attacks**

If that happens, Judy will jump back, and try to calm the wolf down, but then electricity struck, harming Max and to extent, Sarah. Judy watches in horror, telling Park to stop and he did.

The two argue of what happened with Park saying that he protected Judy from a vicious animal while Judy complains that Park just hurt a child and that she will report him about it.

*'Go ahead, I can confess, but I did it for you, and for that, it will on you as well.'*

*- Park Ranger.*

The two go into their vehicle and drive off while the other police car takes Sarah away.

This moment would increase Judy's TRUST, as she will try to not do what her partner did.

### **Part 2 – Car Boot Sale**

#### **CINEMATIC (if left by warehouse):**

Rebecca waited by the side until Ryan came back, now with a couple of overlarge hoodies for them to wear. Enough to hide their identity as they go through the Boot sale.

If Rebecca left from the Farm, she already has a hoodie and thus, enter the Car Boot Sale right away.

**EXPLORATION:**

This is once again another exploration that highlight the worldbuilding and development of the game, with dialogue that shows more about the world and the items for sale at the boot sale reflecting on the part of this world. such as old-fashioned hero action figures, comic books, and nostalgic items from the range of 1940s to 2000s.

This will also be a good time to talk to characters in this level, from the remaining group who is at the scene, people who are selling products, even listen to conversations from other people.

The exploration level ends depending on many factors, which is presented within these outcomes.

**Outcome 1: Warrice finds Ryan.**

This outcome occurs if the heroes found Sarah back at the safe place and Warrice hasn't seen Rebecca in the previous chapters.

This outcome triggers when Ryan moves to a different spot after time passes, the Cutscene occurring when the player reach an invisible box near Ryan's new location, if the player is at the spot early, Ryan will come to Rebecca, giving another conversation with the two before Warrice arrive to greet them.

Otherwise, the scene will start with Rebecca walking towards Ryan and someone she doesn't recognise, WARRICE, who seem nice and casual, upon seeing Rebecca, he was curious, Ryan introduces her to Warrice.

*"This is Warrice, he's... is my uncle..."*

*- Ryan Ripper*

Warrice continue to be casual but drop hints that he is aware that Rebecca was at the bus crash with Ryan, for Rebecca, this was a little unsettling and unsure the reason for Warrice to be there. the player can choose dialogue, asking questions, Warrice would give out his answer, but being in open public, he would only give vague answers.

After a chat, Warrice clapped his hands and suggest leaving the boot sale. Rebecca mentions that they're going to a sanctuary where they should be safe, Warrice asked for the point of mentioning it, the player can choose the reason, either telling him what they are doing or asking for assistance.

Warrice then reveal that he was here to get Ryan, anyone from the bus doesn't matter to him.



Ryan jumps in, telling his uncle that he doesn't want to go with him, Warrice tell him that he doesn't have a choice, that his father tasked him to bring him back and he can't go back empty handed. Ryan continues to resist, stepping near a stall full of vases.

Warrice smirked, not taking his nephew's refusal seriously, he then reveals his gun hidden under his vest. With things set in motion the player can choose how Rebecca will react.

Beg, Alert or Say nothing.

The choices will give different reactions, beg will distract Warrice, Alert will catch attention, surprising Warrice, say nothing will force Ryan to take quick action.

Regardless of the action, Ryan will push the vase to the ground, smashing it, before telling Rebecca to run.

This will result in another QTE, where Rebecca runs away with Ryan and have to dodge bystanders, failing QTE will result in making a mess, with one resulting in a death by Death Touch, failing these QTE will decrease Judy's TRUST.

After the QTEs, the two run to the nearest forest.

### **Result:**

*-Rebecca and Ryan are running away from Warrice*

*-Proceed to Scenario 1 in Part 3*

### **Outcome 2: Warrice finds Rebecca.**

This outcome occurs if the heroes found Sarah back at the safe place and Warrice seen and recognise Rebecca in the previous chapters.

This outcome triggers when the Player interacts with a beanie hat, reminding much of her sister. The one running the stall notice and ask if she wants to buy the hat, she perked up, before she can respond, she felt a hand on her shoulder, she froze, hearing a stranger's voice, claiming that she is with him, she slightly turn to find Warrice, pretending to be her carer, the stall runner saw nothing suspicious, and Warrice, without telling Rebecca, hiddenly pointed his gun at her back. she was his hostage.

As they walk through the boot sale, Warrice talks to Rebecca, saying that he's tired of all the problems he went through, wanting to know where Ryan was, Rebecca doesn't know, but Warrice doesn't buy it, so they decided to have a walk.

With the hostage situation, the player has gotten several choices, mostly dialogue that ask questions while they keep moving to find Ryan, but the same choice will appear every time, to scream for help, if the player choose this option, it will shift to Outcome 3.1.

Should the player continue to ask questions without shouting, Warrice will eventually find Ryan, who notice and approach them, playing casual so they don't make a scene.

In this scene, Warrice will reveal that he crashed the bus and was sent by Ryan's father to recover and bring back Ryan, with Ryan not wanting to return, that he ran away for a reason. Warrice doesn't care and only wants to complete his task so he wouldn't disappoint his uncle.

Ryan gives up, said that he's willing to go back if Warrice let Rebecca go.

**Coin Flip – Heads: Warrice accepts.**

*“Alright, I'll let go.”*

*- Warrice Ripper*

He is willing to accept the terms, and let Rebecca go, Ryan was willing to go with Warrice, knowing that he will return to his father, the player can choose to speak with Ryan or remain silent as they leave the boot sale.

If Rebecca's hands are free, she can choose to attack Warrice, which will result in Outcome 2.3.

Otherwise, Rebecca watches Ryan walking away with Warrice, Tim appears as Rebecca told him that Ryan left, and they should keep moving.

So, they left the Car boot sale, with Rebecca with the map and compass.

**Result:**

- *Warrice no longer pursuit the group.*
- *Ryan left the group.*
- *Judy's TRUST increases.*
- *Tim's TRUST decreases.*
- ***-Proceed to Scenario 3 in Part 3***

**Coin Flip – Heads: Warrice keeps Rebecca as his hostage.**

*“No, she knows too much, she's coming with us.”*

*- Warrice Ripper*

Warrice hold onto Rebecca, saying that she is part of their game whether they like it or not, Ryan insist that she isn't, but Warrice insist that she could be 'worth something to the right buyer' (implying child trafficking) Ryan then say that his father wouldn't allow it since his crime family does not commit human trafficking, but Warrice continue to be paranoid.

The player can choose to remain quiet or shout, should the player choose to shout, it will result in Outcome 3.3, remaining quiet will result in Outcome 3.5.

**Outcome 2.1: Rebecca kills Warrice (Ryan never witness it)**

Right when Rebecca was about to scream, Warrice quickly covered her mouth, which activates Death Touch.

Warrice suddenly collapse to the floor, letting Rebecca go, a crowd suddenly notice, and Rebecca is forced to relive the worst moment of her life all over again. The crowd notice the girl being the one who appeared in Heroframe, who killed her mother, and seeing this, consider her as a careless killer.

Once again Rebecca couldn't handle the stress and ran off, with the crowd calling out for a hero or security.

Rebecca kept running and running, until she finds herself in an open field, Ryan appears behind her, asking what happened.

The player can choose the dialogue options, which can affect Ryan's TRUST, but no matter what, Ryan will try his best to comfort Rebecca. Understanding that she couldn't control her biagene. Yet Rebecca is afraid of becoming a villain.

Tim appears just when Rebecca said her fears, this is what he says (regardless if he still has his mask or not, with the mask his words will be muffled.)

*"It's about time you wake up."*

*"Welcome to a miserable world."*

*- Tim Lucas*

With that, the group gets up and get away from the car boot sale.

**Result:**

- *Warrice is dead.*
- *Ryan's TRUST increases/decreases (depend on player choices)*
- *Judy's TRUST gratefully decreases.*
- ***-Proceed to Scenario 2 in Part 3***

**Outcome 3.3: Rebecca kills Warrice (Ryan witness it after a successful negotiation)**

Rebecca charged towards an unsuspecting Warrice, her hand reaches out and touching his face, activating Death Touch.

Warrice collapse with Rebecca on top of him, Ryan was shocked when he sees this, along with a crowd who notice a girl attacking and killing a man, they notice the girl as the one who

appeared in Heroframe, who killed her mother, and seeing this, consider her as a careless killer.

Once again Rebecca couldn't handle the stress and ran off, with the crowd calling out for a hero or security.

Rebecca kept running and running, until she finds herself in an open field, Ryan chased after her. he asks what happened and why she killed Warrice. The player can choose the dialogue, which can affect Ryan's TRUST.

Whatever excuse dialogue she makes, Rebecca will mention something from Cornick's book, the beginning quote on how people with bad biagenes bad people are and wonder if she was a bad person. Depending on Ryan's current Trust, he would either comfort her and told her that she made a mistake or leave her allow to wallow in sorrow.

Afterwards, when Tim appears, impressed by the commotion, the group take their leave.

### **Result:**

- *Warrice is dead.*
- *Ryan's TRUST decreases.*
- *Tim's TRUST decreases.*
- *Judy's TRUST gratefully decreases.*
- ***-Proceed to Scenario 2 in Part 3***

### **Outcome 2.4: Rebecca kills Warrice (Ryan witness it after failed negotiation)**

Right when Rebecca was about to scream, Warrice quickly covered her mouth, which activates Death Touch.

Warrice collapse, with gun in hand and finger on trigger, this action will result in another coin flip to whether or not the gun fires. Heads means it fires, if it does, another coin flip will occur if it hits something. Heads will result in Outcome 3.6 tails will result in Outcome 3.7.

### **Outcome 2.5: Warrice let his presence known.**

Warrice being too annoyed, he begins to shout, pulling his gun away and pointing it at Rebecca. A crowd took notice, some run others watched, as Warrice had a hostage situation.

Ryan, trying to calm Warrice down, but it only kept him angrier.

Security shows up, noticing Warrice, calling for backup and the IS to send a hero.

Warrice continues to rant, until he lifted his gun in the air, in that moment, Ryan tackled Warrice, causing him to drop the gun, Ryan grabs Rebecca and make a run for it, Warrice trying to find his weapon ends up being tackled by the security.

The two ran away, ending up on an open field, being glad that they managed to get out of the situation and hoping that the Car Boot Security could restrain Warrice long enough to get himself arrested.

Ryan realises that Rebecca now knows something that he tried to keep for himself, apologizing to put her in that situation and explained that he comes from a crime family he tried to run away from.

*“Like I said before, **the past always catches up with you.**”*

*- Ryan Ripper*

Once Tim appears, wondering about the commotion, they continue on their journey.

### **Result:**

- *Warrice is apprehended.*
- *Ryan’s TRUST increases.*
- *Judy’s TRUST increases.*
- ***-Proceed to Scenario 2 in Part 3***

### **Outcome 3: Judy finds Rebecca.**

This outcome occurs if Sarah remains in the group. This outcome will have start with a 4 in 1 chance dice roll, resulting in either outcome 3,4,5 or 6.

It will start at a certain point within the level, the scene starts with Rebecca looking around the boot sale, until a sudden figure appears beside her.

*“Please don’t panic.”*

*-Jumping Judy*

Rebecca turned to see a hero in front of her, Jumping Judy, her hands out trying to reassure the girl.

Rebecca is shaken, taking a few steps back, but Judy was trying to show that she isn’t a threat, that she considers that Rebecca was only scared. That she’s here to try and help her, saying that Rebecca isn’t a bad person and could have future with support and help.

Rebecca will remind herself the stuff that was mentioned earlier, recalling the last time a hero tried to help her, she doesn’t want to relive it, not trusting Judy.

Just then, Park arrives. Glad to see that Judy found one of the runaways, immediately grabbing Rebecca by the arm.

Judy, witnessing this, question Park on how he's handling the girl, Park responds that she shouldn't be hesitant when capturing the villain, Judy responds that Rebecca isn't a villain, just a scared child, this caused Park to stop and give Judy a lesson.

*“We don't help people in our line of work, we're there to keep them in line and stop and any who goes out of line, the sooner you accept that, the sooner it wouldn't bother you.”*

*- Park Ranger*

At this point, the player can struggle to try and free themselves from Park's grip, if Rebecca's hands are free from the hand lock, she can choose to try and use her biagene on Park.

Should the player do so, there is a 50/50 chance that the action is successful, if so then proceed to Outcome 4.5.

Otherwise, Rebecca will struggle to no avail, Judy, stopping Park telling him that this isn't how they should deal with, Park threatens Judy to get her hands off him.

From here Rebecca notice Ryan, slowly going towards the unsuspecting heroes.

Rebecca has one last chance to free herself, more options shows, from breaking something at the stall, stomping on Park's foot, use Death Touch on Park (if it wasn't attempted before,) or wait for Ryan to close to her.

Waiting for Ryan, means that he would be close enough to quickly grab Rebecca, running off with her, causing Park to react and use his electric Biagene on Ryan, electrifying him, Judy suddenly stops Park saying that there are people around and he could have hurt them. Giving enough time for Ryan and Rebecca to get away and start the pursuit.

Breaking something at the stall won't work and result in Ryan coming close enough to grab Rebecca and run off.

Attempting to use Death Touch will play another 50/50 chance, succeeding will result in Outcome 4.5, failing will result in Ryan quickly grabbing Rebecca and pushing Park before running off.

Stomping on Park's foot will force him to let go, giving Rebecca the chance to run off, Ryan running with her, the result is the same except Park will electrocute Rebecca instead of Ryan.

In all of these choices (aside from successful Death Touch) will **result in scenario 6 in part 3.**

#### **Outcome 4: Park finds Rebecca.**

This outcome occurs if Sarah remains in the group. This outcome will have start with a 4 in 1 chance dice roll, resulting in either outcome 4,5,6 or 7.

It will start at a certain point within the level, the scene starts with Rebecca looking around the boot sale, until a sudden figure appears beside her,

*“And here I thought wanted fugitives wouldn't show up at a boot sale.”*

*-Park Ranger*

Rebecca tried to run but Park quickly grab her by the arm, glad that he managed to capture a runaway from the bus incident, they begin to move, heading away from the boot sale, until Judy Jumper appears in front of them, he begins to inform Judy that there could be other people in the boot sale and ask her to keep looking around, but not to alert anyone to prevent any panic.

At this point, the player can struggle to try and free themselves from Park's grip, if Rebecca's hands are free from the hand lock, she can choose to try and use her biagene on Park.

Should the player do so, there is a 50/50 chance that the action is successful, if so then proceed to Outcome 4.5.

Otherwise, Judy will turn to Rebecca, telling her that she isn't in trouble that they'll help them the best they can, Rebecca doesn't believe it, recalling her last encounter, what she heard from others and now Park holding her arm tightly.

From here Rebecca notice Ryan, slowly going towards the unsuspecting heroes.

Rebecca has one last chance to free herself, more options shows, from breaking something at the stall, stomping on Park's foot, use Death Touch on Park (if it wasn't attempted before,) or wait for Ryan to close to her.

Waiting for Ryan, means that he would be close enough to quickly grab Rebecca, running off with her, causing Park to react and use his electric Biagene on Ryan, electrifying him, Judy suddenly stops Park saying that there are people around and he could have hurt them. Giving enough time for Ryan and Rebecca to get away and start the pursuit.

Breaking something at the stall won't work and result in Ryan coming close enough to grab Rebecca and run off.

Attempting to use Death Touch will play another 50/50 chance, succeeding will result in Outcome 4.5, failing will result in Ryan quickly grabbing Rebecca and pushing Park before running off.

Stomping on Park's foot will force him to let go, giving Rebecca the chance to run off, Ryan running with her, the result is the same except Park will electrocute Rebecca instead of Ryan.

In all of these choices (aside from successful Death Touch) will **result in scenario 6 in part 3.**

### **Outcome 4.5: Rebecca kills Park Ranger.**

With Rebecca touching Park's arm, triggers Death Touch, Park collapses to the ground. Judy watch in horror, frozen to see her partner dead on the ground before looking at Rebecca, shaken from what she did, Rebecca weaken apologises before running off.

#### **Result:**

- Park Ranger is dead.
- Judy's TRUST gratefully decreases.
- **Proceed to Scenario 7.**

### **Outcome 5: Park finds Sarah.**

This outcome occurs if Sarah remains in the group, Rebecca haven't spotted them, and this outcome is chosen in a 1 in 4 chance.

In this outcome, Rebecca will catch sight of Park grabbing Sarah by the arm, Sarah will scream, telling her to let her go, this will result in a crowd, Park claiming that it's hero business and should stay at a safe distance.

Max will growl and begin to bark; Park vainly yells at the wolf to calm down.

From here, the player can choose to remain hidden or intervene.

#### **Intervene:**

Should the player intervene, Park will notice and use his electric Biagene to attack Rebecca, causing gasps from the crowd, including Judy, after the zap, Judy rush towards Rebecca, checking to see if she's okay, Park instructs his partner to apprehend the runaway.

Rebecca, recovering from the electric zap was help up by Judy, asking if she's all right, people around will start to pull up their phones, texting and recording the scene. This cause Judy to feel nervous.

More options will appear for the player, from running away, throw dirt at Park or yell.

Running away will have Judy losing her grip on Rebecca as she tries to run away. Sarah will still be apprehended and leave the group as a result.

Grabbing dirt and throwing it at Park will have the same result, with a 40/60 chance of Sarah managing to get away from Park.

Yelling will catch more of a crowd, Park getting annoyed, demanding Judy to shut her up, then Ryan tackles Park, before grabbing Sarah and running, giving enough time for Rebecca to pull away from Judy and run off.



From here a few QTEs will occur, but regardless of success or failure, one QTE will only matter when Judy made her big jumping leap and landed in front of Rebecca, ready to stop her, if QTE is successful, Rebecca will dodge and run past Judy.

If the QTE fails, Judy's hands will touch Rebecca's head, activating Death Touch, Judy dies in front of Rebecca, people watch, shocked and horrified by the scene, Rebecca had no choice but to continue to run.

Both results will proceed to **Scenario 7 in Part 3** with the difference between Judy surviving or not.

### **Remain Hidden:**

Should the player remain hidden, she can only watch as Max tried to attack Park, but Park electrifies the twins, knocking them out, at this point, Judy approach Park, shocked at what he did, but Park told him that the dog attacked first and only defending himself.

There will be a 30/70 chance that Park will notice Rebecca, if he does, he will call her out and start running towards her, Rebecca ran off as a result.

The next scene goes into a QTE where she has to dodge people, so long as she doesn't fail too many QTEs, she can get away but still on pursuit, failed too many times and Rebecca will be shocked and knocked out, resulting in a Game Over and reset to try again.

Successfully beating the QTEs will **proceed to Scenario 7 in Part 3**.

Otherwise, should Park not notice Rebecca, he and Judy will take Sarah away, once they leave, Ryan and Tim will appear and ask what happened, Rebecca gave her response, saying that they should leave as soon as possible. **Leading to Scenario 5 in Part 3**.

### **Outcome 6: Park finds Tim.**

This outcome occurs if Sarah remains in the group, Rebecca haven't spotted them, and this outcome is chosen in a 1 in 4 chance. Though if Tim doesn't have his restraints and the outcome is chosen, it will automatically go to outcome 7.

In this outcome, Rebecca will catch sight of Park grabbing Tim by the arm, warning Tim that if he ever tries to use his biagene, he will zap him in an instant. This will result in a crowd, Park calls out, stating that Tim is a dangerous individual with an unstable biagene, telling security to get specialised fire extinguishers if he tries to do anything.

From here, the player can choose to remain hidden or intervene.

### **Intervene:**

Should the player intervene, Park will notice and use his electric Biagene to attack Rebecca, causing gasps from the crowd, including Judy, after the zap, Judy rush towards Rebecca, checking to see if she's okay, Park instructs his partner to apprehend the runaway.

Rebecca, recovering from the electric zap was help up by Judy, asking if she's all right, people around will start to pull up their phones, texting and recording the scene.

There will be a 50/50 chance that, with the with Park's focus on Rebecca, Tim will smile and laugh, activating his Biagene. Catching himself on fire and burning Park alive. This will result in Park dying, the security spray the special foam on Tim, securing his capture. While distracted, Rebecca pulls away from Judy and start to run away, leading to the running QTE sequences that is discussed in the next few sentences.

Otherwise, more options will appear for the player, from running away, throw dirt at Park or yell.

Running away will have Judy losing her grip on Rebecca as she tries to run away. Tim will still be apprehended and leave the group as a result.

Grabbing dirt and throwing it at Park will have the same result, with a 10/90 chance of Tim managing to get away from Park, likely to get caught or sprayed by the security.

Yelling will catch more of a crowd, Park getting annoyed, demanding Judy to shut her up, then Ryan tackles Park, freeing Tim and running off, the security on pursuit to try and catch the two, giving enough time for Rebecca to pull away from Judy and run off.

From here a few QTEs will occur, but regardless of success or failure, one QTE will only matter when Judy made her big jumping leap and landed in front of Rebecca, ready to stop her, if QTE is successful, Rebecca will dodge and run past Judy.

If the QTE fails, Judy's hands will touch Rebecca's head, activating Death Touch, Judy dies in front of Rebecca, people watch, shocked and horrified by the scene, Rebecca had no choice but to continue to run.

Both results will proceed to **Scenario 7 in Part 3** with the difference between Judy surviving or not.

### **Remain Hidden:**

Should the player remain hidden, the security arrives with fire extinguishers in place, pointing directly at Tim.

Tim was hysterical, but doesn't smile,

*"Same old routine, same old system, it works for you right?"*

*- Timothy Lucas*

With that, Park, Judy, and the security take Tim away.

There will be a 30/70 chance that Park will notice Rebecca, if he does, he will call her out and start running towards her, Rebecca ran off as a result.

The next scene goes into a QTE where she has to dodge people, so long as she doesn't fail too many QTEs, she can get away but still on pursuit, failed too many times and Rebecca will be shocked and knocked out, resulting in a Game Over and reset to try again.

Successfully beating the QTEs will **proceed to Scenario 7 in Part 3**.

Otherwise, once they leave, Ryan and Sarah will appear and ask what happened, Rebecca gave her response, saying that they should leave as soon as possible. **Leading to Scenario 5 in Part 3**.

### **Outcome 7: Tim smiles.**

This outcome occurs if Tim has his mask removed in the previous chapter, Sarah remains in the group, Rebecca's handlocks are removed and Tim's TRUST is high enough to trigger it.

The outcome triggers when Rebecca talks to Tim.

During their conversation, Tim let out more of himself.

*"What makes you smile?"*

*- Timothy Lucas*

The player can choose the answer, Tim will mention that since his biogene activation, after suffering through his treatment, all he ever wanted was to smile, to be himself and feel happy, much like everyone else. He will bring up that people hate him for smiling. Rebecca doesn't see the reason, and that everyone has the right to smile.

*"Will you not... run away from me... if I smile?"*

*- Timothy Lucas*

Tim then asks Rebecca to make him smile, suggesting that making him laugh would be enough to smile.

The player can either accept or reject Tim's request, rejecting will gratefully decrease Tim's TRUST and **proceed to Scenario 5 in part 3**.

Otherwise, Rebecca accepts the challenge and think about how to make Tim laugh, she turns to see books at the stall, two books.

*Book 1 - 'Joke book for dummies'*

*Book 2 - 'YO MUMMA!'*

The player can choose to pick up one of the books, and begin to read, the player can choose what kind of jokes on the book.

In this section, for Tim to laugh, the player must make the right jokes for him to smile, book 2 is the easiest while book 1 is much harder. There will be an invisible requirement for Tim to smile, the player will have five chances, if the player fails to meet the criteria for a smile, Rebecca will put the book back and apologize to Tim that she couldn't make him smile. Tim sighs, understanding that not everyone can be funny, then **proceed to Scenario 5 in part 3**.

If the player is successful Tim starts out with a smirk, then burst out in laughter.

And with his smile and laughter, body burst out in flame, knocking Rebecca down to the ground, she looks up to see Tim covered in fire, laughing like a maniac, putting his hands on the stall table setting the table and everyone on said table ablaze, the one running the stall was caught in the flame and was burned along the way.

Rebecca watch in horror, the player can choose to remain where she is or run away, if she runs away, Tim will notice and try to run towards Rebecca, nearby bystanders get caught by the flame, burn alive as a result. If the player chooses to stay, Tim turns to see Rebecca, happy that she didn't run away, which brighten his fire even more, the car near the stall catching fire.

Until suddenly, Tim was sprayed on by security, they hold specialised fire extinguishers covered in thick foam that temporally immobilize a fire-based user from using their biagene.

The security help Rebecca up, not recognising her as they were more focused on Tim, the security calls for the police to pick up the apprehended Tim. Tim, shaken, miserable, and naked (fire preventing foam and camera angles censor any nudity), call out for Rebecca.

*“See what they do to me when I smile? How is this fair!?! How!?!”*

*- Timothy Lucas*

As the security taken Tim away, Ryan and Sarah approach Rebecca, asked what happened, the player can choose her response. Taking in and coping with what she witnessed, a valuable sympathetic lesson learned.

In a world with restrictions to use one's power, is to strip any human relation that triggers the power.

#### **Result:**

- *Tim is arrested (Tim leaves the group).*
- *Judy's TRUST decreases.*
- ***Proceed to Scenario 4 in part 3.***

## Part 3 – Pursuit

### Scenario 1: Warrice is in pursuit of Rebecca and Ryan

#### Group left: Rebecca, Ryan, Tim

This scenario led to an intense stealth-like mini-game, where Rebecca and Ryan are trying to get away from Warrice.

Still hearing the echoing voice of Warrice, Ryan and Rebecca have no choice but to try and hide, while Ryan hides on his own, the player has to help Rebecca hide, going behind trees, bushes, rocks, etc.

When hidden, Warrice will appear, shouting for the two to come out and make it easy for him.

The aim is to hide in nearby trees or bushes in the opposite direction to where Warrice is facing if the player goes somewhere too far or too close to Warrice. He will find and shoot Rebecca, leading to a Game Over and restart to try again.

Eventually, this could lead to Warrice going past them or finding Ryan, the chance of Ryan being caught is 75/25 due to his size.

#### Warrice passes.

In the chances that Warrice miss both Rebecca and Ryan, he will walk away, continue his search, Ryan will find Rebecca, checking if she's okay.

Afterwards, they went back to find Tim away from the boot sale, and they continue their journey.

#### **Result:**

- *Warrice is still active.*
- ***Proceed to checkpoint.***

#### Warrice Catches Ryan

In this instance, Warrice found Ryan, pointing his gun at the Rhino boy, Ryan put his hands up, stepping around in an open area. He tells his uncle that he's not going to do anything, he can't shoot him or injure him, because it would only anger his father.

The player has two choices, to try and sneak up on Warrice or let the scene play out.

#### **Sneak up on Warrice:**

By choosing to sneak up on Warrice, it will lead to another stealth mini game, trying to get closer, while not getting caught. Getting caught will result in a Game Over and go back to the two choices.

If successful, Rebecca will jump on Warrice, he will try to fight back, putting his hand on her face, triggering Death Touch, Warrice dies.

This shocks Ryan, unsure what to say, understood what happened and that she did it for her, but this will gratefully decrease his TRUST.

Afterwards, the two find Tim and continue their journey.

**Result:**

- *Warrice is dead.*
- *Ryan's TRUST gratefully decreases.*
- ***Proceed to Checkpoint.***

**Let the scene play out:**

Leaving out means that she can only watch, Ryan eventually gives in, asking to let the rest go and he will come with him that it would be pointless to try and find her.

Convincing Warrice, still pointing his weapon, the two left, leaving Rebecca behind as she realises that she lost Ryan.

She remains in her hiding spot until Tim found her, they continue on with their journey.

**Result:**

- *Warrice no longer pursuing the group.*
- *Ryan left the group.*
- ***Proceed to Scenario 3***

**Scenario 2: After Warrice's death/capture (Ryan stays in group)**

**Group left: Rebecca, Ryan, Tim**

This will result in a calm down sequence with dialogue to affect TRUST to whoever is left.

The three walks through the woods, all of them silent, thinking about what happened at the boot sale.

Ryan sighs and break the silence.

*“All of this is my fault.”*

*- Ryan Ripper*

He starts to explain himself, how his father is the leader of the Rippers, telling them his story, leading to **Ryan’s flashback**.

### **Scenario 3: After Warrice left (Ryan leaves group)**

#### **Group left: Rebecca, Tim**

This will result in a calm down sequence with dialogue to affect TRUST to whoever is left.

The two walks through the woods, Rebecca taking in the aftermath and the loss of Ryan.

Depending if Tim has his mask on or off, Rebecca will either talk about Ryan and Warrice or talk about her feelings when Tim is the only audience and cannot speak properly to her. depending on Tim’s current TRUST, he will either listen in or try his best to ignore her.

If his mask is off, he will complain to Rebecca about their situation, how they lost Ryan and Sarah, how hopeless it is to reach the Orphanage and feared that if they managed to reach to their destination, their troubles still won’t go away. The player can give responds or counter arguments to Tim, though whatever she says will affect his TRUST.

After their conversation they reach a landmark, and the **scene goes to Checkpoint**.

### **Scenario 4: Tim is arrested (Tim leave group)**

#### **Group left: Rebecca, Ryan, Sarah**

With the group walking away, they all taken just how close they were from getting caught (or how they have to leave one behind and keep themselves hidden)

Rebecca thinks of Tim and how his lesson made he realise that the world is unfair for people like her, people like Sarah, Ryan, and Tim. That not everyone can live a regular life, that by having the wrong biagene, they end up being criminalised.

Rebecca shares these thoughts with the group. While Ryan tried to reassure her, Sarah couldn’t help but feel sympathy towards Rebecca.

*“Mistakes happen right?”*

*“These are the mistakes that can’t be forgiven.”*

*“But I’m sure someone out there can forgive you.”*

- Sarah Wolfden talking to Rebecca Redheart

While she started to understand the unfortunate truth about heroes, she doesn't believe that everyone is against her.

*"Maybe... maybe we're not alone with our troubles..."*

- Sarah Wolfden

Rebecca takes time to take in what Sarah said before **they reach the checkpoint.**

**Scenario 5: Group leave boot sale peacefully.**

**Group left: Rebecca, Ryan, Sarah and/or Tim (depends on previous outcome)**

With the group walking away, they all taken just how close they were from getting caught (or how they have to leave one behind and keep themselves hidden)

All they can do is keep going, realising that they have to keep a low profile and stay away from public places.

While they walk, Rebecca tries to make conversation, either telling a story of simpler times, explaining what happened when her biagene was caught or was willing to listen to someone else's story in the meantime.

Eventually, the group will reach the **Checkpoint.**

**Scenario 6: Park pursuing Rebecca.**

**Group left: Rebecca, Ryan, Sarah, Tim**

This scenario led to an intense stealth-like mini-game, where Rebecca and Ryan are trying to get away from Park Ranger.

While Ryan hides, it's up to the player to get Rebecca away from Park and not get caught, how to do it is by going to different spots away from Park while he is searching for her, having to hide to thick trees or bushes. If she goes to spots that's too far or too close to Park, he will spot and electrocute Rebecca, resulting in a Game Over and reset to try again.

If successful, Rebecca will bypass Park, finding Ryan, the two continue on, needing to go back to find Sarah and Tim.

Another mini game occurs, this time with Ryan, with Park yelling to surrender.



If successful, the two reach outside where they will find Sarah and Tim, who followed and waited on the outskirts of the boot sale. Suggesting going further up to keep themselves from getting caught by Park.

With that, a much longer walk occurred, but eventually **they'll end up at the checkpoint.**

### **Scenario 7: Park pursuing Rebecca.**

**Group left: Rebecca, Ryan, Sarah/Tim (depends on previous outcome)**

This scenario led to an intense stealth-like mini-game, where Rebecca has to hide from Park Ranger.

It's up to the player to get Rebecca away from Park and not get caught, how to do it is by going to different spots away from Park while he is searching for her, having to hide to thick trees or bushes. If she goes to spots that's too far or too close to Park, he will spot and electrocute Rebecca, resulting in a Game Over and reset to try again.

If successful, Rebecca continues to get away from Park.

However, if she has her handlocks, she will trip, with Park catching up, Rebecca quickly had to hide, and have to get away from him again.

Rebecca will keep running and running, away from the group, running away from everything.

Eventually, she stopped running, didn't know how far she ran, didn't know how far she went. Finding a strange landmark in front of her (which appears in the checkpoint), she decides to stay there to rest, sitting in front of it. Before fade into black.

When the scene fades back in, Rebecca heard a noise, she was cautious, waiting to see who it is.

Ryan, and Sarah and/or Tim appears, Ryan surprised to see Rebecca, thought that the heroes got to her.

Rebecca is quiet, still shaken, unsure about everything.

*“Heroes are treating me as if I'm a monster. Is this how they feel? how... monsters feel?”*

*- Rebecca Redheart*

She looks at her hand, still shaken. Fear, regrets, uncertainty. It all wraps around her mind. Believing that heroes are not protectors or guidance, but enforcers, getting to choose who can be save and who they abandon to become their enemies.

Ryan kneels down, agreeing with Rebecca, but telling her that they don't need to become what they expect them to become. The only way to be themselves is to prove that they are not monsters but people.

Feeling better, Rebecca gets up from the spot, and apologised for running away.

Ryan gotten the map from Rebecca, checking, and noticing the landmark, they are now in the area where the map was.

This pleased the group, meaning their long journey is over.

#### **Proceed to Chapter 4.**

#### **Extra - Ryan's Flashback**

The flashback takes place in a basement, Ryan, and his Father MR. RIPPER, took the stairs that lead to the basement doors, Ryan's father is trying to teach him a lesson of power. The player gets to control Ryan in this sequence and can choose dialogue.

He explains that power is like a mountain that everyone is at different heights in the power structure, those who are at the top are the big leagues that runs the world, while everyone tries to climb upwards, some managing to reach a certain level and remain there, other slip and fall to the bottom.

*“My grandfather climbed high enough to be in the position we're in, and it's our job to keep our place.”*

*- Mr. Ripper*

When the doors open, Ryan saw in horror, a man in the middle of the room, arms and legs tied to a chair and a bag over his head, the bag have written words 'Waste.'

Ryan questions his father, shaken by what he sees, his father explain that the man in front of them tried to climb, but tried to bring them down in the process.

With henchmen surrounding them, including Warrice. Ryan put the pieces together and realise the true reason he was in the basement.

His father offered him a gun and teach him how they work, before giving him the weapon and showed how to aim the weapon.

He then gave one dreadful order. to kill the bag head man.

The player gets two choices, **Fire** or **Don't Fire**.

If the player tries to choose fire, it wouldn't comply with the choice, instead, red words appear in front of the player, thoughts that is running through Ryan's head. Thoughts such as 'you are not him.,' 'you are better than this,' 'don't shoot,' 'a life is a life,' and 'you are not a killer.'

The player can click many times, if they click too many, Ryan will fire, but he would intentionally miss his shot.

If the player chooses 'Don't Fire,' Ryan will lower the gun, and say that he's better than this.

The father will sigh in disappointment, snatching the gun from Ryan and doing the dirty deed himself (off screen).

He will tell Ryan to look at the body before he can leave the basement, as he walks away, he says one last sentence.

*“The only way anyone goes from here, is down.”*

*- Mr. Ripper*

Once the flashback ends, it leads back to Ryan telling the group that he tried to leave that life behind, only to get wrongfully accused by heroes. Leading up to the bus crash.

*“We might have fell, but all we can do is keep climbing that mountain.”*

*- Ryan Ripper*

Rebecca took in Ryan’s explanation, as they approach a landmark, the scene goes to Checkpoint.

### **Checkpoint (After the scenarios)**

Once everything calmed down, once everyone remains had their talk or got away from their pursuers, they will encounter a landmark.

Rebecca or Ryan (depending if Ryan remains in the group) will look at their map and notice that the landmark on the map is the one they’re seeing, they have finally reached the place where they need to be, only have to follow the instructed directions on the map.

And so, they continue on. The beginning of their end of their journey.

**Proceed to Chapter 4.**

## **Chapter 4**

### **Part 1 – Stone house**

#### **Cinematic 1:**

What remains of the group travelled through their journey, Rebecca looking around to see who is left, at this point there can only be 4 instances of who’s left in the group:

- **Rebecca, Ryan, Sarah, and Tim**

- **Rebecca, Ryan, Sarah**
- **Rebecca, Ryan, Tim**
- **Rebecca, Tim**

She then looks at her hands, either free or still locked by the handlocks, if Ryan isn't present, she would be holding a map. This sequence is to show the progress and actions the player taken to end up the shown result.

Eventually they find their first mark, a stone house.

It was once a house centuries ago, made out of stone, there is no roof, or anything, just the walls and bumps around, not a place for a long rest, but somewhere to take a short break before resuming the journey.

A calm before the storm.

### **Exploration:**

While there isn't much, the player can explore the stone house, they can talk to anyone in the group, see what they are holding and can talk about the Orphanage, what they expect, what they can do.

Talking to Sarah, she feels scared because of the word itself, she still has her parents and dearly missed them, wondering if they can come to the Orphanage as well.

Talking to Ryan, he would be relieved once they arrive, unsure what will happen to them when they get there, but know that they will be safe, and if the Orphanage isn't what they expect them to be, they still have each other.

Talking to Tim (if his restraints are removed,) he will say that he will finally be free, a chance to get away from everything and be himself without restraints and abuse he could learn to smile without hurting anyone.

There are strange markings, spray paint of cipher messages, and symbols that have meaning. They come from those in the Orphanage, giving clues to how to find them for those who travelled to get there.

The next sequence triggers when Rebecca take a seat by the rock seat.

### **Cinematic 2:**

The cinematic starts a scenery view, Rebecca looking out the make-shift stone window, looking at the fields and trees, nature around her, a moment of peace.

Others will be around, depending on how many, one in the group will stand next to her, asking about what they are thinking.

As Rebecca finish her sightseeing, she turns to the person, with one major thing in her mind.

Minda, Mother, Biagenes. It's up to the player to pick one of these.

### **Minda:**

Rebecca will start by asking the person if they have any siblings. Ryan and Tim will answer that they are an only child in their respectful family. If talking to Sarah, she will immediately

talk about her sister. She explains that before gaining her biagene, she was a regular girl with a great sister, they done everything together, share interest in superheroes, that she was the coolest sister anyone could have.

Even after everything that happened, when everyone saw her as a monster, Minda saw Rebecca as who she really is, a scared girl who needed help.

She recalls the last thing Minda told her before being transferred, *'you are not alone.'*

After going through the journey, she understood what she meant, because she met and understood the group and expect that anyone in the Orphanage to be the same.

She just hopes to see Mina again, that she can follow the same path and find them there.

### **Mother:**

Rebecca starts by talking about the person's mother, Sarah will say that she loved her mum, Ryan will not mention much, but claim that she made him into the person he is, Tim will say that her mum is a worthless old hag.

After hearing, Rebecca will talk about her mum, as she was thinking about all the good moments with her, times when they played at the park, when she taken her and Minda to watch movies at the cinema, taught her how to look after herself, and everything fun with her.

Rebecca will be in tears, saying that what happened to her was wrong in all levels, but she blamed herself that it happened, having to live the rest of her life knowing that she was the cause the death of her own mother.

She will end her talk looking at her hands/handlocks and saying, *'I'm sorry mum.'*

### **Biagenes:**

Rebecca thinks about Biagenes and everything she knows about them, she will ask what they think about biagenes, Sarah doesn't know much, Ryan says that it's a random mystery that caused a lot of problems, Tim would be hysterical, saying that they would be on Mars if there wasn't any Biagenes.

Rebecca will talk about how she always wanted a biagene, thinking that she would get a cool power and can use that power to become a hero, she thought about all the times when she plays superheroes and imagine the powers could have.

But never imagine a horrible biagene that not only changed her life, but completely ruined it.

She thought about the last thing Minda said before being transferred, that she isn't alone.

After everything, she starts to understand what she means, that in her world, the world will judge people on their power, if the power is bad, they treat you as a bad person, and she gotten a bad power. But know that people who are deemed as 'villains' are exactly like her, people with bad powers.

After the talk, they look overhead, a dark cloud with thunderstorm sounds being heard, they have to keep going, it's not long before it's all over.

## **Part 2 – TBD**

This part will be the climax, where the group will confront either Warrice or the heroes for the last time, which will end with Rebecca making it out with what remains of the group.

This will introduce someone from the Orphanage.

## **Part 3 - Orphanage**

By the start of this part, there is 8 possible statuses of the group.

- **Rebecca (Lone Fugitive)**
- **Rebecca, Ryan**
- **Rebecca, Sarah**
- **Rebecca, Tim**
- **Rebecca, Ryan, Sarah**
- **Rebecca, Ryan, Tim**
- **Rebecca, Sarah, Tim**
- **Rebecca, Sarah, Tim, Ryan (Full Fugitives)**

The game ends with Rebecca and what's left of the group arriving at the Orphanage, where there were people waiting for them.

## **Chapter 5**

### **Ending – New Home**

It then cuts to Rebecca finding herself in her new room where she will stay. Rebecca sits down in her new bed, thinking about her journey recalling what Minda saying that she isn't alone.

In that moment, she understood what wants to do.

*“Break the system. And prove them wrong.”*  
- Rebecca Redheart

Afterwards, the credits roll, and the tree will sprout out, highlighting the path the player made.



## Production & Marketing

### Development

The development will be a 'start to finish' method, starting at the beginning of the game and go from chapter to chapter until the full game is finished. Then it will be polished and finalised for official publication.

Prior to the Game Bible's creation, the game was developed by Jay Miles, who spent 2 University terms creating Chapter 1. In technical terms, the game is already 20% completed.

Further development will be done by a team, which will speed up process and will work on chapter 2 to 5.

### Scoping

Scoping will be considered and used to acknowledge limits and time we have for development.

This is why the game's branching will have a linear feel while trying to be as non-linear as possible. With a limit of 5 chapters for the completed story.

The game will have limited animation and will mostly consist of still images and dialogue, similar to visual novels to create a motion paced story.

Depending on direction, or if there are any occurring deadlines, the game's story and sequences will remain unaltered unless specified during edits or improvements.

### Filling the Gap (USP)

The game's Unique selling point, story-wise, is highlighting the opposite of superhero corruption society. Like how *The Boys* highlight heroes being corrupted and do bad things.

See *Only Evil* shows the other spectrum, focusing on villains being victimized and forced to do bad things because society put them in such a position to begin with.

The TRUST mechanic is another Unique Selling Point for Narrative driven games, as it plays similar to Charisma in *Fallout*, the major difference being that the level of TRUST is unique to each person and constantly changes depending on previous choices.



## Audience

Our PEGI rating aim is between 12+ and 15+

It will contain violence, mild language, and death. with limited, implied, and vaguely shown violence towards minors.

The game's audience are for teenagers would be aged above 13 with the gender being for both male and female.

The audience would have consumed at least one or more of the following mediums:

Games:

- *Detroit: Become Human*,
- *Telltale's The Walking Dead* (season 1 – 4)  
*Life Is Strange*  
-*Life Is Strange 2*  
-*Life Is Strange: Before the Storm*  
-*Life Is Strange: True Colors*
- *As Dawn Falls*
- *Undertale*
- *The Dark Pictures Anthology*  
-*Man of Medan*  
-*Little Hope*  
-*House of Ashes*  
-*The Devil in Me*

TV/Animated series:

- *My Hero Academia*
- *One Punch Man*
- *The Boys*
- *Gen V*
- *Invincible*
- *The Umbrella Academy*
- *X-Men '97*
- *Arcane*

Movies:

- *Brightburn*
- *Watchmen*
- *Megamind*

The audience would want to see character development and worldbuilding, seeing how characters would interact and resolve their issues when the world is against them.

Our great potential audience would be fans of *My Hero Academia*, who were invested by the worldbuilding and thought of dark concepts and fan-made ideas such as *villain Deku*. With the anime going towards a safe, Black & White approach, it's likely that fans will fall off and lose interest, most already have, and might look for something that has similar concepts to isn't afraid to show a much darker approach.

## Competition

Since this is a narrative-based title that share choices, consequences and outcomes, there is little competition it will go against as of late. All forementioned games had come and gone, with an opening for narrative branching gameplay.

Hopefully with See Only Evil's USP, it would stand out from the rest of the narrative games and gain attention from a rich story and several outcomes through gameplay.

For AAA titles, Supermassive Game's upcoming title *The Casting of Frank Stone*, a Horror cinematic narrative game, could be a competition with See Only Evil, more dominant with their collaboration with Behaviour Interactive and having the game being part of their most popular game franchise, *Dead by Daylight*. given the previous work from the same developer, it is likely to feature branching narratives.

There is also Tranzfuser, which is considered a competition, so our competitors is also the games that are going to be presented in 2024 Tranzfuser.