

**Narrative Bible for
Antiquity's Locus**
(working title)

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Game World

World:

A fantasy world where both human and humanoid creatures (animalistic, ex. reptiloids) live together.

Technologically and economically similar to the real world and time (2018-2023).

Conflict

(Macro scale)

Most of it stays behind the scene

State of the world before the catastrophe:

ALEO was the huge blind creature which was believed to be the source of progress and wealth. The people believed that if you feed it enough, it would make life beautiful and carefree one day and everyone would have what they need for a happy and enjoyable life. Nobody outside the small circle of those in power (both humans and non-humans) could access it-however, they served as the ones delivering “food” to the creature.

They fed it everything - money, gold and diamonds, goods produced by living creatures, and things growing in nature.

The idea is that you gave it a little bit then and got huge benefits later.

However, it had never been confirmed whether this gamble ever paid off (there have been a few times where it had actually given back resources, but not that many. It had multiplied and returned a few items-mainly paper money). Those close to Aleo insisted that it will, and spread the message to “just wait a little bit and Aleo’s blessing would reach you too”.

It was assumed by everyone that the creature was at least 5000 years old, if not older. Nobody could define what it is or explain where it came from. It was so huge that part of it was constantly underground and the rest of it was the size of five store buildings. It had a pair of large blind eyes, and it was said that if one looked into them long enough, they could see the bright future destined for them. Aleo had numerous mouths across its giant body and dozens of tentacles with holes in them through which you could always see at least one mouth.

Truthfully, Aleo was actually less than a hundred years old. Its origins were unknown, but because of its godlike appeal, the legends surrounding it were considered universal “truths”.

It was actually quite helpless—its tentacles were too weak to grab even a bug and instead just slid any object it touched. Its body was too big to move, and its mouths were only able to swallow. If people (including nonhumans) stopped feeding it, it would die.

Still, Aleo was more influential than it could ever imagine. The Caecums—those within its inner circle—accumulated great wealth from what the commoners offered Aleo. Most of the Caecums sincerely believed in Aleo and run business endeavors in its name. While most were immediate failures, others would gain some traction for their empty yet promising initiatives.

Most people were loyal to Aleo and the Caecums, but a select few were against it. Many of its opposers remember a time (usually from their grandparents' words) when nobody cared that much about Aleo, which now seemed impossible.

The catastrophe:

It was leaked to the public that Aleo stopped eating and would throw up when fed. At first, everyone believed it was because the bright future is about to fall upon donors, but a few months passed by, and no outcome was seen.

Soon the slowly crawling panic started to spread. What if Aleo is sick? What if it is... dying? Caecums were trying to convince everyone that it was just a temporary difficulty, at the same time buying and taking more and more from people to feed the creature. Many people got scared of this behavior and also started buying a lot of things they didn't actually need or use. Just to be prepared either for Aleo's recovery or for its death and the crash of everything. (Again, they couldn't imagine life without it)

The prices went up on every product from a chicken egg to a house. Factories started closing - people lost their jobs and any resources they still had.

The constant sense of a huge crash about to happen haunted everyone everywhere across the country. Suddenly the dream of reaching any dream success and the greater good was dying in front of people who put all they had into Aleo.

To put it simply - the belief started crashing with Aleo, those who could - tried to save everything they had at the expense of others. These others who were not so lucky just had to deal with dramatic change and accept the consequences - job loss, their living place loss, and loss of hope.

Current state of the world:

Aleo's state of being is not confirmed. It is still alive but refuses any food. (It is actually about to die as its life cycle is ending)

In both big cities and small towns people are getting poorer. Still, in the bigger places, the situation is not as bad as in smaller ones. People are able to reorient to different life activities/jobs, they have more opportunities to get money and buy necessities from still-open businesses which again, there are more in a megapolis than in a town. Those who can try moving from their dying homes to those seemingly fine-coping cities. Conspiracies are thriving, scammers make fortunes. Depression is spreading like a virus.

Characters

> MAIN CHARACTERS - family

JUSTINE HERON (PLAYER)—A twenty-five-year-old woman who recently moved back to her hometown after graduating college. After coming home to boarded-up shops, parks lined with tents, and empty aisles in stores, she hopes to move somewhere new to start afresh. The oldest of three siblings, she deeply cares about her family despite their current dysfunctionality and hopes to bring them with her to her new abode.

EDITH HERON—A forty-four-year-old stay-at-home mother of three, Edith refuses to believe that times have changed for the worse. She tries to live her life the way she did ten years ago and treats her three children as if they were just as young. She turns a blind eye to any sign of change and never risks going beyond the safe confines of her home, bidding her children to do the now near-impossible chores which were once extremely easy. She is a neurotic, anxious woman who truly loves her family, but is scared of any change in them. She thinks that the protagonist's plan to leave is just a “child's fantasy” and will never happen in real life.

HARLOW HERON—A forty-eight-year-old unemployed father of three who lost his job after Aleo got sick. Nihilistic and misanthropic, he misses the ‘good old days’ and has given up on life. He spends most of his time watching and reading the news, and complaining about the state of the world. He believes that the government/someone in power is intentionally putting everyone in a bad position but doesn't believe in conspiracies. Surprisingly, he is supportive of the protagonist's desire to leave as he sees a lack of opportunities around them. However, he comes across as more demanding than supportive, with a “yeah, can you leave already? There is not enough air in this house, and I want to turn your room into a beer storage room”-type attitude. He has a very slow-paced and monotonous lifestyle.

CLOVER HERON—Ema's cunning twenty-two-year-old sister, who finds ways to exploit the current economic condition by hoarding resources and selling them at extraordinarily high prices. She feels no need to leave as her business endeavors are lucrative and successful. She and Ema have a strained relationship because of their ideological differences, as Ema believes that Clover's scam artistry is unjust.

ANEX HERON—The youngest of the three Heron children. A nineteen-year-old shut-in whose eyes light up whenever someone brings up the current state of affairs, as he adamantly believes that the government is to blame. He wishes to stage an anarchist revolution and keeps in touch with other conspiracy theorists in their town and online. He has an eccentric personality, but no one in the family seems fazed by him and his odd behavior.

> SIDE CHARACTERS

Name, age	occupation/ role/daily routine	personality/ Species (if non-h)	How affected by Catastrophe	Relations to protagonist/ others
Milo, 29	<u>Deli cashier</u> - always in the shop, even at late hours. - sells basic snacks, drinks, batteries, and other small items. - knows a lot about people in the nearby area, who shop at his place.	Humanoid-frog, very laid-back, works really slowly. Likes small talk, chill and friendly. Never went to college, worked at this deli for the past 6 years. Haven't seen the owner for approximately the same time, just getting paychecks. Most of the time at work watches tv-shows or scrolls the internet, so he is up to date with recent events.	Doesn't care much as he has this job and the deli owner, who left the town long ago trusts him and doesn't plan to replace. However, he sometimes gives stuff for free to those affected more.	He and Justine know each other, they are not close but occasionally have nice conversations.
Finn, 59	<u>Pharmacy seller</u> - most of the time can be found at his workplace, even late at night. - sells limited medical supplies. - knows a lot about older generation people.	Human, works in this pharmacy since forever. He hates everyone, thinking that the "weak" new generation destroyed his old good world. Grumpy old man, who works extra hours without necessity just because of principle. Later complains how others ride his back and abuse his hard-working nature. He is a workaholic. Has two children who moved out of the town long ago and almost stopped talking to him because of his always mean and annoyed persona. His wife divorced him 5 years ago and moved closer to their children. He is still salty about her.	He wasn't able to order some of the medicine he was selling, so shelves in his pharmacy became emptier. He feels personally offended by the event. Thinks that young people put too much faith in Aleo instead of actually producing enough to feed it. Watches all the news, including some very suspicious sounding tv shows talking about conspiracies.	Knows Justine as he is an old good friend of her father. However, doesn't have a high opinion of her. Thinks she is as lazy and useless as other people under 40.
Ava, 50	<u>Family- pizza owner</u> - can be met either at her pizza-place or on	Humanoid-bird (hummingbird?), always moving, running around working or building/rebuilding their cafe	She is very upset and concerned for Aleo. She actually prays for its well-being. At the same time her	Knows Justine as her daughter was Anex's classmate. As she is so open and owns a

	<p>her way to work (including when she is getting something for the cafe as she always tries to make it look cute no matter what)</p>	<p>and home. Single mother, very active and caring. She works a lot from early morning to the late night trying to make any cash to support her child and maintain her pizza place. She is a good listener, always has nice advice. But she blindly believes in Aleo coming back, almost religiously. She is quite naive, and falls for MLM schemes despite her daughter trying to stop her. She dreamed of a housewife life and having a lot of kids, but never could afford it or find a reliable person to build this dream family with.</p>	<p>beloved pizza place is falling apart. She tries to do anything possible and impossible to save the place, and somehow manages to keep it even cozy. But as lesser and lesser customers are coming it's becoming harder and harder to survive. And still, she greets every customer as her friend.</p>	<p>pizza-place she always was around young people. Puts a lot of hope into them restoring the world's balance. Makes fun of Finn because of his grumpy nature. Everyone likes her.</p>
<p>Larissa, 20</p>	<p><u>Family- pizza waiter</u> - during the day she works at the pizza place. - after closure, likes going to bar, where most of the time gets drinks for free.</p>	<p>Human, Ava's daughter, works at her mother's pizza place. She tries to help as much as she can despite the fact she is not getting paid. She couldn't get higher education although she is very smart, and was academically successful. Larissa sees what this belief in Aleo does to her mother, so she holds back on commenting on it, but secretly hates Aleo. Although she is quite obedient, inside she is very rebellious. She is a very helpful and caring person, has a bit of a tough personality and slightly pessimistic view of the world as she constantly expects people to lie or scam her and her mother. She dreams of leaving the town but doesn't have resources and can't leave her mother.</p>	<p>She sees how hard it is for everyone around to make a living, so her hidden anger and hatred is growing. Secretly, she would like to see "Aleo is dead" message on the news.</p>	<p>Larissa has been a good friend with Anex since the school years. She used to have a small crush on Justine when she was little and sometimes saw her at Anex's home. Knows the town really well, the bartender owes her something.</p>

Oscar, 27	<u>Bartender</u> - in the evenings always in the bar	Humanoid-moose, one the the few lucky ones having a job. He works in this place for the last 3 years, he is not very talkative, but a good listener and knows how to keep secrets. So, it's very hard to get any gossip from him.	Had a huge financial loss, lost most of his savings, so he struggles a lot even having a job. Most people his age left the city a very long time ago, so he feels isolated and left behind. (that's why he is quite closed, and listens more than talks)	Owes Larissa (on the personal level, not financially) for her help after his financial loss. Considers her almost a friend, but they are not that close. Knows Finn and Harlow well as they come to the bar quite often.
Matilda, 46	<u>Book seller</u> - during the day can be found at her bookstore, but sometimes visits her friend Edith - occasionally visits local bar	Human, she lived her whole life in this town. She is very straightforward, and can even seem rude. She gets annoyed very easily. Reads a lot, so throws random quotes here and there in the conversation. Matilda owns and works in the bookshop by herself. She doesn't have many friends, a few people she occasionally visits or talks to all got used to her manners, even make small jokes about her. She knows that and even plays with it. She is a very intelligent and witty woman.	She is almost not making money with her bookstore, but doesn't want to sell it or close it. She lives off her savings, and spends money extremely carefully. She jokes about retirement because of all that, but can't imagine actually quitting.	Edith's best friend. They have known each other since high school, and they've been close since then. So, she knows Justine's family really well.
Roscoe, 39	<u>Chain- pizza manager</u> - always in a random place, never at work - knows where and how to get weird things (ex. Very specific equipment, etc)	humanoid-horse, libertarian man, who believes "just work harder" ideology. Very energetic, but wastes his energy on anything except work. He does his bare minimums right before the deadline and then goes on doing spontaneous activities - visiting a friend, researching a sudden rumor, going to the most distant place in the city to get a random strange ingredient which neither he or his chef will even try as they work under a strict algorithm	one of the least affected people. He sees what is happening, even lost a small portion of income, but he is doing okay.	Protagonist neighbor, so knows Milo and Finn who work in this area quite well.

		<p>provided by franchise. He has a lot of friends everywhere but isn't really close with anyone. Strange rumor goes about him as if he has a connection to Aleo's close circle. He always brings a lot of chaotic fun with him.</p>		
Merrick, 36	Chain- pizza cook			
Dion, 25	Super market cashier	<p>humanoid-reptile, heavy conspiracist believing in secret human-only government intentionally slowly killing mighty Aleo.</p>	<p>Dion is worried about Aleo as he passionately believes in it and speaks a lot about evil people wanting to destroy it, he mentions it can be somebody "from the outside " (the foreigners).</p>	<p>Anex's good friend.</p>

Locations

Name + (People found inside)	What can be done here	History	Description
Protagonist's Apartment (Justine)	Introduces the goal to the player, and current position of their life. The journal is found here. Boxes can be packed (leading to more information)	Justine's Apartment is one unit within the local apartment complex which was built during the heyday of the town. It was originally built to house a majority of incoming business owners and factory workers, allowing for business to boom. Once a comfortable and popular living space, it is now a shell of what it used to be. Justine moved here multiple years ago after moving out of home to have a comfortable place away from home. The apartment complex has slowly become lower quality and more expensive, effectively causing a majority of residents to move or get evicted. Justine can barely afford to live here but decided it's better to leave a dying town than to struggle to stay.	Classic multiple story apartment building, part of an apartment complex filled with identical buildings. Slightly run down but still a lot newer than many buildings in the area
Parent's House (Edith, Harlow)	Learn more about the family, possibly convince parents to leave with you	Built in what used to be a richer side of the town, Edith and Harlow moved to this suburban home just as the town became successful as one of the many people coming here to settle. This was their home for the many years to come and housed all of their children till they decided to move out. The house itself is doing okay, as the family bought the house but slowly the mortgage is rising and with both parents out of a job, they have hit hard times	Suburban House that is well maintained
Sister's Store (Clover)	Learn about the financial situation of the world in more detail, possibly convince her to leave	A recent addition to the town. In light of the financial situation of the world, Clover has created a store that has been keeping the town, albeit being sold at extremely inflated prices. While some ignore Clover's store in hopes of greener pastures or better deals, many have given up and been using her store as their current means of survival	A new small storefront in an area that has potential for expansion
Brother's RV	Learn about Aelo	Originally a gift as a vacation van for the	A Grimy van

(Anex)	and why the world is how it is (most of it may or may not be true), possible convince him to leave	Anex so that he may go on a road trip with his friends. The turbulent relationship and conflicting political views between him and his parents caused him to move out prematurely and eventually stay at his now home	that is comfortable to live in
Post Office	Drop off parcel	The first post office to be set up in town, and currently the last post office to be standing. While post is still being sent and needed, layoffs have made mail harder to manage. While some believe the post office is open more as a monument of the golden age of the town, it is still open due to one dedicated worker. The doors of the office open at weird times and no one knows who handles the mail. Despite this, mail and packages are always taken from the front entrance, and people get their mail on time.	Despite looking abandoned, it doesn't actually look rundown
Burger Joint - Bob's Burger Bonanza Bash (4B)	—	Once a very popular restaurant, when hard times arrived, it lasted for quite a while. However, as more people left town, the joint eventually had to close down. No one has touched the locations, saying it's a relic of a better time but there are talks of either reviving it or tearing down the old location for new chain stores.	Very rundown and closed, but kept relatively clean by sentimental people
Pizza Place - Pizzagedon (Chain: Roscoe and Merrick)		Another new building that rivals Ava's Pizzeria. While not as popular, because it's a franchise, it's able to stay around without as much of a worry as Ava's.	A modern, cookie cutter pizzeria
Pizza Place - Ava's Pizzeria (family owned: Ava and Larissa)		A well beloved restaurant with equally loved pizza. Made by locals for locals, Ava's Pizzeria has been around a lot longer than most people realize. Learning from their mistake that closed down 4B, everyone who is still around try their best to keep the restaurant afloat despite their hardships	More classic looking pizzeria
Bar (Oscar)	Interact with Old TV,	A hidden bar in which the origins of it remain a mystery to even the older regulars. Even in this trying time, the bar will remain a safe space and Oscar as its tender.	Hidden in a alley, the bar is very clean and well maintained

Supermarket (Dion)		Built on top of the failed factory. Despite being a new building, the lack of products being shipped is actively harming the building that was meant to revitalize work and economy in the area.	While New, the inside is pretty barren and understocked
Deli - 24/7 (Milo)			
Bookstore (Matilda)			

Questilines

> FAMILY STORIES

How to convince them to leave with you. [Event map](#)

Note: “convince x-person” doesn’t appear as a task in a journal.

Edith Heron (Mother)

She needs you to need her.

- First meeting - in the parents’ house. Justine has a task in the journal to “pick up my guitar from the parents’ house”. When doing this, she meets her mother who is cleaning Justine’s old room.
 - Talking to her, Justine reminds her of the soon coming departure and tries to ask her to come together, but Edith is not taking it seriously, instead telling her daughter to help her with the dinner. Justine agrees to get the ingredients for her mother’s signature stew, as she believes a nice dinner and some time together will make a conversation about going to Meliusgrad together easier.
 - Edith gives Justine a list of missing ingredients, some of which are not sold anymore. She can try to argue about that, but her mother won’t believe it. Justine understands her mother is delusional but proceeds with the task anyway.

Ingredients to get: Aspen Peppers, Vervain Powder, Myosotis Sauce.

- The closest destination to search is the nearest deli shop. There she meets Milo - cashier. She can buy different small items from him and have a small chat.
 - Milo mentions that Edith comes to him quite often asking for no-longer-available products or when those would be delivered.
 - Justine can tell him about her problem with Edith, so he will sell her the last pack of Aspen Peppers he has, but nothing else from the list. Milo says none of those are on the market even in the big stores.
- In the small bar Justine can find an **old TV** which transitions her into a memory. Same bar, but 10 years ago. She finds a sign saying “Try our famous signature drink - Vervain Lines!” There are several of those drinks on the tables and one in a customer’s hand. Justine hears the conversation between the **previous bartender** and a **customer** about this drink being based on vervain infusion and about recent events: the factory removing some of the departments, and people drinking more.

Coming back to the present Justine can ask the bartender Oscar about the drink, but he will deny its existence.

To gain his trust and convince him to share the Vervain Powder Justine needs to bring Larissa with her.

Larissa easily convinces Oscar to share some Vervain Powder with Justine. But Justine learns that there is something strange happening between them and her friend has some influence on the bartender. [See Anex’s questline for details](#)

- A clue to finding Myosotis sauce is in **Matilda's camera** memory, which Justine gets from Harlow.

In this memory she sees **her sister Clover as a child** who plays with the empty sauce bottle, and hears her saying that she wants to sell them when she grows up.

To get myosotis sauce Justine comes to Clover's apartment. She can either confront her sister Clover, who stores it to sell online as rare thing and make her give the sauce for free or trade with her - give her Matilda's camera to get the myosotis sauce.

- The Dinner:

Can be triggered by coming to the parents' house and walking into the kitchen after getting all the ingredients OR convincing Anex and Clover to go with you..

- If Justine has all the ingredients:

They have a nice dinner together with Edith. During the dinner Justine tries to talk about the departure, but Edith ignores it as if they were discussing something which might happen in 15 years. Edith won't see any necessity to leave and **will stay in the town.**

- If Justine doesn't have the ingredients, but dinner event is still triggered:

Edith is not disappointed or sad, she laughs at her daughter "still being a child" and not being able to do something so simple. Justine can use this to her advantage and talk about moving away, implying how hard it will be for her without her mother in this new place.

In that case **if Clover and Anex already agreed to go with Justine**, and she tells Edith about it - **Edith will agree to leave** with her children because of her worries for them.

Justine can also try to come up with excuses for her not having the groceries, and confront her mother pointing at her delusions and nostalgia. Edith will become annoyed and upset, even depressed - **she won't go with Justine.**

Locations:

- | | |
|---------------------------------|----------------------------------|
| - Parent's house | - Bar |
| - Outside Deli (a kiosk window) | - Clover's apartment |
| | - Family pizza (meeting Larissa) |

Characters:

- | | |
|----------|-----------|
| - Edith | - Oscar |
| - Harlow | - Larissa |
| - Milo | - Clover |

Harlow Heron (Father)

Sometimes you can't help, and it's okay.

- First meeting - in parents house Justine sees her father watching TV in the living room. He seems relaxed and careless, jokes about Edith prohibiting him to use Justine's room for his hobbies, although she hasn't lived with them for a few years already. Harlow also asks Justine if she finished everything for her moving, and asks her to **visit Matilda to return her Matilda's camera** which he borrowed a really long time ago and forgot to return.

This is added to the journal as a task "to do before leaving".

Justine tries to start a conversation with him about leaving together, but he only laughs it off. She tries to explain to him that he might even find a new job in a new place. Nothing works.

- She can also turn on **Matilda's camera** which will transition her into a memory. She is in her parents house, it looks very similar to how it is now, **her dad** is standing watching TV at the same time talking to her as a kid (she is not seen) as they play hide-and seek (well, he pretends to play more actively than he actually is), but he seems happy in this memory. She hears from the TV about Aleo, and that the government made an important decision to trust its power. Right after the news switches to local format, the reporter says that after new legislation their town's factory is sending/selling a lot of its resources to feed Aleo. Harlow is mumbling that he doesn't like this tendency.

There is no specific task for the father's quest. However, there is something Justine (player) can do.

- In the family pizza Justine meets Dion who works at the supermarket which replaced the town factory, he will tell her that some of the old things from the factory were taken by Roscoe's father who also worked there. (Dion himself believes the replacement was a good decision)
- Meeting with Roscoe near the post office after this conversation Justine can bring up the old factory and ask about Roscoe's dad, who already passed away. Roscoe tells her that a while ago his father asked him to scan old photos from his work. He then offers to send pictures to Justine. She agrees.
- After showing pictures to Harlow, they have a touching conversation about the past and Harlow even admits that it never was easy or great, but it was simpler, simpler to make decisions and to navigate life and that he is sorry for the young people now. Justine tries to convince him he doesn't need to stay behind, but he only responds that he doesn't want to be a burden for her, and that he might visit her at the Meliusgrad some day in the future, but **it is not possible for him to leave.**

Locations:

- Parent's house

Characters:

- Harlow

- Outside of the Post office

- Family pizza

- Dion

- Roscoe

Clover Heron (Middle sister)

Some things are better left behind.

- First meeting - Justine comes to Clover's apartment to give her some of her old clothes etc because Clover wants to sell it online. Her place is very messy with shelves filled with boxes and random items from batteries to coats. Justine asks Clover if she has decided to go with her or not, and Clover again says "yes, but later" as she is planning to make some money before leaving - she collects money and things from people in the town to 'send them to Aleo', instead selling those online. Justine can't postpone leaving anymore. So, she confronts her about everything, and in this argument Clover tells her she owes a large sum of money to Merrick - and this is what she needs money for.

Note: different people in the city speak negatively about Clover, as she is a scammer, and always causes a lot of trouble.

- Justine meets Merrick near the bookstore. He is talking to Matilda who is washing the outside window. When he sees Justine he jumps at her with complaints about Clover and that the internet says Aleo is not well, so he wants the money back or he will take this to the police.

Justine doesn't have the money to pay for her sister's debt. So she can borrow money from Matilda or Roscoe.

- To get money from Matilda Justine has to lie that she is struggling with a health problem, and after she starts her new job in the new place she will pay back.
- To get money from Roscoe she will have to offer him to participate in Clover's scam. He is trusting and a bit naive, so he will agree, but Justine becomes a scammer herself.

After one of these two solutions is used - Justine needs to come to Merrick and give him the money.

- After the issue with the debt is resolved Justine comes to Clover to tell her to pack and get ready to leave, but learns she started another scam online. So **it is up to Justine deciding if she still wants her sister to go with her.**

To get the sauce Justine needs to exchange it. Justine can give her Matilda's camera.

Locations:

- | | |
|----------------------------------------------------------|------------------------------------------------------|
| - Clover's apartment | - Outside post office OR family pizza |
| - Outside of the Bookstore (or inside if we can make it) | (depending on where Roscoe is and if he is involved) |

Characters:

- | | |
|-----------|-------------------|
| - Clover | - Roscoe (maybe) |
| - Merrick | - Matilda (maybe) |

Characters who speak ill of Clover:

- Merrick
- Matilda
- Roscoe (not too bad)
- Larissa
- Oscar
- Flynn (if he appears in the game)

Anex Heron (Youngest brother)

Bargaining is the next stage after anger.

- First meeting - Justine comes to Annex's RV to get her laptop which she lent him while he was fixing his. She also asks him if he has made a decision already. He becomes annoyed with her quickly and refuses. He explains that here in a van he can live freely, but in a bigger city everyone is monitored. He goes on for a while with different conspiracies.
Justine can confront him saying that all these conspiracies are false or at least 'not a big deal'. Which will anger him even more.
She can also try joking that "overthrowing the government is easier when you are closer to it". But none of the approaches work.
Best approach for her would be to ask more about these conspiracies, so he would passionately tell her about different rumors, including the theory that Aleo will get better soon and this is a preparation stage for a great 'give back'.
He will mention that he and Dion are working on something secret, and he at least cannot leave before they are done.
- Justine can go to meet Dion in the family pizza and ask about the secret project. But he won't tell her much. Only that Clover somehow helped them.
He will go on his own rant though, bursting out different theories and worries about Aleo.
- Justine visits Clover at her place and Clover tells her that she sold a few phones and other used electronics to her brother, but she doesn't know much either. She also shows one of the phones Annex has returned because it didn't work properly. Justine turns **the broken phone** on and it transitions her into a memory.
She is in Annex's RV, Annex and Dion are there. Justine hears their conversation and from it she learns that they are a part of an online anarchist organization which plans to break into a place where supposedly Aleo is located, and Annex is one of the people who would coordinate them online. She exits the memory and tells Clover about it, but she doesn't care calling it a scam.
- Justine can go back to family pizza, but Dion is no longer there.
In the same place Justine can talk to Larissa, and ask her if she knows anything because she and Annex are friends. Larissa immediately becomes concerned. She tells her about one of her friends already falling for a similar scam because of Dion and losing a lot of money as a result. She mentions that it got resolved with her help, but Annex should be careful.
Justine is concerned that her brother won't believe her if she just tells him the truth, so she asks Larissa if she can meet this friend.
- They go together to the bar, turns out it was Oscar who got scammed. He gives Justine an **mp3 player** with the screen. He says it captured important evidence of conversation which she can use.

Justine can get the Vervain powder during this conversation as well.

- She brings the **mp3 player** to Anex. And it transitions them into a memory. In this memory they are in the _____. Oscar and Dion are there arguing. From their conversation it becomes clear that they got into a scam, but Oscar already put money into it, Dion - not. Oscar insists that all these organizations are scams, and he already did research about it, but Dion doesn't want to listen. This is enough for Anex to understand. After they exit the memory he becomes very angry with everything and asks her to leave.
- Justine needs to come later again and find his rv in a huge mess, Anex tells her he had an fight with Dion, and now he doesn't know what to do, and everything seems like a bad trade: living under this 'secret evil human government' or keep running into fake-anarchists-scammers. So Justine calms him down, offering to leave with her and maybe try figuring it out at the new place. **He agrees.**

Locations:

- | | |
|----------------|-----------------------------------------|
| - Anex's rv | - Bar |
| - Family pizza | - ? (maybe park, place from mp3 memory) |

Characters:

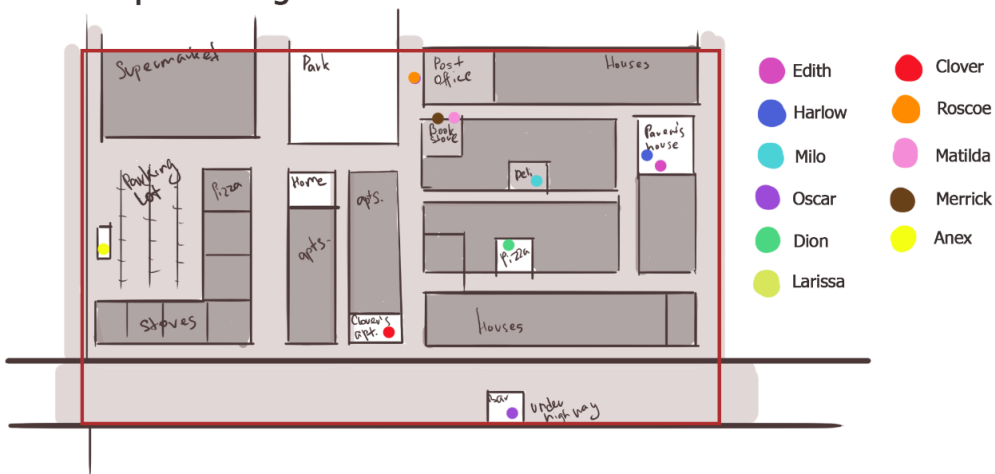
- | | |
|----------|-----------|
| - Anex | - Larissa |
| - Dion | - Oscar |
| - Clover | |

Map

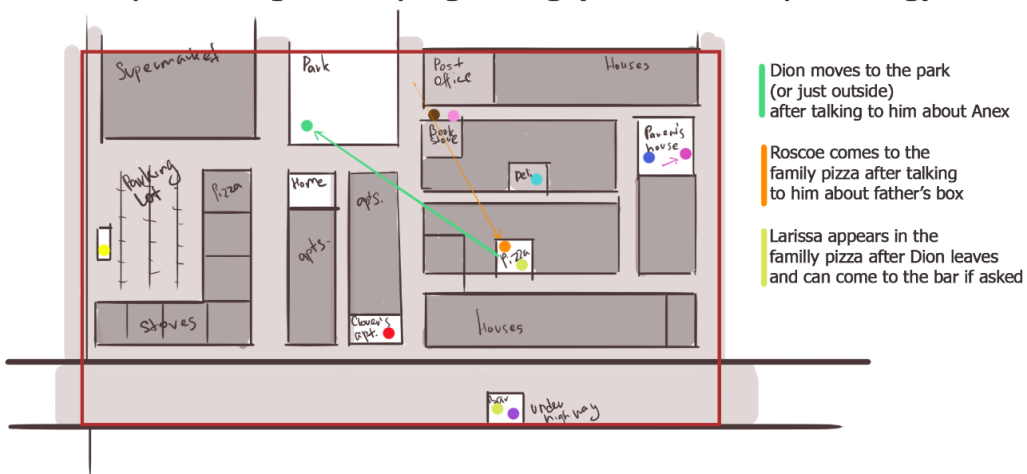
Active play area



NPC positioning - start



NPC positioning - after progressing (includes final positining)



Glossary

Undecided - town name

Meliusgrad - city where Justine is moving, literally means "better city"

Ingredients for the family stew:

Aspen peppers, aspen - means return of good

Vervain powder, vervain - means protect me from

Myosotis sauce, myosotis - "forget-me-not"

(not included) **primrose** - flower which can cause *memory loss

Old factory name - a factory which doesn't exist anymore completely, was replaced with the supermarket.

Big governmental decision (policy name) - happened when Aleo was at its peak, as people started believing it will bring the goods somehow, so they didn't need certain productions anymore, resulting in closure of many factories and companies.