



START

MAIN CHARACTER's Bedroom

First person perspective.

We look into a mirror and see the person from CHARACTER CREATION reflected back, the MAIN CHARACTER. They rub tiredly at their eyes and try to stifle a yawn. A bejeweled TRINKET on their desk buzzes softly like a pager, but their age says they've never seen one in real life.

MAIN CHARACTER  
(sighing heavily)  
Guess the world needs saving again.  
But first...

They pull away from the mirror and look at the rest of their cluttered room, glancing from junk pile to clothes heap as if looking for something.

MAIN CHARACTER  
I should probably get ready.

The MAIN CHARACTER is now free to walk around their room, looking for a the BRACELET that will allow them to transform. The BED, CLOSET, BAG, and a CLOTHES PILE are highlighted. The sound of the TRINKET buzzing lingers in the soundscape, a reminder that it's still there.

*Take a look around...*

*Nightstand Check*

*Clothes Pile Check*

*Under Bed Check*

*Bag Check*

*Closet Check*

## NIGHTSTAND CHECK

The MAIN CHARACTER pulls open the drawer on the NIGHTSTAND, untold cables spilling with some connected, some in storage, some worn and unusable, and some tumbling away without the anchor to hold them in place. The top of the stand is littered with jewelry and accessories and products carelessly tossed aside. The only clear spot is where a pair of glasses sit in their opened case with a folded cleaning cloth beside it.

MAIN CHARACTER

Oh, right, my old glasses. It still feels right to wear them sometimes but the contacts make things way easier.

They dig through the drawer a bit and pull out a CELL PHONE.

MAIN CHARACTER

You know, if it weren't nearly dead and that outfit had better pockets, this would be so useful...

The MAIN CHARACTER has a chance to pick up their CELL PHONE and add it to their INVENTORY.

CLOSET CHECK

The MAIN CHARACTER flicks through the contents of the closet, slowing as they reach an old HALLOWEEN COSTUME, a mix of altered everyday clothing and odds and ends from a specialized store.

MAIN CHARACTER

(wistfully)

Wow, I loved playing dress up for so long. Probably longer than I should have. It's sort of lost its appeal now though.

They close the door and turn away to the rest of the room.

MAIN CHARACTER

Okay, let's keep looking. It's around here somewhere...

BAG CHECK

The MAIN CHARACTER picks up a backpack and pats at the outer pockets before opening the main one. It's full of notebooks and text books, including a notebook with the name ANNABELLA YUKI on the cover.

MAIN CHARACTER

I'm so glad Bella never asks why I'm always falling asleep in class. Or why I'm always borrowing notes. Or why I have weird bruises all time. She even made sure there wasn't still gunk in my hair after that one fight...

(sighing heavily)

I wish I could tell her what's going on with all of this...

The MAIN CHARACTER has a chance to add BELLA'S NOTEBOOK to their inventory. They tuck everything not picked up away again and set the backpack on their bed.

MAIN CHARACTER

Okay, homework can come after I take care of this.

UNDER BED CHECK

The MAIN CHARACTER gets down on their hands and knees, looking for a moment before reaching under the bed and pulling out a locked DIARY. They break the tiny lock with an easy flick and flip through the pages, which go from short paragraphs about life to bullet journal style entries to what looks like a compendium of otherworldly creatures.

MAIN CHARACTER

Oh yeah, when this first started, I tried to keep track of all the weird monsters I ran into and how to fight them. That habit didn't last very long.

(sighs heavily)

There were just so many of those things...

They close the book and hesitate a moment before pushing it as far under the bed as they can.

MAIN CHARACTER

Hopefully, Mom doesn't try to clean my room while I'm out. Now, where is that thing...

CLOTHES PILE CHECK

The MAIN CHARACTER digs at a heap of questionably clean clothes before finally kicking at it. The motion knocks an ornate cuff BRACELET out of some crevice, a mate to the TRINKET from earlier.

MAIN CHARACTER

(relieved)

Oh, finally. I thought I'd lost it for good this time.

The BRACELET is securely placed on their dominant wrist. On their desk, the TRINKET buzzes more urgently and shudders its way around the desk.

Once the MAIN CHARACTER picks up the TRINKET, a voice fills their ears with no source. It is also added to their INVENTORY.

SERAPHINE

Geez, I thought you'd never answer! This isn't a game or something, you know!

MAIN CHARACTER

Yes, I know, fate of the world and everything. I couldn't find my transformation bracelet is all.

The MAIN CHARACTER rolls their eyes and checks around the room before nodding to themselves, assured that they have everything now.

SERAPHINE

(indignant and a bit shrill)

Well, stop taking it off! An ancient relic of the Eternal Celestial Imperial Courts is not like a Fitbit. It won't stop working if you wear it in the shower!

MAIN CHARACTER

Yeah, yeah... Wait, how do you know what a Fitbit is?

SERAPHINE

(smugly)

Research.

The MAIN CHARACTER laughs to themselves and the player can now move out into the HALLWAY.

Note: If they move into the hallway, their responses are now whispered back, though SERAPHINE's voice stays at the same level.

SERAPHINE

This threat is different from the ones we've seen until now. It might take a

little longer to deal with than  
normal.

MAIN CHARACTER

(muttering)

What else is new.

SERAPHINE

Please pay attention. As I was saying,  
this may be the source of what has  
been generating so many of the smaller  
monsters we've fought lately. This  
will be a challenge for us.

MAIN CHARACTER

If this is a group effort, how come  
I'm the one nearly failing computer  
engineering?

SERAPHINE

(smugly again)

Time management skills.



BEFORE YOU GO...

When the MAIN CHARACTER reaches or passes the office downstairs, they slow down no matter where they are in the previous conversation.

MAIN CHARACTER  
Mom's still up and working. No way  
she's just going to let me go out.

The MAIN CHARACTER clears their throat and step into the room.

Mom has questions...

T1 options are if you have found BELLA'S NOTEBOOK and CELL PHONE, just the CELL PHONE, or NONE OF THESE. T2 options depend on if you have the item in your inventory or not.

Made Excuses 2

Made Excuses 1

Found PHONE

Had PHONE

Found NOTEBOOK and PHONE

Had NOTEBOOK and PHONE

Potential exploration points:  
living room photos, sibling's  
room, parent's room, mail pile.



HAD NOTEBOOK AND PHONE

MOM nods and turns back to her desk to continue working, taking a sip from an obviously cold mug and grimacing.

MOM

I'm glad you're taking your schoolwork more seriously this semester. You'll need to bring things up before you start applying to colleges. Just don't stay out too late.

(pauses for a beat)

And could you put the tea kettle on before you go?

MAIN CHARACTER

(giggling)

Of course, Mom. Don't you stay up too late either. I'll call if anything comes up.

MAIN CHARACTER leaves the OFFICE and the player is free to move around again. They must turn on the ELECTRIC KETTLE in the KITCHEN before leaving but will be free to move explore the house and leave at their leisure. Occasional reminders will come up:

MAIN CHARACTER

(trying to leave before turning on the kettle)

Oh, right, can't forget about that tea kettle. Mom practically runs on chai.

SERAPHINE

(randomly after several minutes of inaction)

You didn't forget about your mission, did you? There's no time to dawdle!

BELLA YUKI

(via text shown in a pop up)

Can't find my notebook, you still have it?

FOUND NOTEBOOK AND PHONE

MOM

(slightly concerned)

Just don't leave too many friends like that behind, okay? It's hard to find people who stick around and have your back like she does.

MAIN CHARACTER

(wistfully)

Yeah, Mom, I know. I... think I'm going to try talking to her more often. I miss us being friends like we used to.

MOM

(relieved)

I'm glad. Give me a call if you're going to spend the night? I know how late you two used to talk.

MAIN CHARACTER

Totally. Thanks, Mom.

MAIN CHARACTER leaves the OFFICE and the player is free to move around again, able to explore at their leisure. Occasional reminders will come up:

MAIN CHARACTER

(while in KITCHEN)

Some people need coffee but Mom can't function without tea. I should turn the kettle on for her for later...

SERAPHINE

(randomly after several minutes of inaction)

Where are you?! The universe isn't going to just save itself from interdimensional monstrosities!

BELLA YUKI

(via text shown in a pop up)

Did I loan you my notebook or did I dream that? Think you could run it over to me so I can study?

HAD PHONE

MOM

Thanks so much, honey. Your auntie wants to see then and show your cousin, the one doing roller derby now?

MAIN CHARACTER

Oh? Wait, derby!?

MOM

Honey, you were CC'd on the email with photos and a video of the first bout...

MAIN CHARACTER

Oh.

MOM

(sighing)

Maybe it ended up in your spam folder. Just don't forget to email those photos for me.

MAIN CHARACTER

Right, got it, sorry.

MAIN CHARACTER leaves the OFFICE and the player is free to move around again, able to explore at their leisure. Occasional reminders will come up:

MAIN CHARACTER

(while in KITCHEN)

Mom's tea has probably gone cold. If I turn on the kettle, maybe she'll just forget about how awkward that was...

SERAPHINE

(randomly after several minutes of inaction)

Please, stop staring off into space like I know you must be. The world needs you!

HAVEN WARD

(via text shown in a pop up)

no worries abt play makin, fell in wiki hole n watching a docu on nanomachines. that meme makes [100 emoji] sense now.

If the text with photos is sent before leaving the house:

MOM

(yelled from a distance)

Thanks, don't stay out too late!

If the text is sent after leaving the house:

MOM

(via text)

Thank you. Don't stay out too late.  
You need your rest.

FOUND PHONE

MOM

(sighing heavily)

I know you're under a lot of stress  
right now but--

MAIN CHARACTER

No, really, I'm pretty sure it's just  
in my bag somewhere. And I can get  
another one tomorrow. Oh, or borrow  
Haven's.

MOM

I just--

MAIN CHARACTER

--worry. I know. But you really don't  
have to.

MOM

Just... talk to me if you need to,  
okay?

The MAIN CHARACTER gives a little grin and nods, now free to  
move around again and able to explore at their leisure.  
Occasional reminders will come up:

MAIN CHARACTER

(while in KITCHEN)

Huhn, I should make a new pot and set  
up a new bag for Mom. I bet hers has  
gone cold already.

SERAPHINE

(randomly after several minutes  
of inaction)

Do I need to go and try to find  
another hero or will you get your head  
in the game? I bet that Bella Yuki  
would make a great heroine...

HAVEN WARD

(via text shown in a pop up)

u up? we shud try this nxt game. wild  
af. [preview of a video]

MADE EXCUSES 1

MOM

(extremely concerned)

You shouldn't push yourself too hard, okay? I know everything right now feels like the end of the world but everything will still be there if you need to let a few things go. Your health should come first.

MAIN CHARACTER

I know, Mom. I have things under control. Really.

MOM

Just know that you can always talk to me. About anything. Anything at all.

MAIN CHARACTER

I know. I, ummm, I can stay in tonight. I can do a voice chat with Bella or something if I need to.

MOM nods, still looking concerned, and the MAIN CHARACTER is free to move around and explore again. Occasional reminders will come up.

MAIN CHARACTER

(in the KITCHEN)

Maybe Mom's on to something with all her tea. She has things so together. I think. ... Right?

SERAPHINE

(randomly after several minutes of inaction)

Hello? Are you still there? Have you had one of those anxiety attack things? Should I come over there?

MAIN CHARACTER

(in response to above, whispered)

Oh god, please no...

CELESTE VIN

(via text)

Need to get away? Gonna go for a walk if you wanna join.



MADE EXCUSES 2

MOM

(extremely concerned)  
You can talk to me about anything  
that's bothering you. You know that,  
right?

MAIN CHARACTER

I know, Mom.

MOM

And you don't have to try to solve  
everything on your own.

MAIN CHARACTER

I know. I just... I need some time to  
figure things out better is all.

MOM

Well, take tonight to get some rest,  
okay? You can even stay home tomorrow  
if you really need to.

MOM nods, still looking concerned, and the MAIN CHARACTER is  
free to move around and explore again. Occasional reminders  
will come up.

MAIN CHARACTER

(in the KITCHEN)  
I wish I could get away with just...  
making a bunch of coffee. I don't  
think there's even any in the house,  
just Mom's tea. Maybe that would  
work...

SERAPHINE

(randomly after several minutes  
of inaction)  
Oh no, you're stuck there, aren't you?  
You're going to have to give up saving  
the world. I need to find a new hero.  
I don't have time to find a new hero!

MAIN CHARACTER

(in response to above, whispered)  
You know I'm still here, right?

CELESTE VIN

(via text)  
We should meet up. Doing an impromptu  
shoot. [map coordinates attached with  
preview]

TRUSTING GOODBYE

The MAIN CHARACTER can leave out the FRONT DOOR without any worries from MOM. She will, however, leave a standing offer:

MOM

Be safe! Call if you need a ride home  
or stay over!

The MAIN CHARACTER can now choose to start walking through town and is free to explore.

NEUTRAL GOODBYE

The MAIN CHARACTER can leave out the FRONT DOOR but MOM will worry about them and call after them as they go:

MOM

Be safe out there! And call me when  
you get there! And if you need a ride  
home!

The MAIN CHARACTER can now choose to start walking through town and is free to explore.

WORRIED GOODBYE

In order to get out of the house, the MAIN CHARACTER will need to try to sneak out without attracting MOM's attention, something or someone to cover for them when found out, and a good excuse when they try to sneak back in.

If the MAIN CHARACTER tries to simply leave out the FRONT DOOR, they will be interrupted by MOM:

MOM

You aren't heading out, are you? You  
said you were going to try to slow  
down some.

The MAIN CHARACTER can sneak out their BEDROOM WINDOW, the BACK DOOR, or the BASEMENT WINDOW.