The scene begins with you waking up, tied to a pole. You are tired, hungry, exhausted. The last thing you remember is leaving town with B. What happened?

**Names**

Thief: Tex, Lucas, Isaac, Noland

Tough Guy: Brom, Diesel, Wulfe, Bruce

Duelist: Maverick, Axel, Ryder, Jax

Medic: Daisy, Arya, Delila, Sophia

It has been two years since you left that town. Since then you have used your ability to load to be the ultimate problem solver, fighter, and even lover. B thinks you are the shit and you two have made a bunch of friends that have joined you on adventures along the way. One month ago, Famine somehow tracked your team down and captured everybody. Famine knew you would reload if you knew you had lost so he devoured your memories leading up to that point. He has kept you and your friends captured in his castle for a month, knowing that if he killed you or your friends you would instantly reload but would hesitate if at least everyone is ok. He claims he has read “the script” and thinks for some reason you would want to harm his master, the ancient Dragon. So to stop that he devised ways he could prevent an unstoppable force such as yourself from ever getting there.

This plan fails of course because the player is able to actually play now, which means their memories won’t get devoured again. The ropes are frayed because every day you have rubbed them against the pole trying to cut them, and today they finally snap loose. But be careful, if he wipes your memories again its all over! The only other clue you have is a scar cut into your arm that says “don’t trust B, she betrayed you”. You now have to free your friends, all of whom you don’t remember other than B. All of them are kept in separate cells, and as soon as you escape you get a key. So its just a matter of interviewing them 1 at a time and slowly deciding who to free. It is also made clear that at least one person there is the spy.

In the end, it is a Girl who joined your team half a year ago and who was working for famine. She cut that warning into your arm as a failsafe in case you impossibly managed to escape, so that she could use it against you and prevent you from utilizing your only friend you can remember.

I want the interviews to be a unique mixture of “he said she said” testimonies, and a lot of emotions because these people have trusted you so much and spent so long with you but you don’t remember them at all. B will be especially crushed because she loved you and now not only do you not remember your relationship at all, you don’t trust her anymore.

You will die a few times during this story but the killer is never revealed. Famine will get mad when you are killed because he knows that now you will reload and everything is ruined.

In the end, you choose who to kill but there is no obvious feedback on if you are right or not. Everyone in the group trusts you implicitly because of the last two years of heroism so no one doubts you. No matter who you choose they sob because of the bond you have broken with them, and are killed. Then everyone else escapes.

If you choose the wrong person and the killer girl is still in your party, then she attempts to kill you again when you fight famine later.

Main character shouldn’t be told about their memories being wiped until they are a decent ways into the investigation. It should also be revealed that they have managed to escape a couple times before and left clues for themselves but each time got caught and memory wiped again.

Maybe they should be in captivity for longer, like a year? One character wouldn’t want to explain their past because maybe you’ve already done this with them and got their hopes up only for your memory to wipe again

Ok so the main characters are you, X, Y Z, and B. B is always gonna be that girl from the start and Z will always be the betrayer.

Ok how about there is also an evil golem that guards the castle. If you try to leave without saving at least one person then it chases you down and kills you. As you explore the castle it also attacks you, so you have to balance trying to uncover your circumstances with freeing you friends. Each friend should also have one weird thing that makes them suspicious. If you try to explore the castle or leave with the evil friend then you will die but it will always seem like it’s the golems fault. If you try to leave without a friend it is while knowing that by leaving them there you are dooming them. You will not know that one of your friends is an evil accomplice that infiltrated your ranks until you maximally explore the castle. Any clues that are left there only exist because famine felt compelled to leave those clues according to the script.

If you explore the castle with certain people, they help you notice different places that reveal more about your situation. You cannot see the option to investigate those places unless you are with a certain person, but as soon as you notice you can investigate it without them if you load the game. I want the narrative of the game to naturally encourage the player to explore the castle with each person in a certain order but you can diverge from that at any time.

There is also a 6th person who is dead, when you inspect their body there is writing on them as well that is some sort of clue.

OK I need to make a timeline before I storyboard so that I can figure out all the he said she said stuff since this one is working backwards haha

2 years ago: left the town with B, to become adventurers.

1.5 years ago: met D (for dead guy). D was an expert sabre duelist that during practice would easily defeat each other party member. Strongest of the group in terms of straight combat ability.

1 year ago: met Y, who is a tough warrior. Very strong and can move obstacles. The only person required in order to beat the golem.

1 year ago: Also met Z, who was friends with Y and joined your party at the same time. Z is a cheerful combat medic.

6 months ago: met X, who quickly became close friends with you. He is a thief that can pick locks.

Dead Guy Cell

(duelist)

Z Cell

(medic/ traitor)

Exit to castle

B Cell

(old friend)

Y Cell

(tough)

X cell (thief)

Your cell

4 months ago: caught in a trap set up by Famine, who threatened to kill medic if everyone didn’t surrender. He tied everyone up and transported the party to the castle. He knew as long as he didn’t kill anyone then you wouldn’t load your last save. Once there he consumed your memory. Every night he arrives to consume your memory again, so that you never realize what you have lost and decide to reload.

2 months ago: thief speaks through the bars to you and convinces you to dislocate both shoulders and escape. It takes hours for him to explain himself and restore part of your memories but in the end you become determined and pull it off. thief was destroyed that you had forgotten about him since you were best friends but the two of you are able to overcome that. He also says that one of your party is a traitor and that is how Famine caught everyone. You leave, promising to save them all (and alluding to your ability to reload). You brought medic with you since her cell door latch was rusty and you managed to break it open. She was barely able to fit through. You later are carried back to your cell asleep by Famine, who had discovered you and wiped your memory again thanks to the help of medic. Unknown to everyone else, Famine had medic slice a message into your arm as a failsafe saying not to trust B, since during this escape you were able to use her to quickly and easily put things together and nearly escape.

4 days ago: Famine finally leaves once more and thief forces himself to explain the situation to you again, which puts him in great pain to do so. Once again you dislocate your shoulders, but this time take thief’s advice and you put a tiny metal fragment he had in his sleeve and put it in the locking mechanism of your cell door, so that the next time it closes it won’t lock properly. He had saved the tiny fragment to pick his own lock but, in the end, decided to put his faith in you and gave it away. Once again you set off, promising to free everyone. This time you actually did, and triumphantly arrived with cell keys in hand. You decided to free thief, traitor, tough guy and duelist. This is because you thought you had written the message and decided B was the traitor. Since she was the only person you remembered from before this event however you wanted to try and find some clues as to who the traitor is first before you abandoned her. During this attempt you barely even spoke to B.

Anyways, the five of you left the cells and explored the castle looking for clues. Thief unlocked a door that held some information about Famine’s plan, but right before anyone could make real progress the lights went out. In the darkness, heavy footsteps approached. medic screamed, and thief gets punched in guts and has the wind knocked out of him. Chaos ensues. You pick up thief and run out of the room, behind you tough guy is carrying duelist who is bleeding heavily from the neck as if he got sliced. Medic is following close behind Tough guy had been fighting the golem and winning but once he saw duelist dying he pushed the golem away and picked up duelist to escape. The characters don’t know this but medic had turned off the lights, summoned the golem and killed duelist. In the rush she had discarded the bloody scalpel which fell underneath a desk. Anyways, the five of you run away from the golem and take refuge in the jail cells once again, since you can lock the door. As you were running back duelist tried to whisper to tough guy “the killer…” and pointed at medic, but she was next to you and it could have been either of you. By the time you all get back to the cells it is too late and duelist is dead.

Everyone rests, but you think something fishy is going on here. How did the golem with no weapon slice Duelists neck? The problem is with everyone exhausted and injured, you are not sure you can make it out before getting your memory wiped again. At this point you didn’t know if B was good or bad since you didn’t talk. Also Tough guy doesn’t know your memories were wiped still. As a failsafe, you cut into the dead body of Duelist: “Medic killed Duelist”. The golem didn’t have a sharp weapon and you were with Thief so there is only one possibility. You did this because no one else will check his dead body for a secret message and you don’t know who to trust, it’s the only way to hide a message to yourself. After all, you know you, and your morbid curiosity after getting your memory wiped will for sure lead you to inspecting that dead body right? As you walked back to thief’s cell to talk to him, the only person that noticed the blood dripping off of you was Tough Guy. He also was the only one that heard you cutting into duelist’s body. These things combined with duelist’s pointing earlier and he thinks you killed him and hates you. Once you get to Thief’s cell you talk and strategize a way to get past the golem. You two realize the only way to beat the golem is with tough guy’s help, since he is the only person strong enough to do it now that duelist is dead. You are about to talk to him when Famine strides into the cell, furious that you attempted to escape again. He immediately removes your memories yet again and forces everyone back into their cell.

Today: you were tied to a pole but after three days of rubbing the rope until getting your memory wiped in the evening, you finally break free and are surprised to find that the cell door is not locked. You emerge from your cell with no memories of who these people are, writing on your arm, and no idea if Famine is nearby…

thief doesn’t want to talk to you. He is still recovering from what happened a few days ago and is completely broken after having his best friend wiped of memory again. He doesn’t think there is a chance of escape anymore and doesn’t want to go through the pain of explaining everything to you again.

Tough guy thinks you killed duelist, and is adamant that you in fact are the traitor that got them caught 4 months ago. Since you can’t remember, maybe you are?

Dead guy is dead guy

Medic is sympathetic but also sad you got your memory wiped again. She reveals what happened four days ago, but obviously makes it sound like she isn’t suspicious at all. She is still pretty shaken up by what had happened and is quiet. She says she doesn’t trust B and thinks B is the traitor, which you had actually figured out the last time you attempted to escape - That is why you didn’t bring her. Similar to what B says in a bit, she says she saw you pass by her cell with someone the first escape attempt but it was too dark to tell who. She thinks it was probably the traitor – either them or B who you didn’t trust at all the most recent escape attempt.

B for the first time learns that her dearest friend and lover had their memory wiped and only remembers meeting her in the town and nothing else. She is completely crushed, made even worse when she tells of how you had left her to rot in her cell the last time you attempted to escape. Despite how difficult everything is for her, she decides to help you anyways since she still loves you and explains as much of the story, and timeline of meeting everyone, that she can. She also shares that she saw you leave with only one other person the first time you attempted to escape, and thinks that person must have been the traitor. She couldn’t see who it was since it is so dark but the silhouette wasn’t large enough to be tough guy. She recommends that since no one else will talk you should try to escape, get the cell keys, and use people’s freedom as an incentive to tell their story to you. In the end you will have to decide who to free and who to leave rotting in the cell. She also recommends exploring the castle to try and find clues as to what happened 4 days ago. Just don’t free the traitor!

Castle Layout

Library

Locked Office

Hallway

Upstairs

Outside

Main Living area

cells

Secret bookcase entrance room

**CHAIN OF EVENTS**

You can’t escape unless you have tough guy on your team, who is the only one that can defeat the golem. He won’t join you unless you have proof you aren’t the traitor. The proof you need is the bloody scalpel that medic used to kill duelist, which is found in the locked office. The only way to get into locked office is if you get thief to join your team, who can pick the lock. Thief will only join you if you convince B to join your team, since she is able to speak to him and motive his will to escape. You can free B right away, but as the player you will not know if she is the traitor or not and hopefully will hesitate to free her immediately because of the writing on your arm. What makes the player think B actually isn’t the traitor is that if you explore the castle with Medic, she will get visibly nervous when you enter the library. If you pull on a red book she will scream and the golem will be summoned (it looks like she screamed because the golem appeared however, not the other way around). You notice that a secret passageway opens but its too late, the golem kills you. If you later explore the library you will be able to pull on the book when you couldn’t before. It reveals a secret room, which has pig skins lining the walls. Literally covering every inch of the walls in this room are pig skins, all with writing cut into them and oozing dried blood. Every single one says “B is the traitor”. You notice that some are cut poorly, but the cuts get better and better until the handwriting is good and eventually the most recent looking ones look more and more like your handwriting. Was someone practicing how to cut words that look like your handwriting here? This event should allow player to trust B again. After discovering this the golem hunts for you but no matter what you hide and escape. During your escape the golem knocks some stuff around and that blocks the stairs to the library. If you try to escape out the front door without tough guy you get killed no matter what.