

## Case Introduction (Displayed at the Start):

As the game begins, the screen fades in with the following text:

“You wake up with a throbbing headache and fragments of last night’s memories slipping away like sand. A dimly lit room, the harsh fluorescent lights, and the smell of stale coffee tell you that you’re in a police interrogation room. Across from you sits a detective with a piercing stare, already flipping through a file that holds more about last night than you can recall.

They say you’re the main suspect in a violent crime. They claim you were seen with the victim just hours before it happened. Your memory is hazy, but if you can piece together enough fragments and explain yourself convincingly, maybe you’ll find a way out of this. The clock is ticking. Every question, every answer — it all counts.”

## Memory Fragments (Hints and Triggers):

Memory Fragments appear gradually — some over time and some as the player’s dialogue reaches certain topics or questions.

### 1. Timed Memory 1 (After 2 Minutes):

You remember the scent of alcohol and loud laughter. You were definitely at a bar, surrounded by people — or maybe it was just the noise.

### 2. Timed Memory 2 (After 5 Minutes):

You recall being outside, the cool air hitting your face as you stumbled along a dimly lit street. There was someone walking beside you, but their face is a blur.

### 3. Timed Memory 3 (After 8 Minutes):

A flash of an alleyway. You remember something shiny on the ground — was it glass or metal? You bent down to pick it up, but the memory fades.

### 4. Trigger Memory 1 (If player asks about their whereabouts last night):

You suddenly recall sitting at a high-top table, chatting with someone whose voice was comforting. They said something about “getting away from it all,” but the context is fuzzy.

### 5. Trigger Memory 2 (If player asks if anyone saw them with the victim):

A face comes to mind — a bartender with a red shirt who seemed to be watching you and the person next to you. It felt strange, but you ignored it at the time.

### 6. Trigger Memory 3 (If the player asks about the time):

A clock on the wall flashes in your mind: it was late, well past midnight. You remember glancing at it just before leaving the bar.

### 7. Timed Memory 4 (After 12 Minutes):

A flash of anger. You can feel your own pulse, hear raised voices, but you can’t remember what sparked the tension.

### 8. Trigger Memory 4 (If player asks if there was an argument):

You recall a heated exchange on the street. The person you were with said something that made your blood boil, and for a split second, you wanted to walk away.

### 9. Timed Memory 5 (After 14 Minutes):

A dark shape — maybe a car? You remember stumbling toward it, and the driver’s window sliding down as someone called out to you.

### 10. Final Trigger Memory (If the player asks if they were with the victim until the end):

A haunting image surfaces: you’re standing alone in the empty street, the person beside you now gone, leaving you with a hollow feeling. You don’t remember where they went, but you were alone when you left.

These memories give the player scattered hints, each one building a narrative they can use to piece together what happened, and potentially, a way to explain their innocence. The memories arriving at key points, like certain questions, makes the player feel as though they're gradually "unlocking" their own story.