# Story of the Universe

## The Beginning

In the beginning, the universe was vast and full of life. There were no individual astral bodies, just one large gathering in the center where everything would reside. Life was abundant and thriving with limitless resources. The universe kept growing and growing, bringing new life and experiences along with it. It had seemed like there was no stopping it. Essence was rich in the air, the ground, through every little thing.

## The Collapse

While the growth of the universe seemed to be unwavering, it eventually reached a point where it could not grow any further. The weight of the universe was immense, and cracks began to form. Massive earthquakes and fissures became a common occurrence, stability was a blessing. Eventually, the weight became so massive that the universe couldn’t hold it up anymore. It collapsed and folded in upon itself, leaving small weak points inside the folds.

There was a long stillness for a while, until specks of essence began bursting out, filling the empty void. A majority of these bursts flickered rapidly through the sky, appearing as bright white lights. However, some of them collided with each other, expanding into large masses (astral bodies) imbued with the essence. These large masses now float through space, hosting various forms of life, some thriving, others stuck in intense cold or heat.

As life evolved on astral bodies, some creatures began to speculate about the universe. Eventually, through the help of the *folded*, many civilizations gained a deep understanding of the folds of the universe. These folds often expel specific clusters of the same essence. The civilization of interest in this game sees these clusters as “signatures” of sorts from various *gods*.

### The Folded

The folds expel essence indiscriminately in any direction, at any time. Sometimes these bursts line up at critical moments in and object or creature’s life (such as birth or a near death experience). The extreme emotion mixed with the high concentration of essence creates somewhat of a connection between that entity and the universe. When this happens, the entity is deemed “*folded*”.

The *folded* are highly sought after as they have a much deeper connection to the essences of the universe. They often contain a more innate understanding of magic, and can sometimes “communicate” with the folds through whispers and visions. However, this comes at a cost. These constant whispers from the universe can make the *folded* become insane or unstable. Many break mentally long before they reach old age.

Expanded upon later is one of the most important *folded ones* in the story. A *folded* that was able to locate *The Entity* when exploring the various folds in the universe. They were able to see what it really was, and what it really desired.

## Essence

Essence is the most fundamental resource in the universe. It comes in many forms, but has been split into 9 groups: heat, electricity, nature, moisture, cold, air, earth, light, and dark. It also appears in a more natural form, not associated with any of the other groups. When essences collide with great force, they can combine to create new life or masses. This process is how all of the life and terrain of the universe was created.

# Intro Sequence

When the player first launches the game, they are presented with a limited options menu (master volume, resolution, etc.). When the player presses continue, the screen turns black for a brief moment. Then, a large burst of colors erupts from the center of the screen. It quickly dies down to show a beautiful landscape of various different biomes, structures, and life. Various scenes of this landscape slowly pan and fade to another while the introductory text plays. Eventually, the screen will start to shake slightly. The colors will slowly fade as the screen shake intensity gets stronger. The text is more rushed and harsh as if the narrator is running out of time.

Eventually, the scene collapses into a single, folded mass. The text is quite for a moment, then continues, explaining the collapse. After this text finishes, we can see some light start to burst out from the folds of the mass. These grow more and more numerous, eventually brightening the once dark void with light. We then cut to a scene where some of these beams join together, fusing into a large, wild white ball. Eventually, a planet appears where the ball once was. This continues as various colors of light join together to create a wild variety of planets.

Once we see all these planets, we cut to a still point in space. 9 different colors of light join into a single point, a large white explosion fills the screen. Then, a brief introduction with the forest god, Oakri, is played where he calls out to summon a guardian – claiming that the nearby villagers are in danger. The players is then guided through a short tutorial (the first few screen), and is introduced to the first challenge – the spider’s den.

# Threats

## The Entity

The overarching threat for this game is an unknown entity hidden within the folds of the universe. It knows nothing but destruction, attempting to absorb everything that brings life. It will not cease its actions until either it is destroyed, or the universe is.

Until the player nears the end of the game, it is assumed that this *Entity* is the “*God of Uniformity*”. It is hinted in some places but primarily surrounds a fold-walker who peered somewhere they shouldn’t have. They hide in fear for most of their time, eventually captured by the remaining members of the *Cult of Uniformity*. The cult pushes them to tell them what they know, and they eventually say “You worship a false god. There is something out there, but it is not divine. It wishes to consume all, and it does not discriminate”.

## The Cult of Uniformity

A large cult, the *Cult of Uniformity*, worships this false god and attempts to aid in the goal of “uniformity” – making everything the same, snuffing out creativity. They attack art shows and pieces of art in general to fight against the bright “dangerous” colors. They are unofficially broken up into different groups or factions based on their beliefs and actions.

### The Betrayal

At some point in the story, a large portion of the *Cult of Uniformity* get attacked by *The Entity*. A large majority of the members are killed and most of those who survive end up turning away from the cult and attempt to rejoin society (although most are unsuccessful). The most extremist groups remain loyal and claim that those who left the cult were weak to begin with.

### The Robins

They call themselves the robins after robin hood, although they don’t accurately follow the legend. They claim that everyone is rich and the only one who is poor is the *God of Uniformity* since a majority of those across the universe don’t believe in his teachings. So they steal indiscriminately and often burn the money or use it to support the cult in the goal of growing the support for their god.

### The Watchers

The Watchers faction takes over a small town in order to bring uniformity to its residents. They watch closely, listening to what everyone says or does, making sure no one is overly emotional in order to maintain a good work force. They believe emotion is inherently bad and unproductive, so anyone who brings it into the town needs to be punished. They capture anyone who breaks the rules and turns them into emotionless drones.

Following the betrayal, they maintain the hold they have over the town, although many are a little shaken (although they can’t express it very much).

# Themes of Suppression

Although I admittedly thought of this after a lot of the lore, I think this story relates to how the world is behaving right now, especially in the United States. A lot of the uniqueness, creativity, queerness, is being suffocated because it’s not aligned with the “societal norm”. Fighting against this suppression is ultimately the goal of the party. Suffocating the inherent creativity all around us is something that may ultimately destroy the world. In the game, this is literally true.

The game surrounds a vastly mixed collection of different humanoid animals. Some areas have the same kinds of animals, but they are unique regardless. This speaks to the wildness of creativity and life. We are all unique beasts with our own traits and feelings, so we should be able to express it.

## Cult of Uniformity

The *Cult of Uniformity* believes that *The Entity* is on their side. They want everyone to believe in what they believe, snuffing out any other choice or thought. They wear form-obscuring cloaks to mask their wild, and more importantly, varied appearance. It’s not known what species many of the members are (it becomes more common after the betrayal).

After the betrayal, many members realized that they were only causing harm and attempted to rejoin society. Many struggle to find a place after all they’ve done to harm their communities, but some are accepted back in. Those who don’t see the error in their ways only double down, calling those who left weaklings that were never truly about the cause. They sort of relate to how radicalized we can be as people.

## The Entity

*The Entity* is originally believed to be a *God of Uniformity* (or Order) by the *Cult of Uniformity*. It’s revealed that its only goal is to destroy everything in the universe, not bring order to it. It creates whispers in the minds of its followers, gaining favor by telling them things they want to hear.

*The Entity* is related to a potential “end state” if all creativity would be removed from the world. With no life or expression, there is no world to live in. Trying to get rid of those with different beliefs that you will only lead to destruction of everybody.