Orbo Story and Lore

# Characters

* **Oko**: Oko is a small entity recently infected by a parasitic orb that perpetually floats over his head. As it roots itself further within his conscious, it begins to permeate its own thoughts within his mind.
* **The orb**: The orb, refusing to give any sort of name or personage, seems to be relatively benign. While it continues to grow more intrusive within the mind of Oko, it has yet to elicit any negative or harmful thoughts. It has made it known that it requires Oko’s vitality to remain alive and will not be leaving him under any circumstance.

# Setting

* Oko awakes in a tranquil bamboo forest, his head pounding after a restless sleep of indeterminant duration, filled with peculiar dreams and suggestions. In a verdant clearing, Oko sees nothing around him but dense, lively vegetation. There are countless stalks of thick, well-grown bamboo. Scattered amidst the bases of the bamboo stalks are billowing ferns of deep green and yellowish hues. Overhead, he can make out hints of a clear blue sky through the gaps in the canopy. He has no recollection of when or how he arrived here. Upon further inspection, the body of a deer is found a few yards away.

# Beginning

* As Oko rouses and sits up, he feels a surge of pain and confusion pass through his head. It feels as if someone has crawled inside his mind and is rooting around, scouring his mind for any and all information it may contain. He is unable to focus and make any sense of this sensation. Suddenly, the pain clears, and a sense of clarity finds him. In this moment of lucidity, a resonant voice sounds in his head, “I apologize for my intrusion. I do not wish to hurt you my friend. I am here to aid you, as you have already given me so much. Together we are one.” The voice is not auditory, but seems to be originating from somewhere deep within his own internal monologue. Relieved at the lapse in discomfort, Oko pays little mind to this voice, though the calm and soothing words provide unexpected comfort to him in his current state. He attributes it as a lingering effect of the bizarre dreams which filled his thoughts throughout his recent rest. Glancing around, Oko notices a thin, barely visible path stamped into the soft grass some ways to his left.

# Persistent Themes

* **Metaphysical solipsism:** the idea that the only thing one can truly know for certain is one’s self. Nothing exists eternally to one’s mind. If the mind is all of reality, the “external world” was

never anything more than an idea originating from the individual’s mind

* + orb convinces Oko he has been left in a dream state, and that the other beings of the world are nothing more than figments of his imagination
  + Oko’s death is causing him to question his own existence
* Player “death” is actually the orb jumping into a new host
* Orb gaining trust over course of game
* Guiding Oko towards mysterious entity of great power under the guise that it will restore his memory and give him purpose again, release him from his supposed dream purgatory back to the land of the waking
* Oko and orb develop a strong bond, reciprocated by both characters

# Conclusion

* Upon defeating last boss, parasite exits your body and enters this more powerful corpse, animating it, leaving you lifeless
* Revealed that you were dead and left in the bamboo grove, where the parasite infected you (leaving the body of the deer)
* The orb is capable of complete reanimation, even of thoughts, and is constantly searching for a more powerful host to inhabit
* The orb: “I am truly sorry friend. Of all my vessels, you will be my most cherished, my most missed. I wish things could have ended differently. But you are too small, too frail, too weak. I must ensure my permanence. I hope you enjoyed your extended existence, the time we spent as one. I shan’t forget you Oko.”
* Oko’s corpse face down in the middle of frame, Boss walks off right side of screen, camera following the boss before fading to black, potentially hinting at sequel
* Unsure of this part: Maybe at the end after our character’s true death, pan back to familiar scenes with dead enemies we have left in our wake, but this time, show the entities as their true selves. Two-eyed, peaceful beings. The host was corrupting our vision and perception as a means to achieve its goal. Maybe too dark hehe