Branch 0

Player wakes up, finding himself sitting in front of his computer in his bedroom. He realizes something is wrong. He then meets Ego in his room.

Ego informs player that he’s at the memento realm, the world of his dreams. He needs to wake up as soon as possible, In order to do that, player must collect three artifacts from the memento realm: His id card, alarm clock, and something she don’t know. She then shows player that she has the id card already. Player sets out from his room to find the other two relics. Player selects school/cinema/company branch.

(all two artifacts are collected):

Player proceeds to wake up.

Hasn’t collected id card from superego:

Ego wakes up instead of player.

Work report:

Player wakes up normally.

Gunpla model:

Player wakes up, but finds the gunpla model on his desk.

USB(whether or not collected id card):

Player sticks the usb in the labtop. It solves the halting problem, which crashed the entire world. Player realizes he is living inside a dream.

School branch

In the school laboratory, player sees Superego working in front of a computer. She’s wrapping up on a project and doesn’t want to be interrupted. She asks player to come back later.

(requires condition 1 to continue)

Superego has finished the project this time. She knows what player is here for, but doesn’t know what the hidden artifact is. She lets player decide.

Work report;

Gunpla model;

Usb containing the project she’s been working on;

Player can choose to return to home or stay a little more while.

Stay:

Superego remembers something and gives player the id card.

Cinema branch

Inside the cinema, player sees Id sitting alone in an empty theater, asleep. The screen is showing advertisements. Player tried waking Id up, but it’s no use. Player hears Id muttering food in her sleep.

(requires condition 2 to continue)

Id wakes up to the scent of snacks and drinks. She talks about how she never got to watch movies for a long time, and invites player to watch the movie with her.

Godzilla vs Kong:

Movie cannot be shown because player hasn’t watch it in real life yet.

Fire Punch:

Player becomes so entranced in the story that he stays in the cinema forever.(bad end 1)

Star wars:

After watching the first 6 movies, Id cut it off. And says somethings are better left inside dreams. Id gives player the clock/password.(condition 1 met)

Company branch

Player sees no one in the company. Player doesn’t like this place and want to get out. If player choose to explore, he can go to his workstation or the vending machine.

Workstation:

Vending machine:  
Player breaks the vending machine and grabs snacks and drinks from it.(met condition 2)