Wanderer Story:

- You spawn in next to a bed in a small room. You find a note in your pocket with details on it.

- A character comes in saying “Are you okay, stranger? It looked like you hit your head pretty hard back there.” “You came running in crazy fast back there. It looked like you were running from something.” “Anyway, you got a name, stranger?” (he prompts a name inputting box onto the screen and the user enters their name). “{name}? That’s an interesting name. We met somebody earlier with a name like that.” “That person had a few screws loose, if you know what I mean.” “Well, anyway, welcome to Elsewhere. Please, feel free to look around and rest up while you’re here.” He walks out of the room”

- You can now walk around.

- Upon leaving the building you are in, that same guy comes up to you. He says “You might want to stop by that big building over there. Our mayor lives there.” He then exits to the right of the screen.

- The game prompts you to head towards that building and see who is there.

- Upon entering, you’ll see a person standing next to a couch. Speaking to this character will prompt him to tell you “Hello there {name}. My assistant, Peter, told me of your arrival. Are you alright?” “Good. I am Bryan, the mayor of Elsewhere. I’d like to give you a nice welcoming gift.” He gives you a small pouch. “This will serve as a storage device while you are here. It can hold up to 10 items.” “Feel free to venture around our town. I am sure everyone would love to meet you.”

- You can now view your {Quests} tab in the menu. You can see that you have 1 quest currently. The quest has 6 requirements: Speak with Jack at the shopping center. Speak with Jenna in the medical building. Speak with Drysta in the sheriff’s office. Speak with Finch at the aviary. Speak with Ren at the Inn. Speak with Jessie at the restaurant.

- Upon speaking to Jack, he tells you “Hello there! I’m Jack, the owner of Elsewhere’s shopping center.” “Stop by any time for any reason. We’ve got you covered.” “Oh hey, if it would be alright, could you get me a few bandages from the Medical Building?” A quest is added to your quest tab. Get Jack 3 bandages from the Medical Building.

- Upon speaking to Jenna, she tells you “Howdy! I’m Jenna, the owner of Elsewhere’s Medical Building.” “Feel free to come here any time you need any healing ointments.” “Could you grab me a couple cups from that stack over there?” A quest is added to your quest tab. Grab Jenna some cups.

- Upon speaking to Drysta, she tells you “Welcome welcome! This here is the sheriff’s office. Don’t make me need to bring you here.” “I’m a bit busy at the moment, so I’ll have to go now. See-ya later, friend.” No quest is added.

- Upon speaking to Finch, he says “Hey stranger!! Could you grab me that bird feeder? I dropped it trying to hang it up right here.” A quest is added to your quest tab. Grab the bird feeder for Finch.

- Upon speaking to Ren, he tells you, “Howdy hey, man. Welcome to the Inn. We’ve got plenty of beds, so stop by any time you need a rest.” “Could you hand me that there blanket, actually? I’m doing some cleaning.” A quest is added to your quest tab. Get the blanket for Ren.

- Upon speaking to Jessie, she tells you “Come on in! Welcome to Elsewhere’s finest restaurant.” “Stop by any time for a bite to eat! We’ve got plenty of meals to offer.” No quest is added.

- Completing any quest will then prompt you to return to that character.

- Upon returning to Jack, if the quest is complete, he will tell you “Thank you! I fell down the stairs at the mayor’s earlier and scraped my knee.” “Now, I’m going to go bandage up. Ciao bro!” If the quest is not complete, he will tell you "Hey man, don't forget those bandages."

- Upon returning to Jenna, if the quest is complete, she will say “Thank you. Organizing is a bit easier with help. Have a nice day!” If the quest is not complete, she will tell you "Don't forget the cups, please."

- Upon returning to Finch, if the quest is complete, he will say “Thanks! I’m Finch by the way. It’s nice to meet you.” If the quest is not complete, he will tell you "It's that feeder on the ground, there."

- Upon returning to Ren, if the quest is complete, he will say "Thanks, dawg. I’ll get back to cleaning now. Have a good one, bro!” If the quest is not complete, he will tell you "It's the blanket right over there."

- Upon finishing those 4 quests and speaking to the others, your first quest will be completed. You will then be prompted to go an speak with the mayor.

- When trying to enter his house, the quest will be completed and a stranger will run up to you. This stranger will tell you “You have got to get out of here! These people will never let you leave. This town isn’t right!” Then, two other people will come and “grab” this person, and run off to the right. You will see a new quest pop up. Find a way out. You can see a bridge across the water which wasn’t there before.

- Upon crossing the bridge, the game will end and a the credits will roll.