**Clifford**

**Personality**: Brave, almost too brave. Recovering from substance abuse, prone to drink a lot. Strong minded, afraid of the dark, terrified of heights, panics easily when prone to any loud noises. Becomes dizzy from having to cross any bridges or anything that looks too high up. Dislikes women but allows them to be his friends. Power hungry in secrecy, dislikes the people he's met so far in his life. Not the most easy-going character but able to hold a conversation for a short amount of time.

**Ruby**

**Personality:** Strong minded, weaker in spirit, recovering from the recent loss of her brother. She's not able to hold a conversation either but still tries her best. Afraid of tight spaces, afraid of rodents. Bitchy, a weird sense of humor. Not brave enough to venture on her own sometimes. Struggles under pressure. Brave enough to go into dark spaces, not afraid to tell someone exactly how it is.

CAST

**WWII Pilot**

It's not truly dead. It's just breathing like everything else in the world.

Take it a step further and it's possible the Main Character is hallucinating, hearing a voice from this creature. This character could be recurring, it can be first located in a crashed airplane. It whispers letting the Player know that it has inside information on the gas leak. It knows what horrors await you but doesn't want to tell you everything due to it being top secret information.

**Rosemary**

Rosemary was the victim of an explosive. She had been travelling great lengths across a barren wasteland to find shelter in nearby woods. However, the river she had to travel across with the injury that was slowing her down. She had to drag herself through murky waters. Her clothing is very torn, very dirty. There's a mark on her left cheek that resembles a symbol that nobody understands except her. She's fallen sick recently, no longer able to be as athletic as she once was. She moves very slowly, not finding much hope to continue living. The only item that keeps her sane is a photograph of her father that she had always kept on her. Sure, the photograph is looking worse for wear these days. However, her tears continue to hold it all together. It's a very sad sight that Rosemary must continue to live knowing that she was responsible for her father's demise. It all started when she was a young girl, she had not put the safety on the weapon her father presented to her. This was a grand mistake that led to her father's tragic death.

Rosemary can sometimes be located wandering this murky river, searching for her father's remains. All she wants is closure and to give her father the burial he truly deserves to have.

**Gameplay**: If the Player locates her, you will be able to trade with her items that she wishes to have for the sake of her miserable survival.

Personality: Strict, weaker than her previous self, not able to show much care to others, unable to communicate correctly with formal words. She's no longer someone that has much care for anything. She can hold herself up in battle, she's just too weak to handle any tragic news.

**Emotional Backstory**: All her life, she had been wanting to train to be a nurse in war. However, she never got the correct training due to her father's death. She was not allowed to follow her dream, the guilt of the murder of her father was enough to stray her away from the path she had once chosen.

**Clifford’s Side Quests**

**N.U.R.S.E**

There’s an urgent call from a person in need of your assistance. Clifford is alerted to a location not too far away from the crash site. A woman who’s been a victim of experimentation awaits you. Hiding away in a locked room, she’s in desperate need of your assistance. However, Clifford has no idea what she looks like, no appearance details whatsoever. She assures you that if you can slip the medicine through the hatch, she’ll reward you. Going back and forth to locations she’s asked you to visit. She wishes for you to obtain the medicine that she desperately needs. Clifford starts to ask whether there’s more than one person in there. Due to there being the sound of laughter which doesn’t like the nurse at all. The nurse reassures you that the medicine is for herself only. When asking what the medicine is for, she goes silent…

**Undying Love**

Not too far away from the train crash is an old shack that hasn’t been used for a long time. Thought to be a secret location that was withheld by enemy forces. A woman who looks very tired, sick to her stomach approaches you from the window. She taps on the glass while holding out her fingers in the shape of two fingers. Little does Clifford know that she’s counting down the days until she finally gives in to her undying love. The love that remains buried under the shack, she won’t tell Clifford anything to imply this. Clifford discovers the sad truth when returning during the final day. A note is left behind with a thank you addressed to Clifford for noticing her. It’s all she ever wanted, and she reassures Clifford that she’s in the best hands possible now. She’s safer than ever before with her undying love now at rest with the one man she’s always stayed true to. It’s a tragic ending but it remains hopeful in giving Clifford a secret map that leads to old lockers that contain special items.

**Burning Away Memories**

Found near a campfire, an elderly man waits with his cloak over his head. Afraid to look at you, a nose is the only thing that sticks out. Within the hood, he continues to shiver and asks if you could return his old casket. It’s full of his most precious memories, now deciding that now is the time to burn it all. Clifford asks where this casket is while jokingly saying that this will be an easy task for an old pensioner. The elderly man laughs while coughing, pointing towards a location on the map that reveals to be a slaughterhouse. His memories lay in the darkest depths of a murder house. When returning the memories, he burns them in front of you and fades away while being carried by the wind, turning into dust like he was never there all along. When Clifford revisits the campfire, it shows that the memories were indeed his own.

**To Flee or Not to Flea**

Somewhere exists two strangers, a tough looking brute standing tall next to a cowardly woman. They both have a lot to say but end up finishing each other’s sentences all the time. The woman cowardly speaks out saying that it’s time to escape this world. It’s time to flee away from the dangers that await you. The brute stands tall arguing against her and suggesting to Clifford that fighting and clearing out the flea infestation would be the wisest move. It would allow you to reach the armory, but the woman couldn’t help to mention that the armory is most certainly raided for supplies on a daily basis. The brute continues to argue back by mentioning that anyone who dares to go there is only going to end up dead. The woman laughs and flees away leaving you with a brute who wishes that she would see sense and follow through with their orders given to them.

**The Miscarriage by Order**

Trapped in an old bunker that was left to rot away, termites inhabit the darkest corners. Fleamen continue to hunt down anyone that dares to enter the darkest depths. A damsel in distress waits for someone to rescue her from the chains that hold her. Starving, wanting food but only having to hunt rats with her hands frantically grasping any scurrying mice at the same time. She has been able to survive but finds herself feeling very sick and nobody to take care of her. She reveals to you that she’s heavily pregnant with the child that belongs to the General. When searching around the bunker tunnels, you will uncover the truth that the General has shot himself point blank and left behind a note that reveals he is very sorry for what he has done. While mentioning that he would much rather not be a father to the child he never even wanted. He sends his best wishes but wishes for her to go to Hell. She asks you to find out more about the General’s last wishes. Clifford continues the search only to find that he’s too late. Upon returning, the woman has died and the baby too. Finally, being able to search her body, you uncover a key for the security room only to find some obtainables.

**Ruth Awaits You**

**A Missing Link**

**Breaking the Fourth Door**

**Chickened Out**

**Buried in Time**

**Wasted on Those That Wait**

**A Soldier's Final Wish**

**Germans By the Storm**

**The Escapist**

**Ruby’s Side Quests**

**D.O.C.T.O.R**

Along the coastline is an old doctor’s ward that has been left in rubble. Approaching it displays Ruby’s sanity deteriorating. She’s unable to come to terms with whether the gas emitting from the rubble around her is safe to breathe or not. Not able to comprehend this, she finds herself adrift going towards a room that looks very empty. An old desk sits in the corner of the room. Ruby is about to leave the location, but a voice calls her name. A man wearing doctor-like clothing is now seated at the desk requesting Ruby to sit down. Ruby refuses to sit but the doctor assures her that it won’t take too long at all. Ruby finally gives in to his charm, remaining seated for the duration of his dialogue. The doctor reveals to Ruby that he has been washing his hands for a long time to wash the blood away. Ruby can’t see any blood and calls him crazy but the doctor proceeds to put on some thick black gloves. Ruby asks whether the doctor needs anything important. The doctor simply asks for a sample of Ruby’s blood to help save others. Believing that Ruby is gifted with a special blood type. Ruby ignores the doctor as he proceeds to beg for Ruby to give a small sample. If the sample of blood is taken, the doctor proceeds to ask Ruby to deliver it to the office. When reaching the office, Ruby stops hallucinating and sees a child standing with a very dull looking balloon. Ruby looks at her hand only to reveal that she is not holding the blood sample. She’s holding a bloody knife. The light flickers on and off revealing a child laying in the middle of the room. Ruby has possibly killed this child. To complete the quest, Ruby must leave the location with the realization of what she’s done.

**A Man and His Chew Toy**

Ruby discovers a woman who’s severely wounded in an old shelter that’s been long abandoned. The woman does not speak but continues to point towards things. Ruby follows these directions to find herself face to face with a deranged man who reveals to have been abusing the lady downstairs. Ruby will find signs of domestic abuse from searching around the shelter. Ruby will have to fight the deranged man to complete this quest.

**Breathing in The Chemicals**

**The Wrong Side of a Gun**

**Staring Down the Barrel**

**Closed Off Tunnels**

**Left Behind, Given Time**

**A Reason to Care**

**Taken by Death**

**Held Down by Pure Muscle**

**Having A Laugh**

**STORY**

**CHAPTER ONE - A LONG JOURNEY . . .**

Sometime in the past, there are bad people who have done some terrible things. Clifford being one of them, a victim to the forced labor of working on experiments. Ruby being a victim to herself, she’s essentially the whole reason why the gas leak has come to exist. Both being guilty of heinous crimes. They had once known each other from evacuating away from their families at a young age. Childhood friends they would be known as. However, time had certainly passed on and Clifford’s drinking problem made him forget about many things. Ruby being the only person who chose to remember his miserable face. Clifford tries to remember things, but his substance abuse has got the better of him. It’s truly unfortunate that these two live depressing lives.

During the longest journey that Clifford & Ruby were already on the train towards. An unfortunate event takes place where a creature from the experimented experiments / hybrids has stumbled in front of their ongoing train. The train details from the tracks heading towards a seriously bad collision with some sturdy tough trees. The train is now in ruins, everything is looking very hopeless. Clifford happens to leave the train as he searches for nearby shelter, Ruby does the same.

Before Clifford & Ruby leave the wreckage behind them. They manage to come across someone who’s looking seriously worse for wear. He begs Clifford & Ruby to shoot him. However, Clifford has no ammunition, he doesn’t even carry a weapon. Ruby doesn’t have a gun to put him out of his misery but she’s more than ruthless enough to use a knife. At first the man begs Ruby not to use the knife on him. His reasoning being that he doesn’t deserve a slow painful death. Ruby is hesitant but she understands the reasoning behind his words. Clifford is unable to hurt the man, he’s not willing to go through with a ruthless murder.

Clifford & Ruby find an old photograph aboard the train wreckage. It reveals that the thought to be innocent bystander is a child predator. Ruby finds this much easier to comprehend, her actions are almost instantaneous as she strikes the knife directly into the place it will hurt the man the most. At first, she stabs him in the nether region. Moving onto a much deeper stab wound in his stomach. Clifford is still unable to murder this monster as he’s reasoning for letting this bystander live is that it wouldn’t settle anything. It would be unrightful for him to kill someone who’s committed a heinous crime. Clifford remembers the crimes he had committed to get where he was today. Clifford will have to listen to the bystander call him a coward, while also crying and making it known that he wants to die faster than anyone else aboard the train. Clifford will walk away while having the man’s violent coughing plague his mind.

Clifford & Ruby discover another survivor, it’s the train driver. He’s found outside the train smoking a cigar whilst being on drugs to help ignore the pain he’s feeling. A metal-like object has been recently pulled out from his wound. Clifford & Ruby take the weapon themselves in order to use it later as their only means of defense. The train driver comes across rude and ignorant towards Ruby. He has no respect for women, occasionally flirting with Ruby within conversation. He has a little more respect for Clifford while secretly disliking him. There’s a slight relationship there but it slowly begins to build up throughout later chapters.

During their time together, the train driver has something to confess. While Clifford & Ruby soon venture out on one of the train driver’s dodgy tasks. They find themselves in dangerous territory. Due to knowing where the drugs are located, the train driver tasks Clifford & Ruby to stake it out. While searching the location, Clifford & Ruby come across some notes, handwritten letters from the train driver’s family and his daughter. While searching around, Clifford & Ruby locate the daughter’s remains. There’s a twist where it turns out that the train driver cared a whole lot about his daughter deep down. Showing that before he had become addicted to drugs, he was able to give his daughter advice on how to survive over there. He never wanted harm to come to his daughter and he always saw the trade as temporary, prepared to go back one day for her and be the father he always wished he could be.

The train driver crawls back to his hideout, hoping that he will be safer there than the alternative of waiting outside the train wreckage to be killed by something out there. Clifford & Ruby will discover later in the chapter that he’s still alive after following a trail of blood from where he had crawled from leading to his hideout.

During the time away from the train driver’s location. Clifford & Ruby discover the truth that the person in question is part of a cult. The cult is making sure that the aggressive friend is staying committed to rules. Staying true to everything he must follow through with. The train driver’s friend is cruel, aggressive, relentless and believes the same as the cult; children are the Devil. They must never allow themselves to be overruled by children. They must always assure dominance and make sure that the children feel threatened and too afraid to ever overstep the line that’s been set by the capturer.

Upon returning to the train driver, Clifford & Ruby are very angry towards him. Clifford being the hypocrite of the situation, proving to the train driver that he was right. Clifford does always ignore the important details of a situation. The train driver tries to explain himself, but Clifford is quick to want to hurt his so-called friend. Ruby is far more ruthless; she sees no reason for why the train driver deserves a second chance. Reminding her of the deadbeat father she once had. Ruby can murder the train driver in cold blood. Clifford takes time to kill the train driver, but his murder is accidental. Clifford had caused the train driver to fall against the corner of a table. The train driver dies to Clifford’s clumsiness. The train driver dies to Ruby’s ruthlessness.

The train driver can be spared depending on certain factors. The train driver will try to hunt down Clifford.

During the time in the hideout, a FleaMan manages to locate Clifford & Ruby. Forced into a situation they didn’t want to partake in. Clifford & Ruby must use the only means of escape; a tunnel that connects to the train driver’s hideout and a private part of the woods. Clifford & Ruby soon start to set up their camp in the forest.

**CHAPTER TWO - DARK DESIRES**