

## **Purpose of The Bible:**

- Defining the tone of the game
- Define the setting – places
- Create characters and serve as a document that keeps them consistent.
- Include the lore you create based on research, but it is still a fantasy so you can take things that are universal and use that to give your character motivations.
- This is a flexible document; things can be added and reworked.
- One person is a story lead and another can be an editor.

## **Worldbuilding**

The game draws inspiration from Chinese history, spanning from the Opium War to the post-Reform and Opening-Up period. During this time, China's land experienced waves of new ideologies, shifts in government, the ravages of war, and natural disasters. These transformations felt like an accelerated version of natural selection or a drunken joke played by the gods. Those who managed to survive these turbulent times became something neither fully human nor ghost, existing in a liminal state.

## **Folklore**

### **Toyol/Toyul**

#### **Characters**

##### **Mother**

Time periods: Born around 1912, 1937 for Sino-Japanese + Nanjing (25 yrs) - 1945 (33), 1980 (68 yrs).

The woman was born into a family with several officials in the late “Qing Dynasty”. Although her family wasn't powerful enough to form a faction of their own, they enjoyed a respectable status that should have secured them a life of happiness. However, foreign invasions (inspired by the Opium War and the Eight-Nation Alliance) and the influx of new ideas gradually destabilized the old imperial system. Even when the “Qing government” tried to reform, it was too late; the dynasty was doomed to collapse. It was during this uncertain time that the woman was born.

Shortly after her birth, the “Qing Dynasty” fell, and “the Republic of China” was established. Though her family's influence waned, they still retained some prestige. Thanks to the progressive mindset of the men in her family, they responded positively to the new government's policies, allowing the family to retain part of their former status. The

woman received a solid education and had the opportunity to attend a girls' school where she learned new ideas.

With her education, she obtained a position within the new government (inspired by the Republic of China and the Kuomintang) and married, eventually giving birth to a son. Despite the political turmoil of the time, with constant internal struggles (referencing the warlord era during the First World War), the woman's family lived a relatively comfortable and happy life.

But this happiness was short-lived. A new war broke out (inspired by the Second Sino-Japanese War) when a neighboring island nation seized the opportunity to expand its influence and launched an invasion. During a brutal massacre (inspired by the Nanjing Massacre), the woman was tortured and narrowly escaped death, but she witnessed the horrific killing of her child. Her husband was conscripted into the frontlines and disappeared without a trace. The other family members were either occupied with their own survival or scattered by the chaos, leaving the woman alone to bear her suffering.

As the war dragged on, the enemy's advance was halted. The woman survived by drifting through occupied territories, barely staying alive. Over time, many high-ranking officers of the occupying army settled in these regions, forming new families and even having children. One day, the woman glimpsed the carefree children of the invaders playing in their homes, which reminded her of her own child who had once played without a care. Bitterness consumed her—she envied those children, resented them, and mourned for her own loss. Her love for children mixed with hatred toward the invaders and the horrors of her past.

It was during this emotional turmoil that a horrifying idea struck her—she remembered an evil ritual she had once seen in an old, tattered book hidden in her family's storage. The ritual described a method to create a Toyol—a spirit of a dead infant. The ritual required the body of a child to be sealed inside a statue, along with offerings of blood and food to bind the child's soul to the material world. Once summoned, the Toyol would see the one who performed the ritual as its mother. However, the ritual had strict requirements: only a woman could perform it, and the Toyol had to be treated as her own child, fed regularly. While the spirit would bring fortune and protect its “mother,” it would also gradually consume her health.

The ritual's details, which had been buried deep in her childhood memories, suddenly became vivid in her mind. Though she was terrified by the idea, an obsession began to take root. Each time she saw the children of the enemy, her desire to perform the ritual grew stronger.

Finally, one day, the chaos of the occupation gave her the opportunity she had been waiting for. A high-ranking general from the invading army, who had just welcomed a newborn son, was assassinated, throwing the area into chaos. The general had been kind to the woman, offering her small favors and assigning her the task of cleaning his residence. On the day of his assassination, the woman found herself alone in the general's residence, facing the lifeless body of his wife and their infant son.

What happened next remains a mystery only the woman knows. She might have hesitated—or perhaps she had been waiting for this moment all along. Using the general's son, she performed the forbidden ritual and created a Toyol. With the spirit's help, she evaded the military's searches for the missing child and managed to survive the horrors of the war, living relatively well despite the ongoing chaos.

Eventually, the war ended with the enemy's unconditional surrender (inspired by Japan's defeat in World War II). However, the peace was short-lived, as civil war soon erupted between the two political factions (referencing the Chinese Civil War between the Communist Party and the Kuomintang). After the Communist Party's victory, a new country was born from the ruins (inspired by the establishment of the People's Republic of China). Even under the new government, society continued to endure natural disasters and man-made calamities. Yet, with the Toyol's help, the woman survived these turbulent times, slowly accumulating wealth.

Years later, by a stroke of luck, the woman moved abroad, enjoying a life of luxury. However, the Toyol's curse took its toll on her body, leaving her bedridden not long after settling in her new home. Now, as her health deteriorates, the end of her life draws near.

## Setting

### Houses

**Original House(House2):** When the woman lost her kid (guess we can have things for kid, but it is actually the other kid). Will the house be bloody or will it be warm and welcoming.

**Main house(House3):** When she created the Toyol and the enemies try to find this kid.

**Last home(House5):** She ends her life in a foreign country, Western style neighborhood. Peaceful, house of a wealthy person.

House 3 – House 5 – House 1 – House 3 – House 5

## House Structure:

Each house consists of five scenes:

- Kitchen
- Bedroom
- Small Room (Sewing Machine Room)
- Front Door
- Altar

For Thais: things to keep track of in Player Manager

- Keys to other houses
- Wardrobe (cloth)

Room Flow: Altar --> Entrance --> Bedroom --> Kitchen --> Small Room

Arts

to

make!!!!

House 3 (Starting Point):

### 1. Kitchen

- **Items to Pick Up:**
  - A piece of stale, bloodied meat on the table.
  - Key to House 5 (visible after burning the firewood).
- **Interactive Objects:**
  - Large iron pot (meat and mother's blood can be placed inside).
  - Firewood under the stove (can be lit with matches).

### 2. Bedroom

- **Items to Pick Up:**
  - Mother's blood (collected using a bowl).
  - A torn page with strange writing (from a book, located in the first drawer of the nightstand).
  - Matches (on top of the nightstand).
- **Interactive Objects:**
  - Window (through which players can see the bloody scene in the sewing machine room of House 2).
  - Nightstand.

### 3. Small Room (Sewing Machine Room)

- **Items to Pick Up:**
  - A screw (stuck in the sewing machine gear).
- **Interactive Objects:**
  - Sewing machine.
  - Full-length mirror on the wardrobe (reflects a shadowy figure of the player; after completing the altar ritual, it reflects a normal child).
  - Wardrobe (initially empty, serves as a medium for item transfer between houses).

#### 4. Front Door

- **Items to Pick Up:**
  - None.
- **Interactive Objects:**
  - Door latch.
  - Window latch.

#### 5. Altar

- **Items to Pick Up:**
  - Bowl (on the altar).
- **Interactive Objects:**
  - Portrait (one corner is missing a screw; the portrait depicts the enemy emperor).
  - Incense sticks (can be lit with matches).
  - Toy (can be interacted with).
  - Child statue (hidden behind the portrait).

### House 3 Player Flow

#### 1. Start

#### Scene:

The player begins at the altar. The altar features an empty bowl, three unlit incense sticks, and a toy. Players must pick up the bowl. The portrait above the altar is tilted due to a missing screw and depicts the enemy emperor.

#### 2. Bedroom Tasks:

- a. Use the bowl to collect blood dripping from the mother's wrist.
- b. Collect matches from the nightstand and the torn page with strange writing from its drawer.

#### 3. Kitchen Tasks:

- a. Use matches to light the firewood under the stove.
- b. Collect the stale, bloodied meat from the table.
- c. Place the meat and mother's blood into the pot to create a bowl of broth.

- d. Burn the torn page in the fire.

#### **4. Small Room Tasks:**

- a. The full-length mirror reflects the player as a shadowy figure. After the altar ritual, it shows the player as a normal child.
- b. Open the wardrobe (it is empty).
- c. Attempt to move the sewing machine pedal, which is stuck. Retrieve the screw from the sewing machine gear to fix it.

#### **5. Front Door Tasks:**

- a. The player hears banging and shouting at the door. They must close the door and window latches to trigger an event.

#### **6. Altar Tasks:**

- a. Place the bowl of broth on the altar.
- b. Light the incense with matches.
- c. Play with the toy.
- d. Fix the portrait with the screw.

#### **Trigger**

#### **Event:**

Once all tasks are completed, the screen fades out and back in. The door and windows are broken open, the firewood burns out, and the key to House 5 appears in the ashes.

## House 5

### **1. Kitchen**

- **Items to Pick Up:**
  - A piece of rotting, brown meat on the table.
- **Interactive Objects:**
  - Frying pan (can place the rotting meat and blood from the blood bag inside).
  - Induction stove.

### **2. Bedroom**

- **Items to Pick Up:**
  - Mother's blood bag (used for transfusions).
  - Lighter (on the nightstand).
- **Interactive Objects:**
  - None.

### **3. Small Room (Sewing Machine Room)**

- **Items to Pick Up:**
  - Scissors.
- **Interactive Objects:**
  - Sewing machine.

- Full-length mirror on the wardrobe (initially reflects a shadowy figure of the player; after completing the altar ritual, it reflects a normal human child).
- Wardrobe.

#### 4. Front Door

- **Items to Pick Up:**
  - None.
- **Interactive Objects:**
  - Door (can be opened and exited freely).

#### 5. Altar

- **Items to Pick Up:**
  - Bowl (on the altar).
  - Key to House 1 (hidden inside the toy).
- **Interactive Objects:**
  - Portrait (modernized version).
  - Incense sticks (can be lit with the lighter).
  - Toy (can be cut open with scissors to reveal the key to House 1).
  - Child statue (hidden behind the portrait).

### House 5 Player Flow

1. **Entering the House:**  
Players encounter an altar similar to House 3's, featuring an empty bowl, three unlit incense sticks, and a toy. The portrait above the altar has been replaced with a modern painting. Players must pick up the bowl from the altar.
2. **Bedroom Tasks:**
  - a. Collect the mother's blood bag.
  - b. Pick up the lighter from the nightstand.



#### 3. Kitchen Tasks:

- a. Turn on the induction stove.

- b. Collect the rotting, brown meat from the table.
- c. Place the meat and blood from the bag into the frying pan to prepare a bowl of broth.

#### **4. Small Room Tasks:**

- a. The mirror reflects the player as a shadowy figure. After completing the altar ritual, it reflects a normal child.
- b. Open the wardrobe (it is empty).
- c. Pick up scissors from the sewing machine table.

#### **5. Altar Tasks:**

- a. Place the prepared bowl of broth on the altar.
- b. Light the incense sticks with the lighter.
- c. Play with the toy.

#### **Trigger**

#### **Event:**

Once all steps are completed, the toy becomes worn and broken. Using the scissors, players can destroy the toy to retrieve the key to House 1.

## House 1

### **1. Kitchen**

- **Items to Pick Up:**
  - A piece of fresh, clean meat on the table.
  - Fresh vegetables.
- **Interactive Objects:**
  - Large iron pot (can place the meat and fresh vegetables inside).
  - Firewood under the stove (can be lit with matches).

### **2. Bedroom**

- **Items to Pick Up:**
  - Matches (on the nightstand).
  - Screwdriver (in the first drawer of the nightstand).
- **Interactive Objects:**
  - Cradle (can be rocked).
  - Nightstand drawer.
  - Toy.

### **3. Small Room (Sewing Machine Room)**

- **Items to Pick Up:**
  - A partially knitted sweater (inside the wardrobe).
- **Interactive Objects:**



- Sewing machine (can place the sweater on it to continue knitting).
- Full-length mirror on the wardrobe (does not reflect the player).
- Wardrobe (contains the partially knitted sweater).

#### **4. Front Door**

- **Items to Pick Up:**
  - None.
- **Interactive Objects:**
  - Door (can be freely opened and exited).

#### **5. Altar (Dining Room)**

- **Items to Pick Up:**
  - Bowl (on the dining table).
  - Screw (on the dining table).
- **Interactive Objects:**
  - Family photo (one corner is missing a screw; the screw from the dining table can fix it).

### **House 1 Player Flow**

#### **1. Entering the House:**

The player sees a dining table instead of an altar. Above the dining table is a blurry family photo showing a man, a woman, and the woman holding a baby. Players can pick up the screw (on the table; maybe on the floor to have player look for it?) and bowl from the table and fix the family photo with the screw.

#### **2. Bedroom Tasks:**

- Players find a cradle beside the bed with a toy inside.
- Pick up the matches from the nightstand and the screwdriver from its drawer.

#### **3. Kitchen Tasks:**

- Use matches to light the firewood under the stove.
- Pick up the fresh meat and vegetables from the table.
- Place the meat and vegetables into the pot to create a dish.

#### **4. Small Room Tasks:**

- The mirror does not reflect the player.
- Open the wardrobe to find a partially knitted sweater.
- Place the sweater on the sewing machine and click the pedal to continue knitting.
- Return the sweater to the wardrobe. Players may choose to place the screwdriver in the wardrobe as well (this choice affects the game's ending).

#### **5. Dining Room Tasks:**

- Place the prepared dish on the dining table.

**Unlock****Progression:**

Once all tasks are completed, players can use the wardrobe to transfer items between houses.

**Subsequent Player Flow:****1. Return to House 3:**

- a. Go to the bedroom and look out the window to see the sewing machine in House 2, where the mother is knitting. Click the sewing machine to continue the mother's knitting.

**2. Use the Sewing Machine in House 3:**

- a. Retrieve the partially knitted sweater from the wardrobe.
- b. Use the sewing machine to continue knitting the sweater and return it to the wardrobe.

**3. Reveal Hidden Items with the Screwdriver:**

- a. If the player placed the screwdriver in the wardrobe in House 1, they can:
  - i. Remove the portrait on the altar in House 3 to reveal a hidden child statue and a book of dark rituals.
  - ii. Remove the modern painting in House 5 to reveal similar hidden items.

**4. Return to House 5:**

- a. Retrieve the partially knitted sweater from the wardrobe and finish knitting it using the sewing machine.
- b. Players can wear the completed sweater and see themselves wearing it in the mirror.
- c. Use the screwdriver (if available) to remove the modern painting on the altar and uncover the child statue and the book of dark rituals.

**Endings:****Ending 1:**

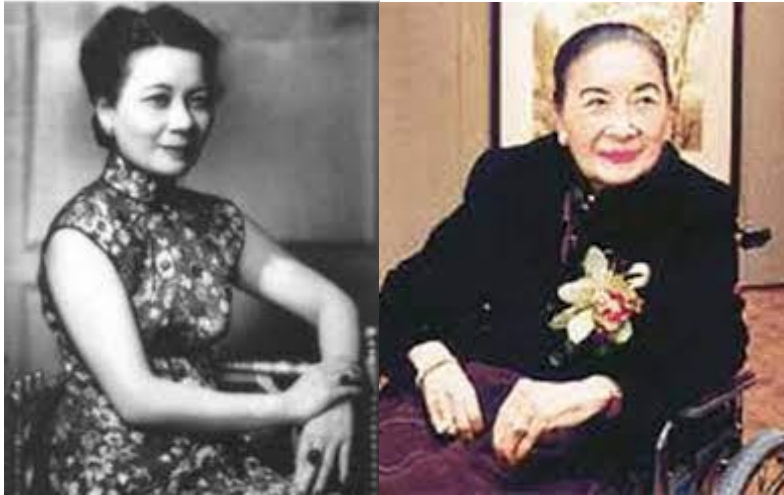
The player did not leave the **screwdriver** in the wardrobe or did not uncover the **hidden items behind the modern painting** in House 5.

**Ending 2:**

The player left the **screwdriver** in the wardrobe and uncovered the hidden items behind the modern painting in House 5.

Vis Ref:

Mother:



Last house decoration:



Sewing Machine:

