**ESCAPE**

* **Working Title –**

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**Legals**

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**GAME PREMISE**

Merilyn is the youngest daughter of Dillan and Sasha of Theron, and younger sister of Teyla. Merilyn and Teyla were both born in the current age, never knowing the strife of the planet Kolon, on which they lived – at least, not in their own perspectives.

Eighty years ago, Kolon emerged from a brutal war against The Authority. During which, the Warlord Su Lil made a move for absolute power. With her cult of personality, Su Lil won the hearts of the people as they rose up against, who the citizenry were being told was nothing more than, the “off-world occupiers.” The truth was left in the abyss, but since then, the people have come to revere the Family of Korsek (named for the capital of Kolon) as absolute gods of this world.

Things took a dramatic turn for the worse when the Authority established a brutal blockade of the Kol Tau Star System. Quickly, the industrious society of the Kolari Republic used up what little resources the planet had to offer. An unprecedented era of starvation, strife, death, and civil war, came to be for twenty-two years. When Su Lil died, her son, Su Kon, proved to be even more ruthless, and warmongering, than his mother before him.

Under Su Kon, the military might of the Kolari State focused on weapons of mass destruction, and the elimination of the Authoritarian blockade of Kolon. One of Su Kon’s most aspiring scientists, Doctor Dillan of Theron, helped to create the largest scientific advancements the Kolari had ever witnessed! Soon, Su Kon would always say to the cheers of millions, the Authority would “burn in their own blood.”

Unfortunately, a response to internal uprisings would force Su Kon’s focus from striking back at those who he believed oppressed them. Instead, he would commit to a campaign of strengthening his hand against his own people, establishing a caste system, restricting the allotment of rations to common folk, hoarding the best for himself, his family, and his administration.

Dillan and his family enjoyed the comforts and benefits of being among the elite. When Teyla was born, she was promised the best education on Kolon, and she was destined to become a great member of the same elite that revered her. Dillan and Su Kon enjoyed a deep, personal friendship that went on to bring Dillan’s family great wealth and influence.

Unfortunately, Su Kon died of “natural causes.” Internal Security suspects that someone poisoned the Great Commander. Even more unfortunate was that IS looked directly at Dillan, and his family, as their primary suspects. While the government moved forward to coronate Su Mei, Su Kon’s eldest daughter, as Great Commander, Dillan was sent to a harsh labor camp, where he almost died. Six months later, after IS caught the real assassin, who had no relation to Dillan whatsoever, the once powerful and revered scientist was released.

Su Mei, while the man who was her godfather was found innocent, refused to reinstate his status with the party, believing it to create an “awkward air” around him. Instead, she would strip him of not just his party status, but demote his caste to the lowest tier, forced to be a farmer in the infertile lands of Theron Province, to live the rest of his natural life. While Dillan was in prison, Tayla’s mother committed suicide after denouncing her husband in a public divorce. Tayla was adopted by a powerful family, who continued her elite education. Meanwhile, Dillan’s fortunes would continue to fall apart.

On a farm, working as an indentured slave, he met Sasha, the daughter of the owner of the farm. The two began a secret love affair that she couldn’t hide for very long, having become pregnant with who would become Merilyn. Once the secret was discovered, the old man had a heart attack and died, leaving Dillan to become master of the farm. The old man left everything to his daughter, which the government immediately seized as “reparations for late / defaulted payments.”

This was clearly a ruse to strip Dillan of any sort of status. It worked, legally, but Sasha would stay with her husband, regardless.

Merilyn would start her education by going to a central school. Education was mandatory under the Su Administration, but dues had to be paid. Duty free schooling was awarded to children of middle-castes and military chiefs, warrant officers, and officers. Dues came in the form of either money, goods, or services. Anything and everything was on the table, and the government took all forms of compensation – from first yield crops to “favors.” Being restricted in how much he could earn and possess, “dues” usually came in the form of *everything*, leaving only crumbs and a few lousy pence of money to Dillan’s name. Hardly enough to take care of his family.

Classes in school were mixed-casted. All were obligated to obtain education, so the lowest of the low were often in the same classes with some of the most revered. One such was a boy named Flint, the son of a chief warrant officer, and an upper-caster. As others in the school would violently bully Marilyn, Flint would be there to rescue her, stand up for her, and become her only friend. Such a relationship was strictly prohibited in school and, quite often, Merilyn would be forced to denounce the friendship as an “illusion.” Their friendship wouldn’t last too long as Flint’s parents would get wind of it and Flint would be forced to cast stones at Merilyn while the other children continued their assault on her.

In secret, Flint would nurse Merilyn’s wounds and make sure she got home safely. Once neighbors informed on them, soldiers would run Dillan, Sasha, and Merilyn, out of their home and into the wilderness. There, they would trek for nine days until they arrived at the village of Gonkofka, a small place that hardly had a market, but one empty house. The entire population of Gonkofka was of the lowest caste, so Dillan’s family was welcome, with open arms.

Merilyn would grow up in Gonkofka. As a teenager, she would meet Master Ret, who taught her to stand up for herself and fight. She would also harken to the words of Merida of Gonkofka, who spoke proudly about her daughter, who had made it off-world. Dreams about the world of New Hope, as the people called it, the home of the Authority, and the truth of what happened during the wars, spread among the youth. Such knowledge was clearly forbidden and would constitute a death sentence to anyone who possessed it.

One night, spies caught wind of Lady Merida and her spreading of misinformation. Soldiers came and killed her in public. Punishment for such treason, sadly, also demanded that one random person be killed alongside the accused, if the condemned was without any other family to die beside her.

Dillan was arrested, beaten, thrown down next to Merida’s headless corpse, and beheaded. Slowly, while his daughter watched in abstract horror. That was when Merilyn knew she had to wake up from this nightmare. It was time, she realized, to **ESCAPE!**

Thus, the game begins!

**ABOUT: ESCAPE**

*Escape* is based on close-to real-life events, a story loosely drawn from the experiences of Yeonmi Park and her heroic self-liberation from North Korea. The society of the Kolari and the planet Kolon reflect the promise, despair, and grim current reality that is North Korea. The “good guys” are painted as the “evil bastards” while the state glorifies itself.

In this game, you take control of Merilyn and play out her story, from childhood to her off-world escape. During her adventures, you will experience multiple styles of gameplay. A JRPG battle system, a Wolfenstein 3D-like dungeon crawler, a 2D space shooter, and graphic manga.