

Game Script

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1 Photographer

1.1 Day 1-4

1.1.1 A

Photographer : “Hi, young guest, have passion for photography?”

Player: “Yeah, I really appreciate your work of art.”

Photographer: “I’m so glad to hear that! Thank you for coming, my first guest this week. Hope to meet you another day!”

1.1.2 B, fragments not found

Photographer : “Nice to meet you, young traveler! Do you want to know your past?”

Player: “Really? How?”

Photographer: “Just give me a photo of your past!”

Photographer: “But ... anything weird happens. I lose a piece of recent memory. If only I can find the photo, I may recall the past. Sorry for telling you this sad story. Hope to meet you another day!”

1.1.3 C, fragments found, clue not found

Photographer : “Nice to meet you, young traveler! Have you brought me anything?”

Player: “...”

Photographer: “Good job, young man ! But I still have no idea what this photo is about.”

Photographer: “I have the habit of attaching photos in albums, maybe you can go to the library to find some clue. Hope to meet you another day!”

1.1.4 D, fragments and clue all found

Photographer : “Nice to meet you, young traveler! Have you brought me anything?”

Player: “...”

Photographer: “Thank you so much! These are exactly key to my lost memory. But I’m busy helping Saria prepare the art exhibition, hope to meet you on Day 5 !”

1.2 Day 5-7

1.2.1 A, start Klotski

Photographer : “Nice to meet you, young traveler! Have you brought me anything?”

Player: “...”

Photographer: “Thank you so much! I believe they must convey some message. Could you help me piece them together?”

1.2.2 B, Klotski win

Photographer: “The photo is astonishing! The scene is so real! Please,..., please leave me alone. Hope to meet you another day!”

1.2.3 C, Klotski fail

Photographer: “ What a pity, young man. Don’t feel upset! Hope to meet you another day!”

1.2.4 D, Klotski win, start ball2

Photographer : “Nice to meet you again young traveler! My lost memory aroused by the photo is horrible. How I hope I have never experienced that!”

Photographer: ”Since it seems that nobody remember that, let me destroy the photo!”

1.2.5 E, ball2 win

Player: “You’re wrong, sir. However painful those memories are, you can never deny the being out of your so-called faked kindness.”

Photographer : “Young man, your rightness and courage impress me. You’re right, history cannot be denied.” Photographer: ”I think I’m obliged to arouse others’ memory. I will spend the whole night recalling the TRUTH. Hope to meet you another day!”

1.2.6 F, ball2 fail

Player: “...”

Photographer: “Let the past be the past. It’s good for everyone.”

Photographer: “Hope to meet you another day!”

1.2.7 G, Klotski win ball2 win, hint weaver

Photographer: “Nice to meet you again, my friend! Here you are, the town’s lost memory.”

Player: “...”

Photographer: “Do you know the time guardian in the church who weaves the divine time ribbon?”

Player: “...”

Photographer: “Every generation has their own time guardian.”

Photographer: “The one of my generation is so rigorous that memories, however happy or torturing, hardly fade away from my mind.”

Photographer: “I guess the large-scale MEMORY LOSS must have anything to do with the new time guardian! Hope to meet you another day!”

1.2.8 H, ending dialogue

Photographer: “Thank you, my friend, you help me face up to the TRUTH. You are a warrior of life. Please keep this memory and help everyone recover their lost memory!”

1.3 Ending

1.3.1 I, HE

Dear traveler, you get a piece of precious memory. Please always remember... =
World Ends, SummerSara TO BE CONTINUED ...

1.3.2 J, BE

World Ends, SummerSara TO BE CONTINUED ...

1.4 TE

Photographer: “Nice to meet you, ... have we seen each other before?”

Player: “Oh, you know, ’Hold infinity in the palm of your hand, and eternity in an hour’.”

Photographer: “My friend, you must be tired, relax and enjoy the game!”

2 Drawer

2.1 Day 1-4

2.1.1 A, find pencil

Drawer:“...”

Player:“Hello? What’s up?”

Drawer:“ Hi, I’m Saria. Could you please find my paintbursh? It’s gone. Without it, by no means can I draw a satisfying painting.”

2.1.2 B, find pigments(portrait plot)

Drawer:“Hi, have you brought me anything?”

Player:“...”

Drawer:“Wow, thank you so much. With this powerful paintbrush, let me draw a portrait for you to express my thanks.”

Drawer:“How strange it is! Why do pigments not work at all?”

Player:“...”

2.1.3 C, pencil and pigments all get

Drawer:“Hi, my friend. Have you brought me anything?”

Player:“...”

Drawer:“ Wow, you really do me a great favor! How should I appreciate you?”

Drawer:“ I’m busy with my art exhibition, hope to meet you on Day 5 !”

2.2 Day 5-7

2.2.1 A, before ball3, portrait , past memories

Drawer:“Hi, my friend. To express my gratitude, what do you want me to draw for you?”

2.2.2 B, portrait

Player: “...”

Drawer: “No problem.”

Drawer: “Here you are! Have a nice day!”

2.2.3 C, past memory, start ball3

Player: “...”

Drawer: “Oh, what’s this! The horrible scene is so frightening!”

Drawer: “My paintbrush is used for people’s gold memories and happy moments. Drawing such tragedy is against my principles!”

Drawer: “If you bring me pigments just for that, I’d rather destroy them!”

2.2.4 D, ball3 win

Player: “I don’t think your art should be limited to beauty and happiness. Great artists should use their artworks to reflect the era honestly!”

Player: “Life is full of ups and downs. How can we sense happiness when we never know what torture means?”

Drawer: “My friend, I’ve never thought about my job from that perspective. Thank you so

much.”

Drawer: “I will draw these memories tonight. Hope to meet you another day!”

2.2.5 E, ball3 fail

Player: “...”

Drawer: “Convincing as your persuasion seems, that’s not enough to change my mind.”

Drawer: “Anyway, you can visit here at any time if you want my drawings.”

2.2.6 F, ball3 win, hint weaver

Drawer: “Hi, my friend. Here you are, the painting of the town’s memory.”

Player: “...”

Drawer: “Actually, when I was drawing last night, I vaguely saw a sister who was crying. It seems that she is disappointed with the scary memories. Maybe you need to figure out why she cries!”

2.2.7 G, ending dialogue

Drawer: “Thank you, my friend. You help me reassess my job duties. You have really strong sense of social responsibility. Please keep this painting and let more people see their lost past!”

2.3 Ending

2.3.1 H, HE

Dear traveler, you get a piece of true-life painting. Please always protect ... =
World Ends, SummerSara TO BE CONTINUED ...

2.3.2 I, BE

World Ends, SummerSara TO BE CONTINUED ...

2.4 TE

Drawer: “Hi, I’m Saria, do you want me to paint for you? ... Have we seen each other before?”

Player: “Oh, you know, ‘Painting is silent poetry, and poetry is a speaking picture.’”

Drawer: “My friend, you must be tired, relax and enjoy the game!”

3 Weaver

3.1 Day 1-4

3.1.1 A, show

“Show your guard of time to talk with the time guardian”

3.1.2 B, GS-blue cloth

GS correct:

“You are a qualified time protector, you are welcomed to the church.”

GS wrong:

“Church is only open to qualified time protector.”

“Weaver is crying , time is fleeting,
Wipe the tears with the divine cloth,
Chase the time with loyalty to time stream”

3.1.3 C, get blue cloth

“Weaver will only meet when it is the time. Please keep protecting the time. Remember, only qualified time protector are welcomed to the church.”

3.2 Day 5-7

3.2.1 A, start ball4

Weaver: “Thank you for wiping my tears. What are you coming for?”

Player: “...”

(not have painting)

Weaver: “Anyway, thank you for protecting time. Have a nice day!”

(have painting)

Weaver: “These are memories gathering people’s painful experience. I thought these polluted miserable memories were lost forever.”

Weaver: “BUT, although people now are trapped in the 7-day samsara, they will never be bothered by the past sadness, isn’t it what everyone has long expected?”

3.2.2 B, ball4 win

Player: “I can’t agree with you. Such seemingly painless looping life is meaningless. I want the time stream to flow as normal, which is exactly what gives time meaning.”

Weaver: “Young time protector, thanks for teaching me why the flowing of time is critical.”

Weaver: “I will fulfill my obligation by weaving the great mankind painting into the crack of time ribbon.”

3.2.3 C, ball4 fail

Player: “...”

Weaver: “There is no doubt that maintaining the loop is the best choice to give everyone a happy life.”

3.2.4 D, Ending dialogue

Weaver: “Hi, young man. Thanks for ending the samsara. May the SummerSara rumour vanish forever!”

3.3 Ending

3.3.1 E, HE

Dear traveler, you make a difference to the world. Please be always proud ...

=

World saved, SummerSara Ended.

3.3.2 F, BE

World Ends, SummerSara TO BE CONTINUED ...

3.4 TE

Weaver: “Hi, my old friend. Life has all been back to normal. People reclaim their rights to be both happy and unhappy, access both goodness and sin. They get their feelings back and their time flows again.”

Player: “I can’t agree with that more.”

Weaver: “My friend, you must be tired, relax and enjoy the game!”

4 Library

4.1 History

4.1.1 Weaver

“Time is actually who you meet and with whom you share a period of your life. Everyone should cherish encounters all the time instead of compensating at any time improperly for the sake of anything.”

4.2 Gold Memory

Life is a barren field Frozen only with snow

4.3 Birth

“At the beginning of mankind, god drew the birth of human beings with divine pigments. The colors were so bright that they can’t be shrouded in darkness.”