Beginning

The Mc wakes up in a house.  
They have no memories and also dont know where they are.  
In the house they find a small and strange looking being.  
**What does the player do now?**

**A: Attack it B: try to communicate with it**In both cases the creature attacks the player.  
B=> the Mc gets bitten by the little creature, but a mysterious Catboy helps to knock out the creature.  
The Mc meets the boy in both cases.  
He introduces himself as Vita and asks them what they are doing, so far away from the human village.  
The player is still confused about their whole situation, but tells him everything.  
Vita pities the Mc and offers to take them to “Shelter”, where he and other half-monster/humans life.  
He takes them to their home/base in the woods and introduces them to Steak, the leader.  
The Mc tells her that they want to find a way to get their memories back and to get back to their home. She assures them that she will try to help them with it and also tells them that they can stay with them in the meanwhile. Then she leaves**. Now the story goes on, based on what outcome your last choice had   
If the player got bitten=>**the player faints because of the bite. Someone brings them to a doctor there, and their wound gets treated. They get told that the bite isn’t dangerous and that they don’t have to worry. They get told to rest though. Then someone shows them where they can sleep. The player then goes to sleep. **If there wasn’t a bad outcome=> the player can now do what they want.**

**A: rest B: go around exploring**A=> someone shows them where they can sleep. The player then goes to sleep.B=> The Mc takes a walk in the forest. They think about what happened so far and how it could have come to them losing their memories. They are so deep in thoughts that they don’t realise that they left the forest. Suddenly a bucket flys against them. The bucket crashes into the ground. A small ghost comes out of the bucket.