Working Title: Record Bound

General plot synopsis: Our hero, Evan Reed, is a kid who lives in a small town. He plays in his school band, and is passionate about music. He’s even written his own songs! He specializes in a variety of classical band tunes. You could consider him a bit ignorant, as his family is well off for themselves, and while they live in a small town, it is by no means a slum or a deteriorated. He stumbles into a stranger in an alleyway one evening and is framed as a rebel for a cause he was unaware he even knew existed: Crescendo. Due to this, he’s chased into the outskirts of town by the authorities and corporate overlords of this world, Melody. Chased out of town, he finds a low populated rebel village, Symphonie Slums, where the rebels show him the truth of the town he grew up in, and how sheltered he was from the corporate cynicism. He chooses to fight for the cause, after seeing the state of this town, and the truth told by the rebels. Here, the rules, general combat systems, and other things in the game are explained to the player.