Working Title: Record Bound

General plot synopsis: Our hero, Evan Reed, was a small-town musician, who specialized in a variety of classical band tunes, stumbles into an individual, 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 an 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.