Sinopsis:

María busca recuperar su fe en la misericordia de Dios, y en el proceso aprenderá a aceptar su nuevo don y a ver la belleza del mundo por un nuevo medio.

Comenzará en su pueblo natal, justo al presenciar la muerte de su padre. A lo largo del juego, se adentrará en lugares progresivamente más desconocidos para ella, a la par que coge más confianza con su vista, permitiendo que su cordura se drene más lento mientras tenga la venda quitada. Al final de cada capítulo, se enfrentará a una silueta, una memoria de aspecto indefinido, de su pasado cegado. La silueta le guiará a través de una serie de eventos que le llevarán a una revelación personal.

Al final del juego habrá un último paso hacia la iluminación en la que debe pasar por un <<camino de lamentos>> con la venda quitada todo el tiempo.

Overall arc: recover her faith in the God's grace, accept her new gift and learn to see the beauty in the world through [another medium](https://www.youtube.com/watch?v=xLsuam9o9BA).

She will begin in her hometown, the place most familiar to her, where she has just witnessed the death of her father. Throughout the game, she will gradually move into more and more unknown territory, while simultaneously becoming more and more confident with her sight, allowing her sanity to drain slower while the blind is off. At the end of each chapter, she will face a silhouette, a shapeless memory from her blind past. The silhouette will guide her through a series of events leading to a great personal discovery.

At the end of the game there will be one last leap of faith, where she must advance through an "alley of regret" to reach enlightenment at the end.

# Prelude: Don't peek

NPCs: M's father

Winter

This introduction begins with our blindfolded protagonist getting on a train. When she gets off, the player takes control and must get to her father's house, learning the basics of blindfolded navigation.

---

In this scene, the player must walk straight ahead to the dying father’s house. This tract of the journey is made blindfolded.

Stimuli along the path include noises of occasional people walking past, smells of cabbage fields and horses.

The two side streets that branch out from the square will be blocked off by market stalls.

Once the player enters the house, we cut to a cinematic where M takes off blindfold and pop croaks.

# Chapter 1: Child no more

NPCs: Town doctor, M's brother

Silhouette: M's father

Campfire: M's brother's house

Spring

After the death of her father, M decides to stay in the village for a while. Here, she reconnects with her brother and seeks advice from the town doctor, an old family friend. He suggests that she accept this new change as a blessing, because she has not lost her world of darkness, only gained a new one, and that she makes the most of her unique position to view the beauty of both.

---

The scene of the village in spring is a happy one: stimuli include birds singing and the smell of country flowers. M takes to the streets, still blindfolded. The player is given free roam of the village, and is introduced to the sanity bar, currently low from her time alone in her late father’s house. If talked to, most random townsfolk will respond with remarks about M’s isolation, her sudden return, the miracle of her regaining her sight, or whether she’s spoken to her brother.

M’s brother is in the house next to hers. If spoken with, he will trigger the following conversation:

M: “Iago, are you there?”

I: “María, well I never! I thought you might never leave that room alone! Are you hungry?” (Y/N)

Y-> all your spaghet are belong to us

I: “Did you find some secret enlightenment in the dark? Or have you finally taken the blind off again?”

M: “Not yet. It still feels wrong. All of it. You can’t understand. I ‘recovered’ just in time to see my father die. If that’s not a sign, nothing is.”

I: “But a sign of mercy! Your father was dying before you healed, through this miracle you were allowed to see him one last time before he left us!”

M: “But what a state to see him in! That was not the father I knew, delirious and weak, struggling to hold on to his last wisps of life.”

(Pause)

I: “He would have wanted you to see again.”

M: “Stop it. I don’t want to. I hate it.”

I: “You hate it because you haven’t tried it properly. I’m here to help. I don’t want to make you suffer.”

M: “Then stop asking me to see.”

I (exasperated): “Alright then. Ignore me. I know I can’t convince you to do anything. But please, talk to someone wiser about this. Talk to anyone about this, just don’t shut yourself off.”

M (bitter): “Sure.”

I: “I’m serious. You have friends here, people who haven’t really seen you in a long time. Go out and see who you find, it’ll take your mind off it. Something has to.”

M (sighs): “You’re right, I suppose. Is old Doctor Abel still around?”

I: “Yes actually, he lives down on the outskirts of town, by the church. I’m sure he’d love to see you again! He was always so nice to you when you were a girl.”

M: “He was. I think I’ll go talk to him. Oh, and Iago?

I: “Yes?”

M: “Thank you.”

# Chapter 2: Home

NPCs: M's husband, M's son

Silhouette: M's wedding

Campfire: M's house

M returns home to the city. Here she discusses her trip with her husband, declaring that she doesn't even recognize him by sight, and asks that he blind her then and there. Obviously, he refuses, and she leaves the house in a fit of tears. Outside, she will encounter several miscellaneous characters from her daily life, whom she can help and be helped by, to take her mind off things. During these adventures she will occasionally find the need to remove her blind, and other people will gladly point out the benefits to her doing so. Eventually she passes by the church, and has a memory of her wedding, pausing for a moment to think what a joy that would have been to see.

# Chapter 3: Letters

NPCs: M's brother, M's son, priest

Silhouette: A day in school? M's husband teaching her son?

Campfire: Church

M's brother arrives in the city, bearing news: After hearing of her recovery, her father left her a letter to read! Annoyed, M curses the mental state of her dying father, reminding her brother that she hasn't read since before she was blind. However, he refuses to read it to her, stating that now that she has the chance to learn again, to not do so would be cowardice. Furious but stubborn, she snatches the letter and seeks someone to teach her, someone who never knew her when she was blind. This leads her to the church, where an elderly priest, who is half blind himself, takes a liking to M, and begins to teach her.

Chapter 4: Enlightenment

NPCs:

Skipping forward a couple of months, M now feels safe, if uncomfortable, in the visual world. At one of her reading lessons, the priest tells her of his daughter who died. M draws a parallel between this and her own situation with her father, whom the priest sometimes reminds her of. Remembering the letter her father left her, she will ask him to either read it to her or help her read it.

Halfway through the letter, she becomes overwhelmed with grief and runs from the church, plunging her into her final vision, in which she must pass through all her most powerful memories, using everything she learned to reach enlightenment and hear/read her father's final words to her.