PC - Player Character  
NPC - Non-playable Character  
  
Overall Story:  
1. Player (The Soul PC) is in a mind of another person (The Heart NPC in the main chamber room called Gemini)   
2. Explore rooms which are based on certain emotions. (Happiness, Fear, Sadness, Anger)  
3. Help the person's mind (Gemini) you are exploring through talking to these emotions by dialogue.  
  
Initial conversation with Gemini:  
  
Soul: Hello, I am here to… I’m not sure why I’m here.  
  
Gemini: Another lost soul seeking eternal damnation…  
  
Soul: Well, it’s certainly not that. I know that you’re important, and this strong sense that you can guide me on what to do next.  
  
Gemini: Guide you? Let me tell you why you’re here.  
  
You’re here to guide me. Not the other way around.  
You’re here to help me get out of this miserable pit by exploring those forsaken doors.  
Others have tried, and failed utterly.  
Don’t think you’re too special. You will fail too.  
  
Soul: 1. That’s a nice way to get someone’s help.  
 2. I’m not sure how I can help, but I can try. Besides, I have nothing else to   
 here.   
  
Gemini: Then help. Go through those doors, and be wary of what may greet you.  
  
  
  
Brahma - Creator (Sadness) - Despond  
  
Soul  
  
  
Shiva - Destruction (Anger) - Satah  
  
Vishnu - Preserver (Fear) Sadness born from Fear - Tripa  
  
  
  
Soul: Hi.   
  
Despond. *Hi.*Soul: Hi.

…