# 剧情大纲：

在一起多年前的罪案中，某市一位大名鼎鼎律师的妻子,被三个少年犯杀害。由于种种原因，警方一直未能破案，但他从未放弃。十几年来，他一直在追踪嫌犯，搜集证据。当他最终确定了凶手时，在漫长岁月中所积累的思念和仇恨，使他的心理扭曲。他选择放弃法律，用更加冷酷的手段，为自己深爱的妻子复仇。

# Plot outline：

In a crime many years ago, the wife of a well-known lawyer in a certain city was killed by three juvenile delinquents. Due to various reasons, the police have been unable to solve the case, but he never gave up. For more than a decade, he has been tracking suspects and collecting evidence. When he finally identified the murderer, the thoughts and hatred accumulated over the long years twisted his mind. He chose to abandon the law and use more ruthless means to avenge his beloved wife.

# 游戏玩法：

游戏背景为现代都市，玩家将扮演一位（），跟随游戏的剧情流程，解开游戏中案件的种种谜团，在与NPC交流，场景的交互过程中获取关键信息与线索，找出层层重叠背后的事件真相。

# Gameplay：

The background of the game is a modern city. Players will play a character (), follow the plot flow of the game, solve various mysteries of the cases in the game, and obtain key information and clues in the process of communicating with NPCs and interacting with scenes, and find out the layers of overlap. The truth behind the incident.

## 交互机制

玩家将操控主角在游戏中与场景或者NPC进行交互，交互后将会得到与事件相关的线索或者道具，部分线索或者道具可以进行深入探索，且推进剧情的关键信息都隐藏在这些线索之中。

## (1)Interaction mechanism

Players will control the protagonist to interact with scenes or NPCs in the game. After the interaction, they will get clues or props related to the event. Some clues or props can be explored in depth, and the key information to advance the plot is hidden in these clues.

## 交互机制（补充）

* 搜索引擎交互：玩家可以拿出主角拥有的手机，通过搜索引擎来获取与剧情相关的信息。
* 玩家向搜索引擎中选择要搜索的关键次，游戏将根据关键次出示对应的线索：如玩家搜索：“陈宏”， 游戏则找到关键词“陈宏”对应的线索，向玩家出示即可。为方便玩家迅速适应交互机制。
* 剧本中的搜索引擎指的是我们日常使用的搜索引擎，具体可参照百度，谷歌等，即只能搜索 一些面向公众的公开信息。所以，如果玩家搜索类似 “某某 秘密”之类是无法得到想要的结果的

## Interaction Mechanism (Supplementary)

* Search engine interaction: Players can take out the mobile phone owned by the protagonist and use the search engine to obtain information related to the plot.
* The player selects the key words to be searched in the search engine, and the game will show the corresponding clues according to the key words: For example, if the player searches for: "Chen Hong", the game will find the clues corresponding to the keyword "Chen Hong", and just show it to the player . For the convenience of players to quickly adapt to the interactive mechanism.
* The search engine in the script refers to the search engine we use every day. For details, you can refer to Baidu, Google, etc., that is, only some public information that is open to the public can be searched. Therefore, if the player searches for something like "so-and-so secret", the desired result cannot be obtained.

## 交互机制（补充2）

玩家可以通过游戏中主角的手机，在合适的时机向NPC或者地点工作人员拨打电话，以此来获取关键信息。玩家需要拥有电话号码来完成电话的拨打，电话号码将会在地图场景交互中，或者关键线索中被发现。

## Interaction mechanism (Supplement 2)

Players can use the mobile phone of the protagonist in the game to make calls to NPCs or site staff at the right time to obtain key information. Players need to have a phone number to complete the call, and the phone number will be found in the map scene interaction or key clues.

## 游戏剧情机制

### 4.1这是一个所有人都在扮演同一个角色的故事

虽然游戏会让玩家扮演六个角色，但这六个人，其实是同一个人，即主人公吴铭。只是这六个玩家，分别持有不同的记忆，即吴铭对外界的人和事物的认知。能否认识到这一点，是玩家是否可以尽快 体验到游戏乐趣， 并最终破解重重谜题的关键。

### 4.2 连续不断的反转是乐趣所在

从第二幕起，剧情走向，和推理结构，就在不断突破玩家当时的惯性思维，和对故事本身的 认知。我们将每一幕的剧本都设置为单独的形态。希望玩家在每次拿到新一幕的剧本时，都仿佛 打开了一个新的故事， 开始一段全新的旅程。

## (4) Game plot mechanism

### 4.1 It's a story where everyone is playing the same role

Although the game allows players to play six roles, these six people are actually the same person, the protagonist Wu Ming. It's just that these six players have different memories, that is, Wu Ming's cognition of people and things in the outside world. Whether you can realize this is the key to whether players can experience the fun of the game as soon as possible and finally solve the numerous puzzles.

### 4.2 Continuous inversions are the fun

From the first act, the direction of the plot and the reasoning structure are constantly breaking through the player's inertial thinking and cognition of the story itself. We set the script for each act as a separate form. I hope that every time the player gets the script of a new scene, it seems to open a new story and start a new journey.