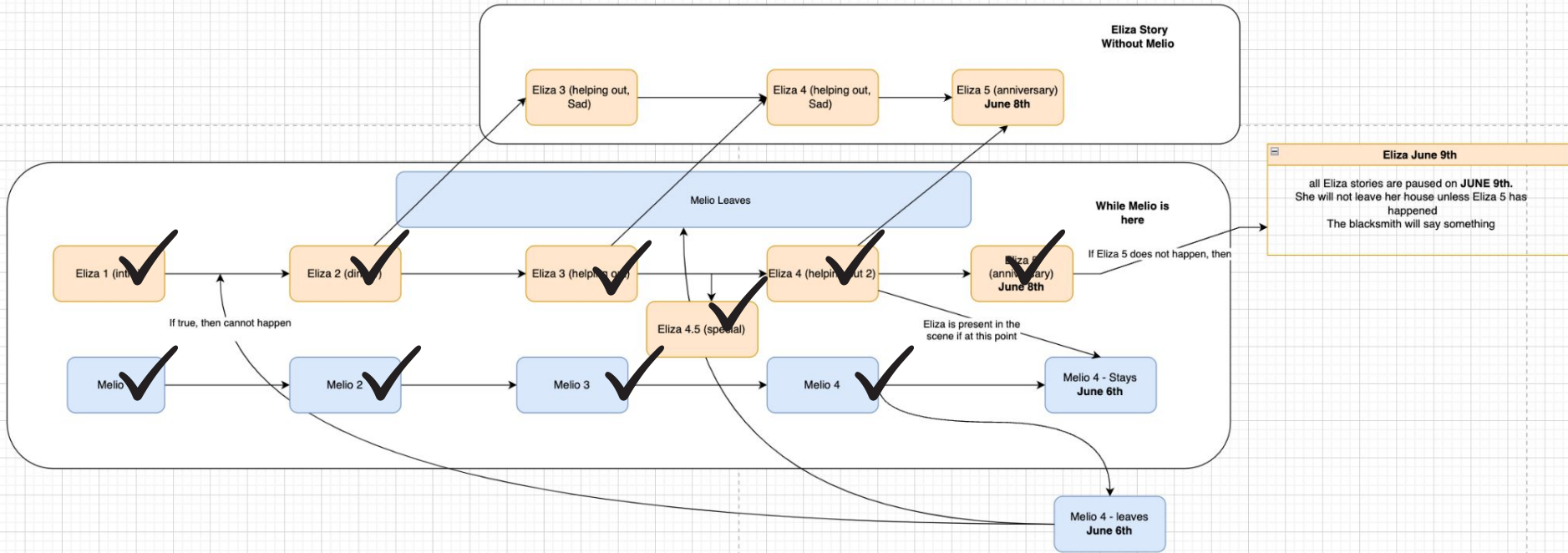


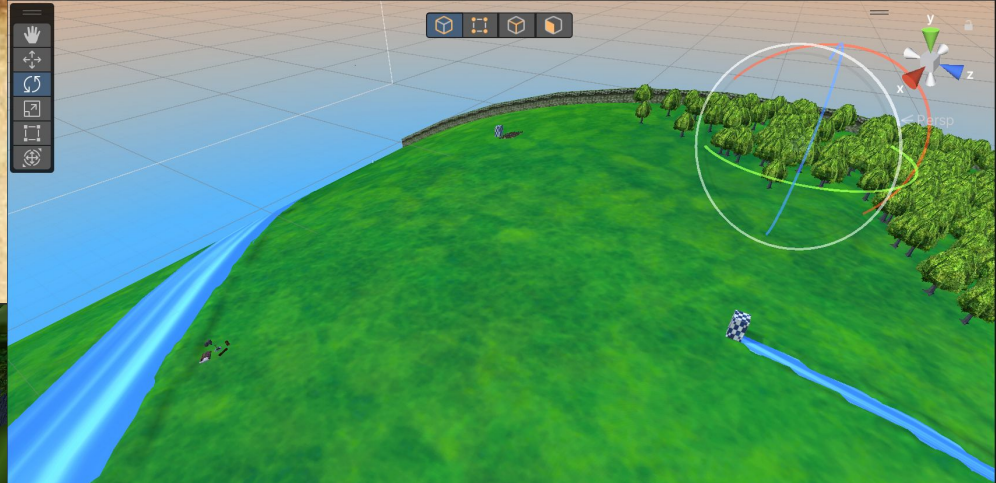
LOST TIME

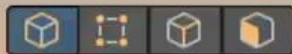
Check Point 2

Character Relationships



Overworld



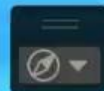


Hold on

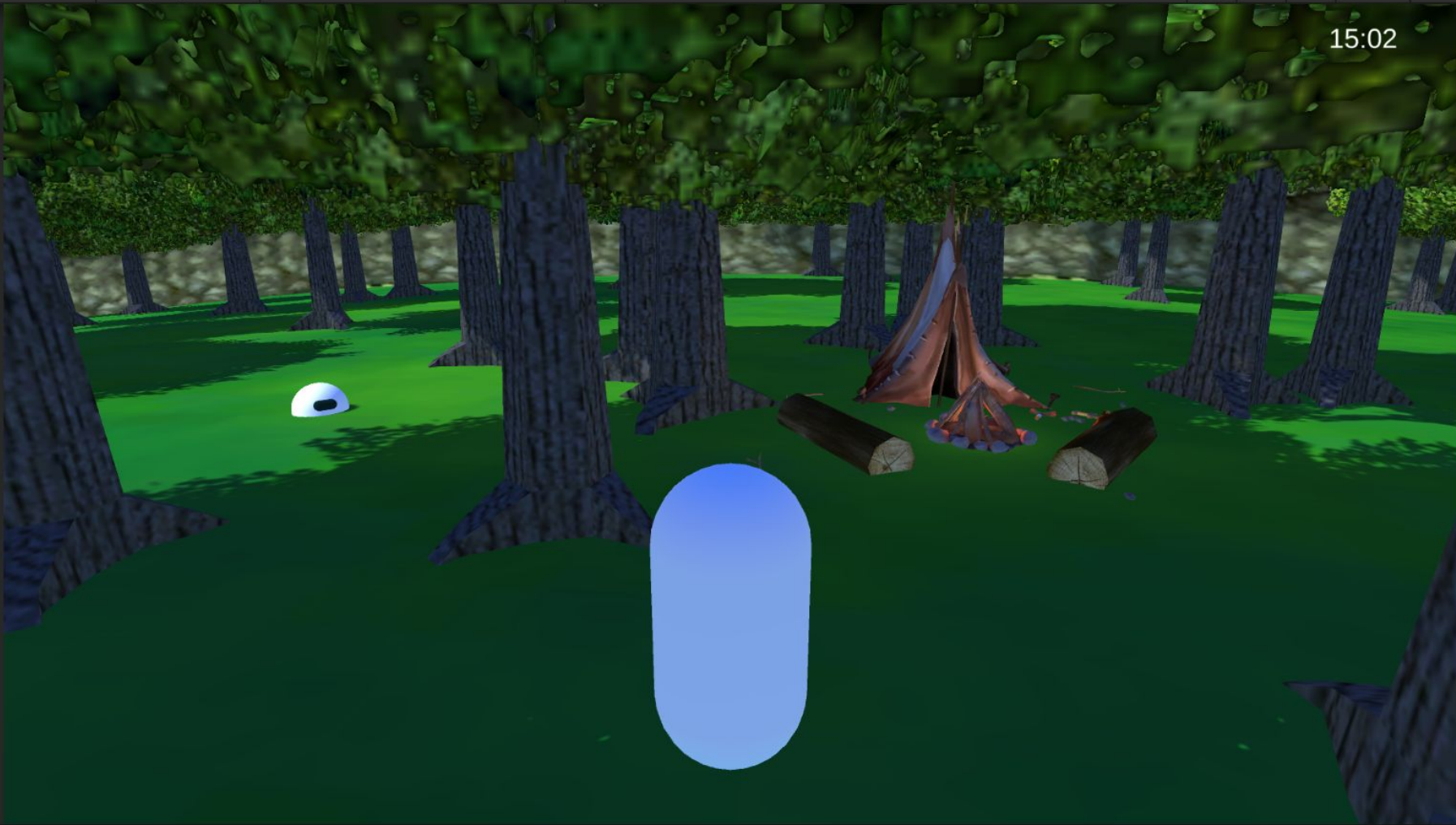


Toolbar.Repaint

Waiting for Unity's code in UnityEditor.CoreModule.dll to finish executing.



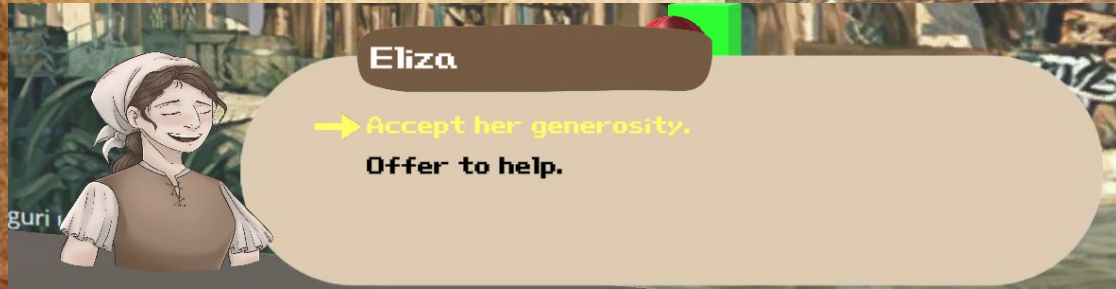
15:02



13:45

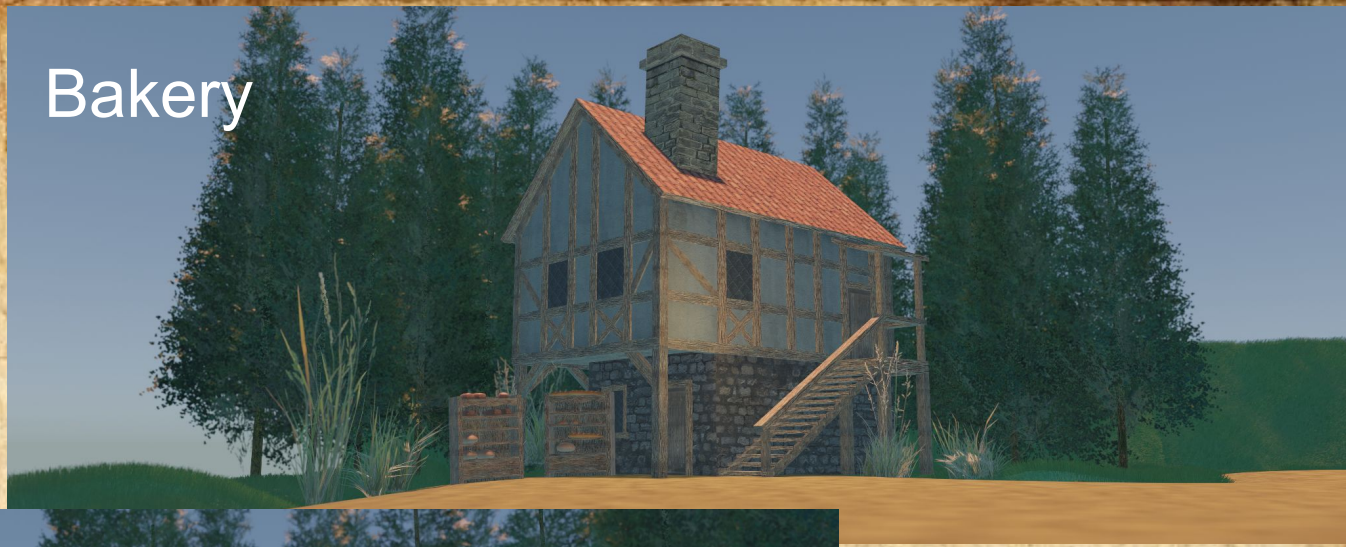


Dialogue UI is complete



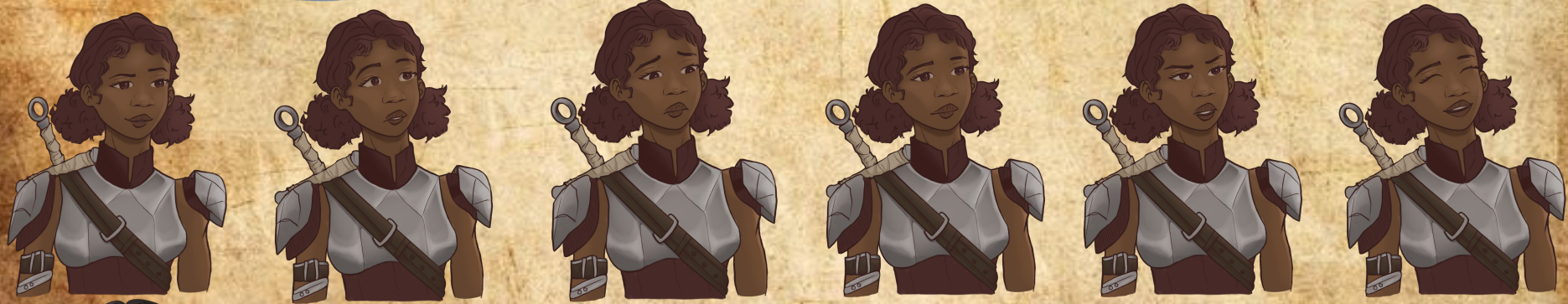
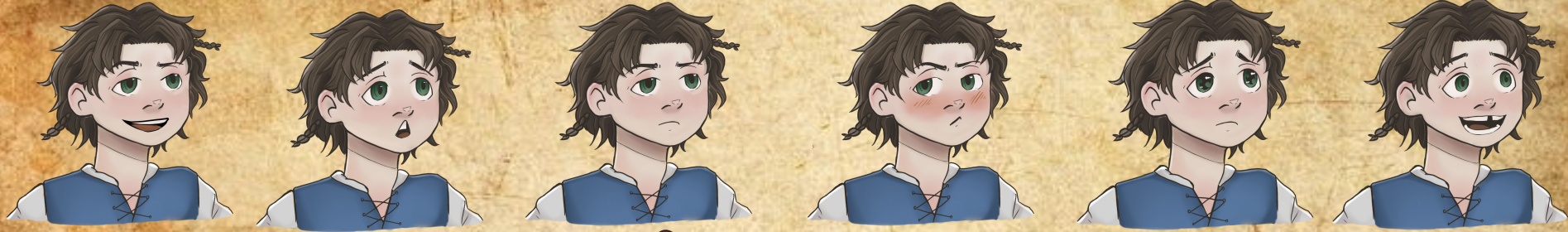
Backgrounds

Bakery



Blacksmith

New Characters



Previous Characters



QUESTIONS?

