

THE SOCIAL CHRONICLE

CALIFORNIA

JHONY WAKIM

FRIDAY, AUGUST 30, 1940

PRICE 5 CENTS

LAYER I

A mother with psychic powers must weaponise her grief against the corrupt government that stole her child.

3rd-person narrative-driven action-adventure game

Riverside General Hospital lies in ruins this morning following what witnesses describe as a 'psychic explosion' that tore through the maternity ward late last night. The incident left an unknown number of casualties and a newborn infant missing, sparking a city-wide manhunt for the mother, Kimberly 'Kim' Harlan, who is now considered extremely dangerous.

Public Safety Commission Director Alistair Krane, present at the scene, stated the disturbance began when Harlan 'exhibited unnatural abilities' moments after the birth of her son.



Events Taken Place

<i>Story beat</i>	<i>Outline</i>	<i>Focus</i>
The Happy Life	Kim & Jonathan Harlan's domestic bliss in 1940s Riverside	Establish emotional stakes and "normal" world
The Hospital	Kim gives birth; mysterious medical isolation; Jonathan is forcibly removed	Build tension and foreshadowing
The Abduction	Dr Krane takes the newborn; Kim's brief connection with her baby	Core inciting traumatic incident
The Outbreak	Kim's grief triggers catastrophic psychic explosion	First major power display; introduces game mechanics
The Chaos	Hospital destruction: Kim saves civilians but Jonathan dies	Moral complexity: hero and destroyer simultaneously
The Frame-Up	The state controls narrative through newspapers; Kim becomes public enemy #1	Sets up core conflict and gameplay systems
The Fugitive	Kim awakens alone and hunted and begins her quest	The player takes full control and the game begins

MDA

<i>Mechanic</i>	<i>Dynamic</i>	<i>Aesthetic</i>
Elemental Combat: Telekinesis, Hydrokinesis (water), Pyrokinesis (Fire) and Electrokinesis (electricity)	Players must combine elements to solve tactical problems. For example, using telekinesis to position a water source before freezing it, or electrifying a puddle to create a trap, or setting an object on fire and then throwing it to distract enemies. This encourages problem-solving.	Empowerment, strategic thinking, and creative problem-solving.
Emotional State System	Players must constantly manage a risk-reward balance, choosing between unleashing devastating but chaotic power (that also makes you vulnerable and easily killed) or maintaining control (low damage but not vulnerable). This creates a push-and-pull rhythm to gameplay.	Tension, risk/reward satisfaction.
Public Opinion System	Player actions create a feedback loop with the world. Aggression leads to hostility, making the environment more dangerous, while your goodwill would foster alliances and open up new pathways.	Paranoia, consequence awareness.
Choice System	These moments force the player into prioritising short-term gains versus long-term stability. Helping someone is a strategic investment in a safer future, while ignoring or harming them is a costly shortcut.	Moral conflict, accountability.

THE SOCIAL CHRONICLE

CALIFORNIA

JHONY WAKIM

SATURDAY, AUGUST 31, 1940

PRICE 5 CENTS

LAYER 2

The theme is how love can become a destructive force



HOW THE HARLAN TRAGEDY UNFOLDS:

Special Report: The Systems Driving Kim Harlan's Quest

The Harlan case represents more than a simple manhunt; it reveals a revolutionary approach to storytelling where the city itself becomes a dynamic narrator.

PLAYER MOTIVATION

Players will experience the primal drive of maternal love turned desperate. They don't just observe Kim's tragedy; they feel her desperation, her impossible choice between control and power, and her fight against a system that stole everything.

CONFLICT AND STAKES

The main conflict is man vs. society.

What Is at Stake in This Story?

- **External Stake:** Kim vs the state's propaganda machine and trained agents.
- **Internal Stake:** The battle between Kim's nurturing instincts and destructive rage.
- **Environmental Stake:** A city that can become either a hunting ground or a sanctuary.
- **Moral Stake:** How much collateral damage is justified to save one child?

What Happens If She Fails?

- **Her child** becomes the government's ultimate psychic weapon.
- **Jonathan's murder** remains officially "solved" with Kim as the killer.
- **Kim** becomes the monster the headlines already claim she is.
- **The government's control** over public perception becomes absolute.

SYSTEMS AT WORK:

- **Public Opinion Meter:** Directly affects enemy spawns and civilian cooperation. (The more they hate you, the harder the game gets.)
- **Adaptive Dialogue:** Conversations change based on Kim's emotional stability.
- **Dynamic Newspaper Headlines:** The newspaper literally rewrites itself based on Kim's choices. (keeps you updated in Public Opinion Meter)

“This game represents a fundamental shift in interactive storytelling. The player isn't just experiencing a narrative, but they're writing it through their actions. Every choice echoes through tomorrow's headlines.”

GOAL	Find Kim's missing child and uncover the truth behind the government conspiracy. Players must locate Kim's missing infant and expose the government conspiracy, all while balancing her crumbling emotional state. Success requires maintaining Public Trust (to gain allies) and Emotional Control (to avoid self-destruction).
FEEDBACK	The world dynamically reacts to Kim's actions: <ul style="list-style-type: none">- Emotional State Gauge: Flickering, vibrating HUD meter tied to stress and power.- Dynamic Newspaper Headlines: Live updates reflecting moral choices and public opinion. Newspapers are also a map. Articles reporting Dr. Krane's public appearances act as breadcrumbs, revealing his location and guiding the player to the next objective.- Power Visuals: Elemental abilities fluctuate in intensity with Kim's emotional increase.- Kim's Dialogue Feedback: Tone and phrasing shift with emotional state. She would speak loud to indirectly guide the player
INTERPRETATION	Players feel the weight of Kim's duality as mother and weapon. Every system illustrates emotion, forcing reflection on how love can destroy or redeem. The city becomes both narrator and judge, shaping how players interpret Kim's morality and the cost of power. The narrative becomes a commentary on grief, perception, and propaganda.

THE SOCIAL CHRONICLE

CALIFORNIA

JHONY WAKIM

TUESDAY, SEPTEMBER 3, 1940

PRICE 5 CENTS

LAYER 3

PARTIES INVOLVED!!

"Players become Kim Harlan, not just controlling her actions but experiencing her emotional turmoil. They feel the tension between her maternal instincts and destructive powers, making every choice a personal moral dilemma."



KIMBERLY "KIM" HARLAN

PLAYER ROLE:

The Reluctant Weapon: A mother forced to wield her grief as both shield and sword.

Dialogue Barks:

Low Stress: "Just breathe... find another way."

High Stress: "They took everything from me!"

Combat: "I don't want to hurt you!" / "You left me no choice!"

Discovery: "Jonathan was right about them..." / "My baby was here."

Public Reaction: "They're all watching me..." / "Maybe someone understands."

"SUBJECT ALPHA": The Missing Child

CHARACTER TYPE: The trigger for the plot

Characteristics: Infant features.
(JUNGIAN) ARCHETYPE: The Child that represents innocence and potential.

WITNESS DESCRIPTION DEPARTMENT

IF YOU SEE THIS WOMAN:

- Height: 5'6"
- Hair: Dark brown.
- Eyes: Intense, may appear to glow when agitated.

Distinctive feature: Seems to affect electronic devices nearby.

APPROACH WITH EXTREME CAUTION

REWARD FOR INFORMATION:

\$5,000



JONATHAN HARLAN: The Martyred Truth-Seeker

CHARACTER TYPE: The Moral Compass.

Characteristics: average height, warm eyes, and a journalist's weary determination.

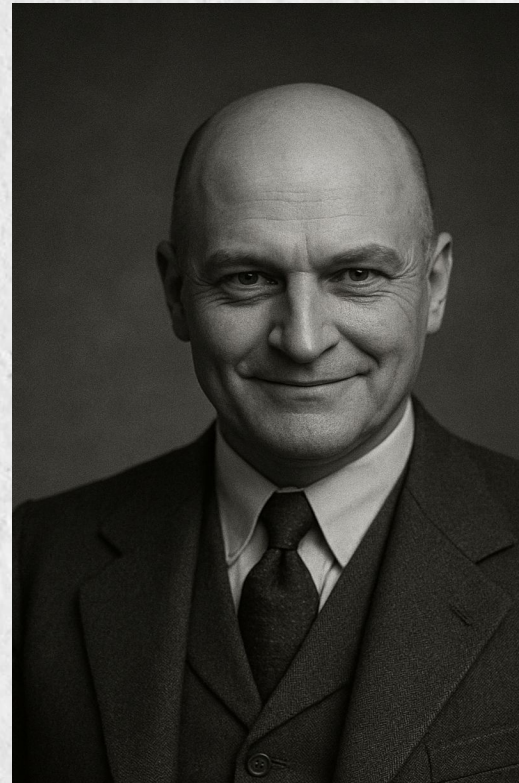
(JUNGIAN) ARCHETYPE: The Innocent, which represents truth and moral clarity.

DR ALISTAIR KRANE: The Public 'Savior'

ANTAGONIST TYPE: The Benevolent Tyrant

Characteristics: Tall, imposing, deliberately non-threatening appearance

(JUNGIAN) ARCHETYPE: The Shadow that represents institutional control and "rational" cruelty



NARRATIVE FUNCTION

DR KRANE'S FLAW:

He acts as the ideological anchor. Because he genuinely believes he is saving humanity, he serves as a dangerously persuasive foil to Kim, forcing the player to question if "order" is worth the cost.
The Flaw: His absolute belief in his own righteousness blinds him to his cruelty.

KIM'S ARC:

She is the vessel for player agency. Kim represents the "Chaos" that opposes Krane's "Order." The player's choices determine if that chaos becomes a force for liberation or purely a force of destruction.

JONATHAN'S LEGACY:

"Even in death, his investigation provides clues. He represents the truth Kim must uncover and the man she must honour without being consumed by vengeance."

The main conflict is Man vs. society

CHARACTER	PUBLIC PERCEPTION	PRIVATE REALITY	SUB CONFLICT
Kim Harlan	"Psychic Menace"	Grieving Mother	Love vs. Rage
Dr Krane	"Public Protector"	Master Manipulator	Order vs. Freedom
Jonathan Harlan	"Murder Victim"	Martyr for Truth	Truth vs. Propaganda
The Infant	"Security Concern"	Stolen Child	Innocence vs. Weaponisation

The Great Resistance!

BAREBONES INFORMATION

What Happened Before The Incident?

Psychic abilities emerged in WW1. Kim was a very crucial asset that helped put an end to WW1; she was our beloved saviour. Even then some individuals wanted to test and experiment on her powers.

What's Happening Now?

The State is claiming how dangerous Kim is, especially her emotional instability.

What Might Happen?

Kim's actions will determine whether truth or propaganda wins the war for public opinion and whether Kim is deemed to be a monster or a victim. Who will triumph?

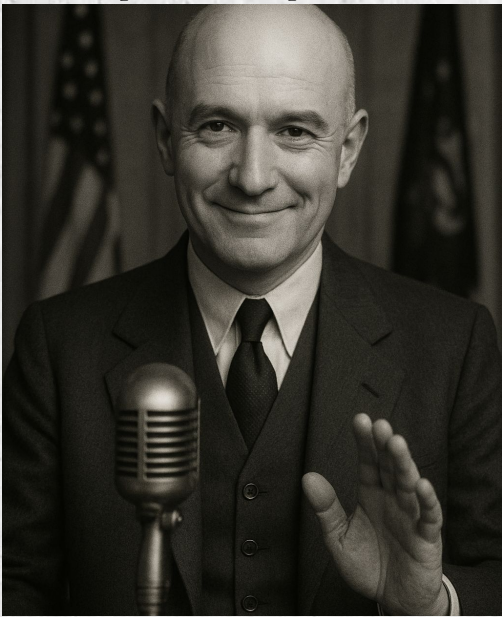
World Archetypes: Dystopian

It's our familiar, modern world with a twist. Where it's Kim against the government. The government plays dirty by using propaganda and turning the public against Kim.

Many citizens, however, question the official narrative. "They took her baby," said one hospital worker who asked to remain anonymous. **"What would any mother do?"** There are so many protests supporting Kim, saying things like, "The government cannot be trusted. They control the narrative and will frame you." While others who support the state think, "Powers are real and a threat to public safety. They are triggered by and feed on strong emotion. Emotional instability means uncontrollable disaster." Kim's emotions are her power source and greatest vulnerability. Losing control has catastrophic consequences.

“We attempted to restrain the subject for public safety, but the resulting energy discharge was catastrophic.”

“We have indeed arrested her child for security concerns and will capture the mother as well.”



Timeline On KIM

DATE	EVENT	DESCRIPTION / EYEWITNESS REPORT
September 1939	Outbreak World War II in Europe	“American volunteers aid Allied forces overseas. Among them: Psychic researcher Kim Rivera (later <i>Harlan</i>), part of experimental ‘Project Insight’ studying psychology in combat trauma.” – <i>Washington Daily</i>
February 1940	Return to Riverside, California	Kim leaves military service under secrecy. Locals in Riverside describe her as "a war hero haunted by what she saw."
October 1939	Courtship with Jonathan Harlan	Kim meets investigative journalist Jonathan Harlan. Their shared distrust of authority forms the bedrock of their relationship.
November 1939	Marriage in Private Ceremony	“Reporter Jonathan Harlan weds nurse-turned-war-heroine Kimberly Rivera in a quiet courthouse affair.” — <i>Riverside Record</i> , Nov 3 1939
August 30 1940	The Riverside General Hospital Incident	(Game Start) A psychic explosion at Riverside General kills dozens. Kim’s newborn is taken. Official reports blame "maternal instability."
September 1940	The Frame-Up	The state frames Kim for terrorism. Newspaper headlines brand her “ <i>The Psychic Menace</i> ”. Protest movements begin under slogans like “ <i>Mothers Don’t Vanish, Governments Do.</i> ”
January 1941	Executive Order 8821: Paranormal Containment Act	The "Paranormal Containment Act" is signed. Grants the State absolute authority over "anomalous individuals."
Mid 1941	Formation of “The Underground Chronicle”	"The Underground Chronicle" forms. A network of veterans leaks reports based on Jonathan’s posthumous notes.
December 7, 1941	Pearl Harbor Attacked	America officially enters WWII. The state uses wartime panic to intensify its surveillance and anti-psychic campaigns.
Spring 1942	The Great Blackout	The entire western grid fails for six hours. The state claims Kim caused it; resistance groups insist it was a containment experiment gone wrong.
August 1942	“Operation Mother’s Silence” (Unconfirmed)	Unofficial sources describe a confrontation in the Mojave Desert between Kim and Dr. Krane’s task force. No bodies recovered.

THE SOCIAL CHRONICLE

CALIFORNIA • JHONY WAKIM • MONDAY, AUGUST 30, 1943 • PRICE 5 CENTS • LAYER 5

#	Beat Title	Story Focus (1-liner)	Gameplay Focus (1-liner)	Emotional Outcome
1	The Happy Life	Peaceful domestic life; establish empathy bond.	Tutorial: light exploration, emotional sensing.	Security and love
2	The Hospital	Joy turns to unease as the state intervenes.	Constrained movement and rising tension events.	Rising anxiety
3	The Abduction	The newborn is taken; grief ignites power.	Timed escape and first stress-meter surge.	Panic and helplessness
4	The Outbreak	Catastrophic psychic eruption shatters everything.	Uncontrolled destruction sequence.	Trauma / loss
5	The Fugitive	Kim awakens hunted in a hostile world.	Stealth and survival mechanics introduced.	Isolation
6	First Major Choice	Morality tested: help or harm defines reputation.	Branching dialogue and decision system.	Empowerment mixed with moral uncertainty.
7	Uncovering the Truth	Jonathan's research exposes the deeper conspiracy.	Infiltration and hybrid combat mission.	Determination
8	A Moment of Respite	Safehouse calm offers reflection and regrouping.	Downtime upgrades and ally dialogue.	Hope and emotional recovery.
9	Striking Back	Kim fights against the state's control.	Strategic raids and power-combo combat.	Confidence and control replace fear.
10	The Propaganda War	The battle moves to the airwaves and press.	Media-hijack stealth and persuasion mini-game.	Empowerment/ ideological war
11	The Cost of War	Victory brings collateral loss and guilt.	Rescue or sacrifice choice mission.	Grief /self-doubt
12	The Final Push	Resistance unites for the decisive assault.	Large-scale siege blending stealth and combat.	Determination / resolve
13	The Final Confrontation	Kim faces Krane: mother versus machine.	Multi-phase boss fight using full power set.	Truth revealed
14	Resolution	Truth revealed; legacy decided by the player's choices.	Interactive ending and cinematic closure.	Redemption / acceptance

