

Trailer Transcript

I thought I knew who I was.

A friend,

a confidant,

a protector.

But now, they say I'm a murderer.

And there's a part of me that thinks they're right.

Maybe there's a darkness in me that I didn't even know existed.

But then, there's this feeling,

like a gnawing in my gut,

telling me that something's not right.

That there's more to this than what they're telling me.

Maybe someone or something else was responsible for it.

But can I trust that feeling?

Can I rely on myself?

Or is it just my guilt and fear trying to justify the unjustifiable?

I don't know anymore.

All I know is that I must find the truth before it's too late.

*Do **you** believe me?*

Character Introduction

It was a cheerful town, often glistening in the sunlight and filled with joyous laughs and smiles of the citizens that resided in the county. Now, it was known for its infamous case of an invasion that spread like the Black Death.

Those who live outside Mandela County describe this place as “shrouded in darkness,” some have even stated that they’d instead do unspeakable things than step on the grounds of the county. “There must be a reason why it was the main target of that invasion, and just thinking about it makes it worse. Whoever lives there is just as bad as the problem!”

Cesar has heard everything everyone had to say about his beloved hometown, even the ones that came from his friends and family. But can he really blame them?

And that boy who had seemingly given up, slowly dissolving in the void of darkness he had lived in since childhood, felt warm. It felt nourishing and comforting. He opened his eyes, and there he was, a boy who looked around his age. It wasn’t as relieving as it may seem, considering that friends often come and go, but for a child, it felt like he was wrapped around an angel’s wings.

Though he never understood why he was deemed a monster by those outside his hometown, it never mattered anymore; he finally had a companion for the rest of his life now, and that’s all that was important to him. Neither of them was fond of referring to each other by name, so they decided on one thing; they would refer to each other as their ambitions.

Being a citizen of Mandela County, even he was affected by its horrible reputation. He had difficulties keeping up with his friend. However, despite being devastated, he had an idea. He remembered the little trinket his mother had for him; a telephone! That way, even if they aren’t allowed to see each other in person, they can still maintain closure through the machine given to him as a gift.

He was filled with serendipity that never seemed to fade, even through their most complex challenges. They had their hands tied with each other’s; anybody who didn’t know them could even assume they were brothers as they never left each other’s sides.

That is until they both have reached adulthood. Before they departed to their own ways, tears overflowed from their eyes. It took them so long to have realized that they may not be able to see each other again, and that thought has brought their hearts to their own stomachs. Choking on his tears, he told Cesar, “Don’t forget me, sir Operator, and I won’t forget you! Remember that!” “I won’t, sergeant, I promise.”

And thus, they finally walked to their own paths. It felt like his most significant part was taken away against his will. He didn’t understand why it needed to come to this moment, but he did know that it happened for a reason, maybe something that would aid him and his friend.

A day has passed. Unlike any other day, the sunlight didn't feel as nourishing as it always did. The birds never chirped in his window, and he felt like he woke up from a horrific nightmare — and to be quite honest, he absolutely did. Everything felt so muted now that he was left alone, dragged away from his best friend. But then again, everything happens for a reason.

Before he left the town for good, he wanted to bid farewell to his friend, yet when we walked up to the doorknob, a knot formed in his stomach. Something in his mind was yelling at him, telling him to never go inside as it'll only deal him more pain. However, he didn't fully understand that, as he still decided to walk inside the boy's abode.

The house felt so silent, like something before him was the only thing left for him to see, and that thought was probably correct.

*As he turned the doorknob to a room, he was greeted by a lifeless shell of what used to be his friend. His arrival came too late; his friend's humanity withered before dawn. The boy fell to his knees, his vision blurring as he felt warmth from his eyes to his face. He choked on his tears as he witnessed the scene before him; his companion, his other **self**, was an empty, stiff carcass. Once he had stopped mourning, he crawled on the rug where the cadaver lay lifelessly and told him: "I'm sorry, my friend, I was not present. But please, rest for me; I'll watch over you for as long as I can."*

*But it felt so familiar; the way he mourned and whispered and promised to his friend. He felt like he had been here before; it felt like *deja vu*, as described by other people. The thought sent shivers down his spine as he slowly stood before the corpse and left.*

The rest of his life, he finally became a telephone operator. Telephones were the only thing left for him, the only thing that served as a fragment of what his friend used to be.

External Traits

[Dial-up Connection] — *Cooldown: 4 seconds*

The "Operator" carries a telephone. Once he has observed the Hunter's movements, the "Operator" can paralyze the Hunter for varying durations.

[Echoing Alert] — *2 uses*

Once the "Operator" has observed the Hunter's movements, tap the ability button to dial on the telephone for a maximum duration of 5 seconds. Tap again to finish dialing. The Hunter will be paralyzed for a minimum of 1 second, and a maximum of 3 seconds. The "Operator" will then drop the phone on the ground, in which the Hunter can choose to destroy the telephone.

[Cord] — *2 uses (can be used with or without the telephone)*

The "Operator" can use his telephone cord against the Hunter to paralyze them for 5 seconds and slow them for 3 seconds. He can place the telephone cord between two obstacles that have a short distance within each other. (i.e building entrances)

The Hunter, when caught on the telephone cord, will notify the survivors of their location.

Tap or hold to aim the telephone cord. Once detected, he is able to place a cord down on one end. Aim on nearby edges to complete the trap.

[Switchboard]

Because of his previous experience, the "Operator" is able to connect with his teammates and share their positions with each other. This will last for 5 seconds. Activates when he touches a cipher machine, and has an interval of 60 seconds.

[Paranoia]

When near the hunter, the "Operator"'s movement speed will be reduced by 5%, his decoding speed is reduced by 10%, and his interaction speed is reduced by 4%. For every injured survivor, his decoding and interaction speed will be reduced by 2%, up to 4%.

[Alternate Report]

If there are 2/3/4 "Operators" in a single match, each will have a decrease in decoding, interaction, and decoding speed by 5/10/15%.

Duo Hunters Mode: If there are 2/4/6/8 "Operators" in a single match, each will have a decrease in decoding, interaction, and decoding speed by 10/20/25%.

[High Frequency]

Having to spend numerous hours as a telephone operator, he is exposed to excessive high frequency noises. Therefore, his hearing has grown sensitive. Decoding speed is decreased by 5%.

If the cipher machine has reached 30/60/90% progress, his decoding speed will be decreased by 15/20/30%.

Deduction Diaries

1. Exile — “*A weapon? A monster? No, a child.*”

Basic Objective: Use Dialing Alert 1 time(s)

Advanced Objective: Use Dialing Alert 2 time(s)

Advanced Objective: Use Dialing Alert 2 time(s)

A diary entry: It seemed to be written by a child. "Today, I went to the park. I saw somebody looking at me funny. Was it the way I dressed today? I was a little sad, but that's okay."

2. Imposition — “*You're one of those... people, aren't you!? As expected of those from Mandela!*”

Basic Objective: Use Cord successfully 1 time(s)

Advanced Objective: Use Cord successfully 2 time(s)

Advanced Objective: Use Cord successfully 2 time(s)

A news article: "Telephones: The End of Interpersonal Communication?"

3. Solitude — “*I've read this one hundreds of times already.*”

Basic Objective: Pursued by the Hunter continuously for 36 seconds

Advanced Objective: Pursued by the Hunter continuously for 48 seconds

Advanced Objective: Pursued by the Hunter continuously for 60 seconds

A torn book page: "Function... radio waves... signal..."

4. Connection — “*Maybe you can be my hope after all.*”

Basic Objective: Stun the Hunter 1 time(s)

Advanced Objective: Stun the Hunter 2 time(s)

Advanced Objective: Stun the Hunter 2 time(s)

A photograph: A brown-haired boy holding a rosary is standing next to Cesar. They seem to be in front of a church. It's blurry, but there seems to be some sort of ceremony happening in the background...

5. Brotherhood — “*That's what friends are for, right?*”

Basic Objective: Stun the Hunter using Dialing Alert 1 time(s)

Advanced Objective: Stun the Hunter using Dialing Alert 2 time(s)

Advanced Objective: Stun the Hunter using Dialing Alert 2 time(s)

A diary entry: Today, my friend gave me a rosary and a notebook. He said that it helped him, so it'll help me too...

6. Childhood Intertwined, Forever Linked — *Unfortunately, all good things come to an end.*

Basic Objective: Stun the Hunter using Cord 1 time(s)

Advanced Objective: Stun the Hunter using Cord 2 time(s)

Advanced Objective: Stun the Hunter using Cord 2 time(s)

A diary entry: Why do things have to end this way!? It's never been this difficult before, so why is it hard to let go now!? It feels like a cruel twist of fate...

7. Tempus Fugit — *A Latin phrase meaning "time flies."*

Basic Objective: Rescue "Mark Heathcliff" one time

Advanced Objective: Rescue "Mark Heathcliff" one time

Advanced Objective: Rescue "Mark Heathcliff" one time

"At that moment, I knew that crossing that threshold would shatter my world forever."

8. Marked With Suspicion — *"Accused and isolated, a stranger among familiar faces."*

Basic Objective: Heal a teammate 1 time(s)

Advanced Objective: Heal a teammate 2 time(s)

Advanced Objective: Heal a teammate 4 time(s)

A news article: "Cold Case Chronicles: Tragic Murder Shocks Mandela County, Suspensions Linger". It goes in depth about the murder of a young boy in his house. Cesar seems to be the main suspect. There are stains of ink, making some of the text unreadable. The cutout of the article itself seems to be wrinkled as well.

9. Flee — *"I would never do that to him, why won't you believe me!?"*

Basic Objective: Vault through a window 2 time(s) without being hit by the Hunter.

Advanced Objective: Vault through a window 4 time(s) without being hit by the Hunter.

Advanced Objective: Vault through a window 6 time(s) without being hit by the Hunter.

A diary entry: The town may have turned its back on me, but I will not let their unfounded accusations define me. I will find a way to clear my name, to uncover the truth hidden in the shadows.

10. Unravel — *"Dancing on the precipice of madness."*

Basic Objective: Use Dial-up Connection to assist teammates and help them escape the Hunter's pursuit 1 time.

Advanced Objective: Use Dial-up Connection to assist teammates and help them escape the Hunter's pursuit 1 time.

Advanced Objective: Use Dial-up Connection to assist teammates and help them escape the Hunter's pursuit 1 time.

An audio recording: A worn-out cassette tape containing a recording of Cesar's distressed voice, rambling about sinister visions and a malevolent presence that haunts his dreams. The audio is punctuated with moments of sobbing and desperate pleas for understanding.