

Hello to everyone reading this! This has been a collaboration between a couple of people to help the others know about what's happened in Cerealia, as well as some things you need to know about the place. This will be updated once a month. You can also find a hard copy of this document at the Sanctuary.

Below are the colours we used in writing this. If you ever need to ask somebody for more information, you may contact us through your CereVice.

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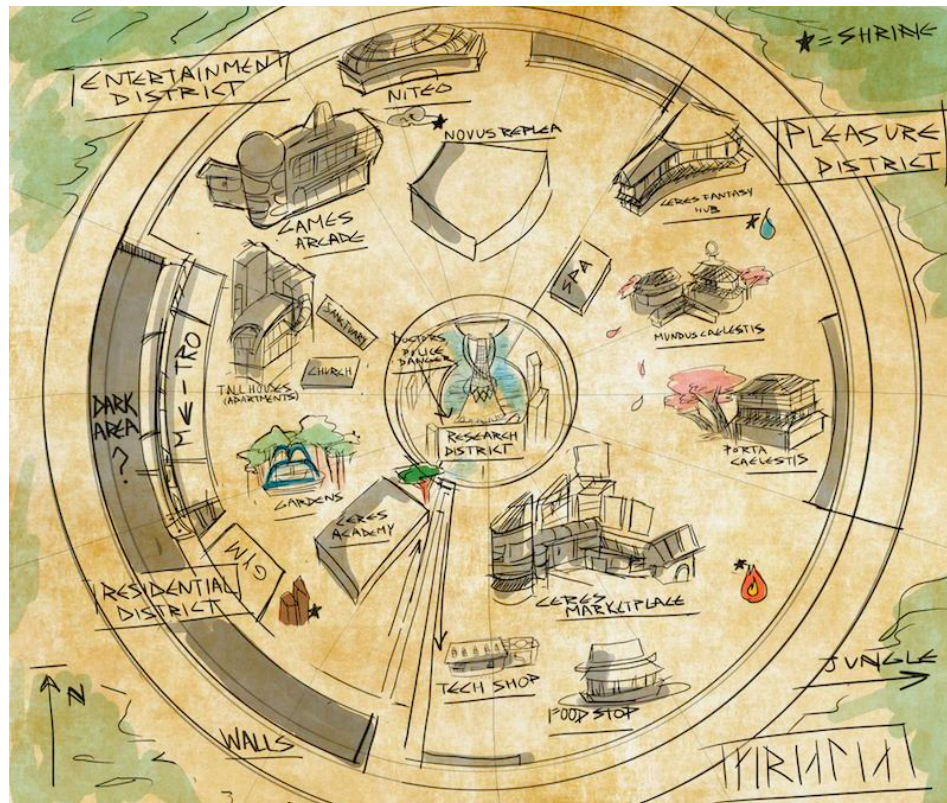
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For any other questions you'd like to add to the FAQ, please contact Athena!

AN INTRODUCTION TO CEREALIA:



Bellona Recreare - The current CEO. She's a pretty old lady. Supposedly she might be wandering around among us in the colony and we just don't know it. As of 8/16, she seems to have disappeared.

Mosley - The CEO's secretary. He's never gone to college, and is only nineteen! He's also never done a lot of things before: party, sing karaoke, amongst other things. He also talks a lot and likes to play Scrabble. Mosley-san has spoken to me before about being a robot, but I do not know how honest he is being. Evidently he does not poop either. He was apparently working to destroy CERES from the inside. As of 8/16, he seems to have disappeared. Someone who spoke to him just prior has posited that CERES killed him.

Julius Vincere - The old CEO, who now happens to be dead? (I'm pretty sure he isn't!) Some people found pieces of torn paper written by Bellona Recreare about his "death" and how it's fake.

Elias Sergej and Lucius Octavi - Former employees of CERES. One of them used to be the former CEO's secretary. Along with Vincere, they are also apparently dead/missing.

LILITH - A woman who appeared in the network, posting an encrypted post that the CERES employees couldn't see. She had a task for all of us, but she never followed through. It's been said that she's now missing in action.

CERES - A corporation who allegedly sells (our) energy. They're suspicious, so don't trust 'em!

Nexus Code - This is where people who disappear from Cerealia go.

The Bridge - She was locked up in the seventy-second floor of the CERES tower, and was apparently assisted by some people. She was the one who brought the whole population of Cerealia to the jungle. (The ones who are code like us, anyway.) We received communication via CEREvices from a robot who says she is not what she seems to be; it said she 'delighted in chaos.' She has presided over a number of human sacrifices, in any case, both of natives and spiritually-inclined other-worlders.

The Flamine Federation - They can be spoken to through a terminal in the "labyrinth", or the dark parts of the colony. They require you to wear a mask to be able to speak with them. They also require compensation for answering your questions. They will be reluctant to cooperate with you if your mask has cracks in them.

They're an alien group out for CERES, as CERES owes them a lot of money, apparently. They'll destroy worlds for money, and technically side with whoever is the highest bidder. It's been advised that nobody should try to fight them, since those who have tried didn't survive.

It has been all but confirmed that CERES hired them to destroy worlds.

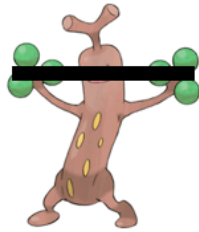
Rsaxxl/Rsxxl??? - (DOES ANYBODY HAVE INFORMATION ON THEM?? They trapped some ghosts or something. Another corporation.) They seem to be a private prison company.



Caeli-san



Maris-san



????



????

Ardeo - The fire god. He's a very playful one! And he doesn't want to share his powers with anybody. Looks like a fox. His domain is inside a volcano, and he brought those aligned with fire there. It was difficult to breathe. **Capricious, like actual fire, he can go from friendly to angry in a heartbeat.**

Maris - The really rude water god! He's VERY RUDE. Looks like a horned devil. He brought those aligned with him to his domain, the beach, but it wasn't a very fun trip! Some people had to fight the Kraken to survive. Can be found with Caeli, also seems to be one of the Bridge's right-hands.

Caeli - The air god. Looks like a cloud. (I don't know if Caeli is a she or a he.) Domain is in the mountains, and it has an abandoned laboratory of sorts up there. Caeli's a he. Also, Caeli seems to have owned griffins in the past but now they aren't his any longer. Can be found with Maris, also seems to be one of the Bridge's right-hands.

Occidi - The earth god.

TIMELINE:

August:

23 - The first group of arrivals was successfully pulled into the colony by Julius Vincere and CERES, who welcomed us with a barbeque. We were meant to mingle and begin building our new lives, but many of us saw a bizarre floating jaw of some sort at varying points in the day. Still uncertain as to what that was. People who ate the burgers that Vincere cooked at the

barbeque also began to show bizarre side effects later, such as hallucinations, nightmares and bouts of violence.

At some point after the barbeque, ViViD introduced Valoria, which was the first instance of new arrivals showing up in ViViD first, I believe. The main quest involved rescuing a princess from a dragon, but the level itself was riddled with the usual issues and glitches. I believe some saw visions of their worlds being destroyed.

September:

10 - The ViViD level Cadmus was introduced. Those suffering side-effects from Vincere's burgers could only find relief if someone was able to bring back a fruit (?) from the game to them. The most notable aspect of this was the fact that advertisements of this game increased and seemed to create a compulsion in others to play it. No one seemed capable of resisting. Additionally, those who arrived through ViViD/Cadmus were unable to log out and enter the colony until a resident helped them exit.

Shortly after (before the 12th), the g0rgon virus made its first known appearance. It seemed mainly to affect technology and the robots employed by CERES to keep the colony clean.

12 - The g0rgon virus continued to wreak havoc on technology in the colony. It also created a flood of spam that caused some people to download a supposed "anti-virus" from CERES. However, those who downloaded the anti-virus had their personal information posted on the public network (medical records, private conversations, classified information and so on - nothing of mine was released, but those are a few of the things that I saw from others.) The origin of this virus is still unknown, as far as we're aware.

17 - New arrivals were placed on the wanted list and accused of crimes they did not commit - as an example, I was accused of using inflammatory language on a message board for children's TV shows - as well as involvement in gorg0n, a virus that took over CERES' computer systems. Security droids were sent to kill them. It isn't until later that Julius Vincere dispatched his investigation units to question the new arrivals and award the latter 20,000 credits each in damages.

26 - The power was out all over the colony, save one billboard advertising a game called "Queen of the Mountain". People were given necklaces called lanterns that glowed despite the lack of power in the area. The goal was simple: Supposedly, anyone who collected the most lanterns at the end of three days would be returned home. People were encouraged to kill each other for these lanterns, and they were also in danger from masked participants of the game who were determined to win. Everyone was told to hold on to their lanterns at all costs; I don't know what happened to those who surrendered theirs.

The masked participants acted like normal humans driven to acquire the lanterns at all costs. As far as I know, they did not display any unique powers except a blatant disregard for persons and property.

28 - The power returned and Vincere issued a public apology. He claimed to have been out on an expedition.

October:

09 - A glass dome closed around the colony, and the weather grew colder and colder until snow began to fall. Many people sought refuge at the Fantasy Hub in the Pleasure District, which remained warm despite the dismal temperatures outside. At the Fantasy Hub, "virtual fantasies" were offered - one could build a world he or she desired and enter it, rather like ViViD. People can enter the same "fantasy" together if they so wished.

12 - Vincere apologized yet again once the climate returned to normal and the dome opened.

19 - New people arrived through ViViD's new Halloween-themed world.

21 - Appliances and other items in people's apartments and workplaces were mysteriously misplaced, suddenly appearing where they shouldn't be or malfunctioning.

22 - Ghosts - yes, *ghosts* - visited, and those they visited were deprived of a particular sense. It varies among those who were affected; for example, I lost my sight and would not have it back until a few days later.

27 - The effects from the ghost encounters wore off, but some had the misfortune of being abducted by ghosts and brought to Vidia's Secret: Premium Lingerie, where a more dangerous monster with a giant chainsaw lurked. This monster seemed to be invulnerable; any and all attacks did nothing to it.

Late October: There was a Halloween party at Niteo. Apparently, anybody who ate the candy corn became overly affectionate for a while until it wore off; also people who went into Backroom #05 saw illusions of the people they care about being accusatory and telling you why you didn't save them. Also the fortune teller named Aria tries to stab people through the face if you properly try to ask for your fortune. (If anybody wants to confirm any of this, feel free.)

November:

03 - new people arrived. They were asked to stay behind after the Powerpoint presentation to test some new games. Anybody who played the fortune telling game - specifically, the one

with the tarots - had their personalities changed or shifted for a while, until around the 6th.

The fortuneteller of the game was also Aria.

The effects were quite varied:

- Annoyingly excessive cheerfulness
- An impulse to give other people gifts
- Acting like a dog
- Sheer boredom
- An impulse to disrobe or dress provocatively
- Destroying something one would normally find useful or keep safe

22 - a citywide meeting happened, and people exchanged intel. We should have more of this!

I was unable to attend this meeting but it would be useful if there was a summary of the information learned available to us.

Late November - A group of people explored what was explorable in Cerealia to search for those whom disappeared. There was also a rumour that people could have been stuck in ViViD, so a group of people also went into ViViD to make sure nobody was stuck there.

December:

03 - People saw a memory belonging to another person randomly as a “dream”.

09 - new people arrived. People were invited to go to the carnival for a Christmas-themed celebration by the former CEO, Julius Vincere. The rides were dangerous, and some even showed illusions of one's world being consumed.

Also, as a note: anybody who brought any of the stuff that the Santa robot gave anyone kind of attacked when you brought them home.

10 - LILITH's appearance on the network. (Did anyone save her message, by any chance?) She talked about a task and chosen people, but didn't say more than that. I was unable to save the message but if I'm recalling correctly, she was musing over the things that we, “the forced”, had taken to dealing with. She also mentioned that we were at odds with Vincere KRASA. In my personal conversation with her, she also revealed that at least one person was here “intentionally” rather than as a “random occurrence”. She sent another phrase as well that I was unable to decode.

26 - new people arrived again! This was when people still arrived twice a month. It was also the winter ball, hosted by Natalia. This was held in the CERES Gardens. To note, the plant life was as aggressive as always, lethal even.

28 - a blizzard took place. Some people saw illusions of people they loved, and they seemed to always say something about the other person being “worthless”.

Even though it was after Christmas, if you didn’t have your Christmas decorations up and stayed at home, Santa will try to kill you with a machete. **Alternately, you could simply find someone who had their Christmas decorations up and stay with them for the time being. Moreover, Santa attempted to herd anyone in the streets out into the mall which was filled with murderous reindeer and angry elves.**

January:

08 - New people arrived. Everyone appeared at CERESCON, which was basically a rip-off of a convention. People had their photographs taken and some people had their souls taken out of their bodies by having their photos taken.

18 - The late CEO Julius Vincere and Lucius Octavi’s “murder”. Elias Sergej missing. Bellona Recreare and Mosley’s arrival to Cerealia as the new CEO and secretary to CEO. They did a spring cleaning around this time and technology went haywire. Some people also happened to be stuck in ViViD involuntarily, and everyone’s wounds from the games carried over to real life. People also dreamt of LILITH and saw her get strangled. Participants in the ViVid games who did not succeed fell under a “penalty” round for losing. Those who did not pass the game had to choose between two people who are very dear to them to save— if they could not decide, the game would decide for them. The losers would watch somebody precious to them be murdered before their eyes only to have a phantom of them haunt them for a few days. This is the first “penalty” I believe has ever occurred— at least for me.

26 - Mosley took several groups of people into the CERES Research Center, where the first hints of the implants in everyone’s eyes were found.

February:

8 - New arrivals. We were pulled into a hospital simulator where we were diagnosed and attempted to be operated on. The final phase of this game led to players making a choice between seeking Justice or the Truth after coming across a murder scene starring the head of the hospital and his lover. Dunno what happened if people chose Justice, but choosing to pursue the truth led players through a maze until they reached the end where they were awarded with a scrap of paper signed by Bellona Recreare.

13 - People were sent into the Nexus Code, where people saw various people who had disappeared in the past looking like soulless puppets.

21 - The roof of the colony broke and there was a flood that destroyed a lot of homes and lives. CERES was unavailable during this time, and Maris and Caeli showed up for the first time. Some strange things happened to the people here, like those aligned with the element

of fire suddenly had their hair on fire, those who were aligned with water could suddenly walk on it. Those who were aligned by air sometimes ended up floating, actually.

Anybody who flew up to the clouds would find that they were almost rock-solid. And also there were a couple of really ugly monsters lurking up there so there's that.

28 - The beginning of the reconstruction of Cerealia. This was headed by Natalia. The reconstruction of the colony also brought on the sky bridges connecting the residential district buildings and also the formation of the Sanctuary.

March:

1 - There was a raid in the research tower of CERES, and several people joined in on the fun. If we were suspicious of CERES before, we have a right to be now. Elevators full of robots, locked doors, and finding out the hard way that there are implants in their skulls was a lovely experience.

CERES has the ability to control different climates and elements inside their tower as well, such as electrocuting floors. Lower levels of the tower were also a wreck, like somebody blew through the wall. Weirdly, the tower itself was pretty empty of people.

4 - New arrivals. People were stuck in ViViD's "classic" mode until people finished the game they were stuck in. The games were Pac-Man, Tetris, and some others.

14 - A colonist under an alias alerted the network to the truth about the ocular implants in our eyes. There's photographic evidence if you go back through the network history. There's one implant in each eye.

15-21 - The Bridge brought everybody to the jungle, saying she was saved, so she's saving us, too. But the jungle was dangerous and seemed to be alive, amongst other things. Everyone was still together during this period in time.

22-26 - Everybody suddenly lost consciousness and woke up in the domain of one of the four spirits: Ardeo, Maris, Caeli, and Occidi. They said that it was now our home. On the last day, Mosley showed up in a flying golf cart and saved? everybody.

After we were brought back to the Colony, Mosley spoke to us on the network and we learned a lot of things. Specifically, we learned that even before we were officially brought into the colony we were separated by one of the four elements (hence us being split up in the jungle.) The Bridge is their queen. We have yet to learn what specifically separates us by element.

April:

1-5 - A small group of colonists went back into the jungle for a second excursion to explore the territory. After battling a ton of monsters and weird hallucinations brought on by something from the trees, we came across another village of Occidi's people. The natives told us that Ardeo's people live up in the volcanic region, Caeli's people live even further north in the mountains and Maris's people are south by the ocean. The natives entered a contract with CERES to agree to build on Tellus, but they didn't realize it'd be the birth of Cerealia. Only some of Occidi and Ardeo's people agreed, Maris's people refused, and Caeli's people were never found. The natives also mentioned sacrifices, but we didn't get a lot of info about that.

7 - New arrivals in a game called CereScape. New arrivals were assigned a class and a quest to complete before logging out of the game.

12-15 - CERES offered 1000 credits to anybody who checks a book out at the library. It turns out that these books offer unwanted side effects to anybody who touches it! Various effects include:

- Thinking that you're a queen/king
- Taking off your shirt and being "romantic"
- Becoming a daredevil
- Suddenly becoming very touchy-feely
- Amnesia

Later, a few colonists also found (and tore out) chips that were embedded in the library books. Since then, it's been confirmed that the code in the chips basically interfered with our code and that's why a lot of people were acting totally crazy. Also since then, our CereVices have received a library application that can't be removed and continually says we're past due.

22-26 - Ghosts appear from a section in the residential sector, and they were out for blood. It seemed that they were after CERES, but couldn't (?) differentiate CERES from the people who were stuck here (us). A lot of us got injured, some died. These ghosts could access our memories.

The ghosts were hunting down and calling people murderers. Also, some people were caught by ghosts but didn't die. However, even when being touched something in our code changed due to the ghosts. People becoming incredibly apathetic, some people becoming completely fearful, etc. It's a belief among some of the other colonists as well that we are all separated by something else, too, besides our elements (prior to the flood, several people experienced status effects such as phasing through things and being impossibly cold, being unable to see one particular object/color/etc, hearing one song repeatedly, etc.) Lastly, prior to the ghosts appearing, several people also became sick in a mass outbreak and yet the cold wasn't contagious. The reasoning has yet to be determined.

Several colonists worked together to seal the ghosts up inside the wall between us and the dark area. Pretty sure the ghosts weren't too happy about that.

May:

7 - New arrivals had to be part of the new health initiative by CERES. So we were all running around in a swamp with monsters, creepy dolls that look like people we know, and glitches. (I swear the games are getting weirder and weirder...)

9 - Learned some new stuff about those ocular implants. Mostly that they're mass-produced and supplied by the Flamine Federation in an under-the-table deal.

Mid-May: There was a carnival. And while MOST of it seemed harmless, Aria, a character from the video games CERES has made us play showed up and had her own booth. She gave fortune cookies to people who stopped by, as well as masks. These masks had some magical force in them which meant that it could never leave your side. If you throw it in the trash or burn it, it just comes back to you. If you break it, then it will come back with some cracks.

Even people who didn't receive a mask from Aria found a mask in their possession after the carnival. All masks began to follow their owners no matter what.

During the course of the month, the masks began to change. Some of the changes include:

- A cracked mask (if the mask was not cracked before, it certainly had cracks then.)
- A barcode
- Dripping blood
- A sad face
- Vine-like patterns
- Colour changes to dark grey
- White feather patterns
- Bloody fingerprints

There are certain criteria for what mask yours might turn into, and if you fit two or more, the change is "random". (It seems random. We haven't figured it out yet.) As to why you've received the certain masks, below are the reasons we believe hold truth:

- Cracked masks: You've been betrayed at some point in your life (Another thing is that you broke the mask yourself by various means.)
- A sad face: You've never killed anybody before
- White feather patterns: You have supernatural abilities
- Bloody fingerprints: You have killed at least one person in the past (Confirmed by several people)
- Dripping blood: You've died at some point in your life here or in Cerealia. (Confirmed by several people)

Other criteria for the other masks are yet to be determined.

22-26 - Most of the colonists were brought to the dark parts of the colony (called the "Labyrinth" by Cerealia natives). There were two places to go to: underground and aboveground, but there were no means of finding a way back to the colony.

Underground had various monsters, and there was a small body of water where people could find more *masks*. Whether the masks then had effects similar to what was given to us by Aria remains unknown. There was also an **altar** underground, and trinkets of people who were once in Cerealia could be found. These trinkets belonged to people who had strong spiritual powers. It is believed that they were sacrificed, but to whom? Since then, the altar has been destroyed by some of the colonists.

Above ground was not any safer. There were golems - large metal creatures that *could not* be defeated by any means. They seem to have come to life after being there in the trash heaps for so long. There was also a room full of mirrors, and these mirror shards reflected past traumatic memories of anybody who was in the room. If these shards are taken out of the room, they continue to show memories. However, once it's been brought out of the Labyrinth, they become normal mirror shards.

The masks that people have received also made people act differently. The only criteria for this is that the person must have worn the mask at least once - even prior to finding themselves in the Labyrinth. Some of the effects include:

- Cracked masks: Not being able to trust anybody; paranoia
- Sad face: Wanting to prove your worth no matter what
- Vine-like patterns: Distrusting anything related to technology

On the eve of the 26th, people we brought back to the colony proper through random means. Some people have found themselves up a tree, while some ended up in their homes.

31 - The Sanctuary received some upgrades to better the colony and make its use more efficient. There was also a colony-wide meeting at the Sanctuary. For more information on what transpired, it may be better to personally question Hiro Hamada.

At this meeting, a colonist revealed that he was signed on by CERES to be sacrificed at the aforementioned underground altar, then sworn to silence by a bond placed on his code. The details of it are a bit grisly, so I will not go into it. The Bridge was the one presiding over, and presumably demanding, the sacrifice. Mosley seemed to regard it as an unfortunate necessity. Logically, one would think that the sacrifices were only continued after the Bridge was freed, but there were trinkets on the altar from colonists who disappeared while she was imprisoned. Then, why? We still do not know.

June:

7 - New arrivals. The new arrivals were treated as bachelors and bachelorettes who had to “fight” for survival. This particular game of ViViD was called the Cerealian Dating Hunger Games.

20 - CERES takes action. Mosley posts to the Auralia Network after CERES delivers a bunch of robots to people. These robots suddenly took the form of whomever activated them and were *nice* for at least five days, serving their owner and following them around.

25 - The activated robots turned crazy and started kidnapping and killing people, wanting to replace their owner. (If anybody has more information regarding this, please let me know! I was kidnapped for about two days so I'm not sure what else happened.)

The robots, after their initial five-day grace period, began to take on all aptitudes and supernatural powers of their owners. (It did not matter whether they had previously seen those aptitudes in action.) They seemed to have a crisis of identity, and I suspect they truly believed they were their owners. Of note is that, when killed, they were indistinguishable from their owners except for the presence of black, motor-oil-like blood. The stain is still in my carpet.

30 - The CereVices made a terrible noise until an image of a cyborg flashed on the screen. It disappeared soon after until a post is made on the network. The poster is anonymous, and it contains statements about CERES, Mosley (and how he feels guilty for what he's done, whatever that is), the Flamine Federation and how they may be able to destroy CERES, as well as claims that The Bridge takes pleasure in the chaos. Occidi is seemingly unaware of this.

July:

7 - More new arrivals. CERES sends everybody to a beach-level in ViViD.

15 - A number of people disappeared and were sent to various places in the colony. Some people actually died trying to get back! The ones responsible for this are either Mosley or that anonymous cyborg.

19 - People started seeing mysterious animals (spirits?) and these animals started following them around. Every time the animal touched somebody else, that person would see a memory of the person the animal follows. The other person felt a wave of nausea or dizziness hit them, too. It was kind of gross. The animals that showed up were either a fox, a bird, a cat, or a goat. There doesn't seem to be anything common between the animals except for the fact that they were all sickly and limp, or was missing a body part.

24 - The animals disappeared (good riddance!) and everybody received a broken CYbuddy in the mail. These two are most definitely related. These CYbuddies cannot be fixed by any normal means, even by people who can otherwise deal with CERES' technology.

August:

7 - We got more new arrivals. Mosley wasn't around to introduce people to the new ViViD level, which was set in an asylum. Creepy.

16 - A sudden announcement from Bellona Recreare helpfully informed us that Mosley was engaging in 'corporate espionage' and that he had been 'terminated' as an employee. This was the last we would hear from CERES, as of this writing.

Whatever Mosley did before he left, it would not be an exaggeration to say he 'broke the colony.' All appliances manufactured by CERES began to violently malfunction, regardless of original function or how heavily they had been modified after purchase. The trains derailed and stopped, robots went haywire... As we are code, we, too, malfunctioned in often-jarring ways. At the end of it, the power went out entirely for a few hours.

19 - All the CERES-made robots in Cerealia, at least those with any sort of AI, simply died after that. There is nothing terribly wrong with their internals, but they simply will not boot.

FREQUENTLY ASKED QUESTIONS:

(to anybody reading this, feel free to make up your own questions that you think would be helpful for the newbies! - Athena)

Q: What are Flamines?

A: They're an alien species who supposedly ate everybody's worlds. But some people have gone back to their home and received new memories, so it's definitely not true.

Q: How do you get money in Cerealia?

A: Long story short? By working. If you're under eighteen, you can also choose the option of going to school.

Q: What happens when you die?

A: I've never experienced it myself, so this is all coming as secondhand information (if anybody wants to correct me, please do!) but usually for about three days (**this can vary from person to person**), you are out of the colony - presumably in the Nexus Code or whatever, being "fixed" - and then you rearrive in the colony the same way it happened the first time, powerpoint and all.

People who have died in the colony have also reported experiencing some glitches upon returning. Some glitches include buildings becoming distorted for a few moments or phasing through things. This seems to be more common the more times you die.

Q: What are the good places to visit at the Pleasure District?

A: Depends on what you're looking for, honestly. I personally recommend the Fantasy Hub and the Spa if you're looking to relax, though. Get the deluxe package at the spa. It will melt all your cares away.

Q: Can you return to your home world?

A: Not by choice, but yes, you can. You will find it exactly as you left it, and you will return to your life as if you were never in Cerealia. But when you're drawn back to Cerealia, you'll go through the exact same routine you did when you first arrived, Powerpoint presentation and all. You will remember everything about your previous stay, as well as what you did while you were back home. Julius Vincere explained that the code for someone's home world was stabilized during this time so returning home was possible. It's also possible for this to happen more than once.