

I'm going to try to participate a bit more then. XD I'm going to basically use my useless AP skills to analyze every single object in the game. :D Because why not.

Hotel time! Besides being very close to retail (Owned by Cyrus?), the sparkling cider out front shows this is supposed to be a classy, couples escape or something. Anyways. We enter the room and see a Christmas tree. Yet there is no snow outside. Why? Maybe the hotel hasn't been getting business since Christmas time and did not want to bother taking down the tree. Looking even further into Christmas time, we picture Christmas as a happy Consumer holiday. Full of children and innocence. Does this tree have a point? Who knows. **Left Room:** Obviously the Left room is a bank. Not sure why a bank would be in a hotel, but it serves it's purpose. **Top room:** This is strangely the only room with music in it. The IV clearly means it is a room used by a particularly sick person. Probably the guest room in the hotel. Who knows. Maybe the person in that bed was drugged through the IV and brought down to the basement. (More on that soon). **Right room:** The bathroom is a bit run down. Maybe the hotel has fallen on hard times? Either way, the bathtub on the far right wall is disgusting looking. **Upstairs:** Cows and stars... The town is called Moonveil, so it isn't that weird to have a star pattern on the furniture. The cow rug is a bit strange because the townspeople are animals.. But draw your own conclusions based on that. Anyways. This area is a little eatery thing for the guests. Another very dark room however. **Basement:** Personally, this room is so clever to see. The only noise is the drip bucket, giving the room a very eerie feeling. The rusted torture devices clearly point to mad experiments being carried out. Maybe someone is using the guests of the hotel for experiments? The grave in the back points to some failed experiments apparently. Question is. What were they testing for? Signs point towards a type of chemical based on the Erlenmeyer flask. The scientist may be using turnip dna or juices to develop their creation at least.

Moving on...To the police station. First you must cross through the forest of pitfalls. Actually not. You can just walk along the river on the right side of the forest to reach the police station. Outside of the station we see a book. Books are symbols of knowledge and intelligence basically. This book may mean an admission of guilt? Someone's memoirs? Who knows. Anywho, inside the station there are golden axes. All of them are axes. How did Mystery manage to stock the station with axes let alone get that many axes? No idea. Getting back to the point, the axe is clearly the murder weapon. Copper may just be keeping them in custody until the murder is solved? Then again, there are so many axes that you could easily take one without it being missed much. Plus, golden axes never show wear, so who would ever know?

Back to the outside. Past Diana's house, there is a trail of Holly bushes leading to a bus stop. Now. I don't like Holly bushes because of how spikey they look. Combined with how dark they are, it just spells evil intent and foreboding to me. Maybe the bushes are there to discourage people from entering the bus stop? Trying to stop people from leaving?

Here is where things start to get tricky. The Cafe is surrounded by black roses. This interpretation can be taken in two completely different directions. First, the roses could have been put there to represent hatred or a wish of death. The color black also has a different

meaning. Black is worn at funerals to show respect for the dead. Maybe the roses were planted them to show respect and mourn the dead mayor? Again. Who knows.

Past the bridge, the bush shape changes into a nice oval thing. Very soothing. It leads to the walk of dreamies. Perfect arrangements and perfect animals. Someone spent a lot of time plot resetting. There is another bridge as well if you choose to head down the west bridge. The path is instead lined with blue roses. Blue roses are viewed on TBT as the “rarest” or most “expensive roses”. Just a bit under Golden Roses.

Yet ANOTHER complication. There are five torches past the nice bushes. Four of them have fossils underneath them. In my opinion, they are representations for the four original villagers that were moved out forcibly. But then again, they could be actual grave sites. The strange part is that the third x is a silver axe. This conflicts with the assumption that the golden axes were the murder weapons. Then again, the silver axe is unused. But then again, what are all of these axes for?

Mayor’s house finally. When you first enter, you probably will step on the pile of leaves. You then turn to your fellow snoop and smile for a picture. Not really. The leaves are symbols of the outdoors obviously. Someone brought them into the house. The briefcase next to them suggests the mayor did it, but who knows. Maybe the briefcase is the detective’s and the leaves were brought in by the murderer. It is all up in the air. **Left room:** An office space. Maybe this is where the mayor forced his townspeople to work until they died. Probably not. Most likely this is just the Mayor’s home office and he had a staff at some point. **Top room:** This room has the same table from the basement of the hotel. And the pattern of the chairs is a rusted shirt thing. I definitely think that the mayor was plotting to make the town perfect. Maybe with the owner of that basement as a co-conspirator? Who knows. An interesting object to note is the thingy in the corner that makes noise as you walk towards it. Maybe the mayor was trying to hide something, so set up a security system in that corner while hiding it with the bookshelves. **Right room:** I don’t really view this room as pertinent to the “plot”. It is just a typical cafe like 100 others have in their houses. Maybe another sign of the Mayor trying to have a “perfect” town. Dunno. I might have missed something. **Upstairs room:** Hehehe. The perfect bedroom. Fouled by a murder. The mannequin is definitely representative of the mayor. But CLUE CLUE. The bottle next to the mayor is the same type of bottle they had on display in the bar of the hotel. Coincidence? I don’t think so. But I will get to that later. **Basement:** This room honestly confuses me. The paints on the ground may have been moved to the basement, or the mayor really just likes painting. Painting is viewed as childish, so maybe the mayor was too young to be proper? Then why is there a camera? The music is just displayed on the ground as well. It is some type of study, but I can’t seem to figure out why.

Theory time!!! I totally agree with the perfect town/stress thing though. I am also heavily influenced by Mystery’s story based on the town. She says they don’t really relate, but have similar roots. Close enough. I like the ideas in it though. In her story, Cyrus is the evil genius making a serum for memory loss and mind control. He drugs the guests through the bar and

brings them down to the basement for testing. I think something similar is going on here. Let me just copy and paste my initial guess here: "I'm gonna assume that Cyrus is the owner of the hotel (Because why not). He set up the hotel so he could develop some sort of serum (Probably not a mind-control one, but close enough). He would bring the guests into the town and then drug them at night. Hence the IV. All testing was done in the basement of the hotel. Some patients died during the process which would explain the grave in the back of the room. The mayor was aware of this process and was at first okay with it. As long as he could continue to develop his perfect town. The roses all around the town and the pwps would explain that. In order to build a perfect town, the mayor had to get rid of the original villagers to replace them with dreamies. Diana was the only original to survive and that's why she says good luck to the player.

Anyways.. Once he gets the dreamies, he basically locks them in the town, which is why they tell us to kill them. The mayor couldn't deal with something shady going on in his town, so he ordered Cyrus to stop. Cyrus couldn't bear to leave his work unfinished, so he got the town's police officer to assist him in killing off the mayor. Copper got scared that he would have his badge removed, so he locked himself inside the police station with the murder weapons. The pitfalls were placed there by him so no one could reach him.

The last house was where the murder happened. The door was kicked open probably, allowing leaves to enter the house. After they chased down the mayor, Cyrus drugged him before killing him with the ax. (the bottle and bloody pillow) After all of this happened, a detective was called to investigate the crime scene. That detective was most likely the player. Mystery and Misery are just probably representations of the buildings, giving us little clues about the secrets."

Now. Parts of this are probably wrong now that I have re-gone through the town. The villagers probably did like the mayor apparently. And the accomplice cannot live in the same part of town as the killer. So let's now assume that Cyrus is still the killer. But Tom Nook is the accomplice like he is in the story. The theory changes slightly, but only to accommodate Copper as the evidence-holder blocked off from the rest of the town. Therefore, rendering Copper as ineffective.

So apparently the hotel was built after the mayor died. Maybe instead of angering the mayor, the murderer began the experiments because there was no one there to stop him. The mayor probably said no to the development of a hotel and the experiments because the influx of people could end up destroying their perfect town.

I'll add more later. That was a lot of typing just now.