

## About This Project

'Miss Bellevue Never Heard The Whistle' ('Bellevue') is an otome-style visual novel set in the mid-1920s. Piper Lam (renameable) has always dreamed of being a journalist—being able to hone her fine storytelling skills and exposing secrets of the power brokers was all that motivated her. Such ambition brought her from San Francisco to the Atlantic Coast, only to find her assigned to the *society columns*. Opportunity presents itself in the most unusual of ways, though, such as a murder on the transnational express she's travelling on and an unexpected ally in a fellow passenger. It's a classic whodunnit on a train, with its mysterious passengers harbouring secrets—what's not to love?!

This is a short-term, non-commercial project slated to release at the end of Otome Jam 2025. This is set in the same universe as our other game, *Let's Misbehave!* whose demo was [released for Otome Jam 2023](#).

## About Me

My name is Jane and I've previously worked on 10+ visual novels, including *Salvus:Aries* and *Mirage Noir* in various capacities. I'm mainly a wordsmith by nature, having worked as a freelance editor for many years, but my day job of project management would allow me to seamlessly switch between my creative and management hats. *Bellevue* is a little tribute to a whodunnit subgenre I love, my eternal love for long-distance train journeys—and romance, of course.

## Currently seeking

Our team is looking for the following:

- Route co-writers (1) (unpaid)

The team is looking for one writer to assist in writing the script for *Bellevue*. This is an ideal opportunity to strengthen writing in character voice, working with an established writing team and gain experience in writing historical fiction.

If interested in any of these positions, please share your portfolio when you contact me.

## How to apply

You may either contact me through Discord (illegalileo) or via email (stjarnen@gmail.com). Please provide your portfolio/list of experience and a social media handle (preferably Bluesky) and the best way to contact you.

If you have any questions and/or comments, please do not hesitate to contact me through Twitter/X (@/campnellas) or Bluesky (illegalileo). Thank you so much for reading through this!

## FAQ

### **What is the project commitment?**

This project is a standalone project, and only confined to Otome Jam 2025.

### **What sort of characters will I be creating content for?**

You can find more information about our characters [in this document](#) (WIP)!

All content rated to be 16+ and will not include any explicit content. Any noted intimacy (if included) will be fade-to-black.

### **How much historical knowledge do I need to know?**

Any knowledge you do have of the socioeconomic conditions and geopolitical contexts of the 1920s in relation to the United States is helpful, but not absolutely necessary! Our team has done enough research and can help guide you if you have any questions and/or concerns.