

**PROLOGUE: CAR TRIP**

<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
<b>Gayle</b>	I've never been in a carpool with friends before... / I'm not used to seeing one of my friends driving...	I've never been in a carpool with friends before... / It's still quite a bit insane to me seeing one of my friends driving.
<b>Tep</b>	I said the same thing too when I saw him drive for the first time.	
<b>Jarrel</b>	Too bad we couldn't get everyone to fit in one car.	
<b>Gavin</b>	It's already cramped in this car and you still want to fit more people?	
<b>Gayle</b>	It's a good thing Eug knew how to drive and had a car we could borrow.	Thankfully Eugene knew how to drive, and had a car that could be borrowed, huh?
<b>Tep</b>	I'm surprised Eug got his license so quickly.	
<b>Jarrel</b>	And he's also more confident in driving than me...	
<b>Gayle</b>	By the way, what the heck is in your suitcase Kuya Lorenz??	By the way, uh, not to be rude but... What the heck is in your suitcase, Kuya Lorenz...?!
<b>Lorenz</b>	[I brought everything]	
<b>Gayle</b>	Ehh? Everything? / Wait, you mean you also brought your laptop and tablet again??	Eh?! Everything...?! / Wait, does that mean you brought your pen tablet again...?
<b>Lorenz</b>	[They're all just necessities]	
<b>Jarrel</b>	That's seriously way too much for "just necessities". / I'm pretty sure I felt the car get heavier the moment	

	you loaded that in the back.	
<b>Gavin</b>	How much longer until we get there?	
<b>Jarrel</b>	Not long now... It should be just along this road. Let me know if you guys see any buildings.	
<b>Gayle</b>	You can see how tall these mountains really are from here...	Uwaa~ You can see how tall those mountains are from here.
<b>Tep</b>	Oh, the signal died. I can't check the map anymore... Or play ranked.	
<b>Gayle</b>	Oh shoot, I don't have any signal either. Hopefully my messages sent before it died.	Oh shoot, yeah, it seems like I don't have any signal either. I hope my messages managed to send before it disappeared.
<b>Gavin</b>	Hey!! There's a big building up ahead on the right side of the road.	
<b>Jarrel</b>	Ah, that must be the place! Get ready everyone.	
<b>Tep</b>	Dami nating kalat. I can't believe we finished this much snacks.	

**PROLOGUE: AT THE CAR PARK [FREE WALK]**

<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
<b>Jarrel</b>	It's all forest out here... / I wonder if there are any wild animals out there. / You should stretch for a bit, we've been sitting down for hours.	

<b>Gwen</b>	I kinda wish I brought my laptop so I could play FNV with you guys.	
<b>Lorenz</b>	[FNV?]	
<b>Gwen</b>	Fellout: Old Vancouver. / I got addicted to playing it after getting it for a cheap price. It runs really well on my dated laptop too.	
<b>Lorenz</b>	[Did you forget it?]	
<b>Gwen</b>	Well, not really. / I'm not the only one who uses my laptop. It would be inconvenient for my sister and myself if I brought my laptop on an outing.	
<b>Lorenz</b>	[Maybe Jar has it.]	
<b>Gwen</b>	Really? I have to ask him later about it.	
<b>Eugene</b>	hey hey, did Jar bring his laptop?	
<b>Lorenz</b>	[I'm sure he has.]	
<b>Eugene</b>	he he he / Thanks man / oh. don't worry about it. you'll see. / Look forward to it. / Heh, Heh, Heh.	
<b>Lorenz</b>	[I didn't check.]	
<b>Eugene</b>	im going to kill him if he didnt. / . . . / kidding / oh. don't worry about it. you'll see. / Look forward to it. / Heh, Heh, Heh.	

<b>Tep</b>	How much stuff did you bring dude?	
<b>Lorenz</b>	[My drawing tablet.]	
<b>Tep</b>	Aren't you worried about those stuff breaking? Then again, Jar did bring his laptop too... / Just, be careful with it, okay?	
<b>Lorenz</b>	[Some board games.]	
<b>Tep</b>	Come on. I doubt those are all just board games. You must've brought your drawing tablet too. / Aren't you worried about those stuff breaking? Then again, Jar did bring his laptop too... / Just, be careful with it, okay?	
<b>Gayle</b>	Oh right! Kuya Lorenz! I sent you a message last night. Did you receive it? / I guess it doesn't matter now though because there's no signal here wwwwww. / I wonder what the resort is like.... This is my first time seeing it in person.	<i>(Imma rewrite this a bit since he did technically respond, and in-game self replied to that response.)</i>
<b>Gavin</b>	Oh my god, my feet HURT. / I FORGOT MY POWER BANK / MY PHONE'S ABOUT TO DIE NOOOO / Lorenz... Do you have a spare powerbank....	
<b>Lorenz</b>	[No]	
<b>Gavin</b>	DAMN IT! / There better be outlets inside the resort or I'm going to commit war crimes.	

Lennard	The resort is so big. How did you guys even pay for this?	
Lorenz	[We all paid for it.]	
Lennard	That's kinda sus. / You sure this isn't a scam? Nasa gubat pa tayó.	
Lorenz	[It was pretty cheap.]	
Lennard	That's kinda sus. / You sure this isn't a scam? Nasa gubat pa tayó.	
Lorenz	[Let's just enjoy ourselves.]	
Lennard	Baka mamaya mawawala nalang yung pera niyo.	

<b>PROLOGUE: OUTSIDE SORUJA RESORT</b>		
<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
Lennard	The door is so big. You could probably fit our cars inside.	
Lorenz	[Let's try.]	
Lennard	Yeah. Let's-. Wait. Then why did they make a parking lot?	
Lorenz	[Maybe there's a car inside too.]	

<b>Lennard</b>	Ohh, you might be righ- / Wait, no. Then why did they make a parking lot?	
<b>Lorenz</b>	[We shouldn't try it.]	
<b>Lennard</b>	Maybe there's a place to park inside? / Wait, no. Then why did they make a parking lot?	
<b>Gayle</b>	The door is so large that it reminds me of a church entrance. / Maybe there's still an indoor garden?	The door to the resort is so large, it reminds me of an entrance of some sort of church... / I wonder if it has its own indoor garden?
<b>Gavin</b>	I want to see the indoor pool. / The reviews said that this place had an indoor pool.	
<b>Jarrel</b>	Correct! Though I doubt this entrance leads to the indoor pool.	
<b>Gwen</b>	Don't you feel a little awkward standing here? Gathered up like in front of the door makes it look like we're going to rob this place.	
<b>Tep</b>	Isn't there someone who's supposed to let us in though?	
<b>Eugene</b>	I didn't notice anyone else around though. So they're probably inside.	
<b>Lorenz</b>	[Let's check inside.]	
<b>Tep</b>	Are you really sure it'll be okay...?	
<b>Lorenz</b>	[Maybe they're outside.]	

<b>Eugene</b>	I don't think there's anyone else out here except us.	
<b>Lorenz</b>	[We should wait here.]	
<b>Jarrel</b>	It's almost night time though... and we still haven't unloaded our stuff from the cars.	
<b>???</b>	Hello? Is someone outside?	
<b>Jarrel</b>	Ah! Yes! We're outside the door!	
<b>???</b>	Are you the ones who reserved the other day? omg, how long have you all been waiting? Please come in!	
<b>Gavin</b>	Let's hurry up and go in already!	

<b>PROLOGUE: INSIDE SORUJA RESORT</b>		
<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
<b>Gayle</b>	It's so spacious here...	Whoa!!
<b>Jarrel</b>	This must be the living room.	
<b>???</b>	So so so sorry!! I forgot today was the day you all reserved! It's easy to lose track of time when you live in the middle of nowhere. / Greetings! Welcome to Soruja Resort!	
<b>Lorenz</b>	[Are you the owner?]     [Who are you?]	
<b>???</b>	I am the host at this resort.	

<b>Host</b>	I'll help you all move your luggage inside! I have a trolley that'll make it easier to move your things.	
<b>Jarrel</b>	Thank you so much! You guys go on ahead, I'll move our stuff inside.	
<b>Eugene</b>	I'll help too, the stuff in the other car is kind of a mess to get through...	
<b>Host</b>	Feel free to explore around. I've prepared all the amenities ahead of time.	

**PROLOGUE: INSIDE SORUJA RESORT [FREE WALK]**

<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
<b>Gwen</b>	Oh right, Lorenz. You should take a look at this. / This is the resort's floor plan. Though this one appears to be a little out of date... It should still assist us in getting around here.	
<b>Lorenz</b>	[How did you get this?]	
<b>Gwen</b>	The Host handed it to me right before they left. They told me to show it to everyone so they don't get lost.	
<b>Lorenz</b>	[I don't need this right now.]	
<b>Gwen</b>	You should still take a look at it. The host told me to show it to you.	
<b>Lorenz</b>	[Did you steal this?]	

<b>Gwen</b>	What. No. The Host handed this to me before they left.	
<b>Gwen</b>	Here's the second floor. / I'll keep this for now and show it to everyone later at dinner, once we've all settled down. / In the meantime, you can return to me at any time to look over the map.	
<b>Gwen</b>	Would you like to see the maps?	
<b>Lorenz</b>	[Yes]	
<b>Gwen</b>	Which floor would you like to see?	
<b>Lorenz</b>	[No]	
<b>Gwen</b>	Oh, okay then. Just come back to me whenever you need to see them.	
<b>Gwen</b>	Are you done viewing them yet?	
<b>Lorenz</b>	[Yes]	
<b>Gwen</b>	You can come back to me any time to check out the map.	
<b>Lorenz</b>	[No]	
<b>Gwen</b>	Oh, it's alright. Take your time.	

<b>Tep</b>	What's the difference of a living room and a lounge? They're just the same to me.	
<b>Lorenz</b>	[The Living room is a formal place.]	
<b>Tep</b>	I don't think that clears up anything...	
<b>Lorenz</b>	[The Lounge is a casual place.]	
<b>Tep</b>	I don't think that clears up anything...	
<b>Lorenz</b>	[They're different rooms.]	
<b>Tep</b>	I don't think that clears up anything...	
<b>Lennard</b>	Two dining tables? Why not make it three? There's so much room.	
<b>Lorenz</b>	[There aren't enough tables.]	
<b>Lennard</b>	Oh yeah. Nevermind.	
<b>Lorenz</b>	[There would be too little space.]	
<b>Lennard</b>	We can definitely fit one more table here.	
<b>Lorenz</b>	[I don't know.]	
<b>Lennard</b>	Let's check the storage room and bring another table here. Wait, no, the host might get mad at us.	

<b>Gavin</b>	How much money did it cost to rent the resort... It even has a King's Bedroom. Who tf is going to sleep in the King's bedroom?	
<b>Lorenz</b>	[The host probably.]	
<b>Gavin</b>	Oh yeah, that makes sense.	
<b>Lorenz</b>	[I don't know.]	
<b>Gavin</b>	Can I sleep here?	
<b>Lorenz</b>	[You.]	
<b>Gavin</b>	For real?	
<b>Gayle</b>	Wah~ I like how you can see the indoor pool from up here. / Heyy!! Can anyone hear me from below?! / How fun~	
<b>[ONCE EVERYONE HAS BEEN INTERACTED WITH]</b>		
<b>Lorenz</b>	That sounded like it came from the dining room.	
<b>If the last interacted character is Gayle.</b>		
<b>Gayle</b>	I wonder if Jar and Eug are back I'll go check downstairs in the dining hall.	Oh, I wonder if Savi and Eug have returned. Let's go on ahead and check, Kuya Lorenz!
<b>Lorenz</b>	...	
I should head to the dining hall.		

**If the last interacted character is Gavin.**

<b>Gayle</b>	I'm hungry. I'll head downstairs to check if there's anything for dinner.	
<b>Lorenz</b>	...	
I should head to the dining hall.		

**If the last interacted character is Lennard.**

<b>Lennard</b>	That's probably Jar and Eug. Let's wait here for the others	
<b>Lorenz</b>	...	
Me and Lenn waited for the others in the dining hall.		

**If the last interacted character is Tep.**

<b>Tep</b>	Ah, Jar and Eug must be back already. I'll head to the dining hall first.	
<b>Lorenz</b>	...	
I should head to the dining hall too		

**If the last interacted character is Gwen.**

**[NOTE: Nothing happens, but the story will progress if you interact with another character.]**

**PROLOGUE: FIRST NIGHT DINNER**

<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
<b>Eugene</b>	You made it just in time. We just finished moving the	

	stuff out of the cars.	
<b>Lorenz</b>	[Is everyone here?]	
<b>Eugene</b>	Seems so, and don't worry about the bags. We moved them all to your rooms.	Yup, looks like it. Oh, also, everyone's bags are in the rooms now.
<b>Lorenz</b>	[What happened to Jar?]	
<b>Eugene</b>	Oh. He carried all your bags upstairs.	Carried all your bags upstairs.
<b>Lorenz</b>	[Where are the bags?]	
<b>Eugene</b>	Don't worry about that. Jar moved them all upstairs.	Don't worry. Jar moved them all upstairs.
<b>Eugene</b>	What the hell was in your suitcase though, Lorenz?	The hell was in your suitcase anyways, Lorenz?
<b>Gayle</b>	Oh right! What about the room arrangements?	Oh right! What do we do about the room arrangements?
<b>Eugene</b>	From what I've seen on the floor plan Gwen showed us, there should be enough rooms for each of us to sleep separately.	
<b>Lennard</b>	All the rooms are the same so I don't really mind which one I get.	
<b>Gayle</b>	It's not the rooms that are the problem...	Uh, it's not the rooms that's really the problem...
<b>Gavin</b>	Ate probably doesn't want to sleep by herself. / You always sleep alone in your room though!	
<b>Gayle</b>	It's not the same thing! I'm not used to sleeping here unlike my room!	It's not the same thing, it's different! I'm not used to sleeping in an unfamiliar place that isn't my own room...!

<b>Lorenz</b>	[Let's share a room.]	
<b>Gayle</b>	Is it really okay...?	Wait, are you alright with that? I don't mind, but...
<b>Lorenz</b>	[Share rooms with Eug.]	
<b>[Skipped to the following dialogue.]</b>		
<b>Lorenz</b>	[Sleep with Gavin.]	
<b>Gavin</b>	No way! I'm not going to sleep in the same room as her!!!	
<b>[Skipped to the following dialogue.]</b>		
<b>Eugene</b>	If it bothers you that much, you can sleep with me in my room instead. / I saw a futon in the storage room. We can run it in the washing machine and dryer before we go to sleep.	If it bothers you that much, you can sleep with me in my room, instead? / I saw a futon in the storage room. We can run it in the washing machine and dryer before we go to sleep.
<b>Gayle</b>	Thank you Eug...	Uwaa, thank you, Eugene...
<b>Tep</b>	Guys, nagugutom nako. Let's start cooking dinner already.	
<b>Gwen</b>	Let's go and bring out the ingredients then. Who'll cook the rice?	
<b>Lorenz</b>	[I'll cook the rice.]	
<b>[Skipped to the following dialogue.]</b>		
<b>Lorenz</b>	[Jar will cook the rice.]	
<b>Jarrel</b>	Ghhg... Mgnnh....	
<b>[Skipped to the following dialogue.]</b>		

<b>Tep</b>	I don't think Jar will be able to cook the rice, so it's all on you Lorenz.	
<b>Lorenz</b>	[I'll cook the perfect rice.]	
<b>Eugene</b>	Uh, yeah. Do your best buddy.	<i>Uh-huh? Sure, man. (this is closer to my instinctual talking but either is funny imo)</i>
<b>Lorenz</b>	[I'll cook rice normally.]	
<b>Eugene</b>	Uh, yeah. Do your best buddy.	
<b>Lorenz</b>	[I'll cook them all. None will survive.]	
<b>Eugene</b>	Uh, yeah. Do your best buddy.	
Everyone is working hard.		
<b>Host</b>	How's everyone going?	
<b>Lorenz</b>	[We're doing great.]	
<b>Host</b>	You say that yet it looked like you were having trouble operating that rice cooker over there.	
<b>Lorenz</b>	[It's a bit hard.]	
<b>Tep</b>	Are you saying that because you didn't know how to start the rice cooker?	
<b>Host</b>	If any of you are having trouble using the equipment, I'd be more than happy to help~ / Apologies for my	

	assumption but you all look quite young. Did your parents approve of this trip?	
<b>Gwen</b>	Come to think of it, I'm surprised none of our parents came along and let us go on our own.	
<b>Host</b>	I see... In that case I'll have to take extra care of all of you. / If you guys need anything, just let me know. The storage room also has almost everything you need too~	
<b>Everyone</b>	Thank you!!	
<b>Jarrel</b>	Woah... You guys prepared a lot for tonight... / I feel kind of bad for sleeping earlier so I'll make it up to you all by handling all the dishes later.	
<b>Gayle</b>	Let's eat before the food gets cold!	There's no worries at all, Savi! Either way, let's eat before the food gets all cold!
<b>Tep</b>	Are you sure we can really finish all of this...?	
<b>Lennard</b>	Too many plates. It'll be hard to clean this later.	
<b>Jarrel</b>	Don't worry! I'll handle all the dishes later!	
Me and my friends are having a meal together.		
<b>Jarrel</b>	You guys even prepared Sisig and Tinola in such a short amount of time...	
<b>Gayle</b>	I've been training my cooking skills for this very moment! / Behold! Gayle's special fried chicken and curry!	Fufufu, you see, I've been training my cooking skills just for this very moment! / Behold, the Wind's one and only special fried chicken and yellow curry!

<b>Lennard</b>	Woah, this tastes really good!	
<b>Gavin</b>	What are you talking about, this is just how you cook it everytime. You even had to ask help with from Lenn earlier with slicing the chicken.	
<b>Gayle</b>	A....	W-well, you see... / Ahem, I can't do everything on my own! The Wind has their limits, you darned human!
<b>Eugene</b>	What matters is that it tastes good.	
<b>Lennard</b>	Sayang yung pagkain if you guys don't try this one.	
...? / There's a single Siomai left on the plate.		
<b>Gwen</b>	So, uh. Who wants the last Siomai?	
<b>Lorenz</b>	[Eug should have it.]	
<b>Eugene</b>	Nah brother. This little man's feeling big now. / Thanks for the offer though.	Huh? Oh, no, it's fine. My stomach's already done for tonight.. / Thanks, though.
<b>Lorenz</b>	[Jar can have it.]	
<b>Jarrel</b>	Really? Thank you...	
<b>Lorenz</b>	[Lenn might want it.]	
<b>Jarrel</b>	Oh shit. Thank you.	
<b>Lorenz</b>	[Does Gayle want it?]	
<b>Gayle</b>	Ehh? Is it really okay? Thank you...	Hmm? Eh? Are you sure? If it's alright, then thank

		you...!!
<b>Lorenz</b>	[Let Tep have it.]	
<b>Tep</b>	*Burp* Ermmmmm... I'm sorry but I feel like I'll explode if you give me that. / Thank you for the offer, though.	
<b>Lorenz</b>	[You can have it Gwen.]	
<b>Gwen</b>	Oh, I asked because I didn't want to eat anymore. Thank you for considering me though.	
<b>Lorenz</b>	[Gavin wants it!]	
<b>Gavin</b>	LET'S GOOOOO!!!! THANK YOU Lorenz!!!!	LET'S GOOOOOO!!! THANK YOU LORENZ!!! Y'all can suck it!
<b>Gwen</b>	By the way guys, the Host told me to show you all this. / It's a map of the resort, so you guys don't get lost.	
<b>Jarrel</b>	We should paste that on a wall somewhere for everyone to see.	
<b>Gwen</b>	Oh right, I didn't think of that. I'll ask the Host which wall I can post it on.	
<b>Gayle</b>	What the heck it's already this late? Time went by so fast.	Whoa, what the heck, it's already this late? Time went by so fast.
<b>Jarrel</b>	No one ate the shrimp my mom prepared again...	
<b>Tep</b>	Lorenz is allergic to it after all. Plus, we can just eat	

	in tomorrow morning as breakfast!	
<b>Eugene</b>	That thing's going to smell in the fridge, do we have anything we can cover it with?	That thing's going to smell in the fridge. Do we have anything to cover it with?
<b>Jarrel</b>	There should be plastic wrap somewhere in the cupboards.	
<b>Gavin</b>	Oh yeahhh, that plastic is hard to break so it's perfect for suffocating someone.	
<b>Tep</b>	Oh my god. Why is that the first thing that comes to your mind.	
<b>Jarrel</b>	Anywayy! / You guys can head to your rooms now. I'll clean up here as thanks for the food.	
<b>Tep</b>	No way, we're going to help you whether you like it or not.	
<b>Gayle</b>	Yeah!! We're all here together after all, no one should be left behind!	Yeah! We're all here together after all, no one should be left behind! Plus, it's a lot easier if everyone took turns in helping out.
We helped Jar with cleaning the dining room and headed to our rooms.		

**PROLOGUE: ROOMS**

<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
<b>Eugene</b>	Jar said our rooms were in this hall. Gavin's, Lenn's, Jar's, and Tep's rooms are on the hall on the other side.	
<b>Gwen</b>	Oh hey. We can see them on the other side right now.	

Gayle	Hey guys!! Can you hear us!?	Uoooooo, hey hey!! HEEYYY!! Can you hear us?!?
Lennard	Heyy!!!!	
Gavin	HEEEEEYYYYY!!!!!!!!!!!!	
Lorenz	[You guys are too loud.]	
[Skipped to the following dialogue.]		
Lorenz	[What about the neighbors?]	
[Skipped to the following dialogue.]		
Lorenz	[HEYYYYYYYYY!!!!!!!!!!!!]	
Jarrel	Woah... That's the first time I've heard Kuya Lorenz this loud...	Whoa... I think that's the first time I've heard Kuya Lorenz this loud...
[Skipped to the following dialogue.]		
Jarrel	You guys are going to wake up the neighbors if you keep up this noise...	
Tep	Bruh. We're in the middle of a forest.	
Jarrel	Oh right. I forgot.	
Gwen	By the way guys, the host told me that the water in our rooms are shut off at midnight. / The pumps shut off at that time to save electricity.	
Gavin	Damn, guess that means I'll have to shower early.	<i>//gavin doesn't take a bath past 9pm so woot</i>
Gayle	I hope there's enough space for me to fit in Eug's room...	Uwa, I hope there's enough space for me to fit in Eugene's room...

<b>Gwen</b>	Sorry guys, somehow I'm starting to feel sleepy so I'll head to my room now. / G'night everyone.	
<b>Gayle</b>	G'night Gwen!!	Good night, Gwen-gwen!
<b>Tep</b>	Sleep well dude.	
... / I should head to my room too.		

**PROLOGUE: BEDROOM**

<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
	I still have some time before I head to bed. I wonder what I can spend my time doing.	
<b>INTERACTION WITH SUITCASE</b>		
	Jar actually carried my suitcase upstairs. / There are scratch marks trailing from the suitcase. It seems like Jar dragged this to my room at some point. / I'll unpack this later before heading to bed.	
<b>INTERACTION WITH WINDOW</b>		
	It's dark outside.	
<b>INTERACTION WITH TOILET BOWL</b>		
	Surprisingly, the toilet is very clean. I don't really need to use it right now though.	
<b>INTERACTION WITH BED</b>		
	A neatly made bed. / Should I go to bed early? I still have time to do other things.	

<b>[Go to bed.]</b>		
Are you sure? You will no longer be able to do other things until the story has progressed.		
<b>INTERACTION WITH BOOKSHELF</b>		
A collection of different ornaments. It looks like they've been recently dusted. / Hmm? There's a book here.		
"The Little Prince" by Antoine de Saint-Exupery. / Should I spend time reading this tonight? I should be able to finish the book tonight.		
<b>[Read "The Little Prince"]</b>		
...		
<b>"The Little Prince"</b>	"And now here is my secret, a very simple secret: It is only with the heart that one can see rightly; what is essential is invisible to the eye."	
... / My Empathy increased! / What a nice book. Though I don't really understand what happened in the end.		
I'm really sleepy... I'll put this book back and call it a night.		
<b>INTERACTION WITH SHOWER</b>		
The water pumps go out at night so it might be a good idea to shower now while I can... / Should I take a shower before heading to bed?		
<b>[Take a shower.]</b>		
I took a shower... / ... / I feel a lot fresher now! / My Charisma increased!		
I'm really sleepy... I'll put on some clothes and head to bed...		

**PROLOGUE: HOST PENELOPE**

<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
	My throat feels dry. / I need water...	
	Are those footsteps? / They sound like they're coming from the hallway.	
	The footsteps are getting closer... What should I do...?	
<b>Lorenz</b>	[Ask if anyone is there.]	
<b>Lorenz</b>	Hey!! Is someone out there??	
<b>Lorenz</b>	[Run away.]	
<b>Lorenz</b>	No time to think. I have to run away!	
<b>Lorenz</b>	[Stand still and wait.]	
<b>[Skipped to the following dialogue.]</b>		
<b>???</b>	Hello? / Is someone out there?	
	That voice... is that?	
<b>Host</b>	Oh. It's you. / I thought another thief had broken in.	
<b>Lorenz</b>	[You scared me.]	
<b>[Skipped to the following dialogue.]</b>		

<b>Lorenz</b>	[What are you doing?]	
<b>[Skipped to the following dialogue.]</b>		
<b>Host</b>	My apologies, I heard noise coming from the kitchen so I came to investigate. / You see... This place used to be frequented by thieves back then.	
	Fortunately, at the time this place wasn't a resort yet and there weren't that much valuables. / Though even then, we never found out how they got in... So I made it a habit to patrol around here every night.	
<b>Lorenz</b>	[You don't sleep at all?]	
<b>[Skipped to the following dialogue.]</b>		
<b>Lorenz</b>	[How do you get some sleep?]	
<b>[Skipped to the following dialogue.]</b>		
<b>Host</b>	Don't worry, I'm a nocturnal person. I spend the majority of my time sleeping in the morning. / I'm not always asleep though, I'll wake up the moment someone knocks on the king's bedroom.	
	Would you like some tea? At least let me apologize for scaring you like that.	
<b>Lorenz</b>	[Sure...]	
<b>[Skipped to the following dialogue.]</b>		

<b>Lorenz</b>	[I'm good, no thanks.]	
<b>Host</b>	Trust me, you'll want to have this tea. It'll help you sleep better.	
<b>Host</b>	It's really gloomy around here without the lights. I'll turn them on.	
	My father used to always brew this tea for me whenever I had trouble sleeping. / It helped me manage my sleeping schedules for school.	
<b>Lorenz</b>	[Your father taught you well.]	
<b>[Skipped to the following dialogue.]</b>		
<b>Lorenz</b>	[This tea is great!]	
<b>[Skipped to the following dialogue.]</b>		
<b>Host</b>	I'm glad you think so too. This tea really helps me relax.	
<b>Lorenz</b>	[Where is your father now?]	
<b>[Skipped to the following dialogue.]</b>		
<b>Lorenz</b>	[Who does this resort belong to?]	
<b>Host</b>	This resort belonged to my father until... / It used to belong to my father but...	
<b>Lorenz</b>	[Are you the only staff?]	

Host	I guess you can say that. It wasn't like this before my father...	
Host	My father is... He passed away... / This resort was his project. He wanted to build a home that could house his family and the generations thereafter.	
	Unfortunately, right after the construction was completed. He was rushed to the hospital due to a heart attack. / Not long after... He... Passed away...	
	He was quite old at the time, so it wasn't entirely surprising... / His death stirred up a lot of trouble for my family. We all had different ways of dealing with our grief.	
	Eventually everyone else decided to take their own paths, move on and leave this place behind. / Unfortunately, I'm not the kind that can move on so easily. I wanted to honor my father's hard work.	
Host	So I stayed here and treated the place as my home... / My only concern now is that I will meet the same fate, as my family has a history of heart problems...	
Host	My apologies, I didn't mean to make the mood so negative! Don't worry I'm all fine now.	<i>(hi its me eugene) (just suggesting here) My apologies, I didn't mean to dampen the mood! Don't worry, I'm all fine now.</i>
	After all that, I was left to inherit this mansion. To make ends meet, I've turned this mansion into a resort business. / Though business has been slow in recent months, which explains why the prices you	

	saw were quite low compared to other places.	
	I'm so very glad you all choose this resort.	
	I'll make sure you all have the best time here. So that you can all come back too~	
<b>Lorenz</b>	[You want us to come back?]	
<b>Host</b>	Of course! That's how this business works.	
<b>Lorenz</b>	[Thank you so much.]	
<b>Host</b>	You're being awfully formal. Don't worry, this is just how this business operates.	
<b>Lorenz</b>	[We'll make sure to come back.]	
<b>Host</b>	Really? I'll seriously be awaiting your return here then.	
<b>Host</b>	Oh my~ Look at the time! I hadn't realized we've been chatting here for this long. / I'll clean up the cups here so you can go ahead to your room.	
	Thanks for chatting with me tonight. / Come to think of it, I never told you all my name have I?	
<b>Host Penelope</b>	You can call me Host Penelope for the rest of your stay.	
	Oh! Make sure you tell that to your friends too okay?	
	Alright, you go ahead and get some sleep now. You	

	youngsters need lots of sleep!	
	Goodnight.	
<b>EXTRA DIALOGUE IF YOU DRANK WITHOUT A CUP</b>		
<b>Host Penelope</b>	Hmm...? Did you use this sink? / You know, the cups are in the cupboard beside the counter.	
	...	

<b>PROLOGUE: DREAM</b>		
<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
	...Huh? / I'm already at the hallway... / I think the tea Host Penelope made is finally taking effect... / I feel so sleepy.	
[Skipped to the following dialogue.]		
	!? / Where am I...?	
???	You're finally here. / I've been expecting you.	
	[Where am I?]	
[Skipped to the following dialogue.]		
	[Who are you?]	
[Skipped to the following dialogue.]		
???	I don't believe that really matters right now, no? / If I had to answer, I would say we are in-between the	

	border of dream and reality.	
	The “Real” you is currently asleep. / You are awake yet in a dream. Confusing, is it not?	
	I shall get straight to the point.	
	In the real world, there are people you consider your friends, correct? / Fret not, I do not wish to harm any of your precious allies.	
???	I am only interested in the Bonds you have with your friends. / I understand however, that such information does not come for free.	
	I’d like to strike a deal with you.	
	In exchange for observing your Bonds, I shall grant you a set of rewards within my power.	
	I may be able to grant you more abilities than what I have shown you if you gain more Bond.	
	Have I caught your interest? Shall we make a deal?	
[It’s a deal!]		
[Skipped to the following dialogue.]		
[Hold on...]		
???	Do not worry. I am only doing this to satiate my own curiosity. Your secrets are safe with me.	

???	I take it that you agree to this, yes? / Then just like before, the contract has been sealed. I look forward to working with you~	
	I believe that the next time we meet will of your own accord. / Farewell now, the real world is calling.	
	Until we meet again~	

CASE 1: GOOD MORNING		
CHARACTER	ORIGINAL DIALOGUE	REWRITTEN
	Huh... What a strange dream... / !? A message at this time?	
<b>[Phone Sequence]</b>		
	What a strange message. / ... / It's still 4 AM. I should go back to sleep.	
	...? / There's someone knocking on the door.	
???	Ku.....enz!!.....ere's..... gency.....!!!	
Gayle	Kuya Lorenz!! You're awake!	Kuya Lorenz!! Thank goodness you're awake!
Lorenz	[What happened?]	
<b>[Skipped to the following dialogue.]</b>		
Lorenz	[You're up early...]	
Gayle	I couldn't sleep well last night... Ah! Nevermind that!	Ah, well, I couldn't really sleep well last night so... Argh, wait! Nevermind that!

Lorenz	[Are you okay?]	
Gayle	Nevermind that!	Well, I... No, wait, let's not focus on that first.
Gayle	Kuya Lorenz!!! Do you know how to do First Aid?? / Someone downstairs needs our help!!	Kuya Lorenz!! Uhh, do you know how to do First Aid? / I think... No, uh... Someone downstairs really needs our help...!!
	Gwen is already on the way there, please hurry...	Uhhh, Gwen is already on her way there. / And, uh... / Urgh, argh... P-please hurry...
Gwen	Oh, you're awake.	
Gwen	Her voice sounds groggy, it seems she was just recently woken up.	//i put this as error coz it seemed like it's supposed to be in-thoughts dialogue
Gwen	Are you about to head downstairs? / Gayle said someone needed our help downstairs but I don't really know how to do First Aid...	
	If you don't mind, could I tag along? / I'm a bit anxious about going down there alone...	
Lorenz	[Sure]	
[Skipped to the following dialogue.]		
Lorenz	[Let's go together.]	
[Skipped to the following dialogue.]		
Lorenz	[I'll go alone.]	

<b>Gwen</b>	I promise not to get in your way. I'll be right behind you.	
<b>Gwen</b>	I'll be right behind you...	
<b>Gwen</b>	Let's hurry. The Living room is just ahead... huh? / There's... no one in the living room?	
	Where are they...?	
<b>EXTRA DIALOGUE IF YOU GO TO ANOTHER ROOM</b>		
<b>Gwen</b>	Hey, where are you going? The living room is just that way. Let's hurry over there first.	
We carefully made our way to the living room. / There was a contrast in temperature compared to when we first stepped in... The room was cold...		
We tried calling out hoping for someone to respond... but there was only silence. / That was when...		
<b>Gwen</b>	That's...	
We stood there in what felt like forever from the shock. / Gwen was the first to react in a panic, it didn't seem like the Host was breathing...		
<b>Gwen</b>	Hey!!! Are you okay!?	
There was no response. / Just as Gwen was about to call for help.		
<b>Jarrel</b>	Hey!! Is everything okay over there!?	

Everyone we knew gathered around the living room with the same fearful expression on their face. / Without hesitation, Lenn tried to revive the host by doing chest compressions. / ... / But it was all just a futile effort.		
Host Penelope, was dead.		<i>(me eugene again. marking my suggestions with ★.) Host Penelope... was dead.</i>
Jarrel	What happened....?	
Gavin	Someone call 911!!!	
Jarrel	Will that work if there's even no signal out here?	
Gwen	You should still try, I read online that 911 calls connect to the closest tower regardless if it's from your SIM or not.	
Gayle	I'll try then!! / Ahh... err... / Wait... H-How do you do this???	Ah! Alright, I'll try... / Ummm, ah... Er...? / I... Wait, How... How do you do this...? Do I just press call...?
Gwen	Here let me help, can I borrow your phone for a sec?	
Tep	Someone needs to get the keys and start the car so we can get the Host to the hospital!	
Gayle	There's no dial tone...	It's not ringing... That means that it's not connecting at all, right...?
Gwen	Our calls are getting nowhere...	
Lorenz	[I'll try on my phone.]	
[Skipped to the following dialogue.]		
Lorenz	[I'll look for the keys.]	

[Skipped to the following dialogue.]

<b>Lennard</b>	I don't think that's our biggest problem right now.	
<b>Gavin</b>	What?	
<b>Eugene</b>	Lenn, dude, stop. You'll just hurt yourself. Calm down, okay? / The door's locked... or rather, there isn't even a doorknob to open it.	Are you stupid?! You're going to hurt yourself! Calm down! / Let <i>me</i> take a look at this.. / The door's locked..? Or, rather.. there isn't even a doorknob to begin with.
<b>Gavin</b>	How does this door open then??	
<b>Jarrel</b>	The Host wasn't at the door to greet us when we first came in, remember?	
<b>Tep</b>	So, there's some kind of remote that unlocks the door?	
<b>Jarrel</b>	Do you guys think we can shut off the power to open the door...?	
<b>Gavin</b>	The generator room is locked though. We can't test that theory unless we can find a way in.	
<b>Gwen</b>	I'm surprised to tried to go in despite the big warning sign.	
<b>Gavin</b>	I was just curious, okay?	
<b>Gayle</b>	So, what do we do...?	... So... What do we do...?
Everyone had the same question written on their faces. / We're stuck inside the resort, without any way to call the outside world for help... /		

And another thing that leaves us uneasy...		
Is the fact that there's a dead body...		
<b>Lorenz</b>	[Let's deal with the dead body first.]	
[Skipped to the following dialogue.]		
<b>Lorenz</b>	[Let's look for that control panel.]	
[Skipped to the following dialogue.]		
<b>Lorenz</b>	[Should we look for the keys?]	
[Skipped to the following dialogue.]		
<b>Eugene</b>	We need to move the Host to another place first, as a sign of respect at least.	We need to move the Host to another place, at the very least. Out of respect.
<b>Tep</b>	Maybe upstairs...? I think the King's room was their room.	
<b>Gayle</b>	We can try making a Hammock to transfer them using the blankets.	
<b>Lennard</b>	Yeah, let's use this to bring them to their room. / Everyone. Grab an edge and get ready to lift.	
<b>Gavin</b>	Is the king's room even open?	
<b>Lennard</b>	We'll find out once we get there.	
<b>Jarrel</b>	One. Two. Three!!	
Through everyone's efforts. We managed to carry the Host's body to their		

	room.	
Gavin	This took an unexpected twist...	Damn this shit is feeling like a murder mystery now.
Gwen	Man, this was supposed to be a fun outing.	
Jarrel	For now, we need to find a way to get out of this resort. / Let's all split up and look around the resort to see if there's anything we can use to get out of here.	
Gavin	I'm just thinking about what Eug said earlier, we should look for whatever the heck the host was using to control the door remotely.	<i>Replace "heck" with "hell". The other parts of the dialogue is fine.</i>
Gwen	The best place to hide a remote like that would be in the Host's room right? I'll go look around in there then.	
Jarrel	If it's okay, I'd like to check that place out too. Mind if I come along?	
Tep	I'll go as well.	
Eugene	While you guys are investigating over there, the rest of us should check out the rest of the resort. / There might be another way out of here that we don't know about.	While you guys investigate there, all of us left should check out the rest of the resort. / There might be another way out that we don't know about.
	I want to check storage room for keys. Does anyone wanna come with me?	I'm going to check the storage room for keys. Anyone wanna come with?
Lennard	I'll go with you. Ako na sa second floor.	
Gayle	Then... I'll go around and check around the resort for another exit.	Uhm, then... I guess I'll go and check around the resort for another exit.

<b>Gavin</b>	I'll go with Ate. I might find a secret passage.	I'll go with Ate, She might get scared and I also might find a secret passage!
<b>Eugene</b>	Will you be joining them Lorenz?	Are you going to join them, Lorenz?
<b>Lorenz</b>	[Yes]	
<b>[Skipped to the following dialogue.]</b>		
<b>Lorenz</b>	[I'll look around too]	
<b>[Skipped to the following dialogue.]</b>		
<b>[Skipped to the following dialogue.]</b>		
<b>Eugene</b>	Gavin and Gayle will look around downstairs. / There's already a lot of people on the second floor, but you, Lorenz, will look around here just in case.	Gayle and Gavin will look downstairs. / There's already a lot of people on the second floor, but you should still look around here just in case, Lorenz.
<b>Jarrel</b>	Let's all gather at the dining room at lunch to discuss our findings. I hope we can find a way out...	
<b>Tep</b>	I hope so too...	
Everyone nodded in agreement and went their ways.		

**CASE 1: SEARCHING THE 2ND FLOOR [FREE WALK]**

<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
	My objective right now is to go look around this floor for another way out.	
	I don't have access to everyone else's rooms but given we only got here yesterday, everything should mostly be the same as my room.	

I should write down any important information I get.		
<b>INTERACTION WITH 5TH ROOM</b>		
... / Hmm? This is strange. / If I remember the floorplan correctly, There shouldn't be a fifth door down this hallway. Gwen did say the floor plan was outdated so...		
I should discuss this with the others later at lunch.		
<b>INTERACTION WITH 5TH ROOM (AGAIN)</b>		
This room is definitely a place of interest. I should tell the others about this.		
<b>INTERACTION WITH NAME PLATES</b>		
[Character]'s Room. / Did these nameplates always have our names written on them...? / I should ask someone nearby.		
<b>INTERACTION WITH NAME PLATES (AGAIN)</b>		
I should ask someone about these nameplates.		
<b>INTERACTION WITH WINDOW</b>		
... / The view out here is nice, but I have to focus on my investigation. / All the rooms should have one of these windows at the end of the room.		
I can open this window to let air in but there are grilles that prevent me from leaving through the window.		
<b>Lorenz</b>	[Attempt to break the grilles.]	
These grilles are tightly locked onto the window frames. I can't squeeze through either.		

Lorenz	[Attempt to call for help.]	
HEYYYY!!! WE'RE STUCK INSIDE!!! PLEASE HELP!!!!		
... / I don't think that did anything other than make my throat hurt.		
INTERACTION WITH WINDOW (AGAIN)		
These grilles can probably be dismantled... Maybe there's some tools lying around the resort somewhere.		
INTERACTION WITH WINDOW (AGAIN)		
The mountains out here are so scenic. A shame we won't be able to explore them for a while.		
INTERACTION WITH SUITCASE		
Thinking about it, my suitcase is really heavy. / I'm surprised Jar was able to carry it all the way upstairs. / I think I have some time to unpack my suitcase right now before lunch...		
EXTRA DIALOGUE IF YOU LEAVE WITHOUT UNPACKING		
Before I leave, I should unpack my things first. Else I'll forget again.		
AFTER UNPACKING SUITCASE		
Much better.		
INTERACTION WITH BASKET OF CLOTHES		
All the clothes I brought to the trip. I'll run these in the washing machine later.		
INTERACTION WITH GAME BOARD		

One of the board games I brought along. The game goes like this...		
First, players will be given their secret role at the start of the game. No player should know each other's role before the game begins. Among the given roles, there's a single killer, an officer, two medics and the rest are <b>civillians</b> .		
The killer must kill everyone else without letting anyone know. What sets this game apart from other killer board games is that you can leave evidence behind that the players can use to tell who the killer is.		
And once someone finds out who the killer is... The officer can take things into their own matters and then!		
Oh wait. / This isn't the right time to be talking about board games! I should continue my investigation.		
<b>INTERACTION WITH BATHROOM</b>		
I don't think I can find anything useful for my investigation in the bathroom.		
<b>INTERACTION WITH LENNARD</b>		
<b>Lennard</b>	Yo. What's up?	
<b>Lorenz</b>	[How are you feeling?]	
<b>Lennard</b>	So far I haven't found anything of use here. A lot of the stuff here are just junk that haven't been thrown out yet. / I'm worried that something bad might happen if we don't get out of here soon like in the movies. / I'll keep looking around.	
<b>Lorenz</b>	[Do you know about the Room Nameplates?]	

<b>Lennard</b>	The nameplates...? Oh those bright things outside our rooms? / They have our names written on them now?	
	I didn't notice earlier. But I don't think they were like that last night, right? / So, they were probably changed while we were asleep?	
	How did the host know our room assignments though...	
<b>Lorenz</b>	[Are there any tools here?]	
<b>Lennard</b>	From what I've explored so far, there aren't any tools here. / There's just scrap metal and some useless documents here. / Which is surprising since this is the perfect place to keep them.	
	You can check the storage room downstairs too but, I doubt there would be any tools over there either. From what I remember there's just food and some old documents over there.	
	Sorry I couldn't be of any more help. If I turn out to be wrong and there actually ARE tools here. I'll look for you asap.	
Hmm... I checked out everything I can for this floor. Maybe I should check on Gayle and Gavin downstairs to see how they're holding up.		

**CASE 1: ANOTHER EXIT**

<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
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**INTERACTION WITH STORAGE ROOM DOOR**

It's locked? / Isn't Eug inside!??

**Eugene**

**HOLD ONNNNN I'M COOKINGGGGGGG**

**DON'T BANG ON THE DOOR! I'M BUSY!**

!??

**Eugene**

**DON'T WORRY. I'M OKAY. THERE'S JUST A LOT OF STUFF HERE I NEED TO CHECK OUT SO I LOCKED THE DOOR SO I WON'T LOSE TRACK.**

Ah, geez! I'm fine! There's just a lot I need to go through! I closed the door so I won't.. ugh! I already forgot what I was looking at!

**I'LL OPEN IT LATER, ONCE I'M DONE HERE.**

Urgh.. I'll open it once I'm done, so don't worry about me!

**INTERACTION WITH GAYLE**

**Gayle**

Oh! Kuya Lorenz! You're here too. / Are you finished with your investigation upstairs?

Oh! Kuya Lorenz! You're here now too! / Have you finished with your investigation upstairs?

**Lorenz**

[How are you feeling?]

**Gayle**

Knowing there's a dead body in this resort... Makes me feel uneasy... / But I can't just lay back in fear while everyone else is working hard to find an exit.

I can't really properly word it but... The fact that there's a dead body in the resort... / Makes my stomach feel really ill... It's so uneasy-inducing that I feel so sick... / But... Even so, I can't just stay back while everyone else is working hard to find an exit.

I have to do my best. Even if I'm scared...

I have to do my very best too after all...! / Hrrmphh!!  
Yosh yosh, I got this... We got this! Phew...

**Lorenz**

[Do you know about the Room Nameplates?]

**Gayle**

The nameplates? / Oh right! / Come to think of it, I noticed they were changed this morning.

*Huh? The nameplates? / ..... Ah! / Come to think of it, I noticed they were changed this morning... I think.*

	I think Gwen might know more about it. I remember seeing her talking to the Host last night about the nameplates.	<i>I think Gwen might know more about it, though. I saw her talking to the Host last night... something about the nameplates.....</i>
	I was walking back to Eug's room with the futon I got from the storage room. Then I saw her on the way back talking to the Host.	
	I didn't mean to overhear their conversation but... I heard them talking about the room assignments.	
	It was sometime around 12, I think.	<i>It was around 12am, I think...</i>
	Did that help? I'll have to apologize to Gwen later for eavesdropping...	<i>That's all I really know about it... I hope it helps out a bit. Aah~, I have to apologise to Gwen later for eavesdropping.....</i>

**[NOTE: Choosing the dialogue below will proceed to the next part of the story, even if the others have yet to be interacted.]**

<b>Lorenz</b>	[How's your investigation going?]	<i>//I recommend keeping this locked until all choices are chosen</i>
<b>Gayle</b>	Despite how big this place is, me and Gavin haven't found anything resembling an exit or another way out... / We even checked behind the lockers for any secret passages...	<i>You know, despite how big this place is, Gavin and I haven't found anything resembling an exit, or another way out. / We even checked behind the lockers for any sort of secret passages...</i>
	So far the only place we haven't checked yet are the shower rooms and the Generator room. / The Generator room was locked so we couldn't really investigate inside.	
	Me and Gavin together checked the shower room on my right but Gavin insisted I stay out here while he checked the one on my left.	<i>Gavin and I checked the shower room to my right together, but then insisted that I stay out here while he checked the one to my left... I swear, that guy.....</i>
	Actually... Gavin has been inside for a while now... Is	<i>..... Actually... Gavin has been inside for a while now... Is he</i>

	he okay?	<i>okay.....?</i>
	Wah... That feels kind of weird to say. Maybe I should go inside just to check if he's still alive.	<i>Wah... That feels kind of weird to say. Maybe I should go and check if he's at least still alive...</i>
<b>Gavin</b>	GUYS.	
<b>Gayle</b>	Whoa, what's gotten into you?	<i>Jeez, your volume! What is it?</i>
<b>Gavin</b>	I FOUND A SECRET EXIT!	
<b>Gayle</b>	Wait, really?	
<b>Gavin</b>	COME INSIDE. LOOK.	
<b>Gavin</b>	LOOK LOOK, THERE'S A HOLE THAT GOES THROUGH THE WALL.	
	IT'S HIDDEN BEHIND THE SHOWER. I don't think even the Host knew about this!	
<b>INTERACTION WITH GAYLE (INSIDE BATHROOM)</b>		
<b>Gayle</b>	If Gavin actually found another way out of here... I should go call the others too, right?	
	Ah, but it might be a good idea to confirm if Gavin actually found another way out... We might end up calling everyone for a false alarm...	<i>Ah, but we should confirm if Gavin actually managed to find another way out first. I feel bad if we ended up calling everyone for a false alarm...</i>
<b>INTERACTION WITH GAVIN (INSIDE BATHROOM)</b>		
<b>Gavin</b>	Do you see it?	
Gavin moves the curtain then focuses my attention on the crack in the wall. I follow the crack with my eyes to see where it leads to.		

!?		
There's an arm sized hole in the shower room's wall! / The cracks on the wall are the result of corrosion from the pipe leakage...		
Judging from the size... This hole was purposely dug out, taking advantage of the weak wall material.		
Could this be the Escape Route of the thieves the Host mentioned before?		
No... This isn't big enough to be an Escape Route. / Maybe this was the passage they used to transfer the stuff they stole?		
There's a faint light coming from the other side.		
<b>Gayle</b>	No way... That's the forest on the other side!?	
<b>Gavin</b>	Yeah!! It is!! This hole leads directly outside the resort!	
<b>Gayle</b>	That means if we break down this wall, we'll be able to escape?	
Something looks off though... The forest looks like <b>its</b> farther ahead into the distance.		
<b>Gavin</b>	We just need the right tools to break it...	
<b>Gayle</b>	Sheesh Gavin, can't believe you found an escape route this quickly.	<i>Sheesh, can't believe you found an escape route this quickly, Gavin. That doesn't really happen often..... Ahem.</i>
	Usually in mystery novels, the secret escape route is revealed much later on in the story.	<i>And usually in mystery stories, the secret escape route is often revealed later on in the story, right? Yosh...</i>
<b>Gavin</b>	Because I'm the main character, see?	

<b>[Phone Sequence]</b>		
<b>Gayle</b>	Huh...? I received a message?	
<b>Gavin</b>	That's weird. I got a message too.	
<b>Gayle</b>	Looks like Kuya Lorenz got it too...	<i>Eh... Looks like Kuya Lorenz got it too...</i>
<b>Gavin</b>	THAT'S SO CREEPY.	THAT'S SO FUCKING CREEPY.
<b>Gayle</b>	It's telling us to go to the <b>dinning</b> hall... Should we go?	<i>It says that we should go to the dining hall... I feel kind of uneasy about it but, should we go on ahead?</i>
<b>Lorenz</b>	[Let's head to the dining hall.]	
<b>[Skipped to the following dialogue.]</b>		
<b>Lorenz</b>	[It might be important.]	
<b>[Skipped to the following dialogue.]</b>		
<b>Gavin</b>	No way!!! This is how the killers in crime movies get their next victims!!	
<b>Gayle</b>	But we're the only ones in the resort, right?	
<b>Gavin</b>	You guys can go ahead if you want but I'll stay here.	
<b>Lorenz</b>	[Maybe everyone else got the message too.]	
<b>[Skipped to the following dialogue.]</b>		
<b>Lorenz</b>	[Let's all go together.]	

[Skipped to the following dialogue.]

<b>Gavin</b>	... / Fine... But you two are going to be my meat shields, okay!?	.../ Fine... But at the first sight of danger, I'm going to ditch the both of you.
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**CASE 1: DISCUSSION**

<b>CHARACTER</b>	<b>ORIGINAL DIALOGUE</b>	<b>REWRITTEN</b>
<b>Gavin</b>	You guys got the message too?	
<b>Jarrel</b>	Sorry for being so vague with it, I'm still tweaking out the features.	
<b>Gayle</b>	Features?	
<b>Jarrel</b>	I'll show you guys in a bit. Come take a seat! We've been waiting for you guys.	
<b>Jarrel</b>	The message you all mysteriously received earlier was from me. / I found this Signal booster the storage room earlier this morning. I actually saw it before while we were cleaning up last night. It's a cheap knockoff but it still does its job.	
	By rewiring its internals and changing the frequency it boosts, I can mimic the frequency our SIM cards use to receive and send messages.	
	I've been testing it since this morning, just a while ago I finally found a way to broadcast the signals to	

	everyone's phones.	
Eugene	Basically, we'll be able to send and receive messages to each other inside the resort now even without any signal whatsoever, right?	
Jarrel	Correct! Though I can't seem to get the calling feature working so we'll have to stick to text for now.	
Tep	That's so cool.	
Gavin	OHHH! I'm gonna get back at you for sending that creepy message earlier!	OHHH! I'm gonna fucking murder you for sending that creepy message earlier!
Jarrel	Too bad, I already configured it with everyone's phones so everyone will know who's messaging them.	<i>//i haven't checked but these dialogues should be slightly tweaked</i>
Gavin	Aww. Damn it.	
Lennard	So, what's everyone progress on the investigation? / I couldn't find anything useful in the storage room upstairs. It was mostly just scrap and old junk.	
Eugene	Same for me as well, the storage room downstairs had a lot of food, beverages and medicine stored. At the very least, we won't have to worry about those things for a while.	Same here. The storage room downstairs had a lot of food, beverages and medicine, though, so we won't have to worry about those things for a while, at least.
	What about the others?	
<b>[About our Room Nameplates...]</b>		
Lennard	Oh yah. Lorenz pointed out earlier that our nameplates outside of our room had our names now.	
Gayle	I noticed that too but I forgot about it though because	<i>Mhm, I noticed that too! But, well... due to things that happened</i>

	of what happened...	<i>this morning, it left my mind...</i>
<b>Tep</b>	That's strange, they weren't like that last night right?	
<b>Gavin</b>	I don't think so... I can't really remember though because I wasn't paying attention.	
...		
This discussion won't move on until I prove a fact. Good thing I wrote down <b>everyting</b> down on my phone.		
I'll need to carefully choose the right thing to say, if I say something wrong, my words won't have any influence on them anymore.		
When did the nameplates start displaying our names?		
<b>Lorenz</b>	[While we were asleep.]	
<b>Eugene</b>	Yep, that sounds about right. They didn't have our names on display last night when we all decided to sleep.	
<b>[Continue on to the following dialogue.]</b>		
<b>Lorenz</b>	[After we woke up.]	
<b>Eugene</b>	That can't be right, if we assume that only the Host can change the nameplates, it would've been impossible for them to change the nameplates at that time because of what happened.	
	Unless, somehow, there's some kind of time-based mechanism that delayed the time at which the nameplates were updated, but even that's a stretch.	

Darn it. I need to think this over again.		
<b>Lorenz</b>	[Since we arrived.]	
<b>Lennard</b>	I'm pretty sure they still had "Standard Room number" last night tho. / You're the one who pointed out it wasn't like that before we slept too, remember?	
Darn it. I need to think this over again.		
<b>Gayle</b>	Then it's around midnight, right?	
<b>Eugene</b>	If the Host changed the nameplates with our names sometime after midnight. The question is how they got our room assignments...	
	Neither me or Jar told the Host about the room assignments while we carrying your bags to your rooms.	
	So someone among us told the Host about our room assignments.	
<b>Gavin</b>	Heh. Amongus.	Heh. Amogus
<b>Tep</b>	Oh my god. shut uppp.	
I think I know who might've told the Host... I just need to remember...		
Who could've told the Host our room assignments?		
<b>Lorenz</b>	[Gayle.]	
That's not right... I need to think this over again.		

<b>Lorenz</b>	[Eug.]	
That's not right... I need to think this over again.		
<b>Lorenz</b>	[Gwen.]	
<b>[Continue on to the following dialogue.]</b>		
<b>Lorenz</b>	[Gavin.]	
That's not right... I need to think this over again.		
<b>Lorenz</b>	[Jar.]	
That's not right... I need to think this over again.		
<b>Lorenz</b>	[It was me.]	
I told the Host...?		
No! That's wrong! Why would I think of that?? My head has been thinking of some weird things lately.		
<b>Lorenz</b>	While I was talking to Gayle earlier, they told me that they saw Gwen talking to the Host about the room assignments last night while they went to wash the futon they were going to use.	
<b>Gayle</b>	Oh right!! Sorry about that Gwen, I didn't mean to eavesdrop...	
<b>Gwen</b>	Oh no no, it's okay. I was so sleepy last night I forgot about it...	

	I wanted to ask the Host for some towels since I left mine at home. That was when the Host asked me what our names and room assignments were.	
	I faintly remember telling them our room assignments but I guess it slipped my mind since I was so sleepy.	
Jarrel	So that's how the Host knew about our room assignments...	
Eugene	At least now we know how the nameplates have our names now.	
That solves the mystery of the nameplates!		
<b>EXTRA DIALOGUE IF YOU REACH 0 INFLUENCE DURING DISCUSSION</b>		
Huh?? No one's listening to me anymore... This isn't good.		
No one's.... Listening to me...? / I still have more things to say...		
Someone please to listen to me... / Please...		
<b>[NOTE: You have the choice to redo the discussion or go back to the title screen after reaching 0 influence.]</b>		
<b>[What about the Windows Grilles?]</b>		
Gayle	So that's what they're called, it's kind of scary how all the windows in this resort are locked up behind grilles.	<i>Oh! So that's what they're called... All of the windows in the resort have them, so we can't use those as a way of escape...</i>
Gavin	It makes breaking the windows useless. We can't fit through any of the grilles.	
Eugene	Were you guys able to find any tools we could use to	

	take apart the window grilles.	
<b>Lennard</b>	Nope. The storage room upstairs didn't have any tools surprisingly, just a lot of old documents and old junk.	
<b>Tep</b>	We didn't find any tools lying around the King's room, what about the storage room downstairs?	
<b>Eugene</b>	Annoyingly, also nothing useful other than the food, beverages, and medicine.	
<b>Tep</b>	That's weird. What kind of home has no tools lying around?	
<b>Jarrel</b>	The tools are probably lying around somewhere in the resort, hidden away from the guests.	
<b>[How about what Gayle and Gavin found?]</b>		
<b>Gavin</b>	You guys will never guess what I found.	
	So while we were looking around downstairs for another exit, I had the genius idea of checking out the shower rooms downstairs.	
<b>Gayle</b>	It was my idea! You just stopped me from going inside the other shower room!	
<b>Gavin</b>	Shhhh!! The main character is speaking.	
	Anyway, I looked behind the curtain of one of the showers and found a hole that lead outside the resort!	
	Maybe if we dug through it, we could make our own exit.	

<b>Lennard</b>	That depends on whether or not we have the tools for making another route.	
<b>Gavin</b>	Yeah... We'll have to look around later.	
<b>[About the Extra Room.]</b>		
<b>Gwen</b>	An extra room that's on the second floor and isn't on the map?	
<b>Jarrel</b>	So that's why it felt like the rooms didn't add up according to the map...	
<b>Gavin</b>	Oh yeah, I tried to go in that room last night thinking it was my room but was surprised it was locked.	
<b>Gayle</b>	An extra room that's locked and isn't on the map is super suspicious.	<i>Huh, an extra room that's locked and not on the map? That's really suspicious...</i>
<b>Lennard</b>	Ugh. if only we had a key... The storage room hasn't been of any help.	
<b>Jarrel</b>	Either way, we'll have to check that door later. It's definitely important.	
<b>ONCE ALL CHOICES HAS BEEN INTERACTED</b>		
<b>Eugene</b>	What about the others?	
<b>[I have important evidence to discuss.]</b>		
Right, I haven't told them about my encounter with the Host last night.		
But... our focus right now is finding a way out of this resort.		
If I tell them about my encounter about the Host, our investigation might		

get derailed. / I'll need to think about this very carefully, whether I tell them or not will influence our group's decisions.		
<b>[Tell them.]</b>		
<b>[Continue on to the following dialogue.]</b>		
<b>[Don't tell them.]</b>		
I decided not to tell them about my encounter with the Host. We ended our discussion there and had lunch. Everyone was still shaken by what happened to the Host and without closure on what happened. We feared the worst and lived everyday in paranoia.		
Eventually, Jar revealed that he knew I was out last night... What happened next was a blur but we never did find a way out of the resort.		
We simply accepted that this was our life now. The outside world was nothing but fiction to us.		
That's how it would've went anyway...		
...		
I can't let a future like that happen! I have to tell them what I saw!		
<b>Lorenz</b>	I encountered the Host last night while getting a cup of water.	
I told them about my encounter with the Host last night. Even the part where they told me why this resort came to be. I was worried that what I had to say was irrelevant or unhelpful but <b>everyone</b> listened to what I had to say.		

<b>Gayle</b>	I didn't know it was like that... I can't believe it ended like this...	I see... We never knew...
<b>Gavin</b>	I feel bad for the Host now...	
<b>Jarrel</b>	Based on what you said though, we can determine the Host's cause of death.	
<b>Tep</b>	Just from that?	
<b>Jarrel</b>	While we were in the King's room, I also took some time figuring out the Host's cause of death. / I didn't notice any injuries around their body so I couldn't figure out her cause of death.	
	This is just an assumption but since the Host admitted to having a history of heart problems...	
<b>Gwen</b>	The Host died from a heart attack?!	
<b>Tep</b>	That's... really unfortunate... They probably collapsed here in the living room...	
<b>Gayle</b>	And they couldn't get anyone to help them...	... And then they..... It must've been so painful...
<b>Jarrel</b>	If we take into account the last time Lorenz saw Penelope... it happened sometime after Lorenz went back to his room...	
<b>Gwen</b>	...	
<b>Tep</b>	...	
<b>Jarrel</b>	...	
<b>Eugene</b>	Cheer up you guys. / The situation right now is bad	What kind of faces are you all making?! / Right now,

	but not all hope is lost. / Gayle and Gavin found a possible exit, and Jar hasn't told us what they found yet from the King's room.	we aren't working with nothing, so don't just make those faces like you're ready to give up! / Gayle and Gavin found another possible exit, didn't they? And Jar hasn't even told us what they found in the King's room yet!
<b>Gwen</b>	Oh right. I realized we haven't yet, huh? / We actually did find a control panel in the King's room, it was behind their work desk.	
<b>Tep</b>	Yeah, it had a passcode lock though so we couldn't really do anything. / We even tried some random passcodes like: 12,345 and 42,069	
<b>Jarrel</b>	I don't think there's a limit on how many times you can retry the passcodes, so we might eventually be able to crack it.	
<b>Gavin</b>	Yeah, after trying hundreds of thousands of times.	Yeah dude, let's spend several fucking hours trying to crack a code.
<b>Eugene</b>	Still, that doesn't make the chances of escaping this place zero.	
<b>Lennard</b>	If we just focus on escape efforts, we'll be out of here in no time.	
<b>Tep</b>	We'll get worn out pretty quickly if we keep focusing on trying to escape though.	
<b>Eugene</b>	There's not really any rush in us trying to escape, we won't have to worry about food, water, or medicine for a long time.	There isn't any rush in trying to escape. Plus, our basic necessities aren't a worry.
<b>Jarrel</b>	Personally, I want to leave this place as soon as possible. But I understand that it's tiring if we spend	

	the next few days trying to get out of here.	
<b>Eugene</b>	Don't worry, we're still escaping out of here but I think we should still enjoy ourselves here. / We did come here to have fun after all, it'd be a waste if we spent most of it worn out from being paranoid about escape. / It's not what Penelope would've wanted for us either. Based on what Lorenz told us anyway.	We're still escaping, and that's a fact. Even so, I think we should still try and enjoy ourselves here. / We came here to have fun. It would be a waste of a trip if all we did was lose our minds over trying to escape. / Maybe I'm assuming too much, but.. based on what Lorenz told us, Host Penelope wouldn't want that, either.
<b>Gayle</b>	...	
<b>Jarrel</b>	I guess for today let's take it slow, I'll try to find a way to crack the passcode in the King's room.	
<b>Gavin</b>	I'll keep digging through wall in the shower room so we have another way out.	
<b>Lennard</b>	I'll help you find tools for it, so we can take off those window grilles as well.	
<b>Gwen</b>	Before all that, don't you guys think we should eat first? It's bad to work on an empty stomach.	
<b>Jarrel</b>	There's a lot of leftovers from last night, I'll go get them.	

### INTERLUDE 1: A SHORT BREAK

CHARACTER	ORIGINAL DIALOGUE	REWRITTEN
	We ate the leftovers from last night, then everyone went their own ways. Eug suggested to gather up again later when everyone's ready.	
	What should I do with the remaining time?	

Lorenz	[Head back to my room.]	
I feel pretty tired after eating, I'll head to my room rest up.		
<b>INTERACTION WITH LAPTOP</b>		
The laptop I brought along for this outing. Wow, bringing this along was such a liability. I can't even find a time to use it! / If only I thought this through more and decided not to bring it!		
<b>INTERACTION WITH ROOM DOOR</b>		
I don't feel like leaving my room right now.		
<b>INTERACTION WITH BATHROOM DOOR</b>		
I don't have any business in the bathroom right now.		
<b>INTERACTION WITH BASKET OF CLOTHES</b>		
It's my laundry. If I have the time right now, maybe I can run them in the laundry.		
[Run clothes through the laundry.]		
I brought my clothes to the laundry room. / ... / My clothes smell fresh. My Charisma increased! / Waiting for the clothes to wash took the entire day. I wonder how the others are doing.		
<b>INTERACTION WITH BOOKS</b>		
These are the books Jar gifted me a while back, I haven't really gotten the time to read them.		
Hmm... Let's see... I can probably read some of these to pass time.		

<b>[Read a book.]</b>		
Maybe I'll try reading this one. / "Fahrenheit 451" by Ray Bradbury. I can probably only finish half of the book today.		
...		
<b>"Fahrenheit 451"</b>	"Don't ask for guarantees. And don't look to be saved in any one thing, person, machine, or library. Do your own bit of saving, and if you drown, at least die knowing you were heading for shore."	
...		
It's already night time. I'll stop reading here.		
"Fahrenheit 451" Reading Progress: (1/2)		
I spent the entire day reading. I wonder how the others are doing.		
<b>INTERACTION WITH BOARD GAME</b>		
One of the board games I brought along. The game goes like this...		
First, players will be given their secret role at the start of the game. No player should know each other's role before the game begins. Among the given roles, there's a single killer, an officer, two medics and the rest are <b>civillians.</b>		
The killer must kill everyone else without letting anyone know. What sets this game apart from other killer board games is that you can leave evidence behind that the players can use to tell who the killer is.		
And once someone finds out who the killer is... The officer can take things into their own matters and then!		

Oh wait. maybe I can invite the others to play with me!		
[Play a board game.]		
[Read the full interaction below.]		
<b>Lorenz</b>	[Play a board game with everyone.]	
Everyone's feeling down right now... Not everyone might be in the mood for it so I'll message everyone personally.		
It seems only Gwen and Gavin were interested in playing today.		
<b>Gavin</b>	Are you seriously going to bully a new player Lorenz?	
<b>Gwen</b>	Oh. it's okay. I'm just here to have fun.	
<b>Gavin</b>	WHAT?? HOW DID YOU PREDICT THAT?	
	NOOOOO. I SPENT SO LONG SETTING THAT UP.	
... / Somehow, Gwen ended up winning the game by killing Gavin's character. / I had fun with my friends. My Bond with Gwen and Gavin increased! / After we played, Gwen and Gavin left my room.		
We played the entire day. I wonder how the others are doing.		
<b>Lorenz</b>	[Do nothing.]	
[NOTE: I got soft-locked here. Not sure if it's like that in the other versions but beware of this choice.]		

### INTERLUDE 1: SWAN SONG

CHARACTER	ORIGINAL DIALOGUE	REWRITTEN
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<b>Gayle</b>	Don'y worry, I'm feeling better now. We should enjoy our time here so we don't get too stressed.	Don't worry about me! I'm all okay! Let's enjoy the rest of our time here, and not stay too uneasy and anxious.
<b>Gavin</b>	Yeah!! The Host wanted us to have fun before they died so let's honor that wish!	
<b>Jarrel</b>	You guys feeling better now?	
<b>Gwen</b>	Did you find anything else in the King's room?	
<b>Jarrel</b>	I haven't cracked the passcode it yet but I found a way to automate the process so we can rest easy for now. / And I also found this! A vinyl disc here that's labelled "Swan Song".	
<b>Tep</b>	I'm surprised its been kept in such a good condition after all these years. They don't make these anymore.	
<b>Jarrel</b>	I'm excited to try it, can we try it?	
<b>Eugene</b>	I remember seeing a record player in the storage room. We could use that to play it.	I'm pretty sure there was a record player in the storage room. We could use that to play it.
	Does anyone know where Lenn is by the way?	By the way, does anyone know where Lenn is?
<b>Gayle</b>	He said he wanted to check out the pool and swim for a bit.	Lenn said that he wanted to try out the pool earlier. I'm guessing that he's just chilling over there.
<b>Gavin</b>	Hey wait! I wanna try swimming in the pool too!	
<b>Jarrel</b>	I'll go get the record player in the storage room then! You guys can go ahead.	

<b>Gayle</b>	Woahh. The pool looks so clean!	Whoaa!! The pool looks clean! / I wonder if the water's cold?
<b>Gavin</b>	I'm heading to the shower room first!!!	
<b>Gayle</b>	Gavin!! No running around the pool!! You might slip!!	OI, GAVIN! Don't run, you might slip!!
	He's already gone...	Haa... And then he's gone. / ...? / Seems like Lenn isn't here.
	I wonder how deep the pool is, there aren't any markings telling how deep it is.	He must be still changing. / Either way, I wonder how deep the pool is? Seems like there's nothing that shows its depth.
<b>Eugene</b>	It doesn't look that deep, probably four or five feet?	It doesn't look that deep. Probably your height, Gayle?
<b>Gayle</b>	That's still pretty deep!	
<b>Gwen</b>	Oooh, I thought this was just a kiddie pool but it's actually a Jacuzzi!	
<b>Eugene</b>	You do know that "Jacuzzi" is a brand, right?	
<b>Gayle</b>	Wait, really?	
<b>Jarrel</b>	Guys! I found the record player! It's actually a lot smaller than I was expecting...	
	Let's try it out! I'm excited.	
Jar placed the the vinyl into the player.		
<b>Gayle</b>	It sounds so ominous.	Uwa... It sounds a bit ominous... / ...Yet, it sounds calming?

	I wonder why the Host kept this vinyl record?	I wonder why Host Penelope kept this vinyl record?
<b>Record Player</b>	Hello! Welcome to Soruja Resort!	
A voice we've never heard before...		
<b>Jarrel</b>	Huh? Is this part of the vinyl?	
<b>Record Player</b>	A very warm welcome to Soruja Resort! We hope you have a wonderful stay with us!	
	If you need any assistance, Host Penelope is always around to help out!	
<b>Tep</b>	It's a pre-recorded message? But the voice behind it doesn't sound like Penelope...	
<b>Jarrel</b>	Yeah...	
<b>Record Player</b>	Currently, the contract you have signed says that you will all be having an indefinite stay at our resort!	
<b>Gayle</b>	What? Indefinite stay...?	Uhh, that doesn't sound good at all... Indefinite stay...?
<b>Jarrel</b>	I don't remember signing a contract...	
<b>Record Player</b>	Don't worry, necessities like food and medicine are provided, and all of the resort's amenities will be accessible.	
	Additionally, a part of the services offered; the entrance door has been sealed tightly in such a way that prevents anyone from getting in or out.	
<b>Eugene</b>	What is bro yapping about?	What the hell?! That doesn't make any sense!

<b>Gwen</b>	There's no way we wanna stay here indefinitely!	
<b>Record Player</b>	If you have any issues with this "indefinite stay," there are conditions you must all meet in order to end it.	
	This condition is: To be the last survivor standing.	
What?!		
<b>Record Player</b>	The last person alive will be the only one allowed to leave this resort.	
<b>Tep</b>	Is this a joke???	
<b>Record Player</b>	The conditions may sound very vague so I'll be straightforward. It is entirely up to you all how only one person survives.	
	Whether that be you all stabbing each other, drowning each other, or strangling each other, it doesn't matter to me. / Only the last person alive will be allowed to leave this place in the end.	
	Don't even think about trying to call for help, I certain you're all aware that this resort is situated in the middle of nowhere. / You can scream, shout, and cry all you want, but no one outside of these resort's walls will be able to hear you.	
	If you are worried about things such as the authorities or your families looking for you, no worries! / As stated in your contract, all of these have been addressed in advance of your stay.	<i>// Error, the dialogue doubles.</i>

	If you are having trouble believing all of these, a “demonstration” will be shown to you momentarily.	
A demonstration...? No! I don't want to see one!		
<b>Gavin</b>	Guys!!!	
<b>Gayle</b>	Gavin!? What happened!? You look pale!	Gavin?! What's wrong? Why are you in such a hurry?
<b>Gwen</b>	Did you forget to bring your clothes? You haven't changed.	
<b>Gavin</b>	No, actually... It's about Lenn...	
	I found him but he's...	
!?		
<b>[TO BE CONTINUED]</b>		

## TRANSCRIPTOR NOTE

Hello! [inzurego] here! I hope that this transcription of every character dialogue helps out for fixing up dialogues, etc!

I really really enjoyed the game, and wanted to help out with fixing up some errors, and if anyone ever wants to fix up their own dialogues to sound more like themselves! I swear, this game ended up throwing me into a huge imaginary land of how my character would react in such scenarios, and the thought of in-game self falling into despair felt a bit...!! (excited). Ahem, I seem to be losing myself for a bit...

A seriously big thank you to Savi for creating this game!! Thank you, **Thank you, THANK YOU!** It is so much fun! Please feel free to ask for help with the game, because I'm pretty sure everyone would be glad to contribute to the game!

That's all for this small transcriptor note. Ciao---!

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