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1: Summary

In Progress ▾

... TBD

The story revolves around:

Gameplay:

Story is conveyed through dialogue; optional branches show alternate possibilities. Evidence can be collected from different sources and routes, and their descriptions also show more things about character, setting, and the murder.

Mechanics: (?)

2: Story Themes

In Progress ▾

Overall Themes of the Story

- Place and Belonging
- Tradition vs Innovation
- Nostalgia
- Saudade
- Home

Character Specific Themes - Refer to Festival Routes

3: Setting

General Facts

Completed ▾

Town Name	<ul style="list-style-type: none">• Rosefield
Founded	<ul style="list-style-type: none">• Early 1800s

Population	<ul style="list-style-type: none"> • 1000-2000 people
Season and Year	<ul style="list-style-type: none"> • Early Summer 2020s, right after the high school year ends
General Location	<ul style="list-style-type: none"> • Pacific Northwest
Institutions	<ul style="list-style-type: none"> • Local Rosefield Faith • Council of Elders
Town Geography	<ul style="list-style-type: none"> • Coastal on one side, mountainous on another • Mountain on the east • Only one major highway goes into Rosefield

History

Completed ▾

Founding History:

In the early 1800s, American fur trader settlers found a perfect circle of roses in the woods near the coast. Treating this unnatural phenomenon as a divine sign, the settlers founded a town in the area, naming it Rosefield.

Five years later, a great fire arose out of nowhere, with not even a hint of smoke. The fire ravaged the burgeoning town, sending its inhabitants into the mountains. The fire ran for four whole days.

On the fifth day of the fire, ['the savior'](#) appeared - a local herbalist, the savior performed a great song and dance, A great rain then fell upon the town, running for five days, People later say that they brokered a deal with the local spirits and animals, restoring balance to the town.

On the ninth day,, the roses, burnt to a crisp by a fire, regrew back into that perfect circle again.

These days of fire and rain, in the middle of summer, became [The Festival of the Great Rain](#). The inhabitants of Rosefield celebrate the festival every year since the fire, to honor the eternal balance forged by this historical event.

That perfect circle of roses now continues to bloom in the woods, tended to by the descendants of the savior.

Contemporary and Character History:

B.G = Before Game

Year	Events
45-50 Years B.G	Granny moves into Rosefield with her husband. They opened The Bartlett Diner which became a great success.
25-30 Years B.G.	Sloan 's family opened " Drinks and Divination ".
20 Years B.G.	Quinn 's father, a single father, moves into town with his 2 year old daughter. He is shunned at first.
17 Years B.G	Valentina at age 5 was known to be one-minded - she would go to the same spot in the mountains to go catch <i>The Fender's Blue</i> (an almost extinct species of butterfly in Oregon) for an entire summer - and she did catch it. She brought Sloan along with her all the time, which leaves Sloan exhausted every day, but they had a lot of fun. Koleth 's mother leaves town - another person who hated the town like Valentina.
15 years B.G.	When Valentina was 7 years old, a flood came down from the mountains, when she was away on vacation. The moment she came back, the flood stopped. Many herald this as proof of the importance of the family as arbiters between nature and humanity. Quinn almost died during this flood - but she remembers being magically lifted into safety. She views this as a revelatory event. Koleth and MC also get caught up in the flood - but they find each other and make it out together, becoming friends

	<p>Granny's husband dies trying to save Quinn. The diner closes afterwards as a result.</p>
12 Years B.G.	<p>Quinn meets Valentina in middle school during volleyball in PE, when Valentina saves Quinn from being smacked in the head by the ball.</p> <p>Quinn then becomes friends with Valentina, secretly grateful to have made a friend that was the descendant of the savior</p>
11 Years B. G	<p>Koleth loses his father at age 11.</p>
9 Years B.G.	<p>Rosefield HS holds a talent show. Valentina, a freshman at the time, garnered great attention for winning the talent show after training herself in song and dance for only two weeks.</p> <p>Alex sees Valentina at the show and asks her out. The two start dating.</p>
5 years B. G.	<p>Valentina meets a casting agent online and leaves the town. She fights with her parents and Quinn, and breaks up with Alex. This causes scandal.</p> <p>Yana's sister is kidnapped - she becomes angry and hires her fists out in America while looking for her sister. She soon gives up.</p> <p>Valentina arrives in LA and meets Yana at a cafe. She hires Yana as her bodyguard.</p>
3 Years B.G	<p>Two years into her career, Valentina released a hit song. "Gonna Get That"</p>
1 Year B.G.	<p>MC opens their cafe.</p> <p>Quinn's father dies in an accident at the site of a new big box store's construction.</p> <p>Quinn begins to plot the murder of Valentina (see before the murder)</p>

6 Months B.G.	Valentina 's parents die in a car accident and Valentina is murdered (ruled a suicide at first) (see night of murder for specifics)
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Religion and Culture

Completed ▾

Beliefs, Customs, and Superstitions

Due to their unique history, Rosefield natives have formed a unique belief system and folk religion. The central ideas of the faith include balance with nature, non-interference, and animism (a belief that everything around us is alive). It is believed that if the balance between the spirits and humanity is broken, disaster will strike once more, just like the fire two hundred years ago.

Everyday cultural practices include:

- Leaving charms of animals and roses around the house, to honor the spirits of nature
- Offering food for wild animals
- Refusing to kill bugs or other pests
- Releasing caught animals
- Vegetarianism

This faith is not a structured religion; rather, it can be likened to Chinese folk beliefs or Japanese Shintoism. Many of the inhabitants participate in cultural events and customs, but in the modern age, few truly believe the ideas purported by the elders of nature spirits.

[The Rose Shrine](#), the original perfect circle of roses, is an important location. Ceremonies are held here, and many come here to pray and meditate. The soil here is special - plants grow at super speed regardless of season or weather.

Based on this faith, the culture also surrounds ideas of balance and harmony. Change is generally disliked, with many of the inhabitants choosing to stay in the town their entire lives. Outsiders are not liked much when they move in until they prove themselves to

contribute to the town. (See [Quinn](#) for an example). Great emphasis is placed on cultural events, even for nonbelievers, and all are expected to take part. The town moves as one.

In recent times, the religion has started to fade from prominence. The introduction of the Internet and TV has caused many of the younger people to leave the faith and view it all as hogwash. Some, like Valentina, choose to abandon the town completely.

The one major event of the town is the Festival of the Great Rain, a celebration of the balance between nature and the town. (See "[The Festival of the Great Rain](#)")

The savior family also plays an important role in the local culture. As descendants of the original savior, they are viewed as the guardians of the balance that was forged hundreds of years ago. (See "[The Savior](#)" for more information).

Symbols

- Lucky Symbols
 - Water and Rain
 - Salmon
 - Roses
 - The Rose Shrine
- Unlucky Symbols
 - Fire
 - Smoke
 - Poisonous Plants

The Festival of the Great Rain

- The Festival runs for five days, with the first day representing the rain that fell. The 'days' here represent **in-game days** (eg. Day 5 is the fifth day of the game)

Days	Events
Day 5	The Parade <ul style="list-style-type: none">- The lineage of the savior must perform a traditional song and participate in the parade- The parade is various parade floats with animals and singing of folk tunes as well as a mixture of

	<p>various commercial sections of different parts of the community</p> <ul style="list-style-type: none"> - Alex's shop is providing roses and flowers here <p>The Market (lasts the entire festival)</p> <ul style="list-style-type: none"> - A street market is set up on Main Street, with all sorts of local vendors selling their products - Stands with games and prizes - Performances by students and other troupes - Vendors <ul style="list-style-type: none"> - Ring Vendor - Darts Vendor - Snacks Vendor - Gift Shop Vendor -
Day 6	<p>The Fish Dance</p> <ul style="list-style-type: none"> - A special dance led by the youngest member of the lineage on main street - A dance to call for good harvests and good fishing the next year - Keep the balance between humanity and spirits
Day 7	<p>The Ceremonies</p> <ul style="list-style-type: none"> - Animals are released into the wild, and offerings are made at statues and shrines around the town - Houses are cleaned, gardens are weeded, new trees and plants are planted - A special ceremony is performed by the savior family, where roses are planted at the Rose Shrine - Fish can be caught and preserved, but cannot be eaten during the festival - Austere music plays while the ceremony proceeds - But this year - no family to do anything, so Sloan has to take up the job
Day 8	<p>The Competition</p> <ul style="list-style-type: none"> - A series of athletic and artistic competitions

	<p>happen, with prize money at the end</p> <ul style="list-style-type: none"> - Competitions include: <ul style="list-style-type: none"> - Trivia - Music - Dance - Track and Field - Soccer - Visual Art - Theater and Skits
Day 9	<p>The Ball</p> <ul style="list-style-type: none"> - At the end of the festival people confess with roses and they invite someone to dance at night - If you get together on the last day, the relationship will last forever

Council of Elders

The Council of Elders acts as a community governing body, although not directly tied to the government. They are in charge of cultural affairs, primarily [the Festival of the Great Rain](#) and similar planning activities. Many of the town's oldest residents join the council, and membership is based on seniority rather than election. However, any member of the Savior family has the ability to veto membership.

The Council is known to be very set in their ways. They don't like change and value tradition over everything.

The Savior and their Descendants

Ever since The Savior saved the town from the fire, their descendants have been honored as the guardians of balance. They often hold different careers, but they always have a seat at the Council of Elders. Throughout the year, they have many responsibilities, such as:

- Tending to the [Rose Shrine](#)

- Facilitating festivities and ceremonies
- Holding receptions with pious residents
- Negotiating with the government on cultural affairs

During the Festival, they take center stage. They lead the parade on the first day down Main Street. The youngest member of the lineage performs The Fish Dance. The Ceremonies are also led by members of the family.

The direct lineage of the family, [Valentina's](#), acts as the primary organizers for cultural affairs. There are many offshoots of the family that can step in to help out, but many have chosen to distance themselves from the culture. For example, [Sloan's](#) family started the tea shop "Drinks and Divination" instead of being at the center of the town's faith.

There have been instances of conflict between the various branches of the family fighting for prominence, but in recent years due to the decline of the faith's popularity this is rarely an issue.

Locations

In Progress ▾

- MC's Cafe
- Drinks and Divination (Sloan's Tea Shop)
- Rosefield Botanical Gardens (Alex's Workplace)
- Main Street
- Valentina's Family Home
- Pier
- Rosefield High School (Quinn's Workplace)
- [Mountain Rose Shrine](#)
- Rosefield Police Station (Forensics Lab)

4: Characters **Completed** ▾

For more information, click on the character names to see the full character profile

Main Character

Personal Details

Name	Y/N
Age	~22
Occupation	Cafe Owner
Appearance	N/A
Color (s)	N/A
Brief Summary of Relationships/History/Placement	TBA

Character Relations

Relationship to other Characters (closest to unknown)	<p>Koleth (Officer): best friends since childhood, very close even now, has fond memories, tell each other everything</p> <p>Valentina: A high school friend, were close but always felt like a sidekick, closer to Koleth than Valentina</p> <p>Quinn (Teacher): Mutual friend because of Valentina, MC does not know Quinn too well</p> <p>Alex (Ex): high school classmates, knows him because Valentina dated him in HS</p> <p>Granny: frequent customer, has a love-hate relationship where Granny is always</p>
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	<p>sassy toward MC</p> <p>Sloan (Psychic): MC goes to their tea shop to buy tea often. Knows of their relation to Valentina</p> <p>DOESN'T KNOW THEY EXIST: Yana</p>
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Valentina (The Victim)

Personal Details

Name	Valentina Alarie - Female (she/her)	
Age	22	
Occupation	Singer	
Appearance	<ul style="list-style-type: none"> • Long, straight rose-colored hair • Sparkling, energetic eyes on stage; regular eyes show exhaustion off stage • Hyper-femininely dressed, elegant walk • Adorned with lots of accessories, especially jewelry • Height: 5'7-5'9, slimmer build, tanner skin (racially mixed/ambiguous) • Radiates a mix of Hannah Montana vibes and ethereal charm <p>Pinterest board: https://pin.it/2yuT24s</p>	
Color (s)	Primary: Rose	Secondary: Cyan / White / Light purple

Personality

Personality	<ul style="list-style-type: none"> • Driven, secretive, self-centered, Enigmatic, Charismatic • Draws attention no matter where she is, comfortable in the spotlight, treats attention matter-of-factly • Emotionally composed, struggles to empathize with others (at times) • Honest and sincere with close ones, but can put on disguise -> skilled at charming others • Decisive, self-disciplined, all or nothing mentality
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	<ul style="list-style-type: none"> • Though she hates Rosefield, she misses it when she's away - she has a few regrets, but never hesitates to plunge forward • Pre-leaving Rosefield: starry-eyed, optimistic, never learned failure • Post-leaving Rosefield: Hardened, insecure after external failures, better at disguises • Favorite drink: strawberry matcha with extra foam
Speech Quirks	<ul style="list-style-type: none"> • Celebrity lingo in the spotlight, formal/eloquent • Casual off-camera, uses Gen Z slang • Listless at times, tends to trail off into her own thoughts

Story Relations

Backstory	<ul style="list-style-type: none"> • Born to the direct lineage from 'the savior' • Participated in the Festival every year as the performer in the annual ceremony • She was known to be one-minded - she would go to the same spot in the mountains to go catch <i>The Fender's Blue</i> (an almost extinct species of butterfly in Oregon) for an entire summer - and she did catch it. <ul style="list-style-type: none"> ◦ She brings Sloan along with her all the time, which leaves Sloan exhausted every day, but they had a lot of fun. • As the only direct descendant of the lineage, she serves as the keeper to the 'balance' <ul style="list-style-type: none"> ◦ It was said that one summer when she went on vacation when she was seven, the town flooded disastrously when it rained for a week straight; until she came back, and the rain stopped • Popular in high school, dated around and did a lot of singing <ul style="list-style-type: none"> ◦ One anecdote would be that she really wanted to win the high school talent show freshman year, but her voice wasn't doing so well, so she trained herself to dance hip hop in two weeks and won the talent show • Posts video online at age 17, gets scouted by a casting agent • Leaves Rosefield against parent's wishes, results in huge fight <ul style="list-style-type: none"> ◦ Causes scandal in Rosefield, as there are no more young descendants of the savior ◦ She becomes controversial in the town - some hate her, some love her
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	<ul style="list-style-type: none"> • 17-22, working to release three hit pop albums and becomes the hottest new thing as a pop idol <ul style="list-style-type: none"> ◦ She releases "Gotta Get That" a chart topper song ◦ By age 22, her traction starts to fall off - she gets in many scandals, including rumors of bribery, lying, drug use, and more ◦ It becomes popular to hate her - something she has to experience a second time ◦ She continues to miss Rosefield secretly, but would never reveal that part of her to anyone • At 22, both parents die of illness <ul style="list-style-type: none"> ◦ Returns home for the first time in five years ◦ Is murdered
Life Goals	<ul style="list-style-type: none"> • Leave Rosefield, succeed in the music industry • Avoid thoughts about Rosefield, cut ties with those who hinder her progress

Character Relations

Relationship to other Characters (closest to unknown)	<p>Quinn (Teacher): Treats them like a sidekick, closer to Quinn than MC, sees them as good HS friends</p> <ul style="list-style-type: none"> - But feels a bit of sadness that Quinn never supported their move out of Rosefield <p>Yana (Bodyguard): cares about Yana, but is secretive about her life (not the perfect relationship...)</p> <p>MC: Consider the MC their sidekick, feels nostalgic thinking back on them</p> <p>Sloan (Psychic): only related to each other by family ties (no personal connection), doesn't really care</p> <p>Alex (Ex): completely over Alex, does not think about Alex at all.</p> <p>DOESN'T KNOW THEY EXIST: Koleth (Officer/BFF) & Granny</p>
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Quinn (The Teacher)

Personal Details

Name	Quinn - Female (she/her)	
Age	22	
Occupation	History Teacher at Rosefield HS	
Appearance	<ul style="list-style-type: none">• Short hair• Tall stature• Tan skin tone• Medium build• Fast-paced walker, always purposefully moving towards something• Often wears long sleeves• Exhibits a knowing look in her eyes <p>Pinterest Link: https://pin.it/5210qpZ</p>	
Colors (s)	Primary: Lilac	Secondary: Amber

Personality

Personality	<ul style="list-style-type: none">• Talkative and genuine• Extremely loyal, devoted, and passionate• Honest, speaks her mind regardless of the situation• Follows her passions with intensity, similar to Valentina's dedication• Much like Valentina, she is very disciplined -<ul style="list-style-type: none">◦ She has a set routine every day◦ Has lots of backup plans• Empathetic, especially towards those in distress• Secretly religious and disciplined, maintains daily routines and backup plans• Active in social justice and environmental groups/causes• Has lots of good relationships with others• passionate about history and anthropology• Feels at home in Rosefield, will do anything to protect its traditions
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	(culture, faith, people) <ul style="list-style-type: none"> • Is a kind teacher to her students
Speech Quirks	<ul style="list-style-type: none"> • She speaks formally, without grammatical errors • Has the tendency to correct other people's grammar • But that all goes out the window when she's ranting about a historical/modern issue she's passionate about

Story Relations

Backstory	<ul style="list-style-type: none"> • Raised by a single construction worker father who was a new arrival to the town, Quinn grew up a bit of a loner as the town was not so welcoming back then. They arrive at the town when she's two. <ul style="list-style-type: none"> ◦ Her mother passed from cancer when she was very young, and she still remembers her. • When she was seven and the flood happened, she was alone in her house as her father was at work; she nearly drowned, until she felt herself be lifted into the air and onto the roof of the house, where she was found by the firemen <ul style="list-style-type: none"> ◦ Believes (or maybe she actually was) saved by the spirits in her youth - cause of her devotion • She becomes extremely devoted to Rosefield tradition, actively organizing events and prayers and frequently visiting the Rose Shrine • She meets Valentina in sixth grade during volleyball in PE, where Valentina was the ace that saved her from being hit in the head by the ball <ul style="list-style-type: none"> ◦ She then becomes friends with Valentina, secretly grateful to have made a friend that was the descendant of the savior • She mostly watches from the sidelines when Valentina begins to sing and perform for the town, cheering her on but always doubting whether the spirits would be unhappy <ul style="list-style-type: none"> ◦ She is also jealous that Valentina could be in the spotlight and born into privilege ◦ She sees Valentina and Alex's relationship develop; the two become friends but Quinn is always wary of him • But when Valentina surprises the entire town that she is leaving, Quinn argues with Valentina about her duties, and the two never speak for the next five years
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	<ul style="list-style-type: none"> • Graduated as valedictorian • She becomes a recluse the next few years, fiercely studying history to try to determine her own faith, and watches as the town's old ways starts to crumble at its edges - her hate only grows when her father dies in an accident at the site of a new big box store's construction <ul style="list-style-type: none"> ◦ She feels that the traditions of the towns are being erased by new arrivals and changes, forgetting that her father too was a new arrival • When the Alarie family dies of illness, Quinn hatches a plan - her hate for Valentina takes a personal spin after her father's death <ul style="list-style-type: none"> ◦ She dreams of Valentina's death, and in her spiral, she believes that it has to be done ◦ She decides to kill Valentina, for 'betraying' the town and letting it go to ruin, and also her personal biases against Valentina • Quinn never feels remorse for her murder. She finds it righteous. But she has nostalgia for the old Valentina, the Valentina she knew back in high school.
Life Goals	<ul style="list-style-type: none"> • Stay in the town and protect its traditions • Kill Valentina • Teach her students well • Hide her crimes and hide her fervent belief

Love Style

Love Language?	<i>(1) Words of Affirmation, (4) Acts of Service</i>
Likes	<ul style="list-style-type: none"> • Values <ul style="list-style-type: none"> ◦ Talking about history/religion ◦ Respect and understanding for her perspective ◦ Honesty • Items/Hobbies <ul style="list-style-type: none"> ◦ Any sort of foreign souvenir - especially lucky charms ◦ A good cup of matcha ◦ Teas, coffees, hot drinks ◦ Snacks that are not crumbly -> eg. gummy bears, fruits, etc ◦ Sweet foods ◦ Walks in the mountains ◦ Holing up in the library

	<ul style="list-style-type: none"> Community service
Dislikes	<p><i>For example, "does not appreciate sarcasm" or "does not like physical touch", etc. These actions will decrease their interest to the MC.</i></p> <ul style="list-style-type: none"> Values <ul style="list-style-type: none"> Any sort of lying Actively anti-tradition people Lack of consideration for others Rudeness Unwanted touch Items/Hobbies <ul style="list-style-type: none"> A disingenuous gift - eg. any cookie-cutter gift cards or chocolates Starbucks/chain coffee brands Messy foods Spicy foods Comedy movies Doing nothing all day High-stress/very athletic activities

Character Relations

Relationship to other Characters	Valentina: Former friends, turned enemies. She also likes Valentina and cherishes the memories they have.
(closest to unknown)	MC: Mutual Friends but has an air of superiority. This changes when she finds out MC is investigating the murder.
	Koleth: Normal on surface, but fear underneath
	Alex: Friends mostly but a little bit awkward and wary
	Sloan: Religious respect since Sloan is from the "chosen family".
	DOESN'T KNOW THEY EXIST: Granny, Yana

Sloan (The Psychic)

Personal Details

Name	Sloan - Non-binary, they/them
Age	20
Occupation	Works at "Drinks and Divination"
Appearance	<ul style="list-style-type: none">• Dark curly hair that is short, but goes past ears• tan/darker complexion - similar to Valentina• eye bags• slender frame• wears earrings (silver)• Wears a maroon sweater with gray pants <p>Pinterest board: https://pin.it/4tpzf47tz</p>
Primary Color	Yellow Gold
Secondary Color	Gray

Personality

Personality (5 key words)	Reclusive, Empathetic, Tired, Passionate, Sensitive
Personality (detailed)	<p>They care deeply for others, but have trouble expressing it. They're not shy, but are comfortable being by themselves. They prefer to listen to others and are good at reading the moods of the people around them.</p> <p>They love Rosefield and never had any dreams of leaving, though they do not care that much for the faith. They used to be really connected to everyone, but people started to avoid them after the murder, which greatly upset them. They don't like confrontation and figured there wasn't a way to redeem themselves, especially</p>

	<p>because they kept giving customers negative readings, so they accepted having to withdraw themselves from the town.</p> <p>They are very passionate about divination and the negative energy surrounding the town leading up to and lasting after the murder deeply disturb them. They have learned to not share the extent of their concern with others for fear of not being taken seriously. They have started to learn other forms of divination to see if the omens they get are still the same or if they can give any additional insight. They want to help the town anyway they can, and as an experienced psychic, wants to find out what is really happening.</p> <p>They don't get a lot of sleep at night and therefore drink a lot of tea during the day. When they can't sleep, they take long walks around the town or practice divination techniques. They also sometimes bake, which gave them the idea of serving pastries along with tea.</p> <p>- <i>Similar Characters: Luna Lovegood (Harry Potter), Mipha (Zelda BOTW), Mob (Mob Psycho100), Tamaki Amajiki (MHA), Toko Fukawa (Danganronpa)</i></p>
Speech Quirks	<p><i>Says hmm before starting sentences a lot, takes a bit for them to say some lines, like they're being thoughtful about it.</i></p> <p><i>Commonly expresses themselves through metaphors/symbolism</i></p>

Story Relations

Backstory	<p>They are part of a family-owned tea shop called "Drinks and Divination," where customers come to enjoy tea and have their futures read by the family members through the tea leaves.</p> <p>They remember going out with Valentina as kids, going to catch The Fender's Blue every day one summer in the mountains. They marveled at Valentina's grit and stubbornness, and still feel nostalgia for those times when they played together.</p> <p>Before the murder, Sloan works in the main part of the tea shop with their parents, but leading up to the murder, they keep seeing bad omens in all of the tea they read. This not only unsettles customers but deeply disturbs Sloan and they start</p>
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	<p>having a lot of nightmares and develop insomnia because of it. After the murder happens the nightmares continue and they still feel the negative spiritual energy surrounding the town.</p> <p>Sloan now works in the back of the tea shop handling restocking/brewing tea instead of with the customers due to their customers only having bad omens. (Unless someone they know comes to the shop, then they will emerge)</p> <p>Sloan now struggles a lot with sleeping and drinks highly caffeinated tea and takes long walks at night to combat their worrying about the negative energy surrounding Rosefield.</p> <p>Favorite drink: Oolong Tea</p>
Relationship to the Victim	Sloan is the celebrity's younger cousin. They played together a lot as kids, but grew apart once they got older – especially once the celebrity started going down their path to stardom. There are no bad feelings that Sloan has towards the celebrity, but wishes they had stayed in touch more with their family.
Life Goals	They aspire to own the tea shop someday and carry on the family business. They want to expand the small shop to start selling pastries as well. They also are passionate about divination and their connection to the spiritual energy around Rosefield. They want to master several forms of divination in order to be more in touch with this energy and have more accurate readings.

Love Style

Love Language?	<i>Quality time</i>
Likes	<p><i>Actions:</i></p> <ul style="list-style-type: none"> • <i>Compliments on their hobbies</i> • <i>asking them about themselves</i> • <i>offering to listen to them/emotional support</i> <p><i>Items they would like</i></p> <ul style="list-style-type: none"> • <i>Clear quartz</i> • <i>Silver jewelry</i> • <i>Potted plant</i>

Dislikes	<i>Actions</i> <ul style="list-style-type: none"> <i>physical touch without asking</i> <i>direct pickup lines</i>
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Character Relations

Relationship to other Characters (closest to unknown)	Valentina: Misses Valentina, but wasn't super close to her Quinn: Mutual friends, Quinn's their customer Alex: Customer, but also, u dated my cousin but ur not good enough MC: Knows of MC as their customer Koleth: police man go away! Yana: DOESN'T KNOW THEY EXIST (yet) unkown at first, but grows closer to Yana as game progresses DOESN'T KNOW THEY EXIST: Granny
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Alex (The Ex)

Personal Details

Name	Alex - Male (he/him)
Age	23
Occupation	Botanist
Appearance	"Tall, dark, and dangerous" Short curly brown hair Wears dark gray turtleneck Fair skin with slightly olive tone Warm smile Optional glasses

	 <p>(this except slightly older looking)</p>  <p>(this except brown hair instead of blue hair and less sharp features) Has a garden</p>
Primary Color	Dark Green
Secondary Color	Black

Personality

Personality (5 key words)	INFP, charismatic looking but soft heart, Nature-loving, smart
Personality (detailed)	<ul style="list-style-type: none"> • It must be apparent that he is attractive and while he's not obsessed about that, he grooms himself and looks neat • Looks very charismatic (tall, attractive, etc) but soft spoken and kind heart • Likes bringing up facts about his garden but never goes too overboard with it • Valentina was his first true love and will never forget but currently trying to get over her • Usually seen alone • Remembers small little details about you

	<ul style="list-style-type: none"> Like "cat-like looks but dog-like personality"
Personality Type	INFP
Speech Quirks	<p>Speaks elegantly and curtly but passionately about plants</p> <p>Excited/ slightly more talkative when someone brings up garden</p> <p>Filler words: I see, hmm... etc</p>

Story Relations

Backstory	Studied botany in college slightly out of town and came back to take care of community Botanical Gardens
Relationship to the Victim	<p>Ex of Celebrity</p> <ul style="list-style-type: none"> They dated all of high school - <ul style="list-style-type: none"> Alex saw Valentina at the talent show freshman year and asked her out - Valentina said yes, but Alex was never sure of Valentina liked him back They broke up due to personality differences <ul style="list-style-type: none"> Right before Valentina decided to leave, she told Alex to call it off; Alex didn't say much, but he was heartbroken Valentina did not tell Alex when she was leaving Celebrity wanted to go outside of town and flourish but this character is the opposite, wanted to come back to town after graduating to focus on community work However celebrity was this character's first true love and the celebrity broke up with him to pursue her dreams which this character tried his best to understand In the story it will be hard for him to get over his ex initially but as the story progresses and MC chooses to invest in him, he will open up and finally love MC Helps MC with investigation due to his love but can fall in love with MC instead
Life Goals	<p>Make Botanical Gardens flourish</p> <p>Figure out exact death of celebrity</p> <p>Restore community bond (bc after celebrity death the town became slightly suspicious of each other)</p>

Love Style

Love Language?	Acts of Service (offering to help investigate celebrity issue) Quality time (except the quality time spending is usually nature oriented for him) Remembering small details about MC Not a lot of words of affirmations or physical touch to maintain balance
Likes	Interest in his garden work Humor and outgoingness (like opposites attract)
Dislikes	Negative comments of celebrity Disinterest in garden work Reservedness and being quiet (because he himself is like that)

Character Relations

Relationship to other Characters (closest to unknown)	Valentina: Never got over her, obsession as a fan Quinn: Gets weird vibes// but really good friends with his ex Sloan: Thinks Sloan is a little crazy hippy MC: Ex's Friend, occasional patron DOESN'T KNOW THEY EXIST: Koleth, Yana, Granny
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Yana (The Bodyguard)

Personal Details

Name	Yana - Female (she /her)
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Age	25
Occupation	Bodyguard
Appearance	<ul style="list-style-type: none"> - Blond hair - Piercing blue eyes - 5'11" - Style: techwear/suits (at work) - Carries weapons/defense items - Broad shoulders, very fit, - Lighter skin
Primary Color	Black
Secondary Color	Maroon

Personality

Personality (5 key words)	<ul style="list-style-type: none"> • Abrasive • Loyal • Unreadable • Reserved • Observant
Personality (detailed)	<ul style="list-style-type: none"> • Isn't very friendly when she first meets someone <ul style="list-style-type: none"> ◦ Has trust issues after her sister was kidnapped when she was 19 • Grew up and lives in the big city but she hates it because there are so many people • Once she likes someone she gets attached to them • Protective of Valentina • Works as a body guard because she was too aggressive for other jobs • After victim she calmed down and stopped having violent outbursts • Now that the victim was killed she's returned to violence and is seeking meeting the revenge • Thinks Rosefield is kinda kooky, their traditions a bit old
Personality Type	<u>Not sure</u>
Speech Quirks	Speaks minimally when possible

Story Relations

Backstory	<ul style="list-style-type: none"> • Grew up in the big city in another country with a loving family
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	<ul style="list-style-type: none"> • At 19 years old her sister was kidnapped on vacation to the "US" (not explicitly) and has been missing ever since • Since then she's acted violently and aggressively towards anyone outside her family • Dropped out of college after her sister went missing • After being in and out of jobs she met the victim at a cafe when Valentina was first getting started, and they hired her as their bodyguard • Possible murder suspect
Relationship to the Victim	<ul style="list-style-type: none"> • Their bodyguard • They were the first person she could trust after her sister disappeared
Life Goals	<ul style="list-style-type: none"> • Find her sister • Get revenge for the victim's murder • Move to a farm

Love Style

Love Language?	<ul style="list-style-type: none"> • Words of affirmation • Physical touch
Likes	<ul style="list-style-type: none"> • Compliments (she won't admit it though) • Sweets (she also won't admit this)
Dislikes	<ul style="list-style-type: none"> • Sarcasm • Lots of questions

Character Relations

Relationship to other Characters (closest to unknown)	Valentina: Bodyguard, dotes on her as a mother figure Koleth: Both detectives, camaraderie MC: Heard a little bit about MC from Valentina, but unfamiliar Sloan: Unknown at first, but treats them like little sibling later Quinn: Heard of her a little bit, is one of her suspects though Alex: Sus! Ex = bad news. Ur clingy and obsessive. Back off
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	DOESN'T KNOW THEY EXIST: Granny
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Koleth (The Police)

Personal Information

Name	Koleth - Male (he/him)
Age	22
Gender + Pronouns	Male, he/him
Occupation	<p>Jack of all trades freelancer, good with his hands: Slacking Police Officer</p> <p>Frequently goes on walking trips ("pilgrimages", he calls them) far down the coast, doing favors for strangers in exchange for food and lodging. Well liked outside of the town as a result.</p>
Appearance	<p>Black wavy ($\frac{1}{2}$ period = $\frac{1}{8}$ head height) hair to the shoulder, with specks of shimmering sand scattered throughout. Bang line should vaguely resemble a wave cresting (see The Great Wave painting for reference)</p> <p>Darker skin tone</p> <p>Irises are dark gray, cloudy.</p> <p>kindly (approachable, almost baby) while still implying an intrinsic capableness (If Keanu was in the military, unless he was, I have no idea)</p> <p>Dark (space Cadet) blue unzipped, wrinkled uniform with white t-shirt underneath, slightly crusty</p> <ul style="list-style-type: none"> - Glasses askew - Wrinkled uniform - Absent minded expression - Broad shoulders and semi muscular build - Carrying a pocket notebook <p>Dirt brown corduroy pants</p> <p>5'9", skinny</p>
Primary Color	Clay dirt brown (#b15c02)
Secondary Color	Space Cadet blue (#1d2951)

Personality

Personality (5 key words)	Introspective, Amicable, absent-minded, Ecclesiastical, earnest
Personality (detailed)	<ul style="list-style-type: none">- Not great at discerning social tensions, but compassionate when it comes to meeting needs- A bit absentminded, a slacker and likes to talk about philosophy more than working- Tries his best to do his job well but is incompetent overall- Good friends with the player since childhood- Has access to forensic testing that the player may need- Although he is incompetent he is very optimistic and outgoing- He is willing to help the player with any issues they have as they are childhood friends<ul style="list-style-type: none">- Trusts the player due to some tragedy during childhood<ul style="list-style-type: none">- There was a severe storm that hit their town, causing significant damage. Amidst the chaos, they got separated from their families and found themselves in a precarious situation. It was a scary and challenging time for them, but they stuck together, helping each other find safety and navigate the aftermath of the storm.- Very philosophical, doesn't like people like Valentina that turn their backs on the community, much like his mother
Personality Type	ENFP
Speech Quirks	a warm and friendly tone, often punctuated by genuine enthusiasm Scattered often Says "umm" a lot when he tries to explain work related things

Story Relations

Backstory	<ul style="list-style-type: none">• Seen as a failure by townsfolk after his mom left his bookish father for an outsider millionaire. Kolet was 5 years old when his mom left the town.
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	<p>(also because she hated the town's old ways, so Koleth finds Valentina a bit annoying as the resemblance is uncanny)</p> <ul style="list-style-type: none"> • Though his father never made much as an English teacher, he made enough to sustain the 2 of them. It was from him that Koleth got his love for pondering. • There was a severe storm that hit their town, causing significant damage. Amidst the chaos, Koleth and MC got separated from their families and found themselves in a precarious situation. It was a scary and challenging time for them, but they stuck together, helping each other find safety and navigate the aftermath of the storm. • Unfortunately, he lost his father to a stress-induced stroke at peak pituitary hormone production (age 11). Koleth would cope by visiting the beach. He used to go with his father the summer after his mom left. Eventually, he began to neglect school in favor of gaining practical skills and soul searching. • He and the player have been best friends since childhood, always getting into harmless mischief together. Koleth always had a heart of gold and a genuine desire to help others. • As they got older, Koleth pursued a career in law enforcement. His intentions were pure, but his inherent clumsiness and absent-mindedness led to a series of comical mishaps during training. • However, the police department recognized his sincerity and good intentions, deciding to keep him on the force in forensics. The player and Koleth's enduring friendship serves as a source of both amusement and genuine affection in the town..
Relationship to the Victim	<p>Same high school (of course), but a grade below. Never attended consistently enough to know of more than the people in his classes.</p> <p>Has a bit of bias against her for being a celebrity</p>
Life Goals	<p>His ultimate aspiration could be to leave a lasting, positive impact on the town he loves.</p>


Character Relations


Relationship to other Characters (closest to unknown)	<p>MC: Best friends, talk a lot</p> <p>Yana: Unknown, but the two are similarly passionate about the truth of the case</p> <p>Quinn: Knows of Quinn as a good teacher and not much more</p>
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	<p>Granny: neighborhood sassy grandma</p> <p>Valentina: Knows of her from the gossip but not a lot; but he kinda dislikes her leaving the town - kind of like how his mother also left</p> <p>Sloan: Weirdo...good tea</p> <p>Alex: Not a fan of "popular people".</p>
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Granny (The Granny)

Personal Details

Name	Cora Bartlett
Age	68
Gender + Pronouns	Female - she/her/hers
Occupation	Retired, owned a local diner in the town for many decades before her husband passed.
Appearance	<p><i>Broad or detailed physical descriptions.</i> <i>Include visual references that you feel inspired by, if applicable.</i></p> <ul style="list-style-type: none">• 5'7, skinny figure• Gray hair• Wears silver earrings and a jade bracelet(?) <p>Bracelet:</p> 

	<p>Similar to this:</p> 
Primary Color	Rose pink
Secondary Color	Lavender but occasionally wears a vibrant yellow (flower aesthetic)

Personality

Personality (5 key words)	Welcoming, talkative, assertive, inquisitive, community-oriented
Personality (detailed)	Overall a very extroverted person, Cora is not afraid to strike up a conversation with anybody. She stays firm in her beliefs and will argue with those who disagree with her. She is extremely observant and can notice changes in a person's demeanor, she is able to notice and gauge the reasons behind this change.
Personality Type	<p>Taken from the MBTI Website for ESFJ (Extroverted, :</p> <p>A Consul (ESFJ) is a person with the Extraverted, Observant, Feeling, and Judging personality traits. They are attentive and people-focused, and they enjoy taking part in their social community. Their achievements are guided by decisive values, and they willingly offer guidance to others.</p>
Speech Quirks	<ul style="list-style-type: none"> • often times in conversation, Cora will bring out stories of the past ("Let me tell you about the time that...") - could help with the investigation • Refers to people in endearing ways / pet names - could refer to MC as sugar since they own a coffee shop, (my dear, honey, etc etc)


Story Relations

Backstory	<ul style="list-style-type: none">• Cora did not grow up in the village, rather she came from an urban area. She met her husband while he was studying at a local university. She eventually fell in love and moved to Rosefield in her 20s.• As a result, Cora does not have close ties to the religious aspects of the village but because of her naturally charismatic personality, she is still beloved by the town and cares deeply.• Many people nowadays do not know she came from outside.• When they moved back to the city, her husband and her opened up a diner, The Bartlett Diner. Because of her love of cooking and hospitality and her husband's education in business management, the diner was an instant success.• Cora created a very loving atmosphere and it was through this diner that she learned more and more of the gossip and lives of those that inhabited Rosefield.• Cora and Norman have one son named Garrett (45) and one granddaughter named Ruby (~20 slightly younger than MC and victim).• Her husband dies in the flood trying to save Quinn, but no one knows this besides Cora. Cora also kept an eye on Quinn as a result, wanting Quinn to grow up happily like her own grandchildren.• Unfortunately, it was her husband who mainly managed the finances and logistics of the diner so when he died Cora both had no more passion to keep the diner open nor did she know how to keep it running.• Despite originally rethinking her decision to move to Rosefield, throughout the decades she has fallen in love with the town and their inhabitants.
Relationship to the Victim	<p>Cora has no significant relationship towards the victim. Other than occasionally seeing the victim and talking to them when she used to run the diner, Cora did not know the victim very well. However, she is empathetic to the victim's decision to stray away from the religious aspects of the town, as Cora herself knows how it feels to be atheist(? - or at least not aligning with the town's beliefs).</p> <p>Since her granddaughter is around the same age as the main character/victim, Cora does know some information regarding their school life.</p>

Life Goals	<p>Cora tries to fill the void of losing her husband by being heavily involved with the lives of those in the community. Cora has two main goals for the rest of her life</p> <p>As her granddaughter is getting older and equipped with her knowledge of the town, Cora loves playing matchmaker with her granddaughter and the local townsfolk.</p> <p>She also cares deeply for Quinn.</p> <p>She could also be like writing a book/memoir/documentary/autobiography about the lives of people in the town, because she loves the town so much she wants to preserve the stories of the people found in it, maybe she accidentally tells the MC hints about the murder when talking about her progress writing the book or various stories that are located in i</p>
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<https://www.16personalities.com/esfj-personality>

Character Relations

See:  Character Relations for full chart

5: The Murder

In Progress ▾

Sequence of Events

Before the Murder

1. Early in the winter, the Alarie parents die in a car crash - a mysterious rain fell upon the town, causing slippery roads in the mountains
2. The town begins to plan a funeral, and word reaches [Valentina](#) in LA
3. [Quinn](#) steals [Crying Lavender](#) from [Alex](#) as soon as she learns of the Alarie parents' death
 - a. Crying Lavender only grows in the summer, but Quinn knows the unique properties of the [Rose Shrine](#) allow it to grow faster than usual
4. She grows Lavender there, using the special soil properties of the rose shrine and collects Yalium after class
 - a. Some people spot her going into the mountains often at night, but most think she is just pious
5. Buys Lavender Tea two nights before the murder from [Sloan](#), Sloan does not remember this encounter
6. Quinn begins to watch the house closely on her way back from work every night

Night of the Murder

Time	Event
9:30 PM	<ul style="list-style-type: none">- Valentina arrives by car at Rosefield, arriving at the Alarie family house- She begins to clean out the house - much of the items have been removed by town elders- Nobody spots her
10:00 PM	<ul style="list-style-type: none">- Yana had followed Valentina into Rosefield secretly. She finds Valentina's house and confronts her about being irresponsible and leaving LA without a single word- Yana tells Valentina to take her meds, but Valentina refuses and tells Yana to get out

	<ul style="list-style-type: none"> - The Yalium Valentina usually takes is left in the house <ul style="list-style-type: none"> - It wasn't actually enough to cause death - she brought a mostly empty bottle
10:10 PM	<ul style="list-style-type: none"> - Yana storms out of the house and wanders the town, drawing eyes from the townspeople
10:30 PM	<ul style="list-style-type: none"> - Valentina texts Sloan that they should meet up - She begins to text MC and Quinn that she's back, but Quinn has been watching the house - Granny sees Quinn walking around - Quinn knocks on the door, bringing the poisoned tea and interrupts the texting
10:45 PM	<ul style="list-style-type: none"> - Valentina finishes the tea and dies - Quinn takes off her Rose Ring and drags Valentina up to her room - She leaves the cup on the desk and fakes a suicide note based on old handwriting explaining that Valentina does not live in a world without her parents
11:00 PM	<ul style="list-style-type: none"> - A dog barks outside the house - Quinn leaves the house in a hurry, being spooked by the dog and gaining sudden clarity
12:00 AM	<ul style="list-style-type: none"> - A passerby finds the door open to the house and lights on, calls the police after finding body

Why did the police rule it as suicide?

1. Suicide Note - the reasoning was believable
2. Rose Ring - Religious icon that Valentina would HATE having, but most people don't know that
 - a. She threw away and burnt all her Rosefield imagery items before she left in a fire

3. The use of deadly poison that would be hard to obtain in the town -> the plant only grows in summer or warm climates, and the meds are unavailable in Rosefield pharmacies
4. Lack of any witnesses -> it would be easier to rule as suicide

Evidence

Evidence at the Scene

- Yalium
 - Valentina died from ingesting a high amount of Yalium. This medication is impossible to get in Rosefield, unless cultivated from Crying Lavender.
- Lavender Tea with [Yalium](#) dissolved inside
 - No fingerprints
 - There were a few
 - **Description:** An herbal lavender tea found at the scene. It has a sweet fragrance...but there appears to be Yalium mixed inside...
- The Rose Ring [graphic]
 - A metal ring with Rosefield's Rose Icon on it
 - Thought to belong to Valentina
 - Actually belonging to Quinn
 - **Description:** Derived from a transparent, pink mineral closely resembling that of pink diamonds, this mysterious relic perhaps dates back to the time of the Savior. According to the elders, rings like this are symbolically connected to the field of roses, linking this ring to the roses' seemingly undying nature.
- The Suicide Note
 - Written in blue ink in Valentina's high school handwriting
 - Explaining that she does not want to live on this earth without her parents, that she atones for her sins against the spirits by leaving the town
 - **Description:** Written in the cerulean blue ink, this crumpled page was found at the scene of her death. She writes that she does not want to live on this earth without her parents. Her flowery but bold handwriting has not changed from her high school days, but it is hasty and messy here, as if spur of the moment.
- Valentina's Belongings:
 - **Description:** Valentina carried with her: an almost empty bottle of Yalium meds, neatly folded clothes, and her high school hoodie, ratty and worn but

clearly washed multiple times:

- Valentina's Phone - locked at first In Progress ▾
 - **Description:** Valentina's phone remains locked. What truths could be hiding inside?
 - Unsent texts and emails from Valentina to her friends over the years
 - To Quinn:
 - "I miss you"
 - "Why didn't you support me? I wanted to leave. Why didn't you let me?"
 - "U and ur stupid town can burn in hell"
 - To Sloan:
 - "How are my parents doing?"
 - To MC:
 - "Idk what im doing here anymore"
 - "Why did I think I could make it?"
 - Texts with Yana
 - Y: Where are you?
 - Va: walking outside
 - Y: ok
 - Y: Stay safe
 - Y: Want me to come?
 - -
 - Y: Meds?
 - Va: taken
 - -
 - Y: Avocado toast or burrito
 - Va: both
 - Y: You are on a diet
 - Y: I can get you half of each
 - -
 - Texts from her manager that she has to go back, she can't ditch her obligations for the funeral
 - With Manager
 - M: 9:00 AM Vogue Interview
 - V: Will be there
 - -
 - M: Where r u? They r asking
 - M: Valentina? U can't do this

- M: this is a breach of your contract
- V: going home for the week
- M: i will drop you
- M: there r millions of teenagers that want ur position
- M: [20.35 Voice Message]
- M: ur not special
- M: ur just lucky
- M: right place right time
- M: u think ur more talented than the rest?
- M: who made u think that u can do this
- M: this is a big opportunity
- M: go back to ur stupid town
- M: dont come back
-
- With Sloan
 - V: Let's meet up.
 - V: im coming back for the funeral
 - V: we should talk
-

Means of Murder

- Overdose on Yalium
- Yalium - a medication from a plant that cannot be found in Rosefield
 - Low doses - makes you relaxed
 - High doses - can kill (shuts down the brain)
 - Tears down the face after you die
- Tasteless and colorless when dissolved
- Yalium comes from the Crying Lavender, a plant that cannot be found in Rosefield
 - It only grows in the summer

Character Specific Evidence

	Where were they on the night of the murder?	Why suspicious?	Evidence
Alex	<ul style="list-style-type: none"> Chilling in his house 	<ul style="list-style-type: none"> Not over Valentina and obsessed with the past Familiarity with plants, the soil properties of the Rose Shrine Possessed Lavender seeds 	<ol style="list-style-type: none"> Photos/magazines of Valentina in Alex's office/house <ol style="list-style-type: none"> Description: A collection of Valentina's magazines, throughout her career. Alex organized them by date. Seeds of Crying Lavender <ol style="list-style-type: none"> Description: Several bags of Crying Lavender seeds marked and organized neatly by Alex. Excellent knowledge of plants and botany - books of botany <ol style="list-style-type: none"> Description: A collection of books on botany and planting in the Rosefield region in Alex's office. <p>During the Festival</p> <ol style="list-style-type: none"> Alex's Alibi <ol style="list-style-type: none"> Description: According to his alibi, Alex was in his house, watching TV. There is no certain evidence that he was there. Notebook on Rose Shrine Soil <ol style="list-style-type: none"> Description: According to Alex's notebook, the soil near the Rose Shrine is special...anything here can grow at any time, no matter

			<p>the season or temperature.</p> <p>3. Snack Receipts</p> <p>a. Alex went out to get snacks the night Valentina died. The time says 10 PM, after when Valentina arrived in the town</p>
Cora	At house	n/a	n/a
Koleth	At station all night	n/a	n/a
Quinn	<ul style="list-style-type: none"> In the house with Valentina 	<ul style="list-style-type: none"> Religion - feels that Valentina has betrayed the town Blaming Valentina for her father's death Jealousy Deep familiarity with Valentina's handwriting, habits, and life, 	<p>In her classroom:</p> <ol style="list-style-type: none"> Returned Letters <ol style="list-style-type: none"> Description: Quinn has sent many letters to Valentina, but all of them were returned to the sender. Stone Rose Charm <ol style="list-style-type: none"> Description: A crafted charm of a rose, it's a symbol of Quinn's piety to the nature spirits Classroom PLants <ol style="list-style-type: none"> Description: Quinn keeps lots of plants in her classroom. She must be a good gardener. <p>During the Festival</p> <ol style="list-style-type: none"> Quinn's Alibi <ol style="list-style-type: none"> Quinn was taking a walk in the area that night, as seen by Granny *Replica Rose Ring* <ol style="list-style-type: none"> Key evidence

			<ul style="list-style-type: none"> ○ If you turn this one in then Quinn will be convicted ○ Description: A replica of the exact same Rose Ring that was found at the scene of the crime. <p>6. Notes on Soil</p> <ul style="list-style-type: none"> a. Description: Personal notes on the special soil properties of the Rose Shrine <p>7. Gift Cards</p> <ul style="list-style-type: none"> a. Description: Colorful gift cards that Quinn received from her students, full of compliments.
Sloan	<ul style="list-style-type: none"> ● In the tea shop 	<ul style="list-style-type: none"> ● Sloan's family would become the new important family once Valentina's lineage ● The dark omens over the town, Sloan has to "do something" ● Sloan is the only supplier of Lavender Tea in the town, which Valentina drank 	<p>1. Lavender Tea</p> <ul style="list-style-type: none"> a. Description: The same brand of tea Valentina ingested when she died. Only Sloan's shop sells this tea in town. <p>2. Sales Records</p> <ul style="list-style-type: none"> ○ Description: The shop's sales records are spotty and lacking. Sloan does not seem to know who they sold tea to... <p>1. Sloan's Alibi</p> <ul style="list-style-type: none"> a. Description: Sloan claims that they were going to meet up with Valentina, but got a bad tea reading and ended up staying home. <p>During the Festival</p> <p>1. Letters from Alarie Family</p> <ul style="list-style-type: none"> a. Relatives from the Alarie Family are pressing Sloan to

			<p>take up Valentina's mantle, saying they are the perfect fit.</p> <ol style="list-style-type: none"> 2. Sloan's Personal Doodles <ol style="list-style-type: none"> a. Description: "Recent readings have been nothing but bad...I don't know what I should do to stop this darkness over the town...I have to do something! Is it related to Valentina...? Maybe she caused this?"
Yana	<ul style="list-style-type: none"> • Yana and Valentina have an argument about Valentina being irresponsible • Yana storms out in anger 	<ul style="list-style-type: none"> • Potentially negligence - brought too much Yalium and accidentally poisoned Valentina • Anger management and can sometimes be blinded by her emotions 	<ol style="list-style-type: none"> 1. Yana's ID <ol style="list-style-type: none"> a. Description: A foreign ID that belongs to Yana...with a suspicious-looking red symbol stamped on. 2. Yana's Phone <ol style="list-style-type: none"> a. Description: Yana left her phone open - reminders show that she used to serve Valentina's meds daily. 3. Yana's Yalium <ol style="list-style-type: none"> a. Description: Yana carries a large amount of Yalium in her bag... <p>During the Festival</p> <ol style="list-style-type: none"> a. Yana's Alibi <ol style="list-style-type: none"> i. Description: Yana fought with Valentina that night, and stormed out of the house! b. Criminal Record <ol style="list-style-type: none"> i. Description: Koleth pulled up Yana's records - she was charged with aggravated assault with

			<p>recommendations to see a therapist on her anger management. Records show she often forgets key things when angry.</p> <p>c. Young Girl's Picture</p> <p>i. Description: A picture of a young girl. Bears striking resemblance to Yana.</p>
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6: Events of the Game

Completed ▾

Refer to:  Storyboard Days

Key Events	<ul style="list-style-type: none"> • Day 2: HS Graduation • Days 5-9: Festival • Day 9: Judgment Day <ul style="list-style-type: none"> ◦ Police Chief tells Koleth he only gets nine days to solve the cold case/present evidence or else it gets shelved forever
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7: Pinterest Boards

- Rosefield Faith <https://pin.it/1fVSWef>:
- Sloan <https://pin.it/1N4nlh8>
- Quinn: <https://pin.it/5210qpZ>

- Valentina: <https://pin.it/2yuT24s>