

0(unskippable). You start on a plane with your partner Marin. Your 5 year old son Dale asks to play on your computer, and you refuse and you are completing some work (you're playing solitaire but hide the screen). He grows upset and begins to cry, to the chagrin of the other passengers. Marin returns from the restroom and consoles Dale, stating that the flight attendants seemed rather distressed. Dale falls asleep in Marin's arms, and you lament that Dale seems to like Marin more than yourself. Marin kisses you and assures you once he gets older, he'll appreciate you more. You clutch your stomach and ask the flight attendant for a snack, she ignores you. Confused, you look to Marin who shrugs. Maybe some upcoming turbulence? He also makes a joke about how hungry you've been. As you start to answer, the pilot comes over the intercom.

"Attention passengers, we apologize for the disturbance. We are being forced to make an emergency landing due to-"

Water begins crashing through the windows. Before you can react your vision goes blue...then black.

(RED)

1. You open your eyes to find yourself levitating above a dark chasm, swirling with black and purple. Looking at it for too long makes you feel dizzy. You can move all around in it but the moment you step foot on the sand, the levitation stops. Stepping back into the chasm causes you to fall for a few moments, then you begin to levitate again and the process restarts. You can explore the island and find 4 things of note:
 - a. You find a sailboat styled like a bath toy. If you attempt to board it, it will immediately capsize and you reset from 1. On this note, falling into the ocean at any point in the game sends you back to one.
 - b. You can see a bridge held up by chains. They look incredibly sturdy.
 - c. You can see a jagged mountainside. You feel compelled to climb it but it is surrounded by a thick metal gate with a heavy padlock keeping it shut. A sign is stuck on a metal post in front of the lock: "MOUNT UNREMARKABLE"
2. Finally, at the northmost point of the island, there's a small pile of rubble. It feels insignificant and without note. However a large metal key sits on top of the rock that rests atop the pile. Upon taking it you see a single word etched into the top: "FORGIVE".
3. You can return to the metal gate with the key to unlock the heavy padlock. It hits the ground but the gate still only opens a small crack, barely enough to squeeze

through. As soon as you do, you hear a click and turn around. The gate has immediately closed and the lock has been replaced.

4. You can scale the mountain with some skillful platforming before reaching the top. Upon reaching the summit, there is another chasm similar to the first one you saw. You stare into it and see something...a faint outline of a plane. You reach out to touch it and immediately fall forward through the darkness. You hear a faint voice. "...tried...crash...miracle..."

(ORANGE)

1. You are once again levitating above the original chasm. It feels smaller than before. Once again, there are a few things of note:
 - a. You find a sailboat styled like a bath toy. If you attempt to board it, it will immediately capsize and you reset from 1.
 - b. You can see a bridge held up by chains. They look incredibly sturdy. However, you can see one chain on the bridge across the island has been shattered.
 - c. You can see a jagged mountainside. It is surrounded by a thick metal gate with a heavy padlock keeping it shut. A sign is stuck on a metal post in front of the lock: "MOUNT UNREMARKABLE"
 - d. The pile of rubble remains at the top of the island, but there is no key and no etched rock.
5. There is a new landmark on the island. There's a large wooden sign at the front of the area: "Welcome to TURMOILLE. Memento mori. Population: 1." There is one large house in the city, and if you knock on the door a pale woman steps out with a forlorn expression. She introduces herself as Myseri and welcomes you to Turmoil. She hands you a welcome manual, swearing you in as a formal member. She also offers a gift you can claim at any time: a tool of your choosing. Upon receiving the manual, you learn Boat Skills.
6. You can now use the Frailboat without capsizing immediately. However the boat will immediately sink upon crossing. There are a few things of note on this new island:
 - a. 3 solitary misshapen trees stand at the northmost point of the island. A sign on a metal post reads "NOW ENTERING FEVERDREAM FOREST. BEWARE OF PERIL." You decide not to enter.
 - b. At the southern end of the island, there is an extremely narrow path. You can sense something on the other end of the path but you know there is no way to traverse it for now.

7. There is a large brick wall on the southwest corner of the island. There's a note taped to it: *"Dear residents of Turmoille, beyond this wall is damage upon repair unto the island and unto you. If you remain steadfast, you may ask me for an ice cold glass of eggnog. I will know you have forsaken us all, and exile you to this island...but you will retrieve what you foolishly seek. -Myseri"* You have to fall into the ocean one way or another to get back to the main island. You can knock on Myseri's door and ask for the eggnog. She shuts her door and eventually reopens it, handing you a pickaxe. "Take the Frailboat and never return. You are not welcome here." She shuts the door again and it will not be reopened. You can take the Frailboat across the island and it is still a one-time use before sinking. You can collapse the brick wall after a few swings with the pickaxe, and on the other end is another chasm. You see the faint outline of people staring each other down. You reach out and fall through the darkness. You hear a faint voice: "You...unforgiveable...instead..."

(YELLOW)

1. You are once again levitating above the original chasm. It feels even smaller than before. Once again, there are a few things of note:
 - a. You find a sailboat styled like a bath toy. If you attempt to board it, it will immediately capsize and you reset from 1.
 - b. You can see a bridge held up by chains. They look incredibly sturdy. However, you can see both chains on the bridge across the island has been shattered. That side of the bridge has been lowered but your side remains steadfast.
 - c. You can see a jagged mountainside. It is surrounded by a thick metal gate with a heavy padlock keeping it shut. A sign is stuck on a metal post in front of the lock: "MOUNT UNREMARKABLE"
 - d. The pile of rubble remains at the top of the island, but there is no key and no etched rock.

8. There is a new landmark on the island. There's a large wooden sign at the front of the area: "Welcome to TURMOILLE. Memento mori. Population: 1." There is one large house in the city, but it is not Myseri's. You knock on the door, and a child in lumberjack clothes MUCH too large for them steps out. He announces he is Wealson, and his father Weal is currently away. He asks if you wish to go to Feverdream Forest. If you refuse, he goes silent and closes the door. Knocking again resets the dialogue.

6. Accepting has him lead you to the Frailboat, and per usual it will immediately sink after you cross. He mentions there were plans to make the Frailboat stronger, but an incident caused all construction to halt.

9. Before you have a chance to explore, he leads you into the Feverdream Forest by hand. You're a bit confused...there's only 3 trees. Nevertheless you walk past the 3 trees and nothing happens. However you turn around and the rest of the island is gone. Wealson releases your hand and goes running into the new surroundings: hundreds and hundreds of trees. You walk around the unfamiliar territory, calling out for Wealson. A maze portion follows as you try and get through the woods. All the while you hear Wealson calling out increasingly bizarre things. "Over here! Catch up before I do!" "This way! You're just getting started with the process!" "Hurry! It's time to move on!" "Quickly, before I lose my patience and deal with you permanently!" You also find strange things littered throughout the maze: a pilot's hat, a hospital bill costing \$1,234,567.89, a tombstone for Joe Mama, and Myseri's dead body.

10. At the end of the maze you see Dale, speaking in Weal's voice in front of the Narrow Minded Road. "We'll be together eventually...no matter how many times it takes." Dale runs through the path and you follow him through, somehow able to fit. As you pass through, Dale is gone and there is another chasm. You can look back through the path but cannot fit through it anymore, but the trees are gone. Jumping into the water spits you out still on the other end of the Narrow Minded Road. With no other alternative you peer into the chasm and see a courtroom. You reach out and fall through the darkness. You hear a faint voice: "Dues...incompetence...apology..."

(GREEN)

1. You are once again levitating above the original chasm. It feels, again, even smaller than before. Once again, there are a few things of note:
 - a. You find a sailboat styled like a bath toy. If you attempt to board it, it will immediately capsize and you reset from 1.
 - b. You can see a bridge held up by a chain. They look incredibly sturdy. However, you can see both chains on the bridge across the island has been shattered. In addition, one chain on your side has been shattered. Your side remains steadfast.
 - c. You can see a jagged mountainside. It is surrounded by a thick metal gate with a heavy padlock keeping it shut. A sign is stuck on a metal post in front of the lock: "MOUNT UNREMARKABLE"

- d. The pile of rubble remains at the top of the island, but there is no key and no etched rock.

11. There is a new landmark on the island. There's a large wooden sign at the front of the area: "Welcome to TURMOILLE. Memento mori. Population: 0." There is one small house in the city, but it is neither Myseri's nor Wealson's. You knock on the door and it swings open. Stepping inside you find a note on the table. *"Welcome to this immersive open house for the latest, hottest property in Turmoille! Take as much time as you need to explore the house and feel free to make an offer next time you see me! My hours on the island are-*" The note cuts off as the end of the page has been reached. You flip it over. *"Hope this information serves you well! Enjoy the tour and whenever you're ready to leave, grab the key from the nightstand and walk right out the front door. Enjoy and good luck! -Rathfael, Realtor of Real Realtors Reality LLC."* As you finish the note the door shuts and locks. You can explore this two level house for clues, many of which are red herrings but you notice the interior is painted the same color as the sail: lilac. You also find some blueprints on how to repair the Frailboat. Once you pick these up you find the key under them (the nightstand only had an empty photo frame, no key). You also gain Boat Skills.

6. Once you have left the house with the blueprints, the door shuts and locks once again. You can now take the Frailboat and it will crash against the shore, not sink. You notice a few landmarks on the island:

- a. 3 solitary misshapen trees stand at the northmost point of the island. A sign on a metal post reads "NOW ENTERING FEVERDREAM FOREST. BEWARE OF PERIL."

- b. At the southern end of the island, there is an extremely narrow path. You can hear some laughter from the other side but cannot see anything and certainly cannot pass through it.

- c. Myseri's wall is still standing but there is no note. You sense nothing on the other side...so what's the point of the wall? This wall makes you angry and you decide to ignore it.

9. With no other options (jumping in the ocean still spawns you at the crashed boat), you enter the Feverdream Forest and same as before, nothing initially happens but you turn around to see a change. But this time the change is not lots of trees. It's the fact that Myseri's wall has erected all around you and the 3 trees. A man offers you an axe with a beaming smile. On his suit is a nametag: Rathfael. Once you take the axe from

him, he casually phases through the wall. You lack those powers. Chopping down the first tree sounds like Marin screaming in pain, slowly growing weaker as the tree falls. Chopping down the second tree sounds like Dale begging for you to stop, also growing weaker as the tree falls. The final tree makes no noise until the final tree, which sounds like your own scream of agony. This tree crashes through the wall and allows you to escape. You can collect lumber from the felled trees and combine it with the boat and blueprints to create the S.S. Lilac.

12. You get on and as if on autopilot it slowly moves north. A storm begins and lightning strikes hit all around. You hear a lightning strike and see a plane crash directly in front of you, flinging you out of the Lilac. The game slows as you slowly descend into yet another chasm. You faintly see a cemetery as you fall through it. You hear a faint voice: "Gathered...sorrows...eulogy..."

(BLUE)

1. You spawn where the chasm would be...but it's gone. Once again, there are a few things of note:
 - a. Where the sailboat has been, there is a wooden sign: "GONE FISHIN"
 - b. The chains on the bridge are in shattered pieces and the bridge has been lowered. You can cross it to see the Temple of Acceptance but the door is locked.
 - c. You can see a jagged mountainside. It is surrounded by a thick metal gate with a heavy padlock keeping it shut. A sign is stuck on a metal post in front of the lock: "MOUNT UNREMARKABLE". A red sticker covers the sign: "CONDEMNED – DO NOT CROSS"
 - d. The pile of rubble remains at the top of the island, but there is no key. The rocks are etched with random letters.

12. There is a new landmark on the island. There's a large wooden sign at the front of the area: "Welcome to TURMOILLE. Memento mori. Population: 1." There is one small house in the city, but it is neither Myseri's nor Wealson's. It is also not the house for sale, so you knock on the door and a resident answers. He introduces himself as Pastor Greeve, keeper of the Temple of Acceptance.

13. He seems to know you and ushers you to the Temple of Acceptance and hands you the key. The door opens a crack but it appears to be chained from the inside. Greeve frowns, and says: "It appears you haven't opened up enough. Return to the start of your journey and remember whose has ended." You must go back to the rubble pile where

the rocks have now collapsed. You have 4 slots to pick up rocks and bring them back to Greeve. Upon bringing him any wrong combination, he will close the door and try the key again, but the door will still be chained. "Hmm...you still have more room to open. It may be difficult but you must accept it...whose journey has ended?" (2nd hint) "Whose journey has ended forever?" (3rd hint) "Whose journey was cut short?" (4th+ hint) "Must I spell it out...who's journey with life has ended with death?" The correct combination of rocks spells D-A-L-E. Greeve will close the door and try the key and the door swings open with a loud creak. You step into the temple of acceptance and it's full of faceless ghosts, their heads replaced with smoke. You proceed to the front and there is one empty spot, next to Marin. Greeve steps up to the altar of the temple and stares out to the crowd. "Hmm...something is still missing. I'm afraid today's service is cancelled." The ghosts and Marin disappear. Greeve stares you down with a pitiful look. "You have made great progress, child. But I'm afraid you haven't collected every piece. The outline of the puzzle is assembled but the inside is in disarray. YOUR inside is in disarray. So if you won't reach true acceptance, I'll be forced to send you back to the start." Two buttons appear: ACCEPTANCE or RESTART, with ACCEPTANCE being greyed out and unable to be selected, so your only option is RESTART. Greeve nods. "I understand. I look forward to our next visit." He raises a knife and as he goes to slit his own throat, the game crashes. You have now been transitioned onto the start of the...

True Route:

0(skipable). You start on a plane with your partner Marin. Your 5 year old son Dale asks to play on your computer, and you refuse and you are completing some work (you're playing solitaire but hide the screen). He grows upset and begins to cry, to the chagrin of the other passengers. Marin returns from the restroom and consoles Dale, stating that the flight attendants seemed rather distressed. Dale falls asleep in Marin's arms, and you lament that Dale seems to like Marin more than yourself. Marin kisses you and assures you once he gets older, he'll appreciate you more. You clutch your stomach and ask the flight attendant for a snack, she ignores you. Confused, you look to Marin who shrugs. Maybe some upcoming turbulence? He also makes a joke about how hungry you've been. As you start to answer, the pilot comes over the intercom.

"Attention passengers, we apologize for the disturbance. We are being forced to make an emergency landing due to-

Water begins crashing through the windows. Before you can react your vision goes blue...then black.

(RED)

1. You open your eyes to find yourself levitating above a dark chasm, swirling with black and purple. Looking at it for too long makes you feel dizzy. You can move all around in it but the moment you step foot on the sand, the levitation stops. Stepping back into the chasm causes you to fall for a few moments, then you begin to levitate again and the process restarts. You can explore the island and find 4 things of note:
 - a. You find a sailboat styled like a bath toy. If you attempt to board it, it will immediately capsize and you reset from 1. On this note, falling into the ocean at any point in the game sends you back to one.
 - b. You can see a bridge held up by chains. They look incredibly sturdy.
 - c. You can see a jagged mountainside. You feel compelled to climb it but it is surrounded by a thick metal gate with a heavy padlock keeping it shut. A sign is stuck on a metal post in front of the lock: "MOUNT UNREMARKABLE"
2. Finally, at the northmost point of the island, there's a small pile of rubble. It feels insignificant and without note. A single word etched into the top: "FORGIVE". Interacting with it causes it to flip over, revealing a gold key and another word on the back: "YOURSELF". You are then notified the rock has been placed in your pocket. A key bind will be assigned to pull out and flip the rock.
3. You can return to the metal gate with the key to unlock the heavy padlock. It hits the ground but the gate still only opens a small crack, barely enough to squeeze through. As soon as you do, you hear a click and turn around. The gate has immediately closed and the lock has been replaced. You can scale the mountain with some skillful platforming before reaching the top. The platforming has changed and become more difficult.
4. Upon reaching the summit, there is another chasm similar to the first one you saw. You stare into it and see something...a faint outline of a plane. You reach out to touch it and immediately fall forward through the darkness. However as you fall the rock begins to glow and if you pull it out, you see a watery vision of yourself on a life raft. A pilot is speaking to you.

PILOT: "Are you Marin and (gibberish)?"

MARIN: "Yes! Have you seen our son Dale? We got put on a life raft and separated from him!"

PILOT: Yes, we tried to save as many people as we could, but given the nature of the crash and the rapid speed at which we began to sink...

MARIN: "No..."

PILOT: "Honestly, it's a miracle we saved as many as we did, but--"

MARIN: "WHERE IS MY SON?!?"

You absorbed the essence of the Chasm of Denial.

(ORANGE)

1. You are once again levitating above the original chasm. It feels smaller than before. Once again, there are a few things of note:
 - a. You find a sailboat styled like a bath toy. If you attempt to board it, it will immediately capsize and you reset from 1.
 - b. You can see a bridge held up by chains. They look incredibly sturdy. However, you can see one chain on the bridge across the island has been shattered.
 - c. You can see a jagged mountainside. It is surrounded by a thick metal gate with a heavy padlock keeping it shut. A sign is stuck on a metal post in front of the lock: "MOUNT MEMORI"
 - d. The pile of rubble is gone but the rock remains in your pocket. The words haven't changed: "FORGIVE" and "YOURSELF".
5. There is a new landmark on the island. There's a large wooden sign at the front of the area: "Welcome to TURMOILLE. Semper Desiderari. Population: 1." There is one large house in the city, and if you knock on the door a pale woman steps out with a forlorn expression. She introduces herself as Myseri and welcomes you to Turmoille. She hands you a welcome manual, swearing you in as a formal member. She also offers a gift you can claim at any time: a tool of your choosing. Upon receiving the manual, you learn Boat Skills.
6. You can now use the Frailboat without capsizing immediately. However the boat will immediately sink upon crossing. There are a few things of note on this new island:
 - a. 3 solitary misshapen trees stand at the northmost point of the island. A sign on a metal post reads "NOW ENTERING FEVERDREAM FOREST. BEWARE OF PERIL."

You decide not to enter.

b. At the southern end of the island, there is an extremely narrow path. You can sense something on the other end of the path but you know there is no way to traverse it for now.

7. There is a large brick wall on the southwest corner of the island. There's a note taped to it: *"Dear residents of Turmoille, beyond this wall is damage upon repair unto the island and unto you. If you remain curious, you may ask me for an ice cold glass of eggnog. I will know you have forsaken us hope, and attempt to negotiate...but if I fail, you will retrieve what you foolishly seek. -Myseri"* You have to fall into the ocean one way or another to get back to the main island. You can knock on Myseri's door and ask for the eggnog. She invites you inside and says she forgot that wall was up there, it was a whole (insert current gameplay hours) ago. She pulls out a contract and states that she must read it to all those who wish to tear it down. It's incredible long and filled with legal jargon. Moving around the house warrants no results, and the door is locked. The only way to interrupt Myseri is pulling out the rock and flipping it. This will cause her concentration to break and she recognizes the rock. She mentions it was a gift from a new resident who tragically passed away. Without any further difficulty, she hands you a pickaxe from a closet and insists that this resident loved you. She then opens the door. You can take the Frailboat across the island and it is still a one-time use before sinking. You can collapse the brick wall after a few swings with the pickaxe, and on the other end is another chasm. You see the faint outline of people staring each other down. You reach out and fall through the darkness. However as you fall the rock begins to glow and if you pull it out, you see a watery vision of yourself in an apartment. You are face to face with Marin. Tears are streaming freely down their eyes.

YOU: You...you let go of him.

MARIN: Wha-?

YOU: All you had to do was keep a grip on him.

MARIN: All / had to do? I was trying to protect myself! It's basic survival instinct!

YOU: IT'S OUR CHILD!!

MARIN: DON'T YOU THINK I KNOW THAT?!? I SEE THIS AS JUST AS UNFORGIVEABLE AS YOU DO!! I DIDN'T CHOOSE THIS!! YOU DIDN'T HAVE TO WORRY ABOUT ANYONE BUT YOURSELF!!

You slap Marin.

YOU: You should've drowned instead.

The silence fills the room.

MARIN: ...don't call me.

Marin storms past you without another word. You drop to your knees and cry as you hear the door close behind you.

You absorbed the essence of the Chasm of Anger.

(YELLOW)

1. You are once again levitating above the original chasm. It feels even smaller than before. Once again, there are a few things of note:
 - a. You find a sailboat styled like a bath toy. If you attempt to board it, it will immediately capsize and you reset from 1.
 - b. You can see a bridge held up by chains. They look incredibly sturdy. However, you can see both chains on the bridge across the island has been shattered. That side of the bridge has been lowered but your side remains steadfast.
 - c. You can see a jagged mountainside. It is surrounded by a thick metal gate with a heavy padlock keeping it shut. A sign is stuck on a metal post in front of the lock: "MOUNT MEMORI"
 - d. The pile of rubble is gone but the rock remains in your pocket. The words haven't changed: "FORGIVE" and "YOURSELF".

8. There is a new landmark on the island. There's a large wooden sign at the front of the area: "Welcome to TURMOILLE. Semper Desiderari. Population: 3." There are now two house in the city. Myseri is standing outside of her house with a soft smile on her face. She continues reiterating that "she loved you." Showing Myseri the rock causes her to close her eyes and bow her head, smile unchanging. You knock on the second door, and a child in lumberjack clothes MUCH too large for them steps out. He announces he is Wealson, and his father Weal is currently away. He asks if you wish to go to

Feverdream Forest. If you refuse, he goes silent and closes the door. Knocking again resets the dialogue.

6. Accepting has him lead you to the Frailboat, but Myseri stops you. She hands you the instruction manual again, and suggests skipping the Boat Skills section as Wealson will be piloting the boat. A separate keybind is added for the manual. Per usual the boat sinks immediately after you cross. He mentions there were plans to make the Frailboat stronger, but an incident caused all construction to halt. The rock begins glowing and you must pull it out or you will be forced back onto the Normal Route from this point on. Seeing the rock, he realizes you know about the incident and elaborates that this new resident was highly surprising and her arrival was met with so much conflict between residents that letters were planned to be sent out to neighbouring islands to discuss. However these letters had to be edited upon her death, thus prompting the halted construction. He says he'll show you one of the letters when you get back.

9. Before you have a chance to explore, he leads you into the Feverdream Forest by hand. You're a bit confused...there's only 3 trees. Nevertheless you walk past the 3 trees and nothing happens. However you turn around and the rest of the island is gone. Wealson releases your hand and goes running into the new surroundings: hundreds and hundreds of trees. You walk around the unfamiliar territory, calling out for Wealson. A maze portion follows as you try and get through the woods. All the while you hear Wealson calling out increasingly bizarre things. "Over here! Catch up before I do!" "This way! You're just getting started with the process!" "Hurry! It's time to move on!" "Quickly, before I lose my patience and deal with you permanently!" You also find strange things littered throughout the maze: a pilot's hat, a hospital bill costing \$1,234,567.89, and a tombstone for Joe Mama. However with the new notebook you see special instructions with what to do. Certain dead ends have specific tree designs that you are to bring the given item to. Each time you add a new item, a new dialogue plays for Wealson. "Wait...really?" "You're really committed to this aren't you?" "I guess you're different this time..."

10. At the end of the maze you see Dale, speaking in Weal's voice in front of the Narrow Minded Road. "I'm proud of you. She is too, even if you don't believe it." Dale runs through the path and you follow him through, somehow able to fit. As you pass through, Dale is gone and there is another chasm. You can look back through the path but cannot fit through it anymore, but the trees are gone. Jumping into the water spits you out still on the other end of the Narrow Minded Road. With no other alternative you peer into the chasm and see a courtroom. You reach out and fall through the darkness. However as you fall the rock begins to glow and if you pull it out, you see a watery vision of yourself in a courtroom in the gallery. The prosecution looks angry, and the

defense defeated. The judge approaches the bench and sits.

JUDGE: Court is back in session. Now then, its clear Vikann Airlines did not follow their given protocol as determined by the prosecution. Ms. Izzjan, does the defense have any further comments?

IZZJAN: Your Honor, the airline understands that they cut too many corners and these bystanders have paid the price for it. As such, they'd like to offer them \$250,000 as dues-

PROSECUTOR: Objection!

JUDGE: Ms. Jewlday!

JEWLDAY: Your Honor, this is absurd! This incompetence cannot be summed up by a simple dollar amount. This calls for a much more aggressive sentencing.

JUDGE: Ms. Jewlday, do not interrupt closing remarks again or you will be held in contempt.

YOU: I want an apology...

JUDGE: Who said that? You can also be held in contempt.

JEWLDAY: That would be the victims' parent.

IZZJAN: Excuse me? Victims plural?

JUDGE: I have the same question.

JEWLDAY: Your Honor, I ask you to check the roster of the victims once more. Carefully.

The judge searchs a piece of paper, scrutinizing it.

JUDGE: This name...but the family only identified one missing person?

JEWLDAY: Yes, that would be because due to the force of the crash, (gibberish).

JUDGE: ...I see.

IZZJAN: Your Honor, surely it's too late in the proceedings for-

JUDGE: That's quite enough, Ms. Izzjan. As a woman with children I expected higher of you. I'm awarding \$500,000 in damages and Annaka Vikann is to be arrested immediately for criminal negligence.

A gavel bangs and your vision goes black.

You absorbed the essence of the Chasm of Bargaining.

(GREEN)

1. You are once again levitating above the original chasm. It feels, again, even smaller than before. Once again, there are a few things of note:
 - a. You find a sailboat styled like a bath toy. If you attempt to board it, it will immediately capsize and you reset from 1.
 - b. You can see a bridge held up by chains. They look incredibly sturdy. However, you can see both chains on the bridge across the island has been shattered. In addition, one chain on your side has been shattered. Your side remains steadfast.
 - c. You can see a jagged mountainside. It is surrounded by a thick metal gate with a heavy padlock keeping it shut. A sign is stuck on a metal post in front of the lock: "MOUNT MEMORI"
 - d. The pile of rubble is gone but the rock remains in your pocket. The words haven't changed: "FORGIVE" and "YOURSELF".

11. There is a new landmark on the island. There's a large wooden sign at the front of the area: "Welcome to TURMOILLE. Semper Desiderari. Population: 3." There are now three houses in the city. Myseri is standing outside of her house with a soft smile on her face. She continues reiterating that "she loved you." Showing Myseri the rock causes her to close her eyes and bow her head, smile unchanging. Wealson is not outside but there is a letter taped to the door. *"Hey! I forgot my dad needed help around the house while he's gone but thanks for playing! I'm proud of you. She is too. -Wealson P.S. I promised one of those letters, so it's attached to the back of this."* On the back is jumbled letters with 4 numbers scattered throughout: 0-4-2-7. You knock on the new door and it swings open. Stepping inside you find a note on the table. *"Welcome to this*

immersive open house for the latest, hottest property in Turmoille! Take as much time as you need to explore the house and feel free to make an offer next time you see me! My hours on the island are-“The note cuts off as the end of the page has been reached. You flip it over. *“Hope this information serves you well! Enjoy the tour and whenever you’re ready to leave, grab the key from the nightstand and walk right out the front door. Enjoy and good luck! -Rathfael, Realtor of Real Realtors Reality LLC.”* As you finish the note the door shuts and locks. You can explore this two level house for clues, many of which are red herrings but you notice the interior is painted the same color as the sail: lilac. There is also a safe in the house now, and using the code found in the letter can unlock it and inside is an axe. You also find some blueprints on how to repair the Frailboat. Once you pick these up you find the key under them (the nightstand only had an empty photo frame, no key). You also gain Boat Skills. Leaving without the axe forces you back onto the Normal Route from this point on.

6. Once you have left the house with the blueprints, the door shuts and locks once again. You can now take the Frailboat and it will crash against the shore, not sink. You notice a few landmarks on the island:

a. 3 solitary misshapen trees stand at the northmost point of the island. A sign on a metal post reads “NOW ENTERING FEVERDREAM FOREST. BEWARE OF PERIL.”

b. At the southern end of the island, there is an extremely narrow path. You can sense nothing on the other end.

c. Myseri’s wall is still standing but there is no note. You sense nothing on the other side.

9. With no other options (jumping in the ocean still spawns you at the crashed boat), you enter the Feverdream Forest and same as before, nothing initially happens but you turn around to see a change. But this time the change is not lots of trees. It’s the fact that Myseri’s wall has erected all around you and the 3 trees. A man offers you an axe with a beaming smile. On his suit is a nametag: Rathfael. (If you opened the safe:) Seeing you already have an axe, he drops to his knees and bows his head. You can choose to kill him with the axe or chop down the trees, which make no noise this time. The final tree will fall on his body, dead or alive, killing him if it’s the latter. This tree also crashes through the wall and allows you to escape. You can collect lumber from the felled trees and combine it with the boat and blueprints to create the S.S. Lilac.

12. You get on and as if on autopilot it slowly moves north. A storm begins and lightning strikes hit all around. You hear a lightning strike and see a plane crash directly in front of you, flinging you out of the Lilac. The game slows as you slowly descend into yet another chasm. You faintly see a cemetery as you fall through it. However as you fall the rock begins to glow and if you pull it out, you see a watery vision of yourself at a cemetery next to Marin. They are staring directly forward. A minister stands at the front looking eerily similar to Greeve.

PASTOR: Dearly beloved, we are gathered here today to express our sorrows for those we've lost. Both parents have prepared a eulogy.

The pastor steps away and Marin looks to you.

MARIN: I know things are...what they are...between us, but I still worry about you. Are you sure that-

YOU: I'll be okay. This is important to me.

Marin nods and the two of you walk up and face a crowd. You can't make out any of the faces through your tears.

MARIN: Good afternoon. It's so wonderful to see all of you being so thoughtful for us and for Dale.

YOU: The loss is indescribable.

MARIN: Indeed. Our son...our precious boy, taken from us so soon.

YOU: And...

Marin looks a bit confused, but decides to roll with it.

MARIN: And...in such a tragic way as well. There's no way to describe the loss of a child. Someone so close to you in such a core way, it eats away at you...

YOU: She...

Marin is incredibly confused, still trying to recover.

MARIN: She...or rather, *he* was the light of my life. I was so excited when we found out. Obviously it was a difficult pregnancy and most of you are here today because you were there too. Dale was our only child. Our miracle.

You drop to your knees, bawling.

MARIN: What the-? Are you okay?

You scream in agony. It's identical to the scream from chopping down the third tree, and your vision goes black.

You absorbed the essence of the Chasm of Depression.

(BLUE)

1. You spawn where the chasm would be...but it's gone. Once again, there are a few things of note:
 - a. Where the sailboat has been, there is a wooden sign: "GONE FISHIN"
 - b. The chains on the bridge are in shattered pieces and the bridge has been lowered. You can cross it to see the Temple of Acceptance but the door is locked.
 - c. You can see a jagged mountainside. It is surrounded by a thick metal gate with a heavy padlock keeping it shut. A sign is stuck on a metal post in front of the lock: "MOUNT MEMORI".
 - d. The pile of rubble is gone but the rock remains in your pocket. The words haven't changed: "FORGIVE" and "YOURSELF".

12. There is a new landmark on the island. There's a large wooden sign at the front of the area: "Welcome to TURMOILLE. Semper Desiderari. Population: 4." All 4 houses are present. Myseri and Wealson are missing. You knock on the door of the new house and a resident answers. He introduces himself as Pastor Greeve, keeper of the Temple of Acceptance.

13. He seems to know you and ushers you to the Temple of Acceptance and hands you the key. The door opens a crack, but it appears to be chained from the inside. Greeve frowns and says: "It appears you haven't opened up enough. Return to the start of your journey and remember whose has ended." The rubble pile still isn't there but using the rock near where the Chasm of Loss was causes it to reopen and you are sucked into it. You can pull out the rock, but it shatters immediately. You are falling through the darkness...and land in a doctor's office chair. An OBGYN enters.

OBGYN: Congratulations.

YOU: ...are you serious?

OBGYN: Completely. This is an absolute miracle given how Dale's birth went but...it's

real.

YOU: Oh my god...I can't believe this...

OBGYN: You should be very happy. This is an incredible opportunity. I'd also recommend contacting the father-

YOU: I should...be happy?

OBGYN: ...hm?

YOU: I...

OBGYN: Oh my goodness, I...I'm so sorry, I just assumed that...well, after last time I thought-

YOU: It's alright, you didn't...you couldn't...I just don't know.

OBGYN: Of course...I suppose I should have said you *could* be very happy...wait, no-maybe, you *can* be happy if this is-

YOU: Please. Stop.

OBGYN: Right. I'll... leave you to your thoughts.

The OBGYN leaves quickly, silently cursing herself. You look down at your stomach. You watch the light change around you, indicating a time skip, and look back up as the door opens. The OBGYN has returned with a mournful look.

OBGYN: I've gotten your results back. The crash did a number on your body, but it appears there was no lasting damage. Another miracle to add to the pile, huh? That said, the mental trauma of surviving this could-

YOU: Did they survive?

OBGYN: ...

YOU: ...I see.

OBGYN: I...I'm...sorry...

YOU: I am too.

It's silent for a moment.

YOU: I still haven't told Marin.

OBGYN: Who...oh.

YOU: Yeah...I don't know why. How long has it been since we found out? 3 months? 4?
I suppose it doesn't matter now.

OBGYN: I'm-

YOU: What would have been the point of telling them anyway? Just adding another voice to the pile? Another opinion on what to do with whoever the FUCK is living in my stomach.

OBGYN: ...was...

You stare down the OBGYN. They seem to realize what they just said.

OBGYN: I'm so-

YOU: Get out.

OBGYN: But...this is my off-

YOU: GET OUT!!!!!!!!!!!!

The OBGYN flees. You get out of the chair, falling to your knees to cry and lean against it for support.

YOU: You were a girl...I can feel it, I know you were...but were you *my* girl?

The vision fades to black. The screen remains black for a moment before a glow appears in the distance. You approach it and it's a map of the islands (see game map). It's held down to the ground by two pieces of rock. Picking them up and using the rock keybind reassembles them and causes a blinding flash.

You shattered the essence of the Chasm of Loss.

14. You come to at the top of mount Memori. You're holding one rock in one of 5 slots: L. You reach the bottom of the mountain, and the gate is unlocked. Passing through it causes the gate to shut and lock again. The remaining rocks are on your side of the bridge. You have 4 more slots to pick up rocks and bring them back to Greeve. Upon bringing him any wrong combination, he will close the door and try the key again, but the door will still be chained. "Hmm...you still have more room to open. It may be difficult, but you must accept it...whose journey has ended?" (2nd hint) "Whose journey has ended forever?" (3rd hint) "Whose journey was cut short?" (4th+ hint) "Must I spell it out...who's journey with life has ended with death?" The correct combination of rocks spells L-I-L-A-C.

15. Greeve will close the door and try the key, and the door swings open with a loud creak. You step into the temple of acceptance and it's full of faceless ghosts, their heads replaced with smoke. You proceed to the front and there is one empty spot, next to Myseri. In the row behind Myseri sits Weal, Rathfael's corpse with either an axe or a branch sticking out of the head, and Dale. Greeve steps up to the altar of the temple and stares out to the crowd. "It appears all have gathered this time. While there are others who could have attended...our most important guest has arrived for today's service." The faceless ghosts disappear. Greeve looks down upon you with a smile. "You have endured great pain, child. I wish I could tell you this is the end of it, but sadly it is only the beginning of it. What I can console you with is that you have survived the brunt of it. The darkest face of it has passed you, and you remain here standing on your two feet. It's time to go home, child. Are you ready?" Two buttons appear: ACCEPTANCE or RESTART, with RESTART being greyed out and unable to be selected, so your only option is ACCEPTANCE. Greeve nods. "I understand. You may say your goodbyes, then walk out the front door. You are hereby exiled from Turmoille...and we couldn't be happier." You stand and have the option to talk to anyone in the temple. Myseri continues to reiterate that she loved you, Wealson reiterates that he's proud of you, Rathfael does not say anything but just nods, and Dale has a short dialogue tree where he tells you he's okay, and that he loves you. Always has. Talking to Greeves repeats the dialogue: "You are hereby exiled from Turmoille...and we couldn't be happier." You walk out of the front door into a blinding light. As the credits roll you flash through the scenes of grief, ending at a set of tombstones.

DALE RAPHAEL WILSON

2019-2024

Forever in our hearts.

I love you, too.

LILAC MYSTI WILSON

2024-2024

Forever in my soul.

I'm proud of you, too.