



Assignment #1 Profile Hunt

HayashiRai

Username: HayashiRai

Nickname: Hayashi, Hay-Hay

Status: Active

About: "▽ Hello, I'm Hayashi.

▽ I go by He/them, please try to use them.

▽ My blog is down currently so sorry for the lack of updates..

▽ I live with my best friend Rin, he is super nice and he helps me with a lot of stuff

▽ Reminder, drink water and eat something healthy!

▽ Hope you have a good day/night.. |"



Followers: [Followers page](#)

Friends: [Friends page](#)

Groups: [\[P r i s m \]](#), [Fleurmort Civic](#), [SageCorp.](#)

Favorited: [List of favorites](#)

Inventory: Privated

[Prism]

Owner: HayashiRai

Description: "Do you like plants? I like them."

Roles: (From lowest to highest)

☆\ Visitor

★\ Known Visitor

Assignment #1

Profile Hunt

☀️ | **Swag People**

☾ | *Admins*



🌀 | *Athena*

☂️ | *Rin*

🍄 | *Hayashi*

Games: None

Garden Apartment Complex

Description: "Hi! Welcome to the apartments!

I have to give some quick warnings though!

Ahem, if you are sensitive to any of the following,

- Flashing lights
- Loud Sounds
- Triggering Topics
- Bright Colors
- Bullying

Proceed with caution, The Apartments is fine though! Just not the other stuff!

If you do play this game! I hope you enjoy!"

GAME ANALYSIS

*Note: translations and ciphers are blacked out at the request of the creator. If needed, dm me for the full document.

- Main Game -

Hallway

The player spawns in the hallway of an apartment floor. A doorway near the spawn point leads to sets of stairs as well as a box, a vending machine filled with cartons and cans, and a missing person poster depicting someone with split black and blond hair.

Assignment #1

Profile Hunt

The box has flies coming out of it and the player can interact with it to pop up the dialogue "A box lays on the floor. Flies would be buzzing around it.. You get closer to the box, realizing the stench of something rotten.. You walk away not wanting to know what is inside the box." The room is lit by a light blue neon light.

Coming back through the doorway into the hall, the player will spot an elevator that hasn't closed all the way. Touching the buttons will pop up the text "It seems to be stuck..." Continuing down the hallway, the player will spot boxes pushed to the walls, several room doors labeled with letters and numbers, and newspapers slid under some of the doors.

Each room (except B-2 and B-4) will pop up the dialogue when knocking the door: "You knock on the door. ... Seems like no one is home." At the very end of the hallway is room B-4, which will pop up the following text when knocking the door: "It seems like the person who lived here is no longer with us. Even if you knock no one will come to answer." At the doorstep sits a potted plant with a note attached reading "Happy early birthday. I miss talking to you. Where did you go. From [REDACTED] [REDACTED]".

B-2 Room

Near the doorstep of room B-2 is a small blood stain. Coming into the room, the player will see a cork board immediately to the left with the following notes:

"Go into town to pick up tea and Lemon Soda. Pumpkin stopped bringing food over."

"I lost track of the (time?)"

"I feel like someone is in my house"

"I am scared. I started seeing things, it started as odd sounds but now."

"Rigmoth x Love and support"

"Get more cat food"

"Throw away cat food"

"Hello?"

Assignment #1

Profile Hunt

To the right is a doorway into a kitchen. On the counters sit macaron cases and ramen cups, and a decorated box sits open but empty at the bottom of a shelf near the doorway. A few plants are hung from a ceiling rack in prism shaped glass pots and a rack of herbs sits by the refrigerator with a sticky note of a character. A kettle sits on an oven with various utensils lying in disarray on the left counter. Small bottles can also be seen on the floor near the refrigerator, which itself holds various artworks of Hayashi and a note reading:

“Hayashi, I will be out for a while, Pumpkin will give you your food and stuff, please, if anyone calls you please ignore them.

Here are a few rules since I’m gone,

1. Don’t go in my room.
2. Clean the apartment after yourself.
3. Water your plants.
4. Please don’t leave the house without someone. You’re too sick to be out by yourself, Hayashi.

Well anyways, I love you, and I hope you have a lovely day, Hay-Hay.

Signed, Rin.”

There is another doorway covered by a curtain near the refrigerator leading into the bathroom. The room is a disaster with pills bottles, bathroom products, candles, and bloody yellow flowers scattered across the floor and counter with a flower and bottle lying in the sink. Some of the blood stains of the flowers have faded away with others being more prominent, notably on the sink. A box cutter also sits on the floor and two candles have been knocked over into the bathtub, a shower right beside it. The mirror contains a note reading “Don’t look at yourself. ‘Forget’ Yourself.” and to the left near an electric outlet floats a small rotating prism. The room itself is lit by a pink neon light and the wallpaper is blue with a cloud pattern.



Assignment #1

Profile Hunt

Coming out of the two doorways from the bathroom and kitchen, several bookshelves, photographs, and boxes can be seen sitting in the living room. A calendar shows that the date is October 2012 and both Hayashi's birthday (October 13) and Halloween are marked. A couple couches surround a table holding mugs and a candy holder with a shelf on the wall above holding books and a small ship in a bottle, and the player can go through a glass sliding door to a deck outside containing potted plants, a watering can, and a small garden.

Rooms in the Apartment

> Hayashi's room

Parallel to the kitchen and bathroom is a small hallway consisting of 3 rooms. The first door to the left leads into Hayashi's room, messy with spilt paint cans underneath a subway painting on an easel, a spilt wine bottle, and several cups of ramen. In the bottom corner of the wall near the door and a wardrobe is a sketch of hands with the phrase "forget" written. On the bed lies a Monokuma and a cat plushy as well as a lit up phone, and a mug of hot chocolate and a few pill bottles also sit nearby. Hanging on the wall above the bed are shelves holding plants as well as various artworks of Mikan Tsumiki from Danganronpa. Beside the bed near the wall is a notebook and a note that can be clicked, reading:



"Dying Yellow Rose.

You make sure to never hurt me, being soft with your words never too loud but easy to hear.

I wonder if you feel the things I feel when I am around you.

Maybe you don't and it is just this illness I hold. I just want to hold your hand and feel your warmth.

No one has to know about us, not even your friends.

I just want to be with you,

That would be fine with me."

Assignment #1

Profile Hunt

Near the foot of Hayashi's bed sits a computer desk along with a drawing tablet, markers, a stack of books with an unintelligible note, and a cork board with various drawings attached (including one of Rin, Hayashi's roommate). In the opposite corner along the same wall are a couple shelves holding sketchbooks, canvases, and photographs. Above these items hang posters of various Danganronpa characters.

A box by the shelves holds a cassette player with two tapes sitting beside it. They can all be touched to pop up text with the cassette furthest from the canvas reading the following:

"Cassette Tape #13

Names: Small Update to self.

[Sounds of shuffling paper] This place is a mess... [Clearing throat] Hi! I am Hayashi Rai. I am currently still in my apartment after my friend leaving for.. [Shuffling paper sounds return] around maybe 4 weeks. Which is fine, Rin said he is just visiting family and said he will come back soon. He promised me he would not leave me behind. [Long pause and sounds of shuffling paper are heard in the background falling] Oh, I seemed I dozed off again sorry, anyways here is an update on my life. My sisters Mallory and Ine are still the leaders of Sage corp, they even invited Te- Mr. Bitey to join I heard. [quiet mumbling] Anyways! My sickness has been getting better recently, I have not been coughing up uh the stuff that much anymore. The only thing that has not really changed is the random gaps in time but I guess the meds don't fix everything. [Knocking sound effect] Oh- Oh god... End of log. [sounds of stumbling and loud knocking] [End of Tape]"

Touching the other cassette tape pops up the following text:

"Cassette Tape #15

Name: I'm tired

[Sound of fabric moving] Hello, This is uhm. [Silence] Hayashi.

I am still in my apartment

Rin has not come back yet. I think the rain shut down most of

Assignment #1

Profile Hunt

the subway stations. I miss him a lot right now. [Sound of fabric moving again followed by a cough] I hope he is ok. Update on myself though, I am fine. Same as usual you know. [Silence] No one really cared about me when I was growing up. Only a few but they die or turn out to be creepy stalkers. But Rin, He is- normal. Well, normal to me of course. I feel bad that he has to deal with someone like me. I am very boring and dull. But Rin- He is like a star. I don't want to get into my personal feelings of Rin because hey, he could be listening to me ramble on how nice and talented he is. I'm just - [Silence followed by a slight sniffle] I am happy that he is my friend... End of log. [End of Tape]"

Touching the cassette player pops up the following text:

"Cassette Tape #35

Name: I'm

[The click of the tape recorder starting] [There is a slight hum from the air cooler in the background and sounds of sniffing] Day.. um.. [Silence with sounds of fabric moving] I- lost track. I lost track of the t-time.. [A few seconds of silence] Honestly, I kind of gave up now. I know Rin would be disappointed in me and would try to talk me out of it but guess what.. He is not here. [Sound of loud coughing followed by a sound of pills being poured out] [Silence] I just want to feel happy.. only he knew how to do that. Does he know that- .. [A soft bang could be heard followed by sounds of crying] Rin.. I am sorry [Clicking sound of the tape recorder ending] [End of Tape]"

Teleports:

On the top shelf of the bookshelf closest to the canvas painting on an easel, sketchbooks sit in piles with one lone sketchbook lying off to the other side. Between this sketchbook and a pile, a small piece of paper sticks out underneath and touching it teleports the player to The End of a Depressing Ballroom Dance. The painted canvas on the easel is a teleport as well, taking the player to Subway Transport when touched.

Assignment #1

Profile Hunt

> Rin's room

Next to Hayashi's room is Rin's room. It seems that plants are an interest, with posters of plants hanging up, a small garden growing by the window, and a book near a fish tank on top of a drawer titled "Horticultural Therapy".

A graduation diploma hangs on the wall near the fishtank, and beside this a cork board with various papers as well as a picture of Rin. A small shelf underneath holds books and a pencil holder, sitting atop a computer desk holding a fan and several papers. An eraser and some kind of work book lies open on the ground, and a letter beside this can be clicked to pop up the following text:

"A note with a heart sticker lays on the floor. You picked up the letter and opened it. Not caring if it is personal at all. As you start to read, you are stricken by guilt. The letter is covered by little doodles of a man in glasses next to a shorter man with long and messy hair. As you continued to read, you notice the handwriting gets worse and worse the more you read it. Why are you still reading this..? You flipped the page and you were greeted with unreadable handwriting... You can only make out a few words like love, warmth, protection, and stars. How is anyone meant to even read this.. You would feel guilty and would gently put the letter back into the envelope and putting a new heart sticker onto it. You question yourself on why you even wanted to read that."

Rin's bed holds a few pillows, one with some kind of paper attached to it to resemble a face. Pills are scattered on the bed and the nearby nightstand.

> Sunflower room

The room across from Rin's contains some kind of bed with a closet containing a washing and drying machine. Next to the bed is a small cloth with candles and a picture of a cat, resembling some kind of memorial. A paper beside it reads:

"Dear Hayashi,

Assignment #1

Profile Hunt

I'm sorry about Clock...
I know she was your childhood cat,
And one of the things you cherished.
She is resting in a better place now.
I'm sorry that Tenshi has done this,
When I get back, we need to contact the police about him.
Anyways, I'm going to send you a gift soon!
I'll be coming back, as soon as possible!
Anyway, remember to drink water,
And get a good rest!
Love, Rin Yokota"

Beside the memorial is a blooming plant with thorns that will bring the player's HP down to 1 when touched. It stands next to a closet with a sliding door, inside of it boxes and a piece of paper on the floor. Touching the page brings up the following text:

"To: Hayashi Rai

From: 'Your TRUE love' 'Tenshi' Grey

Hello Hayashi,

I found your cat a few weeks ago and I took care of her for you. She sadly dropped and fell really hard on her head and died. I am very sorry about that, please take this as a sorry gift. If you don't see it as a sorry gift then realize that something similar can happen to you also.

Love, 'Tenshi' Grey"



To the right of the closet door, a potted sunflower has been tipped over. Touching it teleports the player to Sage Decay III - The Sunflower Tragedy.

Assignment #1

Profile Hunt

- The End of a Depressing Ballroom Dance -

The player spawns in a dimly lit stone hallway, introduced with this text: "The entrance caved in behind you. Looks like there is no turning back now..." The cave is supported by pillars with flowers and grass growing through cracks in the rock floor, and on the right side of the hallway is a row of arched openings in the wall. The left side of the hallway contains 4 openings in the wall, each consisting of a small stone sink and 3 blue lights on either side of the sink. In the sink in the first opening floats a small white flower.

In the third opening, a piece of paper floats in the sink and can be clicked to pop up the following writing with doodles of flowers and the night sky:

"The End of a Depressing Ballroom Dance

We would have danced for the full night.

He lets go of me then smiles at me

his white hair shining in the moonlight making him glow.

Why has fate cursed me with such a pretty person to have a fate as grim as me?

I would fix my hair and rub my eyes.

They have grown exhausted from the hours that we danced.

He pulls me into an embrace, and I felt a small peck on the top of my head.

I felt safe in his arms.

His body would be as warm as a cozy fireplace. I slowly felt myself drift to sleep

I would hear him say something in a whisper.

'I love you [REDACTED]'. I would feel a wave of guilt and felt tears form in my eyes.

My drowsy voice would weakly respond. 'I love you too [REDACTED]'. "

We both fell to the ground and fell asleep in the field of flowers.

Both of us falling asleep in each other's arms."

At the end of the stone hall is a prism symbol engraved above a door and a potted flower. Touching the flower teleports the player back to the apartment.

Assignment #1

Profile Hunt

- Subway Transport -

The player spawns in a dark train room with red seats lining the sides and a few doors.



The dialogue “You start to feel lost” pops up when standing in the middle of the room. Sitting on the left seat near the back of the room is a radio. Sitting on the right seat is a Monokuma plushy, the door on this side teleporting the player to Old Home Hallway 1. The door on the left side opposite of this leads to Music Room, while the door straight ahead at the end of the room leads back to the apartment.

When 3 players join the subway, there is a chance that one will get pushed through the roof of the train—otherwise, the only other way to get on top of the subway is to have the creator teleport the player there. Walking straight ahead, they will come across a person sitting on a taped up box with a glowing tablet sitting beside them. Clicking the character will pop up the following dialogue:

“Oh hello there.”

> Answering “Hey, do you know anything about this”:

“No not really. But think of it like this.

It is all in your head. What you see is not your point of view. You are just a person watching events that happened or are planned to happen. You can’t stop anything from happening.”

> Answering “Who are you? You look like someone”:

“I am no one really important. Just Hayashi’s old best friend. My name used to be Julia Chaucer.

> Answering “Uhm. Why are you here?”

“I think it is pretty. Besides I am not actually here.”

Assignment #1

Profile Hunt

Jumping off the train teleports the player to Sage Decay III - The Sunflower Tragedy.

- Old Home Hallway -

Old Home Hallway 1

The player spawns as a younger bandaged Hayashi in a wide carpeted hallway containing 3 rooms, though two are blocked off by a caution sign at the door. The third room teleports the player to Living Room upon interaction. Continuing to the end of the hallway teleports the player to Old Home Hallway 2.

Living Room

The player spawns in a small room with bookshelves, a fireplace, a wardrobe, and a seated area with a chessboard lining the walls. Several paintings hang over these items with windows and curtains situated on either side of the fireplace. At the middle of the room, two couches surround a small table containing a candle and 3 wine glasses with one tipped over. A carpet lies beneath these items. Touching the door teleports the player back to the first hallway.

Old Home Hallway 2

The hallway closely resembles that of the first, again with 3 rooms though the first and last rooms are blocked by a caution sign. Touching the door between these two teleports the player to Family Library. Continuing down the hallway teleports the player back to the subway.

Family Library

Assignment #1

Profile Hunt

The library is filled with bookshelves and loose stacks of books, as well as several paintings hanging up on the walls. Immediately to the left of the room is a desk with a prism symbol on it and a lamp, a stack of colorful books, and a grey book resting on top. Touching the grey book teleports the player to North Town.

- North Town -

The player spawns as a feminine person wearing a kimono on a stone pathway, the world slightly muted in color and set in a mountainous region. Near the stone pathway to the right walking up is a river and pond, with note sitting on the bank reading the following:

“The man in the next town is very pretty. I think he loves me a lot, every meeting we have he talks to me, and from the look in his eyes, he has to love me! The only thing getting in my way is that girl who follows him around from the nearby west town. She has been very close friends with him for a while I can tell. She makes me sick every time I look at her, she comes from one of the richer towns here. It is a shame, she is going to get heartbroken when she finds out he loves me and not her.”

Continuing up the path, a broken bridge can be seen off to the left, revealing a deep chasm below. The player will eventually reach North Town consisting of 4 buildings, each one locked. Continuing further up a flight of stairs under a large stone arch, the player will come across a giant dark hole in the ground surrounded by patches of red flowers. Jumping into the hole teleports the player to Intro.

Intro

The player spawns in a small, dimly lit room as a masculine person in attire similar to that of the player in North Town. The same feminine person now sits at a table, and

Profile Hunt

clicking on her reveals her name as ▽▽▽ ▽△ △△ △△△ △△△△ △△ △ ▽▽△ △ ▽△, which translates to “■■■”. The following dialogue pops up:

"She blankly stares at you.

'They are pretty right?' She said holding her head.

Her head turns to the door, 'The colours remind me of you.'

'Me?' I said, 'No silly, it was just a thing I thought of.'

She looks very pretty in this light."

Sounds of something clashing together as well a multitude of people talking can be heard when facing the sliding door. Clicking on the door pops up the following text:

"The sounds of fireworks.

The sounds of happy families, happy friends, and happy couples.

Does she like fireworks? Or does she like the thought of something else."

Small pink flowers are scattered across the floor and a bed situated in one corner of the room can be interacted with to pop up the following text: “The bed looks recently made. It has a lingering scent of                 ()? Does she know that?” Two papers sit at the head of the bed, and pop up the following writing when clicked (all translated from prism):

[illegible]

> [REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]

Assignment #1

Profile Hunt



On the opposite side of the room hangs a banner with 4 prism markings and a large screen, underneath it two drawers that make up a counter holding a vase and a kettle. One drawer is slightly opened, and a small floating prism can be seen inside. Touching it teleports the player to Outro.

Outro

The player spawns in the same room, though it now contains a red, smoky atmosphere with furniture having been knocked around. The ambience outside is just as red evident by the crack in the sliding door, touching it popping up the following text:

“The sound of fire could only be heard.

Smoke slowly filling the room.

There is no sound of screaming, no crying, just the sound of the cracks of fire.

Am I the only one alive?”

The bed, screen, and banner seem to be the only items intact. Touching the banner pops up the dialogue “Why. Why would you choose this to happen. It’s your fault.” and a small prism floats underneath in the right corner, teleporting the player to Welcome to Prism when clicked.

Welcome to Prism.

The player spawns as a moth in a circular room surrounded by glass windows. A giant moth goddess peers down from a large oculus on the ceiling with petals raining down

Assignment #1

Profile Hunt

and prisms floating in the air. Hayashi sits on the ground in the middle of the room, holding their knees to their chest. Clicking on them pops up the dialogue:

"Her humming is so annoying. She just keeps doing it over and over again. It makes me sick."

> Answering △△ △ △▽△△ ▽▽▽ △△△▽△ △ △▽△▽▽ ▽▽▽ △△▽ △
△△△△ △▽ △▽△△ △▽ △△△ △△△△ (██████): "SHUT UP SHUT UP
SHUT UP SHUT UP SHUT UP SHUT UP SHUT UP SHUT UP SHUT UP SHUT UP SHUT
UP SHUT UP SHUT UP SHUT UP SHUT UP SHUT UP SHUT UP SHUT UP
STOP LOOKING AT ME LIKE THAT PLEASE AND JUST SHUT UP ALREADY"

> Answering △▽ △▽△ △ △▽△▽▽ ▽▽▽ △△▽ △ ▽▽▽ ▽△▽ (██████):
"GET AWAY FROM ME! DIDN'T I TELL YOU I DIDN'T NEED YOUR HELP ANYMORE
██████ REMEMBER?"

> Answering △▽▽ △△△△ ▽△▽▽ △ ▽△△ ▽▽▽ ▽△ △▽▽▽▽△ ▽ △
▽△▽▽ ▽▽▽ △△▽ △ ▽△△ △△△ (██████): "I CAN'T YET! I NEED TO
SAVE HIM!"

A single lit door stands near the wall. Touching the door teleports the player back to the apartment.

- Music Room -

The player spawns in a hallway that resembles that of a school. All rooms save for one are inaccessible, with the open room being situated across from two bookshelves in the hallway. The room is lit by a giant glass window and a couple desks in the corners of the room have writing on them:

"Cats really are cute!"

"I can agree with that -Egg"

":O You like Cats!! -Hay-Hay"

Assignment #1

Profile Hunt

"Rin and Hayashi were here"

"Lemon Bread is cool!"

"Danganronpa :O"

A giant chalkboard labeled "Memories from the past.." sits on one side of the room, containing the following writing:

"Hi, I'm Hayashi Rai."

"Oh, I'm Rin Yokota nice to meet you."

"Are you here because of the loud music? I am sorry if that is so.."

No, I actually wanted to talk to you for a while now."

"Oh really, wait are you the person who fell down the stairs?"

"Yea.. heh sorry about that."

"It's fine, I fall down stairs all the time. Also do you like lemon bread?"

"I never really tried it."

"Hey Rin! How are you today."

"Hayashi are you ok."

"What do you mean? I am fine Rin."

"Pumpkin just said you started talking about your situation with Mallory and I am just worried for you."

"Oh that, it's nothing to worry about Rin. How about we j-"

"NOTHING TO WORRY ABOUT!? Hayashi you have not ate anything for a week. Why should I not be worried!"

"..."

"Hayashi, I-I'm sorry for yelling. I can't stand to see you doing this to yourself just because your sister is forcing you to. How about you just move in with me?"

"Move in with you?"

A piano near one corner of the room plays "Clair de Lune" when touched and Rin's glasses sit on a chair next to the piano bench. There is a bookshelf behind the piano.

Assignment #1

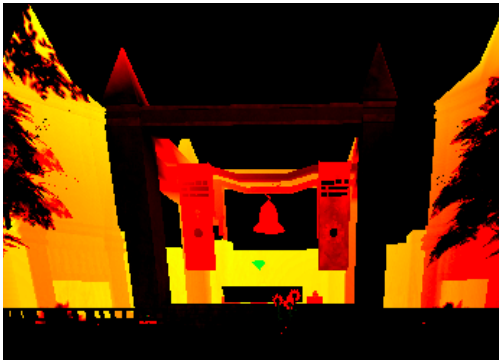
Profile Hunt

At the end of the school hallway is a grassy circular area with a rotating prism floating above it. Walking over the grass area teleports the player back to the apartment.

Sage Decay III - The Sunflower Tragedy

The player spawns in a dark yet saturated world that shakes violently. The player can continue through a large structure leading into a grassy open area. After walking under the structure, a body can be found to the right lying on the ground with two sunflowers sprouting. A similar scene along with a larger patch of sunflowers can be seen to the far left of the area and a person is kneeling down nearby.

At the back center of the area sits some kind of stage with a bell and a set of banners



with sunflower symbols hanging from the beams above. A colorful rotating prism floats at the front of the stage. A set of stairs on either side of the stage allows the player to enter and find a row of vases at the back of the stage with one tipped over. The following text is written underneath the floating prism: "Sunflowers look at other sunflowers when they cannot find the sun." Climbing onto a small platform and interacting with the prism teleports the

player to Sage's Decay III - Sunflower's End.

Sage's Decay III - Sunflower's End

The player spawns in the same world, though this one appears more natural and each structure can be clearly made out, even



Assignment #1

Profile Hunt

through the rain. A picture of a sunflower can now be seen on the structure straight ahead with a block sitting on the ground nearby reading “The Church of the Sun Flower” and continuing forward will lead the player to a row of benches facing the stage that resembles that before, complete with the bell and banners and row of vases. A woman with sunflowers in her hair sits on a bench at the front and the following text pops up when clicking her:

“A lady would sit on the bench alone, she looks to be waiting for someone.

You walk up to her, catching her attention

‘Oh! Sorry I didn't see you there. Are you waiting for the event as well?’

You look at her confused, not knowing what ‘The Event’ is..

‘Ah, you must be new to the church then. They should explain that today actually, I over heard them talking about it today, Damaris even mentioned it to me.’

You see her look down for a second to think and then look back up at you.

‘I am unsure if she could even attend the event, she has been really sick recently

Oh well.. Time will tell I guess’

You ask her what her name is.

‘Oh sorry, My name is Mireille Dupont but call me Dupont please.’

Climbing up the stage, a sunflower and a page can be seen lying on the platform at the front. Touching the page pops up the following dialogue: “An unfinished note... nothing special about it really.”

Star ☆

Description:

“☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆
☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆☆

[Volume Warning]”

Assignment #1

Profile Hunt

GAME ANALYSIS

Main Game

Immediately after the player enters the game the following text will automatically appear:

"Nobody

Nobody cared about me.

Until you found me.

I sometimes wish I didn't feel this way

But sometimes I am glad I do.

It won't matter in the end though,

Besides, it is the end of the world after all.

I just wish we had more time."

The player cannot move around, though most of the world can be seen from their place. Hayashi and Rin sit on a picnic blanket near a radio looking up into the star-filled night sky, secluded in a forest. Rin's glasses rest near his head and above the two friends hang a string of lights tied to wooden beams.

A small prism rotates behind the friends and the player. Clicking on the prism teleports the player to ▽▽△▽.



▽▽△▽

(████████)

The player spawns as Rin in the school hallway that was previously visited in Music Room, though the colors are much more muted. In the only open room a younger Hayashi sits on the floor surrounded by flipped over desks and chairs. There is no writing on the chalkboard or desks except for the phrase "Clay was here" written on

Assignment #1

Profile Hunt

the bottom of the desk closest to Hayashi, and the piano plays a loud distorted sound when clicked.

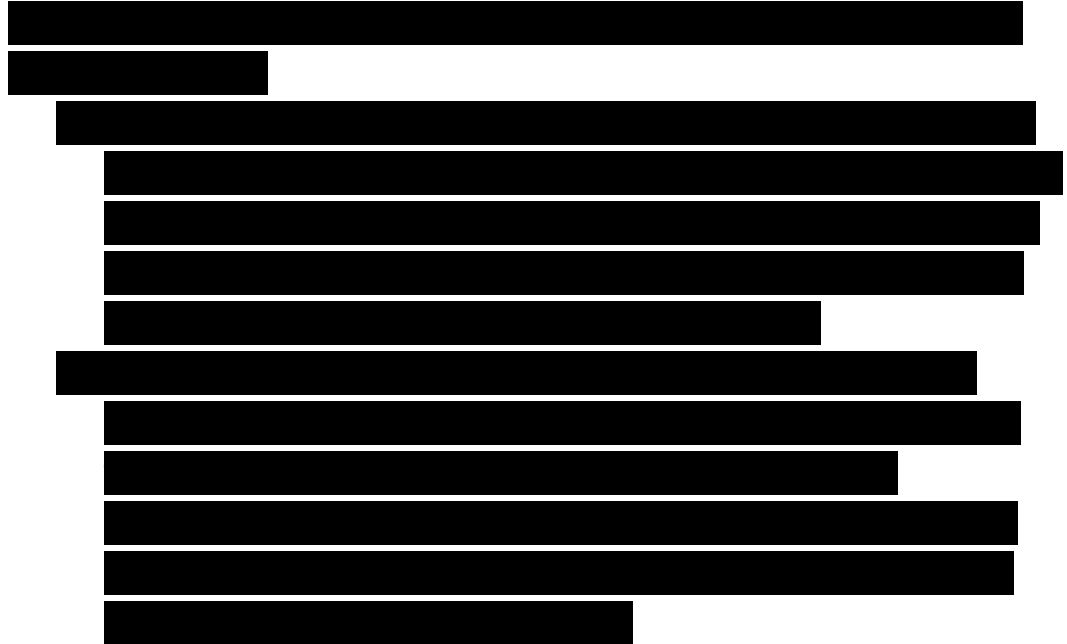
Walking to the back of the hallway leads back to Garden Apartment Complex.

Theories

[illegible]

Assignment #1

Profile Hunt



Conclusion

Hayashi Rai is an artist who lives in a town that has been raining for a prolonged period of time. As the rain rages on and their roommate Rin doesn't come home, Hayashi's mental health gets worse and they find themselves losing the concept of time. As the player goes through each teleport, they learn about Hayashi's relationships (and their closeness to Rin), their childhood, and the events surrounding the strange town. The game is still a work in progress but will likely expand on Rin and Hayashi's relationship as well as what truly happened to Rin while he was away from the apartments.