

Summary!

Game Summary

Core Premise

A surreally depressing visual novel/point-and-click adventure exploring depression through cosmic mythology, following Lily's impossible burden as the world's chosen "guardian."

Setting: The Talvoc Era (The Forgotten Ice Age)

World State: Eternal winter caused by Pan's nightmare-induced depression

- Pan: Pure Qet deity (chaos/potential) with only human features, now trapped in cosmic depression
- Pan fell in love with Dioma (guardian of consciousness/magic), but she had to strike him down thinking it would end the ice age. Instead, her death sent Pan into deeper depression, worsening the eternal winter
- The world is Pan's nightmare after Dioma's death, with the cold becoming uninhabitable

Main Characters

Lily - The Protagonist

- Background: Grew up in extreme hardship during the ice age, recently experienced her first peaceful period
- The world sees her gratitude and serenity from these peaceful days and mistakes her for "the happiest person" who can handle infinite suffering
- She knows gratitude because she's suffered so much. Her peace is hard-won and fragile
- Chosen to stay conscious while everyone hibernates, holding the world's "True Name" (the fundamental essence of existence) until the ice age ends
- Eventually decides to end her (then-made immortal) life together with the True Name because of complete despair

Melsie - The Star Child

- Nature: 9-year-old cosmic entity, youngest child of Isce (Mother of Stars)

- Childlike innocence that seems cruel because they don't understand consequences or emotional weight
- Learning empathy by watching Lili's suffering, gradually understanding what sacrifice actually means
- Constant companion to Lili, cosmic indifference slowly becoming cosmic compassion
-

Gameplay Outline

Opening:

- Lily and Melsie are the only conscious beings left in a world trapped in eternal winter. Everyone else - mortals and gods alike - has gone into hibernation, leaving Lily to guard the world's "True Name" (the fundamental essence of existence) until they can all wake up.

Daily Survival:

- Players experience their isolated life through practical tasks - hunting for food, building fires, preparing meals, exploring the frozen landscape. Each mundane activity becomes an opportunity for character development as Melsie asks innocent questions that accidentally cut deep, while Lily tries to maintain patience despite carrying an overwhelming burden.

Character Dynamics:

- Melsie is a 9-year-old cosmic entity - immortal, powerful, but with genuine childlike innocence and cruelty. They don't understand hunger, death, loneliness, or why Lily seems sad when she's been chosen for such an "important" job. Through witnessing Lily's daily struggles, Melsie slowly develops empathy and begins to grasp what sacrifice actually costs.

Lily's Journey:

- The core emotional arc follows Lily processing her situation. She was chosen because people saw her recent gratitude and peace and mistook survival skills for natural resilience. In reality, she knows gratitude precisely because she's suffered so much - and now she's being asked to support something impossibly vast: cosmic depression itself.

Attempts at Solutions:

- As the story progresses, Lily tries various approaches to "fix" the situation - attempting to wake the sleeping deity causing the winter, trying to guard their dreams peacefully, searching for alternative interpretations of her task. Players make choices about how she approaches these attempts, shaping her emotional state and relationship with Melsie.

Growing Realization:

- Through environmental storytelling and triggered flashbacks, both Lily and players gradually understand the full scope of what happened - the tragic love story between deities that caused this crisis, why she was really chosen, and why even gods gave up and went to sleep rather than face this problem.

The Impossible Task:

- The central theme emerges: Lily is essentially being asked to be a support system for depression incarnate. She's one person trying to hold up a world's worth of pain, abandoned by everyone (including gods) who found the task too overwhelming.

Gameplay Elements

- Emotional tracking: Choices affect Lily's despair, patience, and survival focus
- Relationship development: How Lily responds to Melsie shapes their growing bond
- Environmental storytelling: Exploring the frozen world reveals backstory
- Survival tasks: Cooking, hunting, fire-building as character moments
- Memory triggers: Flashbacks show how they reached this situation

Setting/Backstory

The mythology (cosmic deities, trigger of the eternal winter, the political situation that led to mass hibernation) will be revealed through flashbacks triggered by environmental exploration and conversations with Melsie.

Story Foundation

Story Foundation

Worldbuilding

- Using the basis of Samo-Cer, but from a different era: Talvoc
- Elements from Cer:
 - Fundamental forces:
 - Ro: actuality, existence, consciousness, magic
 - Qet: potentiality, possibility, disorder, chaos
 - Deity: common gods vs Ank: qet-infused gods
 - Rosca: common people vs Myr: qet-infused rosca
 - Cosmic Fate:
 - Peripha (guardian of cosmic fate), Oufa (fortune), Tufa (misfortune)
 - River of fate
 - Elements and deities
 - Every element and corresponding child concept/existent has a deity
 - Mother of Earth: Nacusse
 - Sacrificed godhood to to become the land beast
 - Mother of Fire: Ericce
 - Mother of Water: Anicce
 - Mother of Air: Rinesse
 - Son: Varlo, justice/herdsman of the wind
 - Daughter: Dioma, guardian of Ro/magic
 - Mother of Stars: Isce
 - Youngest child star: Mels (Melsie)
 - Conscious beings (Rosca)
 - Alk: Rosca with vertebrate animal features
 - Most common
 - Elemental affinities
 - Elemental deities have Alk features
 - (?) Lazo: Rosca with arthropod features
 - Rare, have their own societies
 - Time-space powers
 - Ancestral Time (goddess), Ancestral Space (god), and the fates (Peripha, Oufa, Tufa) have Lazo features
 - (?) Pheva: Rosca as crystallization of elements
 - Rarest, live among Alks with special societal roles
- Talvoc-specific
 - Frostwind/Talvoc: the coldness that made the era an ice age and gave it a common name. The people describe it as a herd of horses, guided by Varlo, the air god of justice who is also the herdsman of the wind.

- In the past people managed to survive, but after some incidents, it got worse to the point people realized they could not survive longer
- True Name: Everything everywhere ever existed all at once, the fundamental vibration/feeling of being itself, (?) moment of potential becoming reality(?)
 - Needed to end Talvoc, (?) wake Pan up (?)
- Pan's nightmare/insanity/pain: the essential cause of frostwind, also the reality of Talvoc
 - Pan: the pure-Qet Ank who is a "naked Rosca" with only human (no animal/insect/elemental) features
 - In the past, they were awake and always half-dreaming, couldn't tell reality apart from illusions
 - Fell in love with Dioma who decided to strike them down to end Talvoc
 - Pan fell into slumber, Dioma died, and Talvoc grew even worse to the point everyone needed hibernation and Lily was left

Story Setup

- Set in Talvoc: the eternal winter caused by Pan's nightmare
 - Pan is currently in slumber, after being struck down by Dioma.
 - The world has grown so cold that people thought the world is ending, and decided to abandon all conflict and warfare to live to the end peacefully
 - After a long discussion, the deities have decided to preserve the people and civilization by hibernating with the people inside Nacusse (who sacrificed divinity to become Land Beast)
 - They also chose who they deemed as the happiest person in the world—Lily—the job of staying awake to endure the cold, and wait for the world to an inhabitable condition by discovering and holding the True Name of the world.
- Main Character: Lily the limp Myr girl
 - As a Myr orphan, she grew up in extreme hardship, and experienced her first peaceful/"happy" time in life when the world was near its end
 - The world/everyone else chose her to stay awake while everyone else sleeps
 - The world sees her gratitude and serenity and mistakes her for "the happiest person" who can handle infinite suffering, even though her gratitude and peace are fragile products of her past
 - To make sure she completes the task, before they sleep, every deity gives her a "gift," which is a power that would make her survival easier and keep her perpetually alive
 - Isce, the Mother of Stars, gave Lily her youngest child: Melsie
- Main Character: Melsie
 - An immortal celestial being with the mind of a 9-years-old child
 - Given to keep Lily company, while promised that Isce (mother) would return once their task is complete

- Has an childlike innocence and cruelty, doesn't understand emotional weight and consequences
 - Learns empathy and compassion (?)

Main Characteristics

- Melancholic/devastating, surreal atmosphere
- Illusion of choice: Lily could not complete her task
 - only valid choice is to end herself and thus losing the True Name, ending the opportunity for the world to wake up.
 - The world then reshuffles into a new spring, with new life and consciousness, etc. and people having brand new memories, oblivious to the winter of the past

Game Outline

Game Outline

Opening

- Lily and Melsie alone, in a frozen, empty world

Flashbacks

- Hotspots triggering flashbacks, finding out what happened (ritual of gifting, history, etc.)

Present Day

- Lily and Melsie processing what happened, reflect and bond, and navigate the world thinking about what to do
- Lily's various modes of thought
 - Return to society as an ordinary member, forgetting the betrayal
 - Avenging herself by wreaking havoc on the world once others are awake
 - Live as a hero among newly awakened people, convincing herself that this is worth it

Last Stage

- Lily tries various variations of the world name, but nothing works. In the end, she realizes that Talvoc would not end, and there will be no spring for Mels and her to return to. She decides to abandon the true name of the world and her own life by committing suicide, and the world reorganizes into a new, warm one, with no memories or traces of the ice age.

Notes

- Clarify: happiest person being an invalid standard vs wrong judgement
- Add: the period of peace before hibernation (in summary)
- Ending: Anticlimatic? Not really a conclusion? Myth of Sisyphus
 - Hope ending?
 - On the Heights of Despair by EM Cioran
- What happens before Lily's death?