Lore/Backstory (Maps, 2nd Anniv. Pack, & Misc…)

Oletus Manor

Oletus Manor Backstory:

一切都要从温斯顿庄园说起，这个“恶名昭著”的庄园：
20世纪欧洲，有一对年轻夫妇在某偏远的山区以低廉的价格买下了一座占地面积巨大的庄园。众所周知，天下没有免费的午餐，这座庄园之所以这么便宜，是因为：这座庄园的名声一直不怎么好——因为历代主人的不详传闻，关于这个庄园流言四起，又因名声不好周边没有任何邻居。而这对夫妻呢，是一时名声大噪的艺术家，他们为何要买下这个诡异的庄园？因为他们看中的是它周边优美的自然风光和清净的环境，他们觉得这有利于艺术创作，更何况他们是在新世界一时熏陶下成长的，对迷信和流言自然不会看重，纵然当地人对此惊讶不已。
夫妻入住庄园后，对庄园进行了翻修，源于他们对艺术热爱，因此对灵感与艺术的庇护者——缪斯有着敬仰之情，这也就是庄园中处处充满着西方神话色彩的原因。他们还设计了家族徽记——缪斯九女神的符号，符号是由画家丈夫设计的，为了讨好作曲家妻子使用了音符和竖琴的元素来表示缪斯九女神。
时间不久之后，他们迎来了家中的第三位为成员——我们游戏的主角。
就在大家以为这一家会一直幸福的生活下去的时候，一件谁也不想多提起的事发生了：

24年前，主角迎来了他的12岁生日，这原本是令人开心的事，但，在这一天，主角经历了世间最悲痛的事——他亲眼目睹了双亲被匪徒残忍杀害了，而这起惨绝人寰的案子起因却只是：周边流民因偷窃被发现而即兴形成的杀人事件，他们为了企图扰乱线索而故意事后制造了残忍的案发现场。
主角因为强力的精神冲击而在很长一段时间处于恍惚状态，通过自我封闭来进行自我保护。这也给了那些不怀好意的人可乘之机。他们通过哄骗欺诈诱使主角变卖了庄园，然后将主角抛弃在精神病院，他们却携带着巨额财富消失了。
这之后庄园几经易手，而且恶名仍在不断加深。多数买主只是为了转手出售而买下，但却发现基本很难出手，不到几年就无人问津。大多数区域由于根本无人维护而逐渐荒废，大部分租户也因惧怕传闻和位置过于偏僻而搬离，只有少部分农田还在被人耕种，但也时不时有匪徒来骚扰。很快庄园就再也卖不出去了，也没人记得最后一任主人是谁。

13年前，庄园传闻被一位青年收购，与其他主人不同，他重新雇佣了人来运作庄园。虽然有着不祥的传闻，但在重金之下仍有不少人前来应聘。不久就恢复了庄园大部分功能区域的运作，但一些荒废过久且作用不大的区域就依旧处于闲置状态（例如林场、猎场、教堂等区域）。但似乎还有别的东西在这里运作，因为人员缺口就像填不满似的，从未停止过人员的招募，也总有人陆陆续续来到这个偏僻的庄园。虽然令人好奇，但如果能拿到是外面双倍的报酬，谁又会真正的去关心那些呢？

同年，新兴犯罪推理小说家——奥尔菲斯开始在文学界崭露头角，虽然他笔下的故事往往阴暗而残酷，也完全不吝惜笔下角色的生死，但恰好满足了当时人们厌倦了传统故事的口味，迅速成为当时最受欢迎的推理小说新星。这位小说界的新起之秀正是我们故事的主角。
就在大家以为这庄园会在这位青年手下日渐变好的时候，却逐渐有传言说庄园中正在发生一些不可告人的事情，但其中的佣人们对此则闭口不谈。
越来越多不详的流言指向这个庄园，声称这里不断有人来，但未见庄园实际的人数有明显增加，社会上诸多的人口失踪案最后也都指向了这个地方。但警方的数次调查都一无所获，这并不是因为受到阻拦，相反每次警方的调查都会得到庄园主的积极配合，这更加令人怀疑这个地方。
直到一次事故的发生，大概就在10年前，这个庄园的神秘面纱终于被掀起了一角。庄园中某个区域发生了火灾，烧毁了大半区域。在消防队和警察调查后发现，火灾中死去的仆从们的死因和火灾没有任何关系，仅有少数几个幸存者昏迷在地，他们躺在地上的位置是经过特殊布置的，似乎在举办某种神秘的仪式，而小说家奥尔菲斯也在幸存者中。但奇怪的是：所有幸存者醒来后发现自己完全忘记了为什么来这个庄园，以及在这里发生过什么。事后调查也证实火灾的起因是焚烧炉在缺少看管下导致的炸燃，并非蓄意纵火。幸存者等人的遭遇被定性为邪教仪式的牺牲者，但其余人员的死因则始终无法得到合理解释。
当时警方详细搜查了庄园，但因为火灾而完全变成废墟的区域无法获得任何线索，其他区域也毫无收获。其主人疑似在火灾发生时已逃离，因为在烧毁的尸体中也并未寻获类似体型尸体。随后警方便关闭了庄园，从此再

无人敢问津甚至靠近这片区域，并被人们称为“恶名昭著的庄园”。

主角?——奥尔菲斯在医院昏迷了整整一年，当大家以为他会这样一直昏睡下去时，他终于醒来了，但却完全忘记了自己是谁。基于知名小说家的名望以及他本身的积蓄，这一年他在医院得到了良好的照看。但就在醒来不久后，他就被“请”出了医院，传闻他怪罪医院对他的药物治疗影响了他的写作能力，让他的手颤抖不止，无法再进行创作，因此他与医院产生了矛盾，愤而离院。
随后读者发现他写的东西已经完全是连八卦小报上的故事都不如的内容了，连当初最狂热的读者，也难以忍受这些新的蹩脚内容，他们甚至否认他是真正的奥尔菲斯。不久，这个曾名动一时的名字再也没有出现在公众视野中，出版社方，更当他已经死了一样。

7年前，在一座廉价出租屋的2楼，一间不起眼的私人侦探事务所开张了。不同其他事务所，这个可谓是门可罗雀了，但如果你只是丢了猫猫狗狗，或是想知道谁在背后想给你戴绿帽子，来这里通常不会有错。

就在1月前，某富商年幼的女儿在乡下度假时，离奇失踪，调查后发现所有证据都指向了那个恶名昭著的庄园，案件中疑点重重，但警方却并不愿意深入调查，富商需要人帮他调查出真相，最重要找到他的女儿。
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2天前，主角收到了富商的委托函——邀请主角协助帮忙调查那个庄园以找回自己失踪的女儿，伴随委托函还有一张金额巨大的支票，这可是侦探社自成立以来收到过最大的佣金了，主角寤寐求之，细看委托函上的收件人，是一个他自己的都已经遗忘的名字——（玩家输入姓名）。
昨天，迫不及待的主角出门寄出了回执函，并利用这笔佣金购置一些所需品，准备明天出发。
一夜好眠，今天，侦探出发了，去往那个“恶名昭著”的庄园。
因为庄园地处偏远，加之今天下着雷雨，主角迷路了，在将近夜晚才到达庄园，为了躲雨，主角直接来到荒废已久的主屋开始调查……

(Google translate)

Everything must start with Winston Manor, this "notorious" manor:

In the 20th century in Europe, a young couple bought a huge estate in a remote mountain area at a low price. As we all know, there is no free lunch in the world. The reason why this manor is so cheap is because: the reputation of this manor has not been very good-because of the unknown rumors of the owners of the past generations, rumors about this manor are everywhere, and because of its bad reputation the surrounding area is without any neighbors. And this couple have been famous artists for a while. Why did they buy this weird manor? Because they fancy the beautiful natural scenery and clean environment around it, they feel that this is conducive to artistic creation, not to mention that they grew up under the influence of the new world for a while, and naturally do not value superstition and rumors, even if the locals were surprised at this.

After the couple moved into the manor, they renovated the manor, which stems from their love of art, so they admire the muse, the patron of inspiration and art. This is why the manor is full of Western mythology. They also designed the family emblem-the symbol of the Nine Muses. The symbol was designed by the husband who was a painted. To please the wife who was a composer, they used musical notes and harp elements to represent the Nine Muses.

Soon after, they welcomed the third member of the family-the protagonist of our game.

Just when everyone thought this family would live a happy life forever, something that no one wanted to mention more happened:

24 years ago, the protagonist ushered in his 12th birthday, which was originally a happy thing, but on this day, the protagonist experienced the saddest thing in the world- He witnessed the brutal murder of his parents by bandits,

and the cause of this tragic case was only: the impromptu murders of surrounding refugees were discovered after theft, and they deliberately created a brutal crime scene afterwards in order to disturb the clues.

The protagonist was in a trance for a long time due to the powerful mental shock, and protected himself by closing himself off. This also gives those who have bad intentions an opportunity. They tricked the protagonist into selling the manor through deceit, and then abandoned the protagonist in a mental hospital, while they disappeared with a huge amount of wealth.

Since then, the manor has changed hands several times, and the notoriety continues to grow. Most buyers only buy for resale, but they find it difficult to sell, and no one cares about it in less than a few years. Most areas are gradually abandoned due to no maintenance at all. Most tenants have also moved out because of fear of rumors and the location is too remote. Only a small part of the farmland is still being cultivated, but there were occasional bandits that harassed. Soon the manor could no longer be sold, and no one remembered who the last owner was.

Thirteen years ago, the manor was rumored to have been acquired by a young man. Unlike other owners, he re-employed people to run the manor. Although there are ominous rumors, many people still come to apply for jobs under heavy money. Soon the operation of most of the functional areas of the manor was restored, but some areas that were abandoned for too long and had little effect are still in a state of idle (such as woodland, hunting grounds, church and other areas). But there seems to be something else operating here, as the staffing gap is as if it can't be filled, and recruitment never stops, and people are always coming to this isolated estate one after another. It's intriguing, but who really cares about that if they can get paid twice as much as they would outside?

In the same year, Orpheus, an emerging crime mystery novelist, began to emerge in the literary world. Although his stories were often dark and cruel, and he did not spare the life and death of his characters, he just met the taste of people who were tired of traditional stories at the time. Quickly he became the most popular novel star at the time. This new star in the novel world is the protagonist of our story.

Just when everyone thought that the manor would get better and better under this young man, there were rumors that something unspeakable was happening in the manor, but the servants in it kept silent about it.

More and more unknown rumors point to this manor, claiming that people continue to come here, but the actual number of people on the manor has not increased significantly, and many cases of disappearance in the society also point to this place. However, several police investigations have found nothing. This is not because of being blocked. On the contrary, every police investigation will receive the active cooperation of the manor owner, which makes this place even more suspicious.

Until an accident happened, about 10 years ago, the mystery of this manor was finally lifted. A fire broke out in an area of the manor, which destroyed most of the area. After investigation by the fire brigade and the police, it was discovered that the cause of death of the servants who died in the fire had nothing to do with the fire. Only a few survivors were unconscious on the ground. Their positions on the ground were specially arranged, and they seemed to be holding a certain mysterious ceremony, and novelist Orpheus is among the survivors. But the strange thing is: all the survivors wake up to find that they have completely forgotten why they came to this manor and what happened here. Subsequent investigations also confirmed that the cause of the fire was the explosion of the incinerator in the absence of supervision, not deliberate arson. What happened to the survivors and others was characterized as a cult ritual sacrifice, but the cause of death of the rest of the group was never reasonably explained.

The police searched the estate in detail at the time, but were unable to obtain any clues in the area that was completely in ruins due to the fire, and had no luck in other areas. The owner was suspected to have fled when the fire broke out, because no body of a similar size was found among the burned bodies. Then the police closed the manor, and no one dared to care about it or even approached this area, and it was called the "notorious manor."

The protagonist?-Orpheus was in a coma in the hospital for a whole year. When everyone thought he would fall asleep like this, he finally woke up, but completely forgot who he was. Based on the reputation of a well-known

novelist and his own savings, he was well looked after in the hospital that year. But shortly after waking up, he was "asked" to leave the hospital. It was rumored that he blamed the hospital's medication for affecting his writing ability, making his hands tremble and unable to create anymore, so he had a conflict with the hospital and left in anger.

Then readers discovered that what he wrote was completely inferior to the stories in the gossip tabloids. Even the most enthusiastic readers at the time could not bear the new crappy content. They even denied that he was the real Orpheus. Soon, this once-famous name never appeared in the public eye again, and the publishers even thought he was dead.

Seven years ago, on the second floor of a cheap rental house, a humble private detective agency opened. Unlike other firms, this can be said to be small, but if you just lost a cat or dog, or want to know who is trying to cuckold you behind your back, there is usually nothing wrong with coming here.

Just 1 month ago, the young daughter of a wealthy businessman went missing strangely while on vacation in the countryside. After investigation, it was found that all the evidence points to the notorious manor. There were many doubts in the case, but the police were not willing to investigate further. The rich businessman needs someone to help him investigate the truth, and most importantly find his daughter.

Two days ago, the protagonist received a letter of entrustment from a wealthy businessman—inviting the protagonist to assist in investigating the manor to retrieve his missing daughter. The letter of entrustment was accompanied by a huge check. This is the largest the detective agency has received since its establishment. The protagonist is longing for his commission. Looking closely at the recipient on the entrust letter, it is his own forgotten name-(the player enters the name).

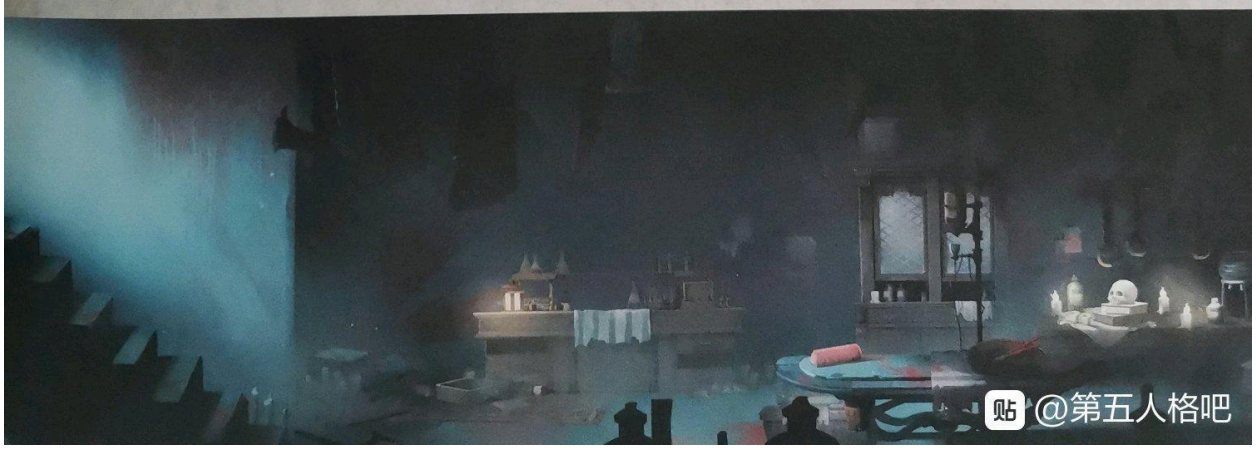
Yesterday, the protagonist who couldn't wait went out and sent a receipt, and used the commission to purchase some needed goods, ready to leave tomorrow.

A good night's sleep, today, the detective set off to the "notorious" manor.

Because of the remoteness of the manor and the thunderstorm today, the protagonist lost his way and arrived at the manor almost at night. In order to avoid the rain, the protagonist went directly to the long-abandoned main house to investigate...

Oletus Manor backstory (from artbook):

在19世纪，欧洲某偏远山区有一个古老的庄园，那里流传着古怪的传言：从未露面的庄园主人多次举办神秘的“寻宝游戏”，然而，凡是参加游戏的人，均离奇失踪在庄园之中。¶ 同一时间，新兴侦探推理小说家——奥尔菲斯开始在文学界崭露头角，他以奇诡的案情与对人性的深刻剖析风靡当地，迅速成为当时最受欢迎的推理小说新星。¶ 随着“寻宝游戏”的连续举办，不断有可怖的流言指向这个庄园，但一切却在愈演愈烈的浪潮中戛然而止——突发的大火吞噬了这座古老的宅邸。而当天，小说家奥尔菲斯被发现昏迷在距庄园数里外的山崖中，其全身多处烧伤，头部遭到重创。



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Z庄园自此荒废，寻宝活动也再无其他消息。奥尔菲斯作为庄园火灾的唯一幸存者，得到了及时治疗与照顾，但因脑部受创失去记忆，无法为庄园的神秘事件提供有效证词。¶ 奥尔菲斯康复之后，与他的记忆一起消散的是小说家鬼才般的写作灵感——奥尔菲斯再也没能恢复以往的创作水平。在挫败与迷惘充斥的失控情绪中，他受苦于不时浮现的凌乱记忆与剧烈的头痛，甚至产生了人格分裂的病症。¶ 穷困潦倒的小说家只好靠仅存的一点逻辑推理能力，勉力经营一家私家侦探事务所。直到有一天，已经转职为私家侦探的他收到了一封诡异的寻人委托函，除了随信而来的一大笔佣金，信内还提到了一个他从未公布过的笔名与那个自己一直讳莫如深的庄园。¶ 带着满腹的狐疑与内心的纠结，侦探驾车来到庄园，我们的故事就此展开……

(Google translate)

In the 19th century, there was an old mansion in a remote mountainous area of Europe, where eccentric rumors were transmitted.

The owner of the manor who does not show his face repeatedly holds a mysterious "treasure hunt game", but those who participate in this game disappear in the manor.

At the same time, a budding detective mystery novelist--Orpheus--comes into the limelight of the literary world. He dominates the scene with his strange cases and deep analysis of human nature, and is soon accepted as a rising star of mystery novels of the time.

However, the manor's continued hosting of the "Treasure Hunt Game" has turned the manor into the focus of horrible rumors, and in the midst of an increasingly violent wave, everything suddenly comes to a halt--a sudden conflagration engulfs the old mansion.

On this day, novelist Orpheus was found in a coma on a cliff a few kilometers away from the mansion, suffering numerous burns throughout his body and severe head injuries.

Since then the manor has been devastated and there has been no other news about the treasure hunt.

Orpheus was treated and cared for in a timely manner as the only survivor of the manor's fire, but lost his memory due to brain damage and was unable to give valid testimony to the mysterious case of the manor.

After Orpheus's recovery, his memory and the inspiration for his genius writing as a novelist disappeared-Orpheus never returned to his previous creative level.

In uncontrollable emotions of setbacks and confusion, he suffered from occasional disturbed memories and severe headaches, as well as causing a dissociative personality disorder.

However, the poor novelist manages to run a private detective agency with a little remaining reasoning ability.

One day, he had already changed jobs to a private detective and received a letter of request from a dubious inquirer.

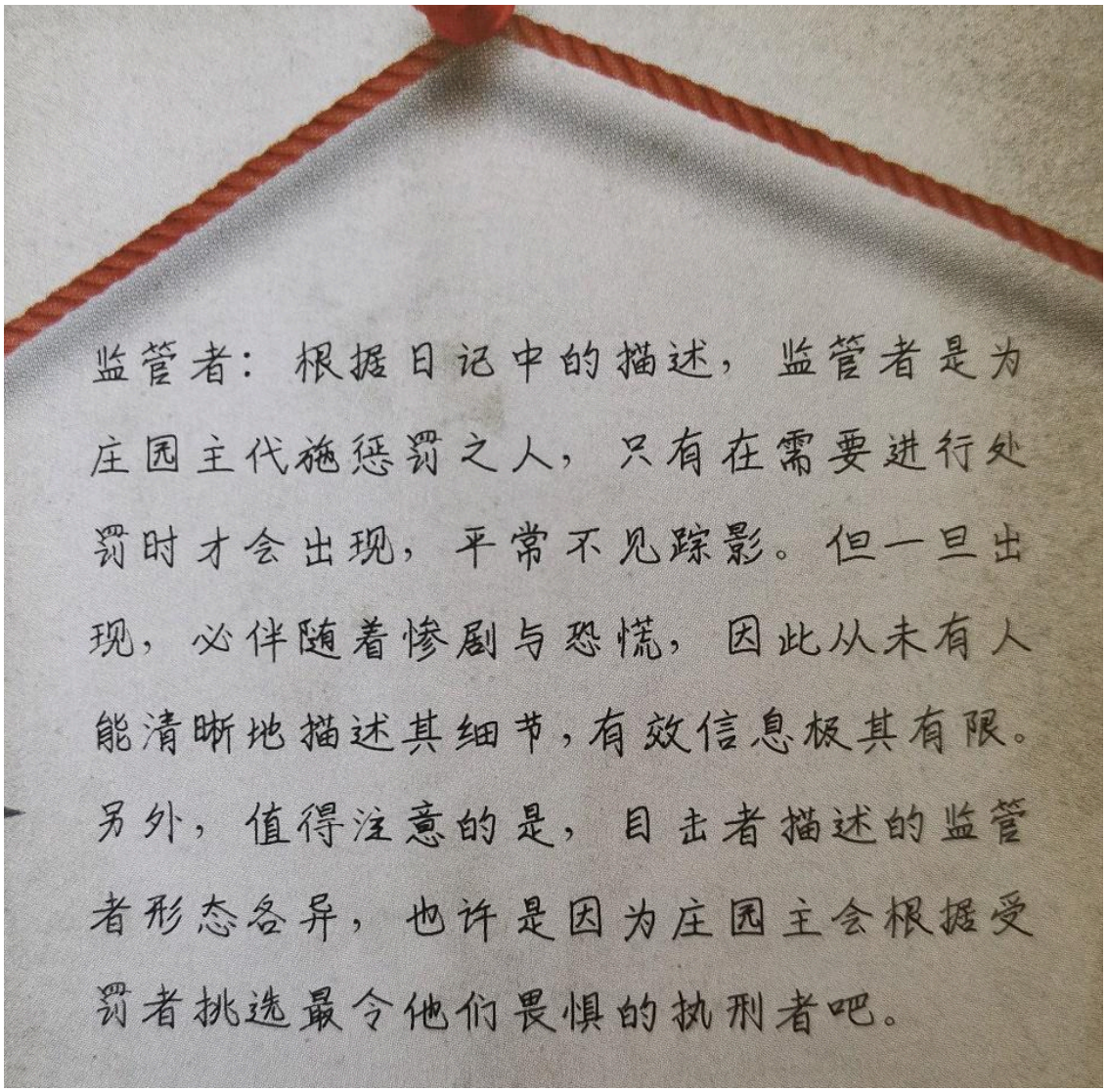
In addition to the huge check that came with the letter, the letter contained a pen name he had never published and a mansion he had kept secret.

The detective drove to the manor with suspicion and conflict, and our story began ...

Map of area near Manor:



Hunter Description (from Artbook):



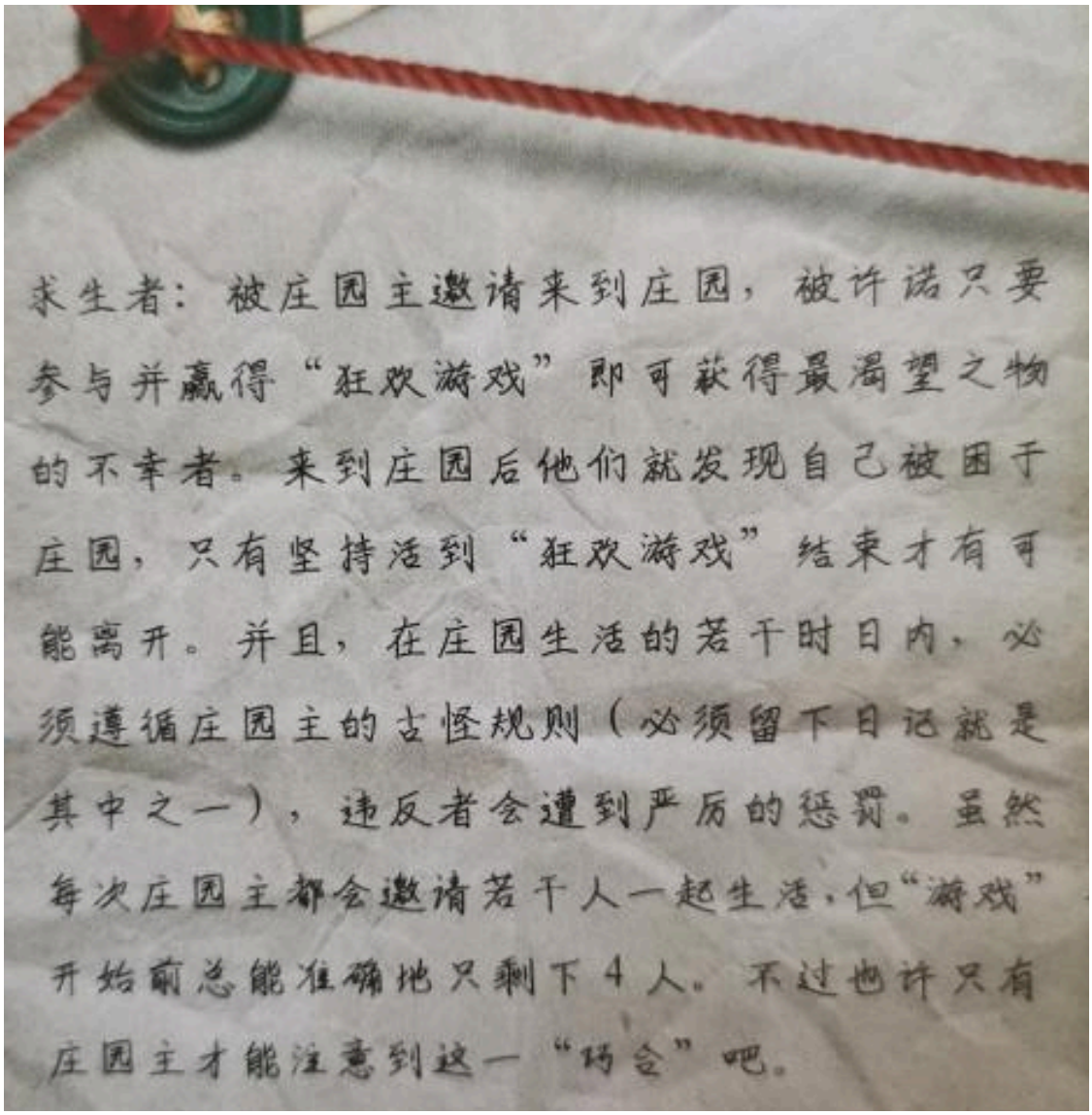
(Google Translate)

According to the diary, the hunter is the one who imposes punishment on behalf of the lord of the manor, and appears only when punishment is needed, so he is not very visible.

However, once it appears, it always accompanies a drama of horror, so no one can explain the details clearly, and useful information is limited.

Furthermore, the appearance of the hunter explained by the witnesses may be different because the lord of the manor chooses the executor most feared by the punisher.

Survivor Description (from artbook):



(Google translate)

An unfortunate person who was invited to the manor by the lord of the manor and promised to get the one he wanted most by participating in the "carnival game" and winning.

After arriving at the manor, they realize that the manor requires them to stay alive until the end of the "carnival game".

In addition, during the days of manor life, the manor's strange rules (must keep a diary) must be obeyed, and violators are severely punished.

The lord of the manor tries to make people live together every time, but by the time the game starts, there are only four left.

Perhaps only the lord of the manor can notice a "good encounter."

2nd Anniversary Package

Documents/Pages:

1894年12月23日、マルシー孤児院
謹啓

大変申し訳ありませんが、アリスの引き取りの話はお断りさせていただきます。これは費用による問題ではなく、道徳面の考慮によるものであることを、どうか信じてください。我々は、彼女と血縁関係にある方のほうが相応しいと考えているのです（意味は理解していただけると思います）。

しかしながら、彼女の友人として会いに来ていただくのは構いません。今すぐという訳にはいきませんが。彼女の状況は未だに喜ばしくありません。ここへ来てから、彼女はずっと狂気と理性の狭間にいます。刺激を与えられると、たとえそれが微々たるものでも彼女はとめどなく叫び声を上げ、爪を立てて必死に何かを掻きむしろうとする。また、いわゆる理性を保った状態にあったとしても、彼女は他人と話すことができません。この時なら、多少は正常な様子で動くことができますが。そのため、我々は彼女を独立した一室に隔離するしかありませんでした。人道的ではないように聞こえるかもしれませんが、こうすることで彼女は誰も傷つけない——何より、彼女自身を傷つけることが無くなるのです。実際他の子と比べると、彼女はかなりの好待遇と言えます。しかし、その待遇にかかる労力や愛情（ああ、彼らは本当にアリスを愛しているのですね）、そして独立した部屋の分配にはかなりの出費が必要です（彼女は孤児院より精神病院にいるべきだと私にこぼやいた人もかなりいました）。当

然、「慈愛を全ての人間へ一視同仁に与える」というのが孤児院の方針です。我々は経済状況の許す限り、彼女の生活をここで保障できるよう努めます。

そうしばらく時間が経ち、彼女の精神が安定したら、改めてあなたに連絡いたします。それまで、どうか辛抱強くお待ちください。そして、我々がここへ送られた全ての子供を大切にすることを信じてください。アリスが早く完治し、幸せな生活を手に入れることを心から願っています。

敬具

マレシー孤児院院長

LIAR!

5月4日

育成は順調とは言えない。生存環境は思った以上に厳しいようだ。だが自生地の緯度を踏まえれば、移植するという考えが甘かったことだけは分かった。自ら足を運ぶべきなのだろう。しかし今は実験を滞りなく進めるためにも、一時的に育成実験を諦めなければならない。できれば次の補充までにこの段階の検証を終えたいと思う。

9月12日

新しいサンプルが届いた。今回の量なら育成と薬剤テストを同時に賄えるはずだ。だが私が原株の取引を持ちかけた時とは違い、今回の自生地の土壌と水質に対する要求はやはり断られた（まあ、偽物で誤魔化せられなかったことには喜ぶべきか）。予備案として、付近区域の土壌と水質のサンプル、及び現地の温度データを手に入れることができた。運が良ければ、これで可能なはずだ。

12月3日

最悪だ！結果は何も変わらない！あいつらは最初から偽の情報を寄越したんじゃないだろうな？もっと早く気付くべきだった。あいつらは他人に商売を邪魔されるようなことを許さない。どうやら、私は別の手段でこれらの植物の由来を調べなければならないようだ。

1月15日

やはり試験品を持ってくるのは賢い選択だった。しかし、あの副作用を何とかしなくては。唯一の問題は、私が苗の育成に成功するまで、他の人間に物資を提供してもらわなくてはならないことだ。だが今の状況では、自分で足を運ぶ方が賢明な判断だろう。時間がない。彼女はもう、十分すぎるほど長く苦痛に耐えているんだ。

あの愚かな運動が私の役に立つかもしれない。

7月12日

すべて上手くいったようだ。疑われてもいない。だがここの全てが私の予想を遥かに超えている。あの人が本当にここにいるかすら分からない。期待しているものがここで見つかることを祈る。

私にはまだ確証がない。あるいは、彼が本当にここにいると信じたくないのかもしれない。しかし彼がここにいるなら、必ず見つけださねば。すべては、あまりにも長すぎた。

7月13日

状況は思った以上に酷い。裏で誰かが糸を引いていることを差し引いても、他の者たちの敵意は明らかだった——特にあの見た目が親切そうな奴だ。あいつは当てにならないと勘が告げている。もっと慎重にならねば…

行動を制限されてはいるが、用心さえすれば、あんな奴らは看護職員や手先と大して変わらない。だが、他に誰かが影から私を見張っているかどうかは分からない。もっと目の届かない人間に用心した方が良いのかもしれない。

彼に関する手掛かりは相変わらず全く進展がない。少なくとも招待客の中に居ないことは確かだ。最悪の場合を想定しておかねば。部屋の探索はまだ行うべき時ではないだろう。最初から余計な注目を浴びたくない。

7月14日

部屋の使い道も装飾もほとんど変わっていたが、レイアウトはあまり変わっていないようだ（かなり遠い記憶だが）。そしてあの部屋の全てが、あの時のままだった。

彼はここにいる。私にはわかる。

でも、彼は私のことなどとうに忘れてしまっているかもしれない…それか、私に会いたくないのだ。いや、無意味な推測よりも、彼と直接会うための方法を探すべきか。

どんな対価を払うことになっても、彼を見つける。

7月16日

進展はない。それに厄介ごとがさらに増えた。あのイカレ野郎たちも、「ハンター」もだ。段々安全な単独行動が取れなくなった。彼と会う方法を探すどころではない。自分が生きてここから出られるのかさえ分からない。だが少なくとも、今まで一番彼に近づくことができている。命の危険を冒してでも、このチャンスを逃すべきではない。

もしかすると…あの「ハンター」を利用できるかもしれない。

「死」を、利用できるかもしれない。

自身を対象とした実験結果の記録

直接薬を服用した際、薬の効果が効き始めるのはおよそ5分後である。（理想と比べるとまだまだ遅い）試験者は軽度の眩暈、意識の混濁などの症状が現れる。（本人は全く覚えていないようだが、他人から見れば確実に分かる。この副作用は排除しなければ）その後やっと幻覚、つまり彼らが神のお告げと呼ぶものが見えるようになる。

—— 時間：薬の持続時間は予想よりもはるかに短い。1オンスの持続時間は30分にも満たない。

—— 幻覚について：眩暈も幻覚も、試験者本人には自覚無し。通常の幻覚作用を持つ薬物と違い、これらの幻覚は現実との繋がりが強いようだ。彼らがその境目に気づけないほどに。特に教育レベルの低い者は現実と幻覚の区別が難しいようだ。※更なる分析が必要。

—— 幻覚について2：幻覚が区別しづらい原因は、もっと模擬的な—— 試験者の全ての記憶知識（自身が忘れたものも含める）に基づいた、未来へのシュミレーションのようだ。そしてシュミレーションの精度はその者の知力に基づいたわけではなく、もっと人の域を超えたものに見える。彼女が「神のお告げ」と呼ばれた理由は正しくこれかもしれない。だがどのような幻覚でも、今のところは試験者の精神状態に左右されると

仮定できる。（検証が必要）
※自分よりも自身のことを理解し、自分より賢い人間が代わりに最も自分に相応しい未来を予測するということか。気味が悪い。

茎や葉から抽出したエキスは強く作用しないみたいだ。薬の効果の核心は胞子嚢にあるのだろう。組織ごとで別々に実験を行うべきである。もっと多くのサンプルが必要だ。（現地で栽培した方が良いかもしれない。）

三種類の効果が分離できた。ただ肝心な効果はまだ抽出できていない。

その内二種類の効果は比較的見慣れたものだ。それは情緒安定（使えるかもしれない）、軽度の幻覚（よくある幻覚作用）だ。しかし三つ目だけは常識を超えている —— 記憶阻害。薬を服用している間は、試験者には何の異常も見られない。だが薬の服用をやめて効果が消えた途端、試験者はその間の全ての記憶を失う。このような記憶に対するダメージは永久的なもので、いかなる催眠や記憶想起でもそれらの記憶を取り戻すことはできなかった。

私の目的のためには何の意味もないが、「神のお告げ」の本質は理解できている。

あなたがここまで読むかどうかはわからない。もしここまで読んだら、私が自ら告げようとした努力が失敗してしまったという結末になったが、それにしても、あなたのためにできる たった一つのこととして、私の気持ちを伝えたい：

一緒に暮らしていた時の記憶が、私にとっては生涯で一番懐かしい記憶であり、私を支えて暗闇を照らし、苦痛に直面する力を与えてくれた。なので、私の両親の死のため、どうか自分を責めないでください。あなたが私よりも彼らを愛していて、自分の力を尽くして彼らを救いたがっていると私は信じている。この時ここで無事生き残っている私が何よりの証拠である。しかし、それをあなたが一番聞きたい時に言えなかった。そんな私を許してください。余りにも怖くて、目の前のものを正視することさえできなかったが、あなたの苦しみだけは十分感じられていた。だから、意識が戻り次第、私が囚われる檻から逃げ出し、この世に存在する唯一の家族を探しに行った。あの部屋を見て、ようやくあなたを見つけたことを気づいた。たとえ覚えていないとしても、あなたはあの永遠に守ってくれると約束を交わした人のままだ。

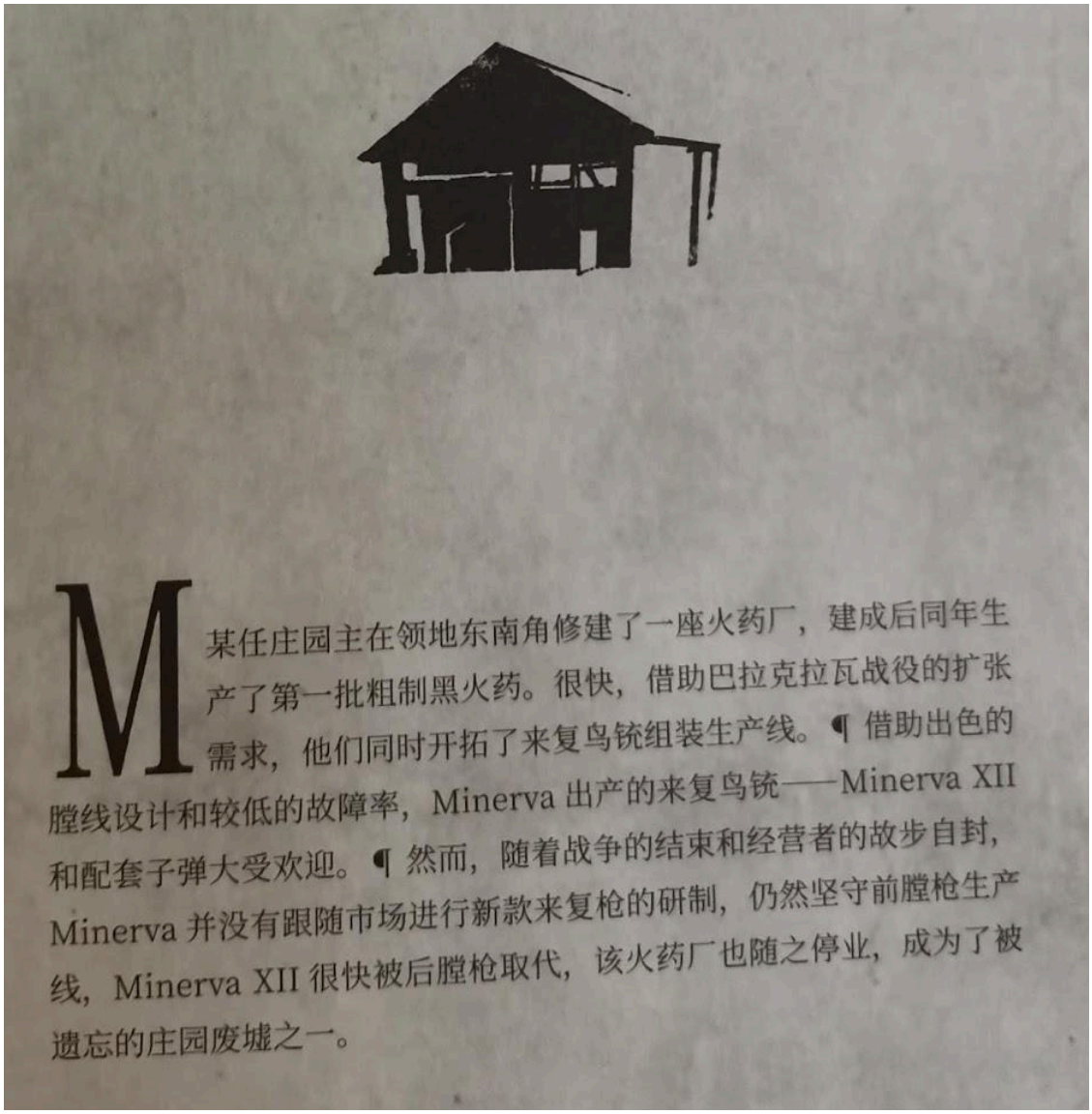
だからどうしてあなたがこんな様子になったとしても、ここまで来たことを後悔などはしない。お兄さん、今度こそ、私があなたを守ってあげる。

Translations:

https://docs.google.com/document/d/1R_ueqhxh9Ml2hygapEL1ChS4jpIk1Z0LzE4n4U6BjWk/edit

Arms Factory

Backstory: http://id5.163.com/news/official/20170830/26476_708873.html



M某任庄园主在领地东南角修建了一座火药厂，建成后同年生产了第一批粗制黑火药。很快，借助巴拉克拉瓦战役的扩张需求，他们同时开拓了来复鸟铳组装生产线。¶ 借助出色的膛线设计和较低的故障率，Minerva 出产的来复鸟铳——Minerva XII 和配套子弹大受欢迎。¶ 然而，随着战争的结束和经营者的故步自封，Minerva 并没有跟随市场进行新款来复枪的研制，仍然坚守前膛枪生产线，Minerva XII 很快被后膛枪取代，该火药厂也随之停业，成为了被遗忘的庄园废墟之一。

一片荒芜、满目疮痍，这里是被人们所遗忘的废墟，但当你踏足其中后，却能够闻到空气中弥漫的火药，那些蒸汽式设备，还有散落在地上的子弹壳，都揭示着过往发生的一切。网易首款自研生存对抗手游《第五人格》，今日正式曝光全新地图“密涅瓦军工厂”，带你探究这座神秘厂房背后的秘密。

蒸汽时代 场景的细节及刻画



军工厂大门

《第五人格》手游非常注重对时代背景的刻画和还原，如果说之前的角色服饰让人们感受到维多利亚时期的人文风貌，那么这次新地图密涅瓦军工厂的整体设计，则再现了当时军工业的整体特征。不管是厂房内遍布的蒸汽动力模组，还是子弹填充以及枪械加工设施，都留下了维多利亚时代蒸汽革命的显著烙印。



军工厂杂草丛生的废弃之地

整张地图的细节表现力也非常出众，密涅瓦军工厂地面上遍布的是废弃的轮胎，厂房里也能发现工厂的logo标志和门牌，正门外则是杂草丛生的废弃之地。当然像警报灯、路光灯和电闸信号灯的设置，则能够让人对游戏非对称性对抗玩法有所了解，这些设备或将成为左右胜负的关键要素。

短暂繁荣 工厂的兴盛与衰败



军工厂内部

衡量一张游戏地图设计的好坏，除了整体的画面表现，另外还依托于其背后的故事和内涵。位于东南角方向的密涅瓦军工厂，在建成之后进行了第一批粗制黑火药的生产，当时很快便借助巴拉克拉瓦战役的需求进行了扩张，工厂同时还开拓了来福鸟铳组装的生产线。和同行相比，密涅瓦军工厂研发制作的来福鸟铳“密涅瓦 XII”，拥有出色的膛线设计和较低的故障率，从而在整个市场上大受欢迎。



废弃的军工厂

可惜好景不长，伴随着战争的结束，整个市场需求急剧下降，再加上密涅瓦军工厂本身经营者的故步自封，他们并没有选择跟随市场，进行最新型号来复枪研制，反而采取了保守策略，全力坚守前膛枪的生产线。但很快工厂头牌产品“密涅瓦XII”便被后膛枪所取代，这里也随之停业。

玩火自焚 厂主的加入和死亡



废弃的军工厂内部

密涅瓦军工厂的故事到这里并未结束，你步入其中会发现大量明显的燃烧痕迹，很显然在停业之后这里还发生了另一大事故。经营纺织厂的小型工场主里奥贝克，在接受朋友弗雷迪莱利的建议后，购入了负债累累的密涅瓦军工厂，不过这一切并不是美梦的开始，反而成为了厄运的前奏。整个工厂资产状况不良，同时其妻与弗雷迪莱利已经卷走他所有的财产跑路消失，无力承担负债的里奥贝克在厂房内用火焰结束了自己的生命。

烧焦的零件和木材、墙壁燃烧的痕迹，还有墙上留下的手写字迹“I WILL FIND YOU”，登录《第五人格》官网(http://id5.163.com/)，一起探寻密涅瓦军工厂背后的秘密。

(Google translate)

A manor built a gunpowder factory in the southeastern corner of the territory and started the first group of crude black gunpowder the same year after construction.

Soon the demand grew rapidly during the Battle of Balaklava, and they also opened a musket production line.

Minerva developed a musket called the "Minerva XII" with excellent rifling design and low failure rate, which was very popular throughout the market.

However, due to the end of the war and the self-confidence of the owners, Minerva did not keep up with the market with the development of new rifles and still stuck to the musket production line.

Soon the factory's flagship product, the Minerva XII, was replaced by a rifle and the gunpowder factory was closed.

The story of the Minerva munitions factory doesn't end here. When you step in there, there are many obvious burn marks.

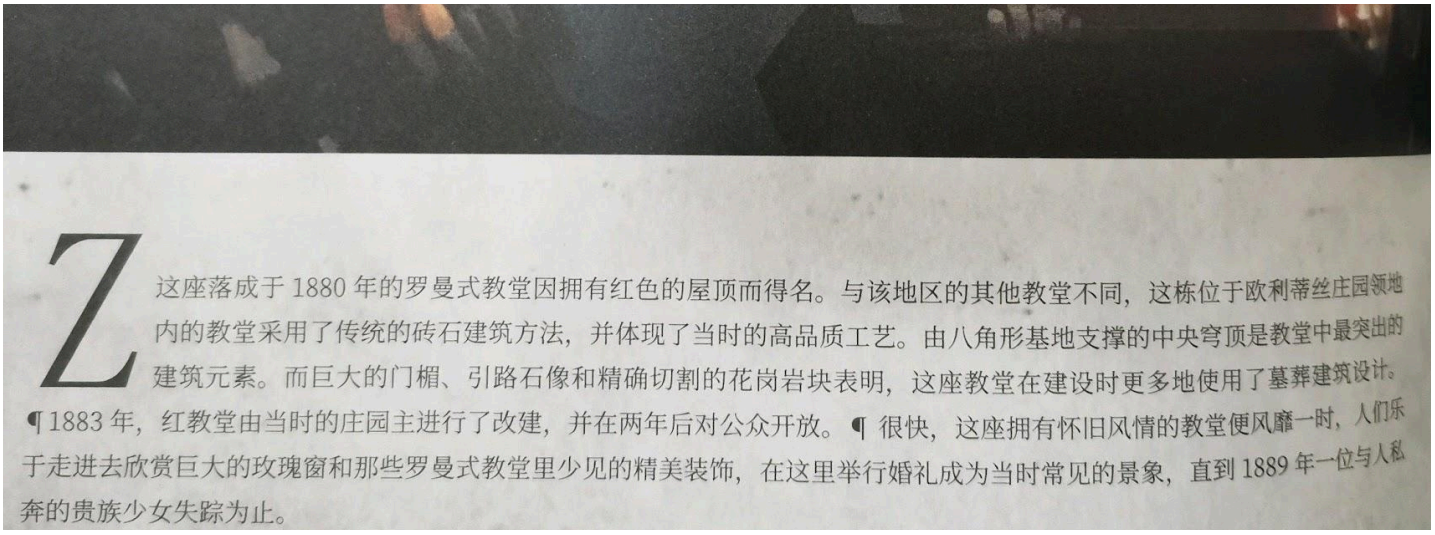
Leo Beck, the owner of a small textile factory, bought the debt-laden munitions factory on the advice of his friend Freddie Riley, but this wasn't the beginning of a dream, but a precursor to misery.

Leo Beck, who couldn't pay his debt, was killed by the flames of the factory, as his wife and Freddie Riley had already robbed Leo of all his fortune when he learned that the entire factory was in poor condition. Was finished.

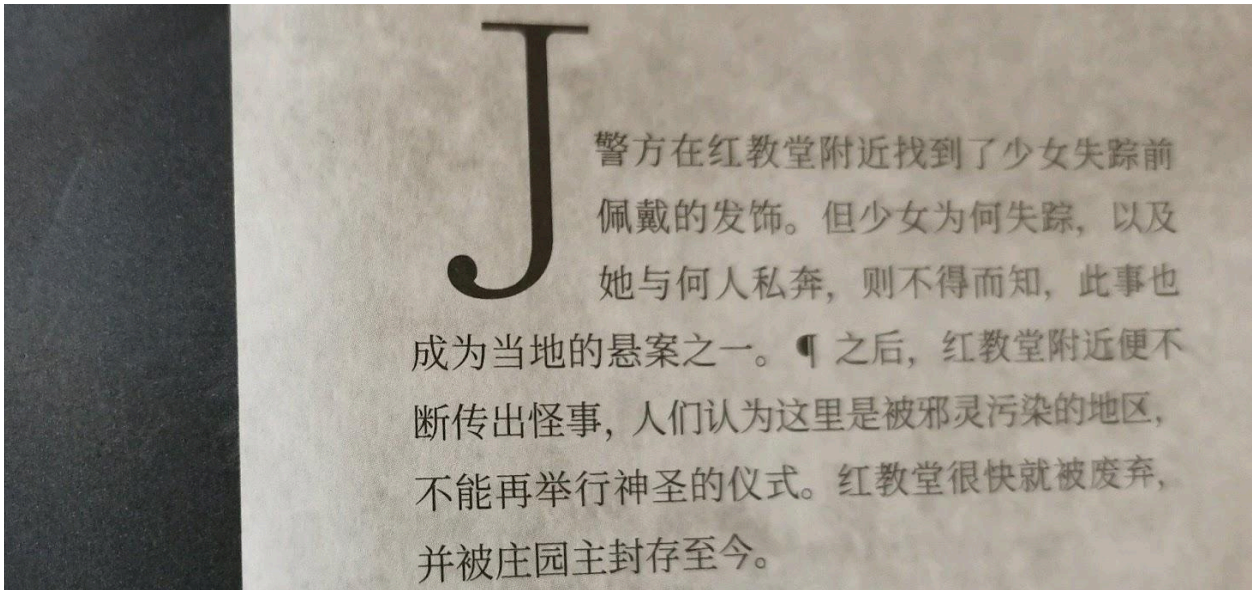
There is a handwritten mark on the wall that says "I WILL FIND YOU".

Red Church

Backstory: http://id5.163.com/news/official/20181024/26476_781439.html



Z这座落成于1880年的罗曼式教堂因拥有红色的屋顶而得名。与该地区的其他教堂不同，这栋位于欧利蒂丝庄园领地内的教堂采用了传统的砖石建筑方法，并体现了当时的高品质工艺。由八角形基地支撑的中央穹顶是教堂中最突出的建筑元素。而巨大的门楣、引路石像和精确切割的花岗岩块表明，这座教堂在建设时更多地使用了墓葬建筑设计。¶1883年，红教堂由当时的庄园主进行了改建，并在两年后对公众开放。¶ 很快，这座拥有怀旧风情的教堂便风靡一时，人们乐于走进去欣赏巨大的玫瑰窗和那些罗曼式教堂里少见的精美装饰，在这里举行婚礼成为当时常见的景象，直到1889年一位与人私奔的贵族少女失踪为止。



J警方在红教堂附近找到了少女失踪前佩戴的发饰。但少女为何失踪，以及她与何人私奔，则不得而知，此事也成为当地的悬案之一。¶之后，红教堂附近便不断传出怪事，人们认为这里是被邪灵污染的地区，不能再举行神圣的仪式。红教堂很快就被废弃，并被庄园主封存至今。

(Google Translate)

Created in 1880, this Romanesque association is named after its red roof.

Unlike other associations in the region, the church on the grounds of the Oletus Manor uses traditional brick construction techniques and embodies the high quality craftsmanship of the time.

The central dome, supported by an octagonal base, is the church's most famous architectural element.

Huge doorways, stone statues of guides, and precisely cut granite blocks indicate that the church used more tomb architectural designs during construction.

In 1883, the red church was rebuilt by the then lord of the manor and opened to the public two years later.

Soon this nostalgic church became a pandemic, and people were delighted to see the large rose windows and the elaborate decorations rare in Romanesque churches.

It was a common sight at the time to have a wedding here.

Until the aristocratic girl who eloped with one person in 1889 went missing.

Police found the hair ornament that the girl wore before disappearing near the red church.

But I don't know why the girl disappeared or who she ran off with.

After that, a series of mysterious incidents occurred near the church, and people could not perform sacred rituals because it was a district contaminated by evil spirits.

The red church was soon abandoned and sealed by the lord of the manor.

Sacred Heart Hospital

Backstory: http://id5.163.com/news/official/20171011/26476_717592.html



一位虔诚的基督徒庄园主决定在领地内兴建一所教会医院，以便为佃户提供基本的医疗保障。与当地教会协商后，这所医院被命名为“圣心医院”。医院以一座低矮的二层教堂式建筑为主体，整个建筑物最初被规划使用红色麦地那砂岩作外墙砖，但由于预算问题，绝大部分墙面都只使用砖块建造。¶ 这所医院还有一个显著的特征：环形的弯曲连接走廊，目的是防止过多的床铺被放置在走道里。¶ 医院在 1830 年首次开放营业时仍在建设中，一层率先完成，二层和楼梯直到 1840 年才建设完毕。之后，圣心医院作为小型社区医院正常运作，并为自己赢得了不错的名声。但在一场激烈的医患冲突后，这所医院再也没有人愿意光顾，并频繁地发生闹鬼的传闻。

医院，一直以来都是悬疑惊悚类电影的经典场景，弥漫着药水味的手术室、散落一地的针管，废弃的医疗工具等，往往会让人感受到一丝丝诡异恐怖的气氛。同样网易首款自研生存对抗手游《第五人格》，也继兵工厂后正式揭晓另一张全新地图“圣心医院”，带你重返维多利亚时代，感受一下当时特有的风貌与特色。

教堂风格 重返维多利亚时代



“圣心医院”外观

维多利亚时代，英国的政治、经济、社会皆飞速变化，建筑上哥特复兴样式在国内备受推崇，因此直观去看，《第五人格》新地图“圣心医院”也是典型的哥特式教堂风格。当时一位虔诚的基督徒庄园主决定在领地内兴建一所教会医院，为佃户提供基本的医疗保障，与当地教会协商后称之为“圣心”。整体构造上，医院是一座低矮的二层教堂式建筑为主体，绝大部分墙面都只使用砖块建造，环形的弯曲连接走廊是其内部最大的特色。

细节还原 手术台抽搐的尸体



圣心医院殓尸房

《第五人格》圣心医院内部的物件、设施甚至是一些细节设置，也都充分反映了维多利亚时代的显着特征。比如针对手术台的美术设计，就采用了当时普通的木质或可移动金属平台的设定，平台上附带固定头部、双手、腰腹、大腿、脚踝的装置，看上去仿佛更像刑台，而手术室中则有乙醚吸入装置、粗糙的金属桶装和简陋的白炽灯。至于摆着大量铁质单人床的病房、安装了维多利亚时代吊灯的休息室，甚至是盥洗室和殓尸房，也都进行了最真实的还原。

圣心医院手术室

所有这些场景元素，不仅非常丰富、真实，同样在游戏中还能够与玩家产生互动，加强了整个地图体验的代入感和恐怖气氛。另外水桶里也能够清晰看见残留的药物，各种收集瓶里也存放着相应的液体。毫无疑问，每一处细节都是活生生的存在。

牙医之死 沉入沼泽命丧黄泉



诡异的圣心医院盥洗室

曾经的圣心医院，为何突然间没人光顾，沦为了沼泽地里的废墟？这要从一次激烈的医患纠纷说起。原本正常营业的医院迎来了一位技艺高超的牙科医师，但事情在他到来后却变得诡异起来。此时出院的病人越来越多，但登记在案的出院记录却并没有增加，并且有巡夜人称，自己曾看到那位牙医在夜间拖着大量垃圾前往沼泽地。

流言愈演愈烈，又一名病人离奇失踪后，愤怒的人群在夜间涌入医院，牙医拒绝承认自己与失踪的病人有关，并要求众人放他回去完成手术，这种态度激怒了丧失理智的人群，他被沉进了沼泽，就此命丧黄泉。

牙医的离奇死亡、废墟医院病床上抽搐的怪人，所有的一切似乎又都在暗指新的悬念和谜题，在之后的《第五人格》圣心医院场景地图中就能探索得知这一切背后的真相。

(Google Translate)

A devout Christian lord of the manor decided to build a church hospital in his territory to provide basic medical protection to his residents.

After consultation with a local church, the hospital was named "Sacred Heart Hospital".

The hospital is mainly a low two-story church-style building, and was originally planned to have red Medina sandstone exterior walls throughout the building, but due to budgetary constraints, most of the walls were constructed using only bricks.

Another notable feature of the hospital is that it has a circularly curved connecting corridor to prevent too many beds from being placed in the aisle.

The hospital was still under construction when it opened in 1830, with the first floor completed first and the second floor and stairs not completed until 1840.

After that, Sacred Heart Hospital was successfully operated as a small regional hospital and received high praise.

However, after a fierce conflict between doctors and patients, no one came to the hospital and rumors of ghosts began to occur frequently.

Why did the facility that was once used as the Sacred Heart Hospital suddenly become abandoned?

It begins with a fierce quarrel between the doctor and the patient.

A skilled dentist arrives at a hospital that originally had regular surgery, but strange things begin to happen after he arrives.

An increasing number of patients were discharged from the hospital, but the number of registered discharge records did not increase, and some said they saw dentists dragging a lot of garbage into the swamp at night.

Rumors became more and more intense, and when another patient went missing, an angry crowd rushed to the hospital at night, but the dentist sank into a swamp and died.

White Sand Street Asylum



Q 起初，克利切·皮尔森在白沙街租下一套住宅，将其改造为孤儿院，用于管理和收养孤儿。但是谁也不知道，为什么他能够在短短数月内就收养了近 10 名残疾儿童。因此，杜克神父拜访了这所孤儿院。



后来，克利切·皮尔森与杜克神父达成协议，由教会接管白沙街孤儿院，购入此处的土地并进行改造和扩建。扩建后的白沙街孤儿院变为白沙街疯人院。教会宣称此前孤儿院内收容的所有儿童均有不同程度的癔症，这些儿童成为疯人院的第一批病人。自此，白沙街疯人院正式营业，除已有的残疾儿童病患外，开始接纳各色人士。杜克神父很快升任地区主教。在他赴任前夜，一位知名作家拜访了白沙街疯人院。拜访结束的当夜，院中走失了一位病患。

在杜克神父调任地区主教后，白沙街疯人院由副院长洛琳修女（Lorine）接手管理。洛琳修女很快对少年病患重新进行了评估，并认为其中绝大部分人都达到了出院标准。但在第一批病患离开后，洛琳修女在办公室留下辞呈并且不知所踪。教会很快将白沙街疯人院的剩余病患转移，并停止营业。

(Google Translate)

Initially, Kreacher Pierson bought a house on White Sand Street and converted it into an orphanage to manage and accept orphans.

No one knows why he was able to accept nearly 10 orphans in just a few months.

Therefore, Father Duke visited the orphanage.

Kreacher Pierson then consulted with Father Duke and reached an agreement that the church would purchase land for the White Sand Orphanage for refurbishment and expansion.

After the expansion, the White Sand Orphanage became the White Sand Mental Hospital.

The church claimed that all the children in the orphanage were hysterical to varying degrees, and they became the first patients of the mental hospital.

Since then, White Sand Mental Hospital has officially opened its doors and has accepted a variety of people in addition to existing children with disabilities.

Father Duke was soon promoted to district bishop.

The night before his assignment, a famous writer visited the White Sands Mental Hospital.

The night after the visit, a patient disappeared from the hospital.

After Father Duke was transferred to the position of District Bishop, the administration of the White Sands Mental Hospital was taken over by the Assistant Director, Nun Lorraine.

She quickly re-examined the juvenile patients and considered most of them to be up to discharge standards.

However, after the first patient left, Nun Lorraine went missing, leaving her resignation in the office.

The church immediately transferred the remaining patients from White Sand Mental Hospital and closed the business.

Lakeside Village

Backstory: http://id5.163.com/news/official/20180606/26476_757884.html



湖景村坐落在一片美丽的淡水湖旁，这里的人以捕鱼和养殖为主业。湖景村曾以美丽的湖景和富有趣味的石子滩而出名。但在一次飓风过后，湖景村成为了人人避之不及的恐怖所在。或者说，在那次飓风过后，人们终于发现了曾经在这里发生的神秘事件。¶ 那是一个寒冷的冬夜，飓风突袭了湖景村附近的山区。龙卷风将一位正在山上检查陷阱的猎人卷起，抛进了湖里。这位大难不死的猎人在寒冷的湖水中挣扎着，拼死游到了岸边。¶ 他从岸边看到了在满月照耀下显得摇摇晃晃的茅草屋，但他没有看到熙熙攘攘的人群，也没有察觉到吠叫的家犬或任何其他生命迹象，更没有一个烟囱冒出烟雾。但是猎人在岸边看到了远处的火光。他竭尽全力保持冷静，加快了脚步，走向远处濒临熄灭的炽热余烬，渴望找到一丝人烟。但当他到达火光附近时，没有被一张友好的面孔迎接，而是一锅被烧焦的炖肉——困在一堆灰烬上，向他展示最后的余温。而在那些茅草小屋内，预期的欢声笑语和谈话也被死寂般的沉默所取代。¶ 这位经验丰富的追踪者在阴影和人迹罕至的森林中度过了很长时间，他不会轻易被吓倒，但不难想象，当他走过那些被废弃的小船、无人看管的钓具小屋时，是如何沐浴在冷汗中，竭尽全力保持冷静，并想要知道这座村庄的居民发生了什么事的。¶ 在意识到这里已经成为一座鬼村之后，这个猎人迅速离开了这座村庄，并将此事公之于众。而那时，附近的居民才恍然大悟，为何湖景村的村民不再参加市集。没有人知道那些村民去了哪里，同时也再没有人愿意迁居到这座不祥的村庄里来。

A bitterly cold winter's night. A hurricane suddenly struck the mountain area near Lakeside Village, throwing a huntsman from atop the mountain into the Lake. He struggled and swam to shore, but realized

that Lakeside Village was far from its self of days past. Under the moonlit gloom, the thatched roofs swayed. The huntsman did not see bustling crowds. He couldn't even sense any signs of life at all. He noticed a blazing fire in the distance, but after approaching it, only saw a pot of burnt stew, its cook already disappeared without a single trace. Lakeside Village's warm, lively thatched cottages had already been replaced with a deathly still silence.

The experienced huntsman spent a long time in the forest, and all he saw while walking through Lakeside Village were abandoned boats and unsupervised sheds of fishing goods. The huntsman tried his damnedest to remain calm, and at last relying on his tenacious willpower got him out of the village. In an effort to understand what happened in Lakeside Village, the huntsman shared what he saw with the public, and that was when the people of the neighbouring villages had a sudden realisation; they suddenly understood the true reason why the villagers of Lakeside no longer participated in the market anymore. Nobody knew where in the world they all went, and from that day forth, nobody dared to step foot in this mysterious village.

The once-bustling docks are filled with waste boats now; crows fill the skies, as if what is shipped out from here now is no longer hope, but endless darkness. In the wheat fields still stand tall slowly turning windmills, and in the farmland weeds grow with reckless abandon. The only escape gates lie at the far reaches, flickering with a faint light, an omen of your final, uncertain chance of survival.

Extra Backstory: http://id5.163.com/news/official/20180606/26476_757886.html



(Google Translate)

The brand-new map "Lakeview Village", after a hurricane passed by, this once rich and beautiful village has never seen anyone again, leaving only the food, tools and weapons in the shack. The police investigating the matter heard that strange lights appeared in the sky before the villagers disappeared.

Golden Cave

Backstory: http://id5.163.com/news/official/20200114/26476_860085.html



(Google Translate)

No one knows who first found the gold.

Believing that there was wealth and riches to be found here, people rushed to this barren mountain.

After one miner after another found gold dust in the mountain stream, the owner of the mountain, Count Barriere, ordered the road to the mountain to be closed.

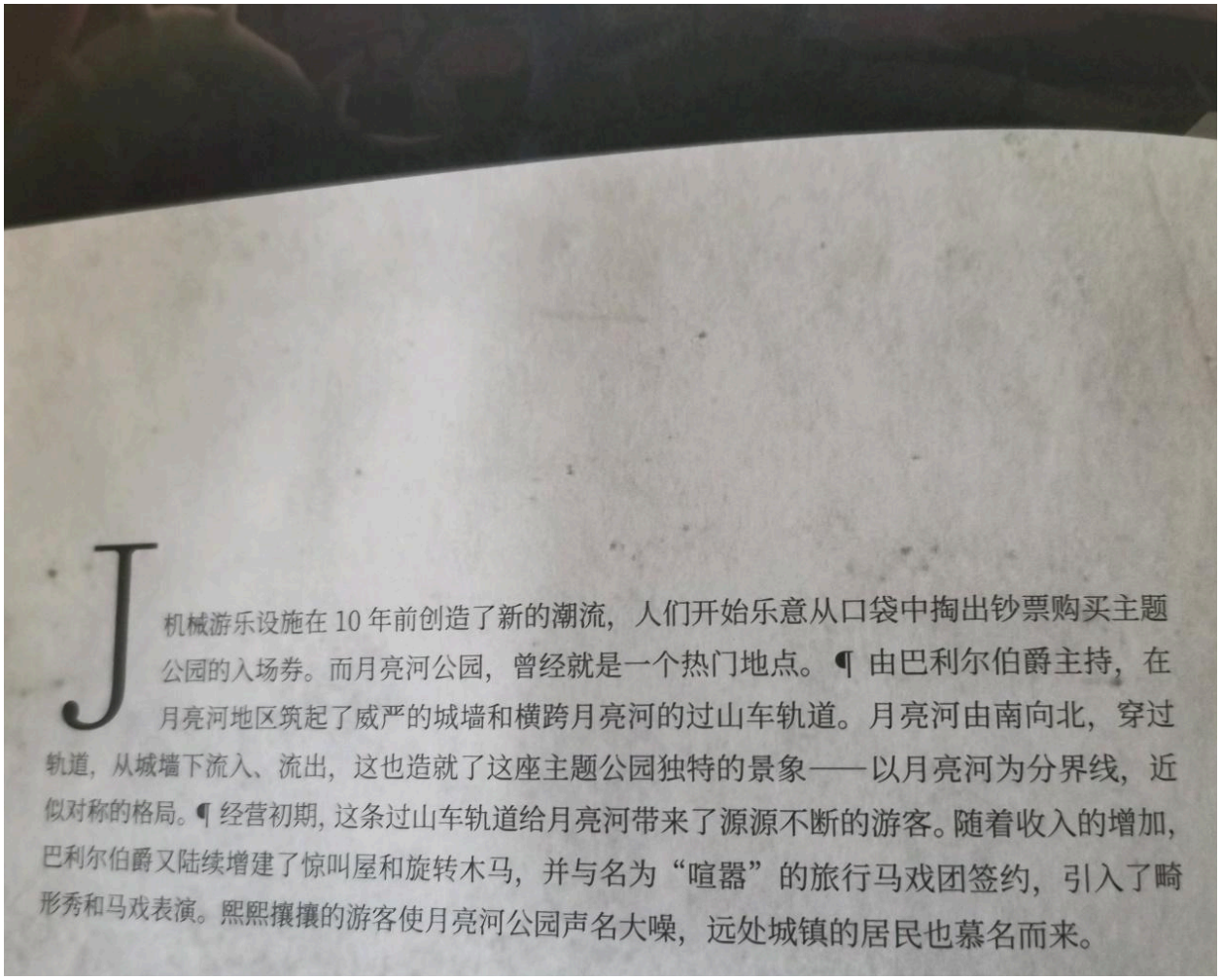
As soon as possible, a mining site was built in the mountain and a wooden shaft was erected.

Digging into the ground, they proceeded downward.

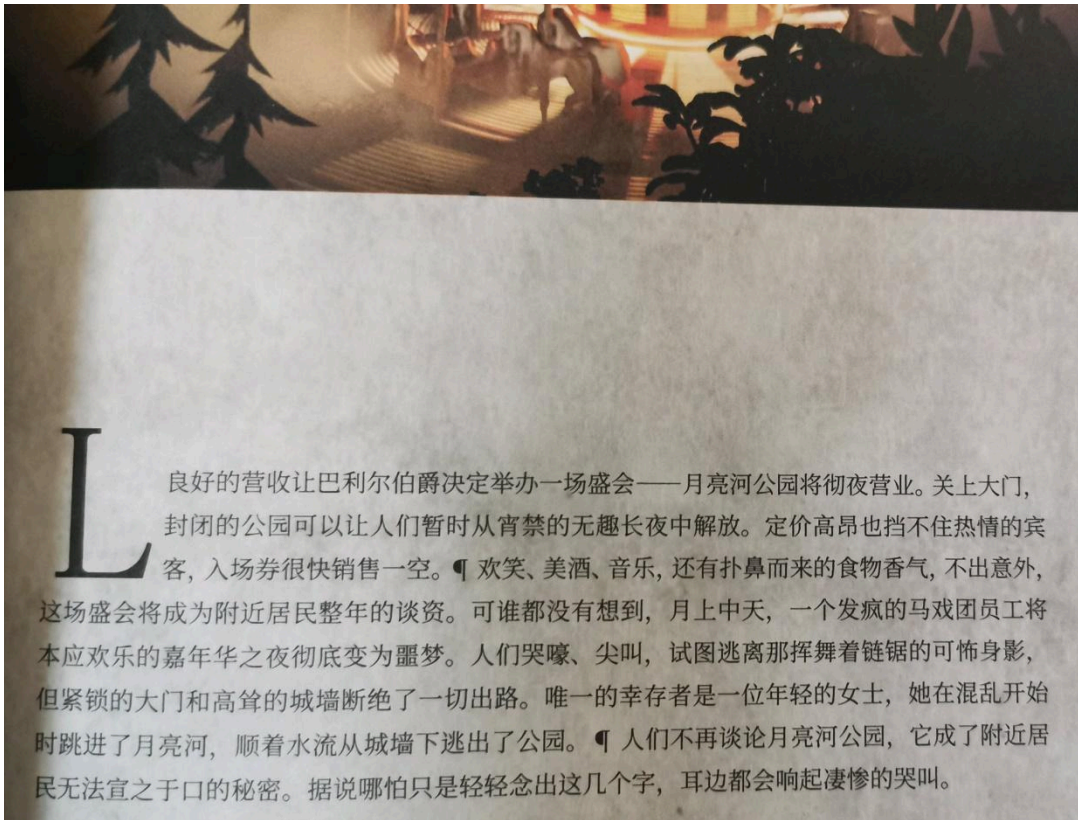
They were digging hundreds of meters deep until the cave-in accident

Moonlit River Park

Backstory: http://id5.163.com/news/official/20180906/26476_773810.html



机械游乐设施在10年前创造了新的潮流，人们开始乐意从口袋中掏出钞票购买主题公园的入场券。而月亮河公园，曾经就是一个热门地点。¶ 由巴利尔伯爵主持，在月亮河地区筑起了威严的城墙和横跨月亮河的过山车轨道。月亮河由南向北，穿过轨道，从城墙下流入、流出，这也造就了这座主题公园独特的景象——以月亮河为分界线，近似对称的格局。¶ 经营初期，这条过山车轨道给月亮河带来了源源不断的游客。随着收入的增加，巴利尔伯爵又陆续增建了惊叫屋和旋转木马，并与名为“喧嚣”的旅行马戏团签约，引入了畸形秀和马戏表演。熙熙攘攘的游客使月亮河公园声名大噪，远处城镇的居民也慕名而来。



良好的营收让巴利尔伯爵决定举办一场盛会——月亮河公园将彻夜营业。关上大门，封闭的公园可以让人们暂时从宵禁的无趣长夜中解放。定价高昂也挡不住热情的宾客，入场券很快销售一空。¶ 欢笑、美酒、音乐，还有扑鼻而来的食物香气，不出意外，这场盛会将成为附近居民整年的谈资。可谁都没有想到，月上中天，一个发疯的马戏团员工将本应欢乐的嘉年华之夜彻底变为噩梦。人们哭嚎、尖叫，试图逃离那挥舞着链锯的可怖身影，但紧锁的大门和高耸的城墙断绝了一切出路。唯一的幸存者是一位年轻的女士，她在混乱开始时跳进了月亮河，顺着水流从城墙下逃出了公园。¶ 人们不再谈论月亮河公园，它成了附近居民无法宣之于口的秘密。据说哪怕只是轻轻念出这几个字，耳边都会响起凄惨的哭叫。

Moon River Park was once a popular local attraction. Hosted by Count Barrier, the majestic city walls and roller coaster tracks across the Moon River were built in the Moon River area. The Moon River runs from south to north, passes through the track, flows in and out from under the city walls, which also creates a unique scene of this theme park, with the Moon River as the boundary line, and an approximately symmetrical pattern. In the early days of operation, this roller coaster track brought a steady stream of tourists to the Moon River. With the increase in income, Count Barrier has successively added exclamation houses and merry-go-rounds, and signed a contract with the traveling circus called "Hullaballo", introducing malformed shows and circus performances. The bustling tourists made the Moon River Park famous, and the residents of the towns in the distance also came here.

Good revenues made Count Barrier decide to hold a grand event. Moon River Park will be open all night, closing the door. The closed park will allow people to temporarily be free from the uninteresting long night of curfew. The price is too high to stop the enthusiastic guests, and the tickets are sold out quickly. Laughter, fine wine, music, and tangy food aromas come as no surprise, this event will become a topic for the residents throughout the year. But no one expected that a crazy circus employee would turn the joyous carnival night into a nightmare. People cried and screamed, trying to escape the horrible figure wielding a chainsaw, but the locked gates and high walls cut off all the way out. The only survivor was a young lady who jumped into the Moon River at the beginning of the chaos and escaped from the park under the wall following the current. People no longer talk about Moon River Park, it has become a secret that nearby residents cannot tell. It is said that even if these words are only spoken gently, a miserable cry will sound in the ear.