

UNDERWORLD BLUES

Written by

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Based on Greek Mythology

FORMATTING NOTES:

Linear, "visual novel"-style gameplay is written in BLACK.
CLUES, SUSPECTS, ITEMS, and OBJECTIVES are written in GREEN.
Open investigation gameplay - when players explore their
environment and surroundings - is written in BLUE.
Mental Record minigame gameplay - when players form deductions and
hypotheses à la "Mad Libs" - is written in RED.

INTERACTIVE CINEMATIC START:

NOTE: Interactive cinematic gameplay is presented to the player like a visual novel, where they'll click to continue from text box to text box and from image to image.

NOTE: Before knowing anyone's name, NPCs' dialogue will be displayed as the name header "???" (Nickname)". Example: "???" (Mysterious Girl)" for Mari at first meeting. When a name is updated in the Suspects list, its display updates as well.

NOTE: The narration and dialogue of Thanatos herself will begin under the display "???" (Myself)".

FADE IN:

A bronze background reminiscent of Ancient Greek pottery, decorated with painted constellations.

Text pop-up: **PRÓLOGOS | PROLOGUE: THE SOWING OF SEEDS**

Text fades out when the player clicks to the next image: a wide shot of a grandiose throne room without windows or natural light. On the throne, a shadowy figure.

Closer to the throne. Stone pomegranates and tasteful bones are carved into the columns and architecture.

Even closer. Lush tapestries depict poisonous flora.

The foot of the marble throne, where the dark figure sprawls.

The eyes of THANATOS, closed.

Those same eyes, blinking open.

Thanatos, recumbent on the throne like she belongs there.

THANATOS (NARRATION)

"Be true to yourself, and you'll surely find where you belong."

It's excellent advice.

For someone who isn't me.

Marching to the beat of my own drum gets a touch trickier seeing as I haven't got a single memory.

Something tells me that my urge to make a crack about my situation is a maladaptive coping mechanism.

(MORE)

THANATOS (NARRATION) (CONT'D)

More's the pity!

Pop-up: ??? (MYSELF) has been logged as a suspect.

THANATOS (NARRATION) (CONT'D)

Alright! To lay it all out...

I'm a flailing amnesiac.

I have no clue as to my location.

And my life is almost certainly
fucked.

Let's do this.

Back to the wide shot of the throne room, this time from
Thanatos' POV.

Pop-up: OBJECTIVE: THE WHO AND THE WHERE.

INTERACTIVE CINEMATIC END.

INVESTIGATION GAMEPLAY START:

The player can now investigate the throne room. Clickable
items that light up when moused over are:

- The throne.
- The columns/walls.
- The woven tapestries.
- The throne's side table with a vase of flowers.
- The floating lights around the hall.

When the cursor mouses over and highlights the first item of
the run:

THANATOS (NARRATION) (CONT'D)

Looks interesting. Might be worth
checking out.

When the throne is clicked:

THANATOS (NARRATION) (CONT'D)

Grandiose, sure, but uncomfortable
as hell. Also? Oddly proportioned.

If this is mine, I'm firing whoever
built it.

Pop-up: Ill-Fitting Throne has been logged as a clue.

When the columns/walls are clicked:

THANATOS (NARRATION) (CONT'D)
 All this fancy architecture makes
 me feel like there ought to be
 grandiose windows flooding this
 place with light.

Weird that there aren't any.

Pop-up: Grand Windowless Hall has been logged as a clue.

When the tapestries are clicked:

THANATOS (NARRATION) (CONT'D)
 Nice drapes, but what's with all
 the poisonous flowers embroidered
 on them?

...And how come I know they're
 poisonous?

Pop-up: Pretty Poison Tapestries have been logged as a clue.

When the side table is clicked:

THANATOS (NARRATION) (CONT'D)
 The flowers are wilting, but I
 don't see a speck of dust on that
 side table.

Either the vase was just placed
 here or something is weird about
 all this...

Pop-up: Spotless Wilting Flowers have been logged as a clue.

When the floating lights are clicked:

THANATOS (NARRATION) (CONT'D)
 Alright! Either I need glasses, or
 these lights are being held in the
 air by literal magic.

Honestly, I feel like magic's
 existence would be the least weird
 part about all this...

Pop-up: Magic Floating Lights have been logged as a clue.

When the player has gathered all five clues...

THANATOS (NARRATION) (CONT'D)
 Right. I can't figure out who I am
 from all this, but there might be a
 clue here to my whereabouts.

INVESTIGATION GAMEPLAY END.

MENTAL RECORD MINIGAME GAMEPLAY START:

A journal icon in the HUD moves to the centre, then opens up and flips through its pages, growing to fill the screen.

It lands on a set of pages where the left page contains a list of every clue and suspect encountered thus far along with a short description of each on its left page.

On the right page is a "Mad Libs"-like half-blank sentence with holes in which to slot said clues and suspects.

The sentence will also have spots that include multiple potential choices of words to be cycled through by the player until the whole phrase is correct.

When a right answer is filled out and locked in (by pressing the LOCK IN button), an ITEM will log in a proceeding tab of the Mental Record.

The journal's current sentence reads: "[THIS ROOM] / [MY LINE OF QUESTIONING] / [MY MEMORY] has a [BLANK]. That makes me wonder if I'm [IN AN UNDERGROUND PALACE] / [IN A PRISON], given the [BLANK]."

When an incorrect answer is locked in, display the following:

THANATOS (NARRATION) (CONT'D)
 This feels... wrong, somehow. I
 don't think I'm on the right track.

When an answer with two or fewer errors is locked prior to showing the incorrect answer narration, display:

THANATOS (NARRATION) (CONT'D)
 I do believe I'm on the right
 track, but I'm not quite there yet.

When an answer with two or fewer errors is locked after showing the incorrect answer narration, display:

THANATOS (NARRATION) (CONT'D)
 Well, I'm certainly getting there,
 but something's still off.

When "This room has a grand windowless hall. That makes me wonder if I'm in an underground palace, given the ill-fitting throne." **is locked in, "UNDERGROUND PALACE" forms and logs in an ITEMS section underneath the CLUES section. Move onto:**

THANATOS (NARRATION) (CONT'D)

But what kind of palace do people build underground? No. There has to be more to this...

The journal flips to a fresh page. The new sentence reads: "The [BLANK] lining the hall and the [BLANK] everywhere give me the awful feeling I might be in a [MAGICAL] / [OTHERWORLDLY] / [FUTURISTIC] [BLANK] of death."

The dialogues for incorrect options are the same as above.

When "The pretty poison tapestries lining the hall and the magic floating lights everywhere give me the awful feeling I might be in a magical underground palace of death." **is locked in, "UNDERGROUND PALACE" updates to be "UNDERWORLD PALACE".**

Following that, the ITEM "AM I DEAD" forms and logs itself.

THANATOS (CONT'D)

If I'm dead, that could explain my amnesia, I suppose. And speaking of...

I'd quite like to know who I happen to be. And that column over there is polished to a shine. It's high time I look in a mirror.

The journal closes itself and shrinks until it's back to being an icon in the HUD, revealing Thanatos reaching a hand out towards her reflection in one of the columns.

MENTAL RECORD MINIGAME GAMEPLAY END.

INVESTIGATION GAMEPLAY START:

The player can now investigate Thanatos herself. Clickable items are:

- Her strappy sandals with jeweled poppies on them.
- Her bright blue chiton (draped like menswear).
- Her gold and garnet necklace in the shape of a poppy.
- The golden coiling bracelets on her left arm and right leg.
- Her fine pearl earrings in the shape of human skulls.

If the sandals are clicked prior to the necklace:

THANATOS (NARRATION) (CONT'D)
 The leather here is well-worn -
 I've likely had these for a while -
 but the jewels on the poppy
 decoration gleam.

Seems I'm someone who takes care of
 their appearance. And who knows
 their flowers.

Pop-up: **Jeweled Sandals** have been logged as a clue.

If the sandals are clicked after the necklace:

THANATOS (NARRATION) (CONT'D)
 The leather here is well-worn -
 I've likely had these for a while -
 but the jewels on the poppy
 decoration gleam.

Seems I'm someone who takes care of
 their appearance. And who has a
 thing for poppies. Hm...

Pop-up: **Jeweled Sandals** have been logged as a clue.

If the chitoniskos is clicked prior to the bracelets:

THANATOS (NARRATION) (CONT'D)
 This is a chitoniskos. Perhaps I
 died in the middle of some sort of
 pseudo-historical Ancient Greek
 showcase.

That being said, this looks awfully
 accurate for a modern historian's
 reenactment.

Maybe I'm a particularly dutiful
 historian, since I know that from a
 glance?

Pop-up: **Accurate Chitoniskos** has been logged as a clue.

If the chitoniskos is clicked after the bracelets:

THANATOS (NARRATION) (CONT'D)
 This is a chitoniskos. Either I'm a
 rich person at a costume party or
 something larger is going on.

(MORE)

THANATOS (NARRATION) (CONT'D)

That being said, I can tell from a glance this thing is being accurately worn according to Ancient Greek standards.

Maybe this isn't a costume, after all...

Pop-up: Accurate Chitoniskos has been logged as a clue.

Pop-up: Ancient Greece has been logged as a clue.

If the necklace is clicked prior to the sandals:

THANATOS (NARRATION) (CONT'D)

A poppy. And made from some expensive materials, too. Seems I'm someone who knows their flowers...

Pop-up: Poppy Necklace has been logged as a clue.

If the necklace is clicked after the sandals:

THANATOS (NARRATION) (CONT'D)

Another poppy. And made from some expensive materials, too. Hm...

Pop-up: Poppy Necklace has been logged as a clue.

If the bracelets are clicked prior to the chitoniskos:

THANATOS (NARRATION) (CONT'D)

Golden bracelets? Real golden bracelets? How wealthy am I?

Pop-up: Golden Bracelets have been logged as a clue.

If the bracelets are clicked after the chitoniskos:

THANATOS (NARRATION) (CONT'D)

Historical accuracy is one thing, but spending who knows how much on real gold for these bracelets is another. I'm starting to think this may not be a mere costume.

Pop-up: Golden Bracelets have been logged as a clue.

Pop-up: Ancient Greece has been logged as a clue.

If the earrings are clicked prior to the chitoniskos:

THANATOS (NARRATION) (CONT'D)
 My, don't these just look like
 human skulls. What kind of goth
 costume party was I just at?

Pop-up: Skull Earrings have been logged as a clue.

If the earrings are clicked after the chitoniskos:

THANATOS (NARRATION) (CONT'D)
 My, don't these just look like
 human skulls. What kind of goth
 Greek costume party was I just at?

Pop-up: Skull Earrings have been logged as a clue.

When the player has gathered all six clues...

THANATOS (NARRATION) (CONT'D)
 I still can't find any form of ID
 on my person, but let's see what I
 can do with what I've gathered.

INVESTIGATION GAMEPLAY END.

MENTAL RECORD MINIGAME GAMEPLAY START:

The journal icon opens again, filling the screen once more.

The current sentence reads: "There's a discrepancy, here. Everything on my person - especially the [BLANK] - point to me [BEING FROM] / [WORKING FOR] / [HUNTING DOWN] [BLANK]. But I'm thinking in English. What's that about?"

When "There's a discrepancy, here. Everything on my person - especially the accurate chitoniskos - point to me being from Ancient Greece. But I'm thinking in 21st century English. What's that about?" **is locked in, the ITEM "WHEN AM I" logs.**

The journal flips to a fresh page. Its sentence reads: "[BLANK]? That might explain the era and language confusion. Maybe all [GHOSTS] / [GODS] / [MONSTERS] know every tongue?"

But if that's true and I'm in an [BLANK] completely decorated with [BLANK] paraphernalia, does that mean [I'M IN HADES] / [I'M HADES] / [HADES IS AFTER ME]?"

When "Am I dead? That might explain the era and language confusion. Maybe all ghosts know every tongue?"

But if that's true and I'm in an underworld palace completely decorated with Ancient Greece paraphernalia, does that mean I'm in Hades?" **is locked in...**

The ITEMS "WHEN AM I", "AM I DEAD" and "UNDERWORLD PALACE" centre themselves on the screen and merge together, becoming the singular ITEM "HADES (LOCATION)".

THANATOS (NARRATION) (CONT'D)

I don't know for certain if I'm a ghost in Hades. But it certainly seems the most likely option.

...

Damn it all. I don't want to be dead and not even know who I am.

I wonder...

If I can break out of this place...

If I can make it back topside...

Might that trigger some recall of my identity?

The current objective crosses itself out.

Pop-up: OBJECTIVE: GET THE HELLS OUT.

THANATOS (NARRATION) (CONT'D)

If nothing else, it's worth a shot.

The journal closes itself.

MENTAL RECORD MINIGAME GAMEPLAY END.

INTERACTIVE CINEMATIC START:

Thanatos stands by the exit to the throne room, determined. When the player mouses over said exit, it lights up and displays an EXIT button. When that's clicked...

Thanatos' sandals step into an opulent hall with the same architecture as before.

Glittering runes line the walls.

Side tables with knick-knacks are placed throughout.

Shadows haunt each column and corner.

A ceiling candelabra hangs.

Thanatos walks inside, looking left.

Looking right.

BANG! The far door of the Main Hall slams open.

Thanatos freezes.

In races MARI, who doesn't notice Thanatos at first.

??? [MARI]
Crap, crap, crap, crap, crap!

Mari runs down the Hall.

Close on the loose laces of Mari's sneakers.

Mari trips.

??? [MARI] (CONT'D)
Wha-

Mari falls.

??? [MARI] (CONT'D)
Fucking ouch!

Mari lays on the floor.

Mari tries to push herself to standing to little avail.

Mari lays back down on the floor, defeated.

??? [MARI] (CONT'D)
...This may as well happen today.

On Thanatos, who's torn between amusement and concern.

Thanatos offers Mari a hand up.

Mari takes it.

Thanatos and Mari's sprites inhabit the grand hall.

THANATOS
In a bit of a rush, there?

??? [MARI]
Yeah, yeah; thanks, and all that-
wait! Person! You're a person!

THANATOS
Er. I mean. I'd presume so?

??? [MARI]
Fuck me, there's somebody else in
this hellhole!
(MORE)

??? [MARI] (CONT'D)

Heh. *Hellhole*.

THANATOS

Wait a minute. Hold the phone.

Pop-up: ??? (MYSTERIOUS GIRL) has been logged as a suspect.

INTERACTIVE CINEMATIC END.

MENTAL RECORD MINIGAME GAMEPLAY START:

The journal flips to a new page which displays all current ITEMS. Thanatos and Mari's sprites face one another.

THANATOS (CONT'D)

You know where we are.

??? [MARI]

Uh, yeah?

THANATOS

Then perhaps you can clue me in on a couple of things.

The singular ITEM lights up as a dialogue option. When "HADES (LOCATION)" is clicked:

THANATOS (CONT'D)

We're in Hades, aren't we?

??? [MARI]

What, the carved pomegranates in the columns not give it away? Jeez, how'd'ya get here without knowing where you are? We're in Hades' throne room

The ITEM "HADES (LOCATION)" crosses itself out.

Pop-up: "HADES (LOCATION)" has been logged as a clue.

Pop-up: "HADES" has been logged as a suspect.

THANATOS

That's precisely what I'd like to find out. So what, then; we're-we're dead?

??? [MARI]

Oi, speak for yourself! I'm alive! I was tossed in here by accident.

(MORE)

??? [MARI] (CONT'D)
 ...Though come ta think of it, you
 don't look nearly as wispy as any
 o' the ghosties I saw on my way
 here. You might not be dead,
 neither.

Pop-up: "AM I NOT DEAD, YET?" has been logged as an ITEM.

MENTAL RECORD MINIGAME GAMEPLAY END.

INTERACTIVE CINEMATIC START:

The journal closes and we return to the great hall.

??? [MARI] (CONT'D)
 Anyway, you done with your little
 pop quiz? I'm in kinda a hurry
 here.

THANATOS
 What's the rush?

??? [MARI]
 Told ya before, mate: I'm here by
 accident. I'm not dead.

But I *am* gettin' *deader every*
second I stay here, so, uh...

Pop-up: *Deader By The Minute* has been logged as a clue.

THANATOS
 Wait, sorry; *what?!*

Mari investigates: the walls, the side tables, the columns,
 the hanging tapestries, etc. etc.

Thanatos doggedly trails behind her.

THANATOS (CONT'D)
 Hang on! Hold it! The fuck do you
 mean, "deader every second"?! Get
 back here!

Thanatos grabs Mari by the sleeve.

Mari faces Thanatos and crosses her arms, face dark.

??? [MARI]
 Look, mate. I don't know who you
 are. I don't know whatcha want. But
 I do know I got friends ta get back
 to - and those friends *ain't here*.

(MORE)

??? [MARI] (CONT'D)
 Lemme tell ya this, though: you
 don't wanna be the reason I get
 stuck in this place.

Got it?

THANATOS (NARRATION)
 "Stuck in this place"? Surely she
 doesn't mean...

INTERACTIVE CINEMATIC END.

MENTAL RECORD MINIGAME GAMEPLAY START:

The journal opens and fills the screen with a "Mad Libs".

The current sentence reads: "If this girl is [BEING TRUTHFUL]
 / [LYING] / [CONFUSED] and us being in [BLANK] is the reason
 she's turning [BLANK], then might that apply to me, as well?"

When "If this girl is being truthful and us being in Hades
 (location) is the reason she's turning deader by the minute,
 then might that apply to me, as well?" **is locked in...**

The ITEM "AM I NOT DEAD, YET?" pops up, crosses itself out,
 and rewrites itself as "I MIGHT BE DYING, HERE".

MENTAL RECORD MINIGAME GAMEPLAY END.

INTERACTIVE CINEMATIC START:

THANATOS (CONT'D)
 Shit. Alright. Brief me, then.

??? [MARI]
 Heh?

THANATOS
 Brief me. On your grand plan to get
 out of this place.

I want to be here about as much you
 do; it's freezing cold and stinks
 like static. But my earliest memory
 is from roughly seven minutes ago.

I need your intel. You might need
 my eyes. Brief. Me.

??? [MARI]
 ...

Fine. You swear on the Styx you'll
 not double-cross me? You're in.

THANATOS

Only if you swear the same.

Mari nods her head.

Thanatos smiles grimly.

The two shake hands.

??? [MARI]
I swear on the Styx.

THANATOS (CONT'D)
I swear on the Styx.

Mari brightens up and beams at Thanatos.

??? [MARI] (CONT'D)
Well, now that that borin' shit's
done, how's about we start lookin'?

THANATOS
Er. Looking?

??? [MARI]
For a secret staircase or
somethin'. There's gotta be a way
to the surface. I just dunno where
it is. 'n by my estimates I got ten
or so minutes left before I croak,
so we better look fast.

THANATOS
Ah. We're doomed.

??? [MARI]
Glad ta have you on board too. Now
hop to it!

INTERACTIVE CINEMATIC END.

INVESTIGATION GAMEPLAY START:

The player can now investigate the hall. Clickable items are:

- The wall runes (MANDATORY).
- The ceiling (MANDATORY).
- The left side tables (MANDATORY).
- The right side tables (OPTIONAL).
- The candelabra (OPTIONAL).

If the wall runes are clicked prior to either side table:

THANATOS

Well, don't these just look
glittery.

??? [MARI]

All this magic shit's written in
Ancient Greek. I haven't been able
to read a lick of it.

On the Ancient Greek runes, which have flourishes drawn on
them like a vandalism attempt. In ghostly letters, "phūlássō"
appears, then morphs into the phrase "TO GUARD".

THANATOS

"To guard", it says.

??? [MARI]

How the hell can you read that?

THANATOS

I... might be from Ancient Greece?

??? [MARI]

How come you know English, then?

THANATOS

...Excellent question.

In any case, take a look here,
won't you? You said this was
magical?

??? [MARI]

Definitely a spell o' some kind.

THANATOS

Well there are some odd flourishes
drawn here that aren't naturally
part of any of the letters.

I'm wondering if this is some sort
of security spell - and if it's
been vandalized.

??? [MARI]

You think someone wanted to sneak
in here without folks knowin'?

THANATOS

We're here, aren't we?

Pop-up: Broken Warding Spell has been logged as a clue.

If the wall runes are clicked after either side table:

THANATOS (CONT'D)

Don't these just look sparkly...

??? [MARI]

Oi, don't knock the sparkle 'til you've tried it. 'Sides, this is magic. 'Course it's gonna sparkle.

On the Ancient Greek runes, which have flourishes drawn on them like a vandalism attempt. In ghostly letters, "phūlássō" appears, then morphs into the phrase "TO GUARD".

THANATOS

That's what magic looks like?

??? [MARI]

Yep. Definitely a spell.

THANATOS

That's strange, then...

??? [MARI]

What's up?

THANATOS

It says "to guard", but there are some odd flourishes drawn here that aren't naturally part of any of the letters.

I'm wondering if this is some sort of security spell - and if it's been vandalized.

??? [MARI]

You think someone wanted to sneak in here without folks knowin'?

THANATOS

We're here, aren't we?

Pop-up: Broken Warding Spell has been logged as a clue.

When the candelabra is clicked:

THANATOS (CONT'D)

Well, this explains the heavy shadows. Seems someone's heavily devoted to their aesthetic.

??? [MARI]

"Heavily devoted to their aesthetic." You talk like you're three hundred years old.

THANATOS
Respect your elders, brat.

Pop-up: Hanging Candelabra has been logged as a clue.

If the right side table is clicked prior to the wall runes or the left side table:

THANATOS (CONT'D)
The art style of this vase here looks familiar, though remarkably well-preserved.

??? [MARI]
It looks like it's from Ancient Greece. Why's that familiar to ya?

THANATOS
I... might be from Ancient Greece.

??? [MARI]
How come you know English, then?

THANATOS
...Excellent question. One I'd love to know the answer to, myself, considering I'm fairly certain I do, in fact, know Ancient Greek.

??? [MARI]
I'm just full o' great questions, aren't I?

Pop-up: Ancient Decor has been logged as a clue.

If the right side table is clicked after the wall runes or the left side table:

THANATOS
The art style of this vase here looks familiar, though remarkably well-preserved.

??? [MARI]
What, you think it's actually from Ancient Greece?

THANATOS
Entirely possible.

Pop-up: Ancient Decor has been logged as a clue.

If the left side table is clicked prior to the wall runes or the right side table:

THANATOS (CONT'D)

All the tables on the right have old vases on them, and all the tables on the left have gold laurels on them. So why are the laurels here missing?

??? [MARI]

Maybe the label will- aw, damn. Ah, well.

On the table's golden plaque, written in Ancient Greek. The Greek translation of "Isthmian Games. Stadion. 580." appears in ghostly letters, then morphs into English.

THANATOS

The missing laurels are the ones from the Isthmian Games' stadion event back in 580 BCE.

??? [MARI]

Hey, mate? That label ya just read? Pretty sure it's written in Ancient Greek. Why the hell can you --

THANATOS

-- read it? I might be from Ancient Greece. I think.

??? [MARI]

How come you know English, then?

THANATOS

...Excellent question.

Pop-up: Missing Race Laurels have been logged as a clue

If the left side table is clicked after the wall runes or the right side table:

THANATOS (CONT'D)

All the tables on the right have old vases on them, and all the tables on the left have gold laurels on them. So why are the laurels here missing?

On the table's golden plaque, written in Ancient Greek. "Isthmian Games. Stadion. 580." appears in ghostly letters as Thanatos' brain auto-translates the plaque.

??? [MARI]

What's this one say?

THANATOS

The missing laurels are apparently from the Isthmian Games' stadion event back in 580 BCE.

??? [MARI]

Huh!

Pop-up: Missing Race Laurels have been logged as a clue.

When the ceiling is clicked:

THANATOS

Are- are you able to see what's on the ceiling?

??? [MARI]

...You need glasses, don't you.

Pop-up: Blurry Ceiling Mural has been logged as a clue.

INVESTIGATION GAMEPLAY END.

INTERACTIVE CINEMATIC START:

THANATOS

Well, I don't think we can particularly do anything with these just yet.

No secret passageways to the surface I can see, at least.

Want to keep exploring?

??? [MARI]

Eh, let's just get outta here and look outside. There prob'ly isn't a hidden stairway anyways.

THANATOS

Lead the way.

Mari's sprite moves to the exit to the hall and vanishes.

THANATOS (CONT'D)

Hey! Don't just go running! Who knows what might be --

...Aaaaaand she's gone.

Fabulous.

When the player clicks on said exit, transition to...

Pan down the House of Hades' grand Foyer, whose second floor marble balcony Thanatos stands atop.

Zoom out slightly. Stairs descend both sides of the balcony to the first floor, where Mari stands, frozen, looking at...

...the imposing figures of ZEUS, PERSEPHONE, ARTEMIS, and HERMES, looking down at her.

Close on Thanatos' face.

THANATOS (CONT'D)

I see! *That's* where that lovely sinking in the pit of my stomach was coming from!

The group of gods look up at Thanatos on the balcony.

Superclose on all the gods' eyes (à la *Ace Attorney*).

??? [PERSEPHONE]

Got you.

Shot of Thanatos on the balcony, smiling grimly.

THANATOS (NARRATION)

Hm.

I meant to say that with my inside voice.

This may as well happen today.

The current objective crosses itself out as we...

FADE TO WHITE.

FADE IN:

A marble interrogation table on which Thanatos' and Mari's hands (now manacled together with gold glowing cuffs) rest.

Further zoomed out: see Thanatos and Mari sitting facing one another across the table.

A wide shot of the rest of the room. It's a grandiose lobby lined with shadowy silhouettes (SECURITY SHADES) standing ominously guard over the two so they can't escape.

THANATOS (CONT'D)

And that's when they, as you might phrase it, "knocked us both the fuck unconscious with some magic godly bullshit." Any questions?

??? [MARI]
 Just one. How come *I* had ta get
 kidnapped, too?

One of the Security Shades pops up.

SECURITY SHADE
 Just so you know, you've only got
 five minutes before your trial
 begins. You might want to prep.

THANATOS
 Great. Just my luck.

??? [MARI]
 Fucking five?!

Pop-up: OBJECTIVE: SHORE UP YOUR DEFENCES.

Thanatos props her head on a hand, leaning on the table.

THANATOS (NARRATION)
 The trial. I still have very little
 idea what I'm being accused of.

That being said, I've got a few
 guesses.

INTERACTIVE CINEMATIC END.

MENTAL RECORD MINIGAME GAMEPLAY START:

The journal opens and fills itself out with: "I'm being
 accused of... *something*... that must either have to do with
 [THE ABSENCE OF] / [THE MURDER OF] / [THE ASSAULT OF] / [THE
 THEFT OF] [BLANK] or [same options] [BLANK]."

The correct answer is one of EITHER: "I'm being accused of...
something... that must either have to do with the absence of
 Hades or with the theft of missing race laurels."

OR "I'm being accused of... *something*... that must either
 have to do with the theft of missing race laurels or the
 absence of Hades."

Once locked in, the ITEM "AM I A KIDNAPPER? A THIEF?" logs.

THANATOS (CONT'D)
 Ah. Wonderful.

??? [MARI]
 Oi! You even listening, over there?

MENTAL RECORD MINIGAME GAMEPLAY END.

INTERACTIVE CINEMATIC START:

The journal closes and we return to the defendant's lobby.

THANATOS

Oh. Sorry, dear. What were you-
what did you say?

??? [MARI]

I *said*, accordin' to my watch we've
got three minutes left until our
court date, so I wanna know who I'm
bein' framed for a magical crime
with.

I *still* don't know your name,
y'know.

THANATOS

I...

I'm sorry. I don't know what it is.

??? [MARI]

"Don't know" as in you're still
pickin' one out, or...? 'Cuz no
prob if that's it. I've been there.

THANATOS

No, "don't know" as in I've no clue
who I am.

My earliest memory is waking up on
Hades' throne about a half hour
ago, remember? Lovely to know
you've been listening.

??? [MARI]

Aw, shit. In my defence, I was
kinda focused on not dying.

...

Here. You want a temp name?

THANATOS

Sorry, a what?

??? [MARI]

A temp name! Somethin' ta go by for
the mo', y'know?

THANATOS

I wouldn't know what to pick.

??? [MARI]
Hey, that's chill. Want me to help?

THANATOS
...Please.

??? [MARI]
Aight, well, I'm Mari, Mari
Ayasato. Gimme a nickname and I'll
stab ya.

So it can't start with an "M" or an
"A", 'cuz those are *my* letters.

Pop-up: MARI AYASATO has been updated as a suspect.

THANATOS
How about... "T"?

MARI
I mean, "Thais" sounds cool.

THANATOS
"Face"?

MARI
Nah, "Thais", with a "Th-". Whatcha
think? It's Greek, I think.

Fitting, yeah?

THANATOS
"Thais". I like that. As for a
family name...

THANATOS (NARRATION) (CONT'D)
I don't know if I have any family.
Anyone waiting for me. Any place I
belong that desperately wants me
back.

...Somehow, I doubt it.

THANATOS (CONT'D)
"De Bree". "Thais De Bree".

Pop-up: THAIS DE BREE has been updated as a suspect.

MARI
Nice ta meetcha, Thais. Pleasure
getting convicted with you.

THANATOS

Ah, what the hell. Pleasure getting convicted with you too, dear.

Thanatos and Mari shake hands.

SECURITY SHADE

Hey, uh, folks? One minute.

MARI

Crap!

Thanatos looks pensive, steepling her fingers.

Mari, on her end, looks panicked.

MARI (CONT'D)

You got any ideas how to get out of god prison? 'Cuz I got the feeling it might not be as easy as landin' there in the first place.

Hey!

Oi! You even listening to me?!

Back to Thanatos, lost in thought.

THANATOS (NARRATION)

It's almost funny, what wonders a few minutes and a change in scenery can work on one's perspective.

Mari claims not ending up in a godly prison will be nigh impossible. Me? I'm not so sure.

Half an hour ago my most pressing concern was figuring out what I was missing.

And sure, I'm scarce closer now to knowing what exactly it is I've lost.

But I certainly believe I've gained a few valuable insights since that might just be enough to temporarily swing the court in our favour.

Marching to the tune of my own drum has gotten me this far. I suppose I ought to see where it leads me next.

Suddenly, Thanatos stands, surprising Mari.

THANATOS (NARRATION)
I'm Thais De Bree.

Thanatos walks towards the entrance to the courtroom, Mari trailing behind her.

THANATOS (NARRATION)
I have some small clue as to my location.

Thanatos puts a manacled hand on the door to the courtroom.

THANATOS (NARRATION)
And my life is almost certainly - but not entirely - fucked.

Thanatos smiles.

THANATOS
Let's do this.

The doors swing open, revealing a blindingly bright courtroom, and we see across the screen...

Pop-up: OBJECTIVE: TO COURT THE COURT.

FADE TO:

A bronze background reminiscent of Ancient Greek pottery, decorated with painted constellations.

Pop-up: PARODOS | PARODE: THE CRIME OF THE CENTURY