

## Plot background:

Every four years, the secluded agricultural village of **Camira** holds a grand festival to honor the wonders of nature. Though the village has slowly embraced modernization in recent years, it remains deeply rooted in its ancestral traditions. One such tradition is a unique method of *combination*—a mystical process passed down from their ancestors that allows villagers to create essential items without the need for conventional manufacturing.

The player takes on the role of a reporter visiting Camira to cover the festival. However, an unexpected accident during the festival preparations causes all the stored goods to be mixed up. As a result, the villagers' combination ability becomes unstable, limiting them to producing only a few specific items and severely disrupting their way of life.

Shocked and helpless, the villagers—unaccustomed to problem-solving beyond their inherited practices—turn to the outsider for help. At the request of the village elder, the reporter sets out to restore balance by re-discovering lost combinations. Along the way, they meet a variety of colorful villagers, learn about their lives and struggles, and gradually piece together the fragmented goods.

As the reporter helps the village recover, they not only uncover the deeper meaning behind the ancestral teachings but also take part in the revitalized festival—completing their assignment with a story far richer than expected.

## Characters:

Reporter \_\_\_\_ (Player Name) : A reporter for local news. Does not really have a personality but a dialogue progression bot.

## Main Plaza Area

### 1. Village Elder Gamlo:

A careless old man with Alzheimer's, but kind and well-respected in the village. Was the one that led the village to follow the ancestors' teaching, but as time goes on he also found out they are way too reliant on it. Since he was the one that's responsible for the festival's preparation, he is very sorry and guilty about running it, and is very worried about whether the festival can be held normally or not. He guides the player to their first ever combination.

- Quest: Potato.
- Give: None.



### 2. Butcher Modrek:

Has a manly appearance but actually really lacks confidence. He tried to care about others when knowing they lost their goods, but everyone avoided him despite his best efforts. It was not until the player approached him for pork and pointed out that there was blood everywhere on his apron, which is why everyone avoided him.

- Quest: None.
- Give: Pork.



## Main Street Area

### 3. Foreign fruit merchant Maraku:

A foreign fruit merchant that traveled to the village to showcase and promote his fruits. Full of passion, but at the same time really clever with marketing and money. He is a bit sad that he lost his unique goods in the village, and asks if



the player can help him. He will keep mentioning about his hometown and how cold the village is.

- Quest: Coconut, Apple.
- Give: Natto after the quest is complete.

#### 4. Naughty boy Zinko:

A spoiled kid who grew up in the village. Does not understand why other villagers care about that "ancestor's rules" so much, and he thinks he will do a better job if he is the one in charge of the festival. When everyone is trying their best to save the festival, he just hangs around on the street and attempts to steal some of Maraku's fruit.



- Quest: Banana.
- Give: None.

## Cafe

#### 5. Waitress Tressa:

A very professional waitress that works in the cafe. She does not express her emotions much, but focuses on delivering the best experience to customers with perfect service. However, sometimes the reporter can hear her rant about her boss and the poor salary.

She asks the reporter for some lost beverages.

- Quest: Tea.
- Give: Cocoa after the quest is complete.



## Bakery

### 6. Baker Molba:

An old baker in the village that recently really got into electronic devices. Makes great bread and has the goal to spread joy to the other villagers. Since the reporter is an outsider, he will constantly ask them about electronic device related questions. His new goal is to become a v-tuber, even with the help of a voice changer.

- Quest: Butter.
- Give: Nut.



## Hardware Store

### 7. Ironmonger Bolza:

Helps run the store that is owned by her father who recently got injured, was originally studying in a university in the city. Really passionate and helpful, but can be very reckless, and often injures herself just like her father. Will chat with the reporter once she knows they're from the city as well.

- Quest: Nail, foil, coil.
- Give: None.



# Restaurant

## 8. Restaurant Owner Grady:

An old-fashioned, stubborn chef. The restaurant is facing operational difficulties because customers prefer modern foods that they can get at the cafe. Because of this, he decided to invite local bands to perform in the restaurant, though that causes the customers to only come for the music but not the food, which makes him really mad. He doesn't even like the band's music anyways, which is why he's currently struggling between personal preferences and restaurant's income.

- Quest: Peanut.
- Give: None.



## 9. Lead Singer Riffon:

A local rock band leader that first got into rock music from radio. He acquired his fashioned clothing and instruments from a secret source in the village, and started to pursue his dream of becoming a rock star. Because of his odd behavior and interest in modern music, elders in the village view him as a bad kid. In reality, he's just a normal village kid that enjoys music, trying very hard to get recognition from other villagers.

- Quest: Lemon.
- Give: Drum without needed to complete quest.



## Riverbank Area

### 9. Fisherman Maren:

A lone fisherman that spends most of his day on the riverbank. He views himself as a really poetic person, and his talent is trapped and limited within this small village. He often mumbles about freedom and exploring the outside world. He cherishes and cares for the other villagers and will share his fish with them.

- Quest: Wagon.
- Give: Tail after completing the quest.



## Farm Area

### 10/11. Farmer Orban and Mira:

Orban and Mira are an elderly farming couple who have spent decades working the land together. Orban pretends to suffer from memory loss, hoping his wife will care for him more gently—just like she used to. He fakes forgetfulness with quiet mischief, never admitting the act. Mira, of course, knows he's pretending. She always has. But she chooses not to confront him, quietly playing along. Without a word, the two maintain this unspoken agreement—an old couple's way of staying close in their own strange rhythm of love.

- Quest(Orban): Corn.
- Give(Orban): None.
- Quest(Mira): Plum.
- Give(Mira): Money after quest.

