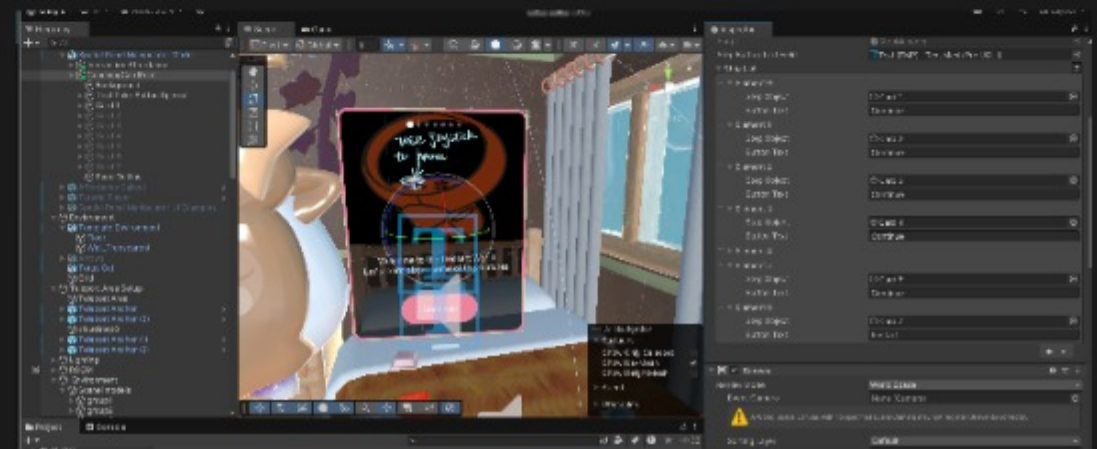
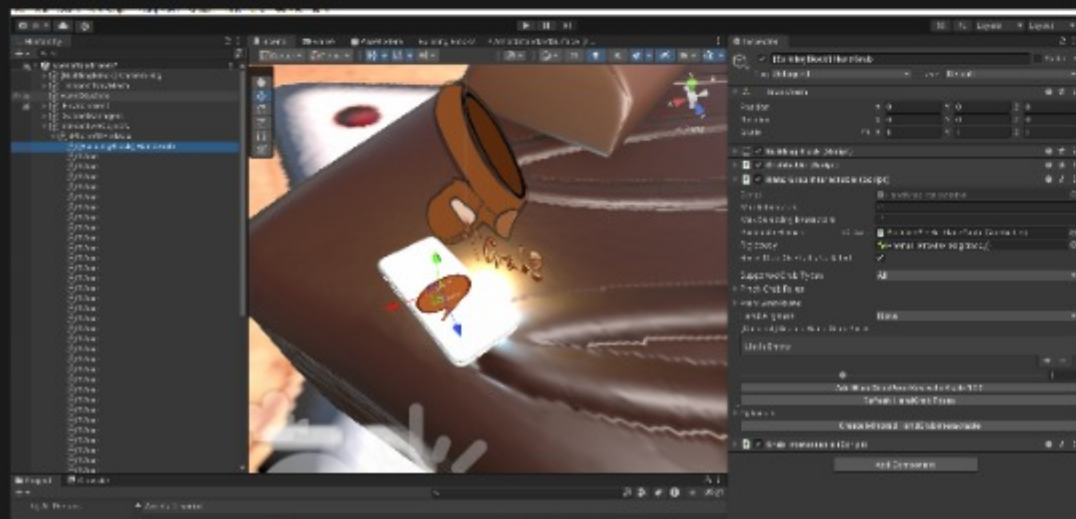
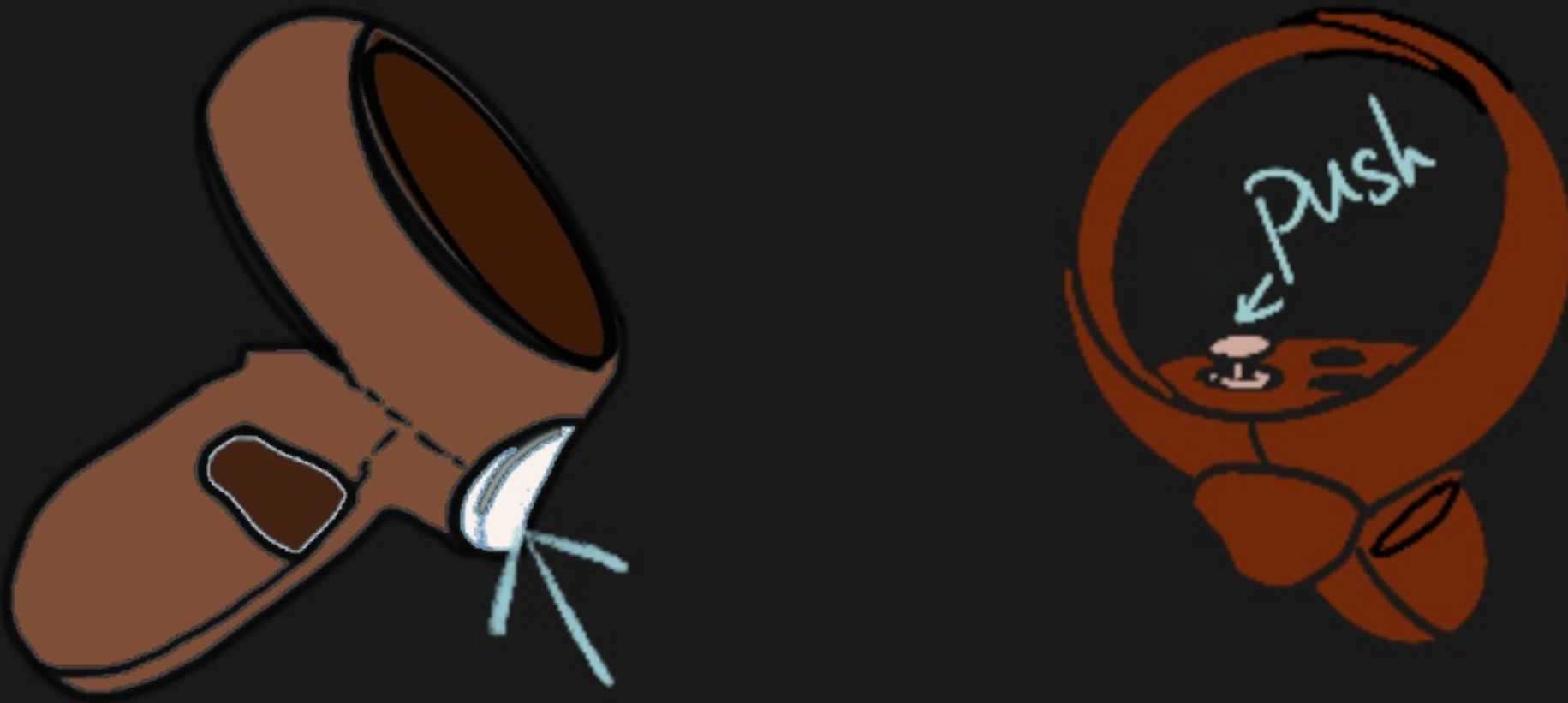
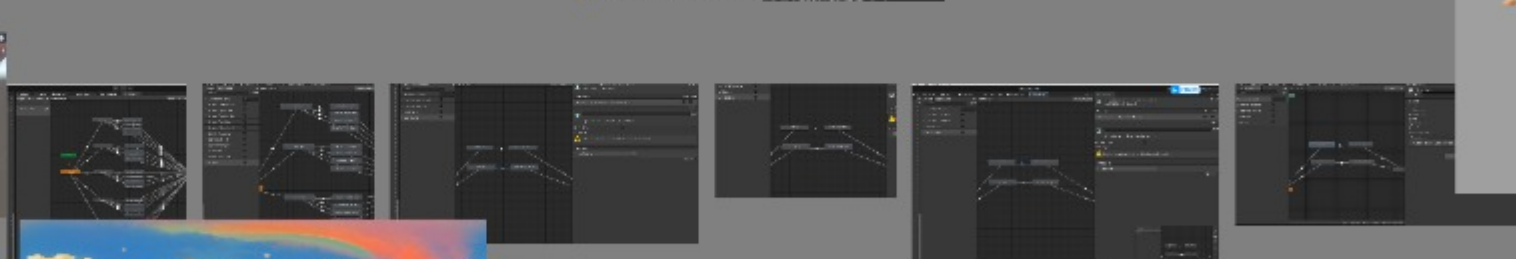
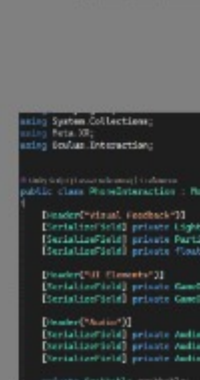
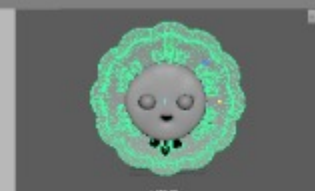
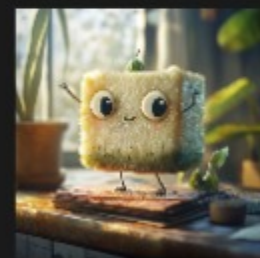
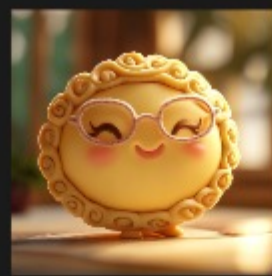
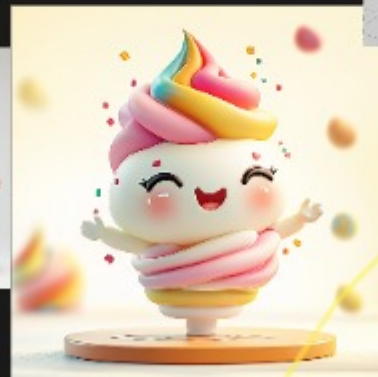
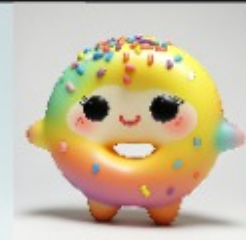
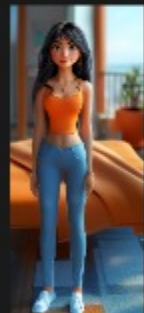
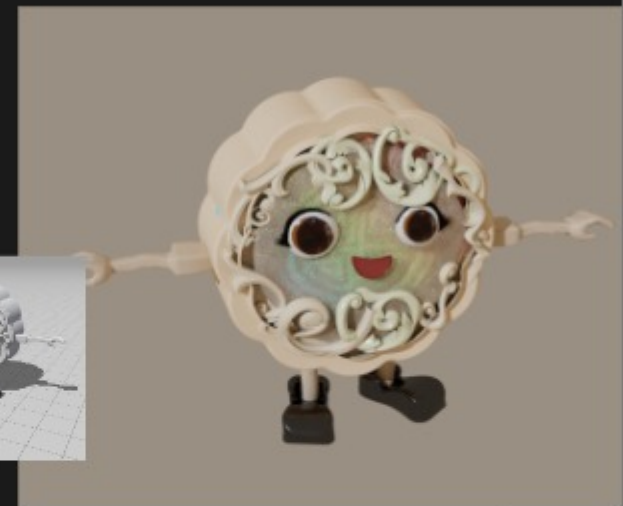
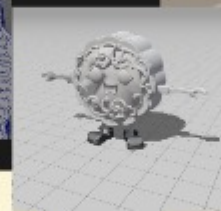
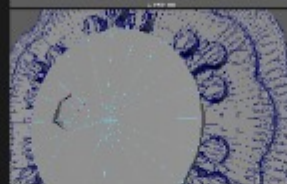
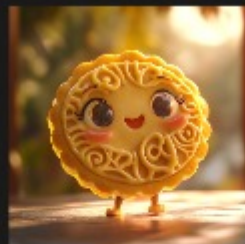












Act 1: The Awakening

1. Scene opens with darkness and voices calling the player's name, urging preparation for a wedding.
2. Player opens their eyes to find themselves in a room.



A glowing bracelet on a table calls the player's name, asking, "Why are you attending the wedding?"



1. When the player touches the bracelet, it shatters into four memory bubbles (in image form):
2. Meeting the girlfriend
3. Falling in love with the girlfriend
4. Breaking up due to family opposition and being forced to marry a man
5. As each memory bubble is touched, it bursts.
6. After all three bubbles burst, the room darkens.



1. Upon meeting the groom:
2. He hands the embroidered ball to the player and turns to smile.
3. Momentarily, the groom's face transforms into a monstrous visage, and the ball becomes chains binding the player's hands.
4. Player blinks, and everything appears normal again.



The girlfriend's voice calls from behind, urging the player to leave with her.

Act 2: The Summons

1. Knocking sounds and the mother's voice are heard.
2. The door opens, revealing the mother's silhouette backlit.
3. Mother tells the player to wake up, as the wedding is starting.



1. Player enters a traditional Chinese wedding hall.
2. The hall is filled with shadowy figures, creating an oppressive atmosphere.
3. The groom approaches from the center aisle, holding an embroidered ball.
4. Player sees their mother and other elders seated at the end of the aisle.

1. Guests begin to murmur about the player being in a same-sex relationship.
2. The mother, seated at the end of the aisle, stands up and shouts, "No!"

