OMORI

A boy is sleeping in his room.

What's his name?

You don't remember?

That's fine.

You haven't seen him in almost four years, after all.

It doesn't really matter what his name was.

You wake up from the strangest dream. At least, you think it was strange. You can't really remember what it was about. But that doesn't matter. Today, your knew life in Faraway Town begins. Or have you been living here your whole life? What a strange thing to be unsure of. Is there something you *are* sure about?

...Somewhere else in town, there's a house with a for sale sign out front... and a tree stump out back.

...Why are you thinking about that now of all times? It really isn't that important.

...

Welcome to FARAWAY TOWN.

You will be living here for the next five years.

Well, whether you're continuing a routine or making a new start, you'll have a thousand to help you make your way in life.

A thousand what?

(Gain 1000)

...You decide not to think about it. You have other things to worry about.

First of all, there are some really important things you need to deside upon- err, remember before you can get started.

Where are you?

A small suburban town, probably located somewhere in the United States of America, Faraway is where you make your home. The park, the plaza, and the rows of houses lining the streets... The place is small enough that it's actually possible to know just about everyone in town. You, specifically, are probably waking up in bed. Maybe in your childhood home, maybe in a place you just moved into recently. Of course, you could be waking up in your place of employment because you spent all night working... Or maybe you slept in the park like a homeless person. Well, whatever. You can start your day pretty much anywhere in town. Except inside a house you don't live in. That would be really creepy.

Who are you?

There are all kinds in Faraway. Whether you've lived here your whole life, just moved in, or appeared in mysterious circumstances with no background, memories, or legal identity, people will generally be pretty accepting. You guess that's just what it's like in small towns? That means you can decide for yourself who you want to be! Well, that's always true, but it normally isn't meant that literally. Exactly what past brought you here is up to you, from the details of how you lived it to just how long it was. You're anywhere from ten to thirty years old- unless you accepted **The Sun Shined Brighter...** in which case you are within the age range of fifteen to nineteen, just like the rest of your friends.

What can you do?

Anything you put your mind to. At least, that's what everyone says. But it's undeniable that some people are better at one thing then another. Everyone has their talents... What are yours?

You may take two options that cost 100 in this section for free, and purchase two options that cost 200, two options that cost 400, and one option that costs 600 at half off. All other purchases are made at full price.

Sunflower (Costs 100)

Always facing the sun... That's the how you want to be like. You've done your best to see the brighter side of things, and you just might have succeeded. If you look for them, the positives will almost always reveal themselves to you. It's a small hope, but it's enough to keep you going during sad times. You still have a little trouble accepting the sadness itself... but that's okay. The future is bright, you know it. You'll make it so, if you have to. With this sun, you know you can keep going.

Lily of the Valley (Costs 100)

Warding off evil spirits, and helping people see a brighter future... You're not sure about the 'evil spirits' part, but helping people is definitely something you can get behind! Guiding and taking care of people comes naturally to you. You always sem to know just what to do or say to keep someone going even when times are hard. Comforting them when they're down is similarly possible. With your encouragement and comforting presence, people can go far. This tends to make you the backbone of almost any group. People tend to gether around you for inspiration. But just like how Lily of the Valley are deadly poisonous, it would be all too easy too accidentally guide someone down the wrong path, or push them into something they aren't ready for. This means you need to be careful, you can't afford even the slightest mistake... You'll have to be absolutely perfect.

Rose (Costs 100)

...Roses have many colors, and many meanings. Admiration, passion, friendship, *love*... If there's something you're looking for, you can find it in a rose. Like a rose, you tried your best to fulfill everyone's expectations, and developed an... admittedly frightening talent. You can suppress and fake your emotions with startling ease, to create the 'you' those around you need. You're a great liar in general, actually. You could probably convince everyone around you you were some kind of superhero if you have any actual talent. There are some strong reactions even you can't suppress though, that will leave your mask crumbling away to reveal the real you, and the real you, who you are on the inside; that's something you can't change. A rose by any other name...

Gladiolus (Costs 100)

Honest, with strong moral values... Someone who stands by their convictions... Isn't that just a sugarcoated way to call someone stubborn? Well, you geuss they'd have a point. Really, though, you just aren't going to lie to yourself. Your beliefs firm themselves in your mind, giving you a mental bulwark against sorrow and cruelty. If somethings wrong, you know it's wrong! You've got the determination to keep going, if only in order to stand up to injustice. This might hurt more than it helps if you latch onto something untrue, or make a judgement without all the facts, but can you really afford to give up on staying true to yourself?

Cactus (Costs 100)

Sturdy and resilient by nature... Yeah, that sounds like you. You're pretty tough, if you may say so yourself, and not just physically! Loss, grief, trauma... You can keep trucking through just about anything. You can take care of yourself, too, so you can stand to be alone. You won't necessarily flourish like this, though, and even cacti can die of neglect with time. That's why you should keep it in mind that just because you can withstand something doesn't mean you don't care. More than enough people are already going to make that mistake after all!

Tulip (Costs 100)

Simple, modest, and perfect... That's what people call you, for some reason. You're not really sure why. You don't really stand out, but that just seems to make people want to spend more time around you? Are you really just that good a listener? You don't seem to need to put much into your relationships. They'll know if you hold them in contempt, but otherwise they seem wierdly willing to take the lead, even if they aren't usually very outgoing, letting you follow. You'll probably find yourself in a lot of one-sided conversations this way, but... Maybe that's for the best.

Job Experience (Costs 200)

Not everyone has an allowance, and even if you do, an allowance doesn't necessarily cover everything you could want as a kid. That's why, since time immemorial, children have taken up part-time jobs during the summer to gather the spending money they need to buy whatever petty indulgence has captured their hearts. You've partaken of this ancient tradition, and have the skills to show for it. This obviously means you have an eye for opportunity necessary to find and get these jobs, but perhaps more impressive is the bevy of experience you've gained actually doing them. You have the pattern recognition to sort out any clutter, and the determination to clean up any mess, are skilled enough with a flyswatter to reliably kill flies and fend off hornets, and have enough of a grasp of most school subjects to tutor any ten-year-old. Your most notable skill, however, was hard-won while delivering pizzas: you can decode even the worst handwriting. Just, the worst. As long as it was theoretically written in a language you can read normally, you'll be able to make sense of it. Probably.

Actual Job Experience (Costs 200)

Going out and taking temporary jobs during the summer is certainly worthy of commendation; it demonstrates a forward-thinking, attitude and initiative that will serve them well later in life. That being said, it's a little hard to call that work. It might be able to buy a pizza, but sorting shelves at Fix-It isn't going to keep the lights on. Thankfully, you already have what it takes to make a living. You know how to work a job with an actual salary, and have the skills to see it through; this is probably retail work, given your location, but you could be a teacher, a restaurant worker, or maybe some sort of handyman. One of the innumerable workers that make society tick- that's you! This might not be very fun, but you're good enough to live paycheck to paychek now, and you've definitely got what it takes to get higher ranking, better paying jobs.

Blooming Talent (Costs 200)

There's more to life than just consumption. To create is a wonderful thing. Well, maybe you're a bit too fortunate to talk about it like it's that easy... You've got an incredible talent for your art form, after all. Whether it be musical art, visual art, poetry, or maybe even something like photography, you have an almost instinctual grasp of your preferred form of expression. You're already good enough to really wow people, and improving will be a breeze. You might even be able to fool people into thinking you're perfect!

Maybe you could even fool yourself...

Pure Imagination (Costs 200)

When people talk about having an interesting inner life, is this what they're talking about? You're really good at coming up with things. Not like planning for the future, but more like thinking up a story or character. Reinterpretaitions of existing concept, variations on themes, and even ideas that seem original... You could create an entire world. But these are just ideas, just thoughts. If only you had some way to bring them to life...

Jock (Costs 200)

Sitting around in one place isn't going to get anything done! You've got something more fun to do; specifically, sports! Football, Basketball, Baseball, Soccer, Softball... or maybe one of the many outdoor activities that don't involve spherical paraphernalia, such as running, or swimming, or climbimng. Whatever it is, it's fun... and good for you! And you're good at it, too! You're well-equipped for all sorts of physical activity, naturally, but it's your specific specialty sport where you really excel. You could probably make it into a big team; you know, if there is one.

A Trashless World (Costs 200)

There's no such thing as a trashless world, some perfect utopia beyond the sky. You know that. There's only the one world that everyone has to live in. That's why you have to do your best to take care of it. You're an expert when it comes to tracking down and disposing of garbage, and can sort out the recyclables with ease. But there's more to creating a better world than picking up the trash on the ground. It's even more important to clean up the trash in our hearts. Thankfully, you're just as good at that, too; figuring out just what people can improve on... and what they need to let go. This can be really hard, especially when you're looking at yourself. But you'll have to face these things if you want to become a better person.

Versatile (Costs 400)

Some people are more talented than others, sure. But this seems a little unfair. Rather than having any sort of specialty, you're just naturally good at everything you try. All manner of intellectual, artistic, and creative pursuits come to you with ease, and you develop skills with the familiar fluidity of relearning how to ride a bike. You'll still need to work hard to really excel, but it's hard to overstate just how much easier it is to stick with things when the progress you make is this apparent. Now if only this helped even the slightest bit with anything involving physical exertion, then you'd really be unstoppable.

Overcome (Costs 400)

Steady your heartbeat... Don't be afraid. It's not as scary as you think. A mantra you learned when you were younger, to overcome your fear. You've got a good enough grasp of the breathing and mental exercises to deal with panic attacks, no matter how overwhelming they seem. Take deep breaths to steady yourself, clear your mind of distractions to focus on what's important, and don't give up. Keep going, no matter how impossible it seems. This won't fix everything, and this does work best for *irrational* fears, but you'll be surprised how many terrors you face are actually this simple to deal with.

Oddly enough, these skills are actually surprisingly useful in a fight. It's no substitute for actually knowing what you're doing, but proper breathing can help you take and dish out hits with surprising toughness. That's another way to face your fears, you guess...

Harmless Fun (Costs 400)

An envoy of the darkness from beyond... A Harbinger of Chaos before which even the greatest heroes can only flee in helpless terror... That's a bit of a mean thing to say. Don't they realize you're just a friendly prankster? Your acting out to stave off boredom really isn't worth getting all dramatic about. You've got the sense for planning, precision, and presentation needed to make use of every opportunity to keep yourself entertained, and everyone else on their toes- and all without actually hurting anyone, too! Who knows what kind of games you'll be able to come up with? How could anyone *not* love this?

...Well, you guess people being scared of you *can* be pretty funny. You've seen enough of what unnerves people to lean into it, at least. It's all just acting and timing, after all. You could have even the bravest souls quaking in their boots! You might need to take advantage of something cheap like a phobia for someone who's *actually* heroic but you'll at least be able to pull off a good creepy twin act with a partner. It doesn't necessarily have to be horror stuff either, if that really gets to you; these same skills can be put to use for the sake of other miens as well. Maybe a sense of effortless grace?

Enthusiasm (Costs 400)

Life's best if you enjoy it. That's why you'll go full force, no matter what. You've got no problem working up the motivation to do just about anything, and can muster up the energy to genuinely enjoy it, too. Partaking in hobbies, hanging out with friends, talking to strangers... You haven' tried watching paint dry before, but you're sure you'll get something out of it! You still know when to be serious, of course, and if something actually bad happens you'll still be affected... maybe even worse than normal. But that's just fine! You'll deal with it then. After all, this energy isn't just for you. What's the phrase- your cup runneth over? Yeah, that's it! Your more than adept at sharing this energy with others. With your encouragement, you can push people to go farther than they thought was possible! Pursuing their dreams, outperforming themselves, getting out their and connecting to people- or even jst punching harder than they can normally manage, in a fight. On more serious matters, you're also pretty good at getting people to have frank and honest conversations with their loved ones, good for when assumptions and misled intentions strain their relationship.

Some people act really weird about this, saying stuff like "thank you for believing in me" while smiling in a strange way, but you don't really get it. Is that really worth thanking you for? It's not like it's hard to believe in everyone, not when they're all so amazing! Even if they don't know it yet!

Leave Me Alone (Costs 400)

Grief, pain, rage... Everyone has their own way of dealing with these things. This is yours. You don't have it in you to just ignore or hide those feelings... so you channel them instead, letting them out the only way that makes sense: destruction. When putting your all into breaking something... or hurting someone, you can fuel your destructive deeds with your negative emotions, "burning" them away to put more power behind your malice. This lets you hit even harder than you normally can, and keep going even when hurt badly enough that you should probably be collapsing. Of course, probably the most important part of this for you is that this really does dull the pain, as your sorrow is reduced to ashes in your heart. Indulging in hatred like this gives you a dangerous-feeling aura, that attracts rebels and outcasts to your banner.

...But there is something that worries you. Those ashes... they don't go away. The more you use this, the more that waste builds up, the more the holes in your heart are filled with bile, the easier it is to call forth more negativity. It improves this ability's effectiveness for sure, letting you bring out more and more strength as your rage and pain burn brighter... But something about that seems really unhealthy. Is this actually helping in the long term?

It Means Everything (Costs 400)

It's important to everybody... The lives we live, the bonds we form, and the memories we share... You aren't going to give up on them just yet. Thankfully, it seems like they haven't given up on you yet, either. It's not going to end without so much as a goodbye. Your friendships aren't broken so easily. So long as you're still willing to reach out to them, your friends will be willing to make the effort to reach you. Even in the face of grudges and years apart, your connection can survive, so that you'll be able to reunite. This gravity doesn't just bring the people together, either- symbolic representaqtions of these bonds can be retrieved or repaired even if you didn't think it was possible. Maybe there was a reason you split apart, but that's fine. You don't have to forgive each other right away, that can come later, if at all. Staying together is what's really important, and you'll do it if it's at all possible. ...And even if it isn't, at least you'll get the chance to say goodbye properly, knowing you tried your best. Maybe that would be enough for you... but it's still no reason to quit while you still have a chance, is it?

Universally Loved (Costs 600)

Bonds can be forged just like they can be broken. It could be hard, it could be easy... or so they say. Some people seem to struggle to get friends in life, but is making a connection actually that hard? There's a lot of people who need help after all, so you just need to be willing to help out. It's all about lifting each other up, right? You have a likeable air, one that could let you comfortably fall into the role of a hometown hero, if you really try; it's a good thing you have so many opportunities. You seem to be drawn to people in need of aid- or maybe they're drawn to you? Regardless, you'll meet them, so long as you're willing to help out. Whether it's something large or something small, it's always the something feasible to do. It might be more complex than it seems at first, but the way to help is always clear, so you won't miss your chance to simple mistakes or poor timing so long as you're genuinely trying. Sometimes this might require you to do things you've never done before, and maybe aren't sure how to do, but it seems like the sheer fact that you're doing it for someone else's sake makes it much easier to learn. Learning and growing through these tasks should be more than enough, seeing as helping people is it's own reward- but often the thankful people you helped out seem to disagree. Whether it's something actually useful or valuable, a sentimental keepsake, or just always being welcome in their home, you can expect a more tangible reward at the end- and if nothing else, you'll still have earned their friendship, if not a measure of their trust. They'll be more than willing to help out with your own problems, of course- it's only right to repay the favor, after all- but the real value of this is the bond itself. If you keep this up you'll no doubt find yourself surrounded by friendly faces no matter where you go- it'll probably take you more than three days to become the community darling somewhere bigger than Faraway, though.

Everything is Going to Be Okay (Costs 600)

You don't need to have friends on every corner. You don't need to be the talk of the town, or for everyone to know your name. You're content enough with the friends you do have. You were lucky enough to get them in your life, so you're fine with just not losing them. Yes. You just... don't want to lose them. Sometimes, this means you'll have to be willing to act to protect them. Something might try to hurt them, after all! It's not as if you could just stand by when they're in danger. Thankfully, you have more than enough ability to step up. Whenever you carry out a plan to protect someone you care about, you seem to pull it off without a hitch. Delicate and difficult tasks you need to do are overcome in a burst of competence, the timing of everything is just right, people react in just the ways you need them to; even fortune and fate seem to bend in order for you to see it through no matter how implausible your success should reasonably be. This only seems to happen when you actually, sincerely believe what you're doing is necessary to protect a loved one from something, but, well, a sincere belief is all you need. You don't actually have to be *right*. This doesn't make you any better at discerning objectives or coming up with plans, either- your wave of providence only helps you carry them out. It's entirely possible that you might end up flawlessly executing a horrible plan that only makes things worse to protect someone from a threat that only exists in your imagination... If you did, would they be able to forgive you? Would *you* be able to forgive *yourself*?

Perfect (Costs 600)

They say nobody's perfect, and it might just be true. Perfection isn't something you *are*, after all, it's something you *do*. A practice, a process, a pursuit. One you might just be ready for. It won't be easy, of course, but you knew that already. You have the will to walk that endless road, and it's already starting to pay off. Everything you do seems to go as well as you can manage, as if in a constant flow state. What's more, you have an almost flawless sense for your own talents, able to find and improve on them with incredible ease, and while it will probably be harder than getting better at the things you're naturally good at, your holistic approach to self-improvement can show impressive results in almost any field. Your prodigous skill could take you incredibly far, but most impressive is your aptitude for minimizing mistakes. Bad habits, slight missteps, trembling hands and other flaws, the sort of things that never seem to go away- you can actually crush them under your effort. This will take long repetitive practice for even the smallest of them, and only get exponentially more strenous and time-consuming for greater imperfections, but you're prepared for that, aren't you?

But this isn't just about those "hard" skills. A savant who can't function in society could hardly be called perfect, now could they? You've developed a similar grasp of social interaction, able to navigate even unreasonably difficult and complex situations without embarassing yourself. More importantly, though, is just how well you can connect to others, forming lifelong bonds from even chance meetings. Your presence seems both a comfort and an inspiration for those you are bonded with, as well, as they are motivated by love or admiration to excel in whatever ways they can, bringing those you care about closer to you- and closer together. With your direct encouragement, this could go even further. A Perfect person living a perfect life with a perfect family and perfect friends... That's the dream, anyways. Unfortunately, not everyone can keep up with this kind of ambition. That's more important than it seems.

After all, if perfection is something you do, then it's also something you can *stop* doing, and it can be hard to start back up again. If your focus gets broken and you fall out of this flow state in the middle of something important, you may not be able to recover in time. It's all the more important, then, not to forget how easy it can be to overlook seemingly small things when you focus on absolute perfection. Those are always the ones that get you.

DREAMER

(costs 800)

When people talk about having an interesting inner life, this definitely isn't what they're talking about. To be honest, you're not really sure what they *are* talking about, but apparently this is unusual? Weird.

The first thing anyone notices is that you have "a really good memory". Well, people who pay more attention will call it something like a "perfect" or "photographic" memory, but the point is that you can call up just about anything that's ever happened to you. You've never misplaced anything you actually cared about, and this makes the rote memorization of school a breeze, but it's no big deal, really.

What *is* a big deal is that you are a lucid dreamer of a truly spectacular scale, able to conjure up worlds in your dreams that are so vivid, complex, and consistent that you could almost mistake them for reality. You'll be able to wander fantastical landscapes with curious inhabitants- some of whom are so complex and well-realized you'd be hard pressed to prove they're not sapient. As these worlds' creator, you're pretty much God in them, and so you could shape them however you please. It's totally possible to just do this on 'instinct', but you have enough control to forge mental constucts that make use of this 'power' in a more codified way, with specific tools to shape these dream worlds and all that makes them up in specific ways. You'll even be able to put this to more practical use, creating libraries and lightbulbs that record or interfere with your own memories- even a literal "Memory Lane" through which you could "travel to your past" in order to relive those memories, just as vivid and complete as they were when you experienced them in reality. You could also grant these mental constructs wills of their own, creating "imaginary friends" that somehow manage to feel even more real than the inhabitants of your dream worlds, who could serve all sorts of purposes, from guides, to companions... to avatars.

You could even use this to carry these dreams with you when you're awake, beings and events you imagined manifesting as daydreams and hallucinations. This could merely serve the purpose of amusing or distracting yourself, but making use of this to actually aid you- say, by bringing an imaginary advisor along, or by briefly overlaying hallucinatory visions of your past to remind you why you should care about whatever it is you're looking at. You'll probably get looked at strangely if you respond to something you dreamed up in public, but maybe you don't mind that.

This has all sorts of uses, maybe even some you haven't thought of yet, but it's also naturally very dangerous. You are essentially messing around with your own subconscious here. It's all too possible to turn your own mind against you if you aren't careful with this...

All that being said, this is actually kind of ridiculous, isn't it? These dream worlds are too big, too complex, and too real, and you're pretty sure people can't actually interfere with their own perceptions like this. It almost feels less like you're bringing these things from withing yourself, and more like you've connected to something much bigger than you. That's not the only thing that makes you suspicious, either. At the edge of your dreams, anomalies arise. Strange figures that reveal important things and people's feelings before you could find them out in reality, hallucinations other people seem to perceive, spirits of long dead loved ones- and people you didn't yet know had died- appearing to guide you, and many more strange happenings. You can't consciously control these occurrences, nor can you definitively prove whether or not they're actually supernatural, but at least they're usually pretty helpful. It's a little to much of a coincidence that following that shadow allowed you to reach just the right room you were looking for in a building you'd never entered before, all without anyone seeing you, but you're not exactly complaining. Maybe the future really does belong to you.

What do you have?

The great equalizer- *resources*. You can have all the talent in the world and it won't mean a thing if you don't have the right equipment. Thankfully, you *probably* weren't born into poverty, so you have at least a few things of actual value. This should be more than enough to live a life of decent comfort- or to serve as a launching off point to reach even higher. You can't really ask for much more in a small town, can you?

You may take two options in this section that cost 50 for free, and halve the costs of two options that cost 100 and one option that costs 200. All other purchases must be made at full price

Wardrobe (Costs 50)

Whether it be an actual wardrobe, or closet somewhere, or just a disorganized pile of clothing, you have no shortage of things to wear. A variety of outfits in a variety of styles, from the casual to the things you'd wear in an office job- or a funeral. You've also got a bunch of different school uniforms in here. Did somebody else's laundry get mixed into yours? And what's this? Some kind of recycling-themed cult robe? Where did you... get this?

Toybox (Costs 50)

Perfect if you're ten. It's got all the jacks and jumpropes and building blocks a kid could ever want, and more things besides, like most toyboxes. At least, you think so. You don't really know for sure what other people put in toyboxes, but it would be kind of weird if there were anything else, now wouldn't it? That must be why it's so rare for people to check inside if they're looking for something important. You could probably hide something in here, but why would you need to?

Not a Toy (Costs 50)

...Oh. This is actually kind of dangerous. You've got a mundane object that could easily double as a weapon in a pinch, like a kitchen knife or a baseball bat. It's hard to lose and easy to track down if you're looking for it, always turning up when you... need it. People are oddly permissive about the idea of you carrying it around, too- so long as you don't use it in front of them. Remind them how dangerous it is and they'll react as normal. This probably means confiscating it, if they're the type to care about people's safety.

Precious Memories (Costs 50)

A Photo Album containing pictures of all the things you were most afraid to lose. Well, that's kind of a depressing way to put it, but the point is that it's got pictures of pretty much everything important that has happened to you- at least, the things you'd like to remember. This is mostly just the happy memories, but some of these photos might be a little... bittersweet nowadays. Each photo is marked with a date and a brief explanation of the context it was taken in, and what you thought of it at the time. There might actually be multiple albums, if you've lived a particularly long and storied life.

Of course, you're always making new memories, so you've also got a pretty good camera for use in adding to this collection. It's high quality and easy to use, so even an amateur could snap some nice-to-look-at images with this. Maybe that's why your friends are so keen to steal it to take pictures themselves? Well, you can afford the extra space this unsolicited photography uses thanks to your apparently unnatural ability to find more space to fit photos inside the album- and failing that, more albums- so it's not like you have anything to complain about.

OMORI (Costs 50)

A Grand Piano. The word "OMORI" is etched across the center. That's actually the name of the brand, which is a little strange. "Omori" has a bunch of meanings in a bunch of languages, and almost all of them are ominous as hell. Well, it's obviously not the worst idea, seeing as you bought one anyway. You aren't even the only one, either; there are at least two other pianos from the same brand in Faraway. One of them gets played every Sunday.
The other hasn't been touched in years.

...

...Well, it's a pretty high-quality instrument at least, more than well worth the price. It plays smoothly, all the notes are clear, and it doesn't need much maintanence. You could probably leave it sitting around gathering dust for years and it would still play like new, with maybe the obligatory dusting at most.

Jukebox (Costs 50)

It's an actual jukebox. These things are quickly becoming antiquated, so it's more of a collector's item than anything, but it does actually work. It comes with a collection of CDs with all kinds of music, some of which might even actually be to your tastes! Albums and singles, original works and remixes, big celebrities and local artists, this music collection has it all. Curiously, there's a CD or... set of Cds labelled "OMORI SOUND TEAM" in here. You're not exactly sure what this eclectic mix of genres and horror ambience has to do with the piano brand, but it's actually not half bad. You're don't remember where you got it from, though.

These Cds do work with other media players, so you can listen to your tunes without lugging a Jukebox around. These aren't your compositions, though, so you won't be able to make any money off of them.

Pet Rock (Costs 50)

Like Tamagotchis that can fight each other. Used to be really big four years ago. The hype has since died down, but you can still find people to Clash with all over if you're looking. You've got a Pet Rock of your own- anything from the classic beginner's choice, Jash, to one of the seemingly countless other Pet Rocks out there. They can look like pretty much anything, so go wild. You'll always be able to find more, too- and not just in stores, either. When you look for them, other people with Pet Rocks who are willing to Clash seem to fall out of the woodwork. You'll never have a reason to be bored again!

Rumor has it the Pet Rock Champion, wielder of the legendary ONE WING JASH, is in hiding somewhere in Faraway Town, awaiting a worthy challenger. Maybe you're up for this challenge- to become the very best?

Realistic Simulations (Costs 50)

The latest in 16-bit technology, you've never seen graphics like these- and just look at the consoles, they're all so shiny and sleek! That does mean *all* the consoles, too- you've got a collection worthy of a spoiled rich kid, with all the latest games; no need to waste money at an arcade ever again! You'll be the envy of all your peers! Well, the ones who don't think video games are worthy of contempt. That's still something you'll have to worry about.

Where We Used To Play (Costs 100)

A private place for just you and your friends. Whether it be a hidden clearing in a forest, a treehouse, or some other slightly isolated location within or near civilization, it's the sort of place you could spend all day in without interruptions. In fact, you probably have many times. Whether more recently- or only years ago. Regardless, this place is a veritable repository of childhood nostalgia, items that bring to mind images of better, more innocent days accumulating here the more time you spend within. This is the perfect place to hang out making new memories... or to sit and contemplate old ones. It all depends on how old you are, really.

Where the Heart is (Costs 100)

A house, a home. You own one, or maybe it's your parents who own one. It's of the same basic layout as every other house in Faraway- whether it's a two-story or a smaller, more affordable one-story. It seems you or your family have already paid off the mortgage, and the utilities are also covered, so you don't need to worry about getting evicted or the lights turning off overnight. The fridge in the kitchen doesn't restock on it's own, though. That's something you'll have to cover yourself. But getting started on a job or some other commitment is way more doable with this stability, isn't it? Thankfully, you'll never lack for this stability, even if you travel to another world, the same house appearing nearby. It might look out of place outside a suburb, though.

A Lifetime Supply of Apple Juice (Costs 100, cannot be taken with **A Lifetime Supply of Orange Juice**)

Drink apple juice! Have you ever heard the phrase "An apple a day keeps the doctor away?" The same concept applies to apple juice! Apple juice supports hydration! It contains beneficial plant compounds and may support heart health... It may also protect your brain as you age! There are no downsides as far as you're concerned!

To show your loyalty to apples, you've secured a renewing supply of this juice, so you can drink as much as you want! As long as you don't drink any orange juice... If you do, you will lose access to this supply for a week.

A Lifetime Supply of Orange Juice (Costs 100, cannot be taken with **A Lifetime Supply of Apple Juice**)

Drink orange juice! Have you ever heard the phrase "Orange is the happiest color?" No? Well, that's fine! Just know that the same concept applies to orange juice! It has vitamin C, which is essential for healthy immune system functions! It's also an antioxidant that may have health benefits by protecting your cells from free radical damage!

To show your loyalty to oranges, you've secured a renewing supply of this juice, so you can drink as much as you want! As long as you don't drink any apple juice... If you do, you will lose access to this supply for a week.

Riding in Style (Costs 100)

You're not the type who needs walk to get anywhere. Well, Faraway is small enough you don't really need anything else, but that's not the point! The point is, you have wheels. You can safely rely on this vehicle to get you anywhere in town, and maybe to some nearby places too, all while looking... at least not lame. This could be a car or any other motor vehicle, unless you aren't old enough to have a license, in which case it's probably a bike or scooter or something.nd easy to repair, no matter what- but that won't help you if you're careless enough to injure yourself or others with it.

Back in Business (Costs 200)

If you ever left. You or your family have a place of business in faraway all your own. You won't need to go searching for work any time soon- your the employer, now. You might have been able to acquire a section of the Othermart building, or maybe you have a seperate front on Faraway Plaza. You could even have your own standalone building! Whether it's retail or a restuarant, you're all ready for the risky business of ownership, assuming you're old enough to actually run something like this yourself. You might currently be waiting to inherit the place, if you aren't. You don't need to worry about any interdimensional slip-ups either, as the same business will appear in similar locations in future worlds.

Seashell Necklace (Costs 200)

To help you remember your friends... Wearing these strung-together seashells calls all the time you spent with the people to mind, warming your heart and reassuring your mind. It will help you face the future with the weight of the past behind you. This isn't just a mental effect, either; wearing this seems to strengthen you body and spirit a little too. That seems like it could be useful, but you aren't entirely sure how yet. It's not like you're planning on getting in any fights with this thing on, are you? What if it gets broken? ...Well, you could probably repair it easy enough with a few extra seashells, but that blue-haired girl who gave you this would probably be upset if she heard you were being so reckless with her gift.

A Slice of the Pie (Costs 400)

There's owning your own location, and then there's this. You or your family- who are you kidding, its your family that owns it, it's just a question of whether you currently have stewardship or not- owns an actually major enterprise in town. Something like Othermart itself, a private school, or the nearby hospital, the kind of thing everyone in Faraway has to use sooner or later. You might still be a nobody on a national scale, but in Faraway you're practically minor nobility... Well, you're not actually that important, nobody is going to be bowing down to you, but you are pretty rich. Maybe that's enough for you? It will follow you if you happen to somehow leave this world, too. Options for interdimensional business ventures might be limited, but that's not going to stop you!

Is anyone else with you?

It's hard to live life alone. You can't really make it without at least some acquaintances. You may or may not have friends, or at least the opportunity to make some. Spending abstract currency on bonds is even stranger than spending it on talents and resources, but you guess this is more like interdimensional travel fare, to bring people into this world- or take them with you to another.

Old Friends (Costs 50)

There's someone strangely familiar in Faraway. It feels like you've known each other for a long time. Maybe you met before in another life? ...Heh. You can purchase this option up to eight times. Each purchase ***gives a preexisting companion six hundred of their own*** to make the same choices you made here- though they can't take anything from **Is anyone else with you?** or **What happened to you?** Regardless, they'll have their own history bringing them wherever they are in Faraway, though you'll at least recognize each other without much. It's nice to know there's someone around you can trust. You *do* trust them, right?

New Friends (Costs 50)

Old friends are golden, but silver is nice too. You're all set to meet someone new in Faraway. Every purchase will put you on a collision course with someone who lives in or around Faraway, as long as they were alive before you woke up this morning. You'll get along with them mysteriously well, or at least make a good first impression, paving the way to a new friendship. If you're planning on travelling and want to take them along, whether it be to another town or another world, you'll have to convince them to follow you of their own free will. But surely you can manage at least that much.

Little Friends (Costs 50)

For some people, this is all the companionship they need. You have a single pet for each purchase, with the requisite equipment to take care of it, though food will be on you once your starting supply is out. This can be just about anything; there are... a *lot* of cats in Faraway, but dogs are also fairly popular, bunnies aren't unheard of, and you might be able to brag about a more exotic pet. Do keep in mind how difficult it can be to take care of them.

What happened to you?

Everybody has their struggles, the things in their past they had to deal with. Some may be a bigger deal than others, but they're all important. The things that happened to you left their mark, shaping your past, present, and future; but they also helped you grow. You've had the opportunity to learn from your struggles, big or small. Of course, there's a limit to how many challenges you can learn from, before it becomes little more than pointless suffering, but... that's up to you, isn't it?

You may gain at most 1000 in this section

The Sun Shined Brighter... (Gain Nothing)

It's no wonder you kept thinking about that stuff, really. You guess you still aren't over Mari's death. You just don't understand why she would leave you all like that...

Once, more than four years ago, you met your best friends in this world: Kel, Hero, Aubrey, Basil- and of course, Mari and her brother. You felt really lucky at the time, but thinking back, maybe it was inevitable. You'd thought the seven of you were inseperable- everyone else must have though the same. But after Mari... killed herself... you were all torn apart. Everyone's gone their own ways, it seems. Aubrey's fallen in with a bad crowd, Basil retreated into a shell of himself, Hero stopped talking to anyone and left for college without a word, and there's probably a reason Kel hasn't approached you. As for Mari's brother... well, you still haven't seen him in four years. Nobody has.

You think you're dealing with it normally, but you might be wrong. If nothing else, it's painful living without your friends. But is it even possible to overcome this... whatever it is and bridge the gap, after all this time?

Grumble, grumble... (Gain 100)

Of course this would happen. This always happens. For the majority of your life, you've had to deal with this sort of inconvenience. Nothing *major*. Nothing worth *worrying* about. Just small, consistent problems, that you *should be able to handle yourself!* Ugh! But no matter what, you *can't!* You'll never be able to solve these problems on your own- you're always going to need someone's help- and that help will almost always consist of them just fixing the problem for you. They're low-stakes enough that you'll usually be able to find that help, but *come on!* It's embarrassing! You know it's petty, but this never fails to get you in a foul mood, and has left you irritable at the best of times. But that's understandable, *right?* Right!

Push and Shove (Gain 100)

...You might not have had the best parents. This has shaped your behavior for the worse, in a way that's just to be expected if you're a child, but kind of unfortunate if you're an adult. ...To put it simply, you're a bit of an errant. A hooligan, a delinquent, and all that. You've got a hard time fitting into most social structures, and resort to violence and vandalism way too easily. You don't really commit actual serious crimes- not that there's much of a police presence in town- but this has done one hell of a number on your reputation regardless. You'll probably only be accepted by other outcasts, and even then, only the ones in your age group. Wouldn't want any old fogeys or stupid kids messing up their "reputation." ...Not that there's all that many older outcasts in town. They probably all moved away, or something.

Swirly 1000x (Gain 100)

You ran afoul of some bullies when you were younger, and without a clique of your own, you didn't have any way to solve the problem, so you were forced to just deal with it. This mindset has stuck with you, leaving you a little more withdrawn than normal... and marking you as a perfect victim for anyone looking to gratify themselves at the expense of a weaker party. Gangs of bullies might seem a childhood exclusive thing, but with with all the coteries, malcontent workers, and abusive employers out there, you'll find no end of people ready and willing to make you the subject of their social power games. It won't stop if you don't do something to stop it, but how are you supposed to manage that?

"..." (Gain 100)

You, uh... have a hard time speaking your mind. Your voice is always too quiet... or too loud. Nothing feels like it comes out right, like you can't quite put your thoughts into words. So you stay quiet. It's a bit of a habit now, one you'd struggle to break. Most of the people around you are used to this dynamic, at least. But maybe that would make it even harder to speak up; it's much easier to just stick to what you expect- and what is expected of you. Well, even if you did work on this, you'd probably still be pretty subdued... Maybe there's no point worrying about it...

Fear Itself (Gain 100)

People can develop phobias in all sorts of ways. You've experienced one of them, whether a spread of encounters throughout your life or a single incredibly unfortunate event.

No matter how it happened, you have your own fair share of irrational fear; one or more phobias of varying intensity: the more specific a fear, and the less fears you have overall, the more and more crippling your panic will be when exposed to them. A reasonable spread of phobias will be the sort of thing you struggle to overcome but can be dealt with, as a base. They'll only get more obstructive from there, to the point where, if you only have one, specific nightmare, you might just be actually incapable of functioning in it's presence. How can something leave such a deep scar in your psyche?

Dreaming of Chains (Gain 200; if **I have to tell you something,** this is mandatory and you Gain Nothing)

You *did* have a pretty strange dream, huh? Come to think of it, you've been having pretty strange dreams for a while now, about travelling between worlds and having incredible powers. You think you'll likely be having them a while yet. Something about them seems... oddly enduring.

...Well, maybe they aren't just dreams. But it's not like you'd have any real evidence of that. All the powers and equipment you've gathered seem to have vanished into thin air, leaving you as capable and well-equipped as a normal human. What's more, like most dreams, your memory of them is a little blurry when you wake up- not so much that you wouldn't recognize any of your experiences, but, well- You might have dreamed you'd known something important about what was going to happen in Faraway, but you don't remember what it is now. After all, the idea that dreams can predict the future is just superstition.

There might be some Old Friends of yours in Faraway who claim to believe you, and you might even recognize them, but they can't help you prove anything either. They're just as human as you are, and for all anyone else can tell, they're just humoring you. At least there's nothing supernatural or dangerous happening here, so you don't have much to worry about, right? As long as you don't forget you don't have superpowers when you're awake and embarrass yourself in public. That'd be the worst.

Reduce, Reuse, Recycle (Gain 200)

This world is imperfect... That's what you realized. The things, the people, even yourself. It's all the same... it's all TRASH. How can everyone stand to live like this? Are you supposed to just ignore it? How could that even be possible? The flaws in every little thing, all the pointless distinctions, the way you're supposed to *choose* between identical options. You can't stop seeing them, and you can't look away. You can't allow even the smallest mistake from yourself, either- how can you just settle for "good enough?" What does that even *mean?* If it's not as good as it can be, then it isn't good enough! Right! You don't really understand people's preferences either. It's all just trash, but people act like one thing is better than the other, even if the functionality is the same- and then they get mad at you if you don't manage to divine which one they arbitrarily prefer. Ugh... You hate decisions... But you hate dissapointing people just as much...! Why are you like that? Why can't you just feel one way or the other!? Why can't you even understand *yourself!?* Why are you *such TRASH!?* You think you're going to throw up...

Remotely Logical (Gain 200)

There's a limit to clumsiness- and you have clearly passed it. You must have had a cursed birth to face such misfortune, you just know it! Well, whether it's actually your fault or not, the result is the same; you drop, forget, misplace, and otherwise lose things with ridiculous ease. Dropping important mementos into holes, forgetting major details of first meetings- that sort of thing. It doesn't necessarily have to be the sort of thing that puts your relationships at risk, but your inconsequential bits of clumsiness tend to also be the most ridiculous and embarrassing- losing your TV Remote and not being able to find it until after you'd unwittingly baked it into a pie, for example. Not that you've ever done something like that, of course. Even if you had, you'd *never* admit it!

No Way Out (Gain 200)

Lies build up, and get worse over time. Lie after lie, they pile up and entwine, until you're ensnared in a web of your own deception. You know that. Everyone knows that. But you also know that the truth can be just as bad. It can hurt people, destroy them even- and force you to face things you... aren't ready to face. You learnt that one day, and you haven't been able to forget it since. Lying... comes naturally to you now. You're probably pretty decent at it by now, if only because of all the practice you've had, but even if you aren't, you still resort to it very quickly. You can resist this compulsion, of course- but it gets harder the bigger, the more important, and *especially* the more unpleasant the truth is. Once you've commited to a lie, it's essentially impossible to bring yourself to admit the truth, too. It'll be up to others to uncover what really happened- and it will be up to them to reveal it.

Abandoned (Gain 200)

Earlier, you got to choose your age, right? How silly. People don't get to just *choose* the time of their birth, any more than they get to choose any of the other circumstances that will define their entire life. You learned what that meant firsthand. To start with, you can forget about that choice- you're a minor for sure now, one that won't be getting emancipated any time soon. Shame, then, that your parents don't seem to have the time to care for you. Whether you've been abandoned physically, leaving you alone in an empty house, or emotionally, leaving you alone in a house with people in it- the truth remains that you're alone. Heck, maybe they split the difference and each did one. It's not really going to change anything about your situation either way. Alongside the well known mental effects of abandonment on the growing mind, there's also the question of if you have enough to eat. Maybe it wasn't always like this- but then again, maybe it's easier to deal with lacking something if you don't remember what it's like to have it.

On That Day... (Gain 100)

There are fourty graves in the cemetary behind the church. You might be planning on visiting one soon. There was someone in your life, after all- until they weren't. One day, someone important to you died. Maybe it was someone who took care of you, maybe it was someone you were supposed to take care of, maybe you were just friends, maybe you were... more than friends. But that's all in the past now. They're gone and you can't bring them back. That's just how it works in the real world.

You... are dealing with it. Not well, of course, but it's not like you can do anything else. Nobody can do anything else. So... you "deal with it." Stewing in anger, soaking in sorrow, or running from thoughts of what you'd lost... All common ways of dealing with loss. You've chosen one, or else have come up with your own, unique coping method, but it's still just as unhealthy. Well, at least you realize it's bad intellectually- though maybe this odd clarity will fade once you fully wake up. Even if it doesn't, though, acknowledging a bad habit and breaking that habit are entirely different things. You're scared, after all. If you move on from this pain, does that also mean you'll have to leave those happy memories behind too?

If taken with **The Sun Shined Brighter...** It's no guess. You definitely aren't over Mari's death. You probably shouldn't have been judging Aubrey, Kel and Hero like that- you didn't handle what happened any better than any of them. The other two... well, it's understandable. Maybe. Maybe you're mad at them. You'll remember when you wake up.

...You Saw It Too (Gain 200, requires **On That Day...**)

...Oh. That's right. There's more to it than that. You didn't just lose someone important to you... You were there. Maybe you were the first to... find them. Maybe you... saw it happen. Regardless, the stark reality of their death struck you more deeply than a prepared coffin and solemn funeral could ever manage, leaving you not so much "grieving" as "traumatized." Well, your grief is still just as real- it's just that now you *also* can't forget that *awful smell*, or the way they *moved in ways they shouldn't*- or maybe it was the fact that they *weren't* moving afterward. Maybe something was swaying in the wind. Maybe you're certain- *absolutely certain*, that you could have saved them, if you'd only been faster, smarter, *better* than you were. That you should have seen it coming. Maybe.

This of course will make it even harder to move on than "normal" grief, whatever that means. This is the sort of thing you'll live your entire life with. But maybe you're okay with that. Maybe you deserve it.

If taken with **The Sun Shined Brighter...**

If... taken with...

SOMETHING BEHIND YOU (Gain 200, requires and is mandatory with **The Sun Shined Brighter...** and **...You Saw It Too**)

You were there. On that day. The day of the Recital. The day Mari... died.

You... should'n't have looked.

You can't... You... can't... You can't tell anybody what you saw. It's too horrible... and dangerous. Ever since... there's these *things* that have been following you. The shadows, they- they have eyes. And teeth. You know. You saw it. You know if they knew the truth, it would just hurt them. It would... tear them apart. You... you don't know what else you're supposed to do. ...No. The only thing you can do now is bear it. This isn't something anyone who doesn't already know needs to deal with. If everything is going to be okay... If this is ever going to end... You have to...

Even if it kills you. No. Something behind you... all around you... You're definitely going to die like this, if thiings don't change. But that's fine. It's just what you deserve. It's just what you... It's... just... You just...

You just... should'n't have looked...

Your catastrophes (Gain 300)

Life can be hard, can't it? You struggle to grasp one thing, and then you lose it anyway. It's not an irrational fear, that sort of thing happens all the time. You know this... maybe a little too well. That's why it's totally understandable that you don't handle stress well, right? Right. Well, even if you acknowledge that... this is still a huge problem. The fear that rises within you when faced with threats and problems brings with it an intense focus and... very little clarity. Every way it could feasibly or infeasibly get worse, all the consequences real or imagined. Worst of all, you can see the solution, a way to make all those problems disappear... An always irrational, often dangerous action that usually just makes things worse. This can get frighteningly extreme, especially when those dear to you are involved, but it all seems so perfectly rational, so clearly necessary at the time. It's hard to control yourself when you can't even realize when you've lost it. No matter how bad you might feel in hindsight. You're honestly afraid of what happen if you're confronted with something actually that bad. You don't want to know how far you'll go.

If taken with **SOMETHING BEHIND YOU**... You had to. Everyone was going to misunderstand. You had to make everything clear for them. It's just something behind you... But it will tear everyone apart if you let it. So you had to! You... you had to... Or else, you... You... You... You're sorry... You're so sorry... Can they forgive you? Your best friends...

My Time (Gain 300)

Ah, you're awake! Hello again! You must have come a long way from home, but don't worry. You only need to accept the answers you like. **As always.** Are you ready to explore your Headspace? A wonderful, happy world just for you- one you'll never leave... After all. It's impossible to see beyond your perception, don't you know? That's what "perception" means! Nobody can reliably tell the difference between being asleep and being awake. Least of all you.

Do you think you've forgotten something important? Are you sure it's not just your imagination? Everything seems in order to me. Do you think of yourself as the type to forget something that mattered? No, no. You're much smarter than that. I know you are. We all know it. *Everyone knows.* ...So that's why there's no need to worry about it. Everything is okay now, isn't it?

Well, if you're sure you have something important to do, you can go ahead if you like. But the odds will surely be against you, now that your mind has betrayed you like this... Wait. *Your mind* betrayed *you*? Oh, what a tragic misunderstanding! No, it was actually *you* who betrayed *your mind*. It's your fault. You were the one that chose this, weren't you? That means *you're* the reason why your thoughts are inside out. *You're* the one who turned your dreams into a seal and your nightmares into a prison. It was *you* that threaded it all with barbed wire... And *you* are the one who makes that black lightbulb shine. But fear not! There just might be hope for you.

After all, if you're here, that means you have questions, right? Well, there are plenty of answers, you just have to pick the right ones. I'll even help you, since you came all this way. Here's three hundred, to help you **make your choice.** Don't spend it all in one place!

If taken with **SOMETHING BEHIND YOU**... Nothing happens. Nothing happens because nothing happened. There is nothing there. Oh, but it looks like you already have some questions!

Why won't that door open? Why is Basil looking at me like that? Where did Mari go?

Ah, what excellent questions! Of course, I have plenty of answers. Well, even so... hm. I know hope is found at the bottom of the barrel, but... Well. You've been having a lot of fun playing the Fool all this time, but now all your friends are here. They've come to guide you down, down, down to the bottom of the cliff **where you belong...** It's up to you to decide. Will the TRUTH set you free? Or will it damn you for eternity?

I have to tell you something.

(Costs 1000 and more besides, Gain an opportunity, requires **The Sun Shined Brighter...**)

When Mari... left, you all really made a mess in her wake, huh? One who left this town behind, a door that never opens... and between them, the four of you carefully avoiding each other. This friendship really is in tatters. But is it truly hopeless? You don't think so. Things can't go back to the way they were before, but that doesn't mean it's over. You just need to put the right effort into the right opportunity, and while that For Sale sign might seem like an indication that you've missed your chance, somehow you can tell that it isn't too late yet.

An opportunity to mend this wound is coming. You might only have one shot, so it's best to approach this with focus and sincerity. You can't have these wierd dreams getting in your way, You only have so much of yourself, so you'll have to spend your time wisely. ***In order to qualify for this challenge, you must give up the 1000 you acquired at the begininng of this document, and must additionally sacrifice all otherworldly resources and methods as described in "Dreaming of Chains.," gaining Nothing. However, in exchange, the limitations on how much can be gained via selections taken in "What Happened to You?" have been lifted.***

Your goal is to mend this gap, so that when the time comes five years from now for you to make a certain choice, the six of you will still be able to call each other friends. It won't be easy, of course. There's a whole bunch of baggage involved, even beyond the actual event that sent you all on your seperate paths. Grudges have grown and festered within these wounds, creating a web of resentment between your friends... you included. But this can't remain unadressed forever. Sooner or later... no, very soon, you're all going to be forced to confront each other, and yourselves. This could spell the end, a permanent unravelling as you find eachother unforgivable, but it's also the last, greatest opportunity to turn that fate around... if you have the strength to pull through. You'll probably have to face up to something yourself too, after all.

Unfortunately, things are worse than they seem. A darkness that has been lurking for four years awaits you all. Maybe you already know its hidden TRUTH, or maybe it will be just as much of a surprise for you as it will be for... almost all your friends, but either way, it will tear the six of you apart if you aren't able to overcome it. ...Assuming all of you even want to. Or can survive long enough to face it. Some of them *have* been acting even stranger than usual... and what has Mari's brother been doing in that house all this time anyways?

If, years in the future, the six of you aren't still in friendly contact, whether it be because one or more of you aren't alive or just because you aren't friends, well... You could probably live with it, but you're sure the failure will live with you, certain you'll have lost something. ***If you fail to complete this challenge, it will not mean the end of your journey, even if you die in the process of your failure. You will instead lose all purchases made in this document and proceed to "Where do you see yourself in five years?", though you will not be able to choose to Stay Here.***

If you do succeed, well... the reward should be obvious. It's what you'll have been working for this whole time. If you can stick together even after all that, you might just actually be inseperable after all, so you can count on your friends to stick with you through anything! You might have some explaining to do if you want them to follow you into some kind of dimensional anomaly, but you're sure things will work out if you can get that far. ***Your childhood friends will join you as a group companioin, taking up one slot. When imported together they will share purchases as appropriate, though they can temporarily seperate into seperate slots to be imported individually (but cannot share purchases made while individually imported with each other).*** You can count on each other's support... but while they might have been miserable while they were happening, your four years apart did teach you how to live on your own, too. You think that might be an important thing to learn, even if it stings now.

...But that's not all. You might have already noticed it, if you're a big enough DREAMER; a strange feeling in the air, an urging to do something that turns out to be the right idea, unusually vivid dreams, visions that match reality too well... But with the six of you together again, it seems to have been strengthened somehow, to the point even those without their heads in the clouds will have to acknowledge it. Events will be guided by an otherworldly force beyond your means to protect the whole lot of you. This won't be able to save you if you give up on yourselves or each other, but so long as you *are* reaching towards the future, there will always be some sort of path to reach it- even if the outcome isn't quite what you intended when you began. In truly important times; in preparations for great trials, in moments of desperate need, and in times of victory, triumph, catharsis or relief, you might even be able to catch a glimpse of someone, if only for a moment- a mysterious but familiar girl in a white dress.

...She's still watching over all of you, even now... Heh. That's... just like her...

Where do you see yourself in five years?

...The Future. It's a little strange to think about that sort of thing when you're only half awake, but maybe that means it's actually the best time. Five years is a long time, plenty of time to totally change your life- or to stick to a preestablished pattern. It may be full of all sorts of encounters; friends, enemies, maybe more...! But it's also just a small portion of your life; there'll be plenty more to come later. In five years... you wonder where you'll end up? **You think...**

Go Home

...**You see yourself somewhere familiar.** A home you'd had, friends and family... Well, maybe. Had you forgotten it, and seeing the struggles of Faraway's citizenry, jogged your memory? Or did you just decide you'd had enough? Either way, you've decided you'll be returning to the world of your birth. It'll mean saying goodbye to all your friends in Faraway for good if you have any, but that's life, isn't it? Some farewells really are eternal.

Stay Here

...**You see yourself somewhere in Faraway.** Or the city. Or, well, maybe somewhere in another country. Wherever you'll be, you'll be somewhere vaguely in reach of the place. Technology has advanced enough that you can get just about anywhere on the same planet in an actually reasonable amount of time, and the world is only going to get yet more interconnected in the future. Who knows what you're going to be able to do with those computers in a few decades?

Move On

...**You see yoiurself somewhere yet unknown.** One world, two worlds... You intend to see many more than that. You'll journey far away from Faraway, so distant you might never be able to return. But there are many people to meet, out there in the universe. You'll be fine. And who knows? Maybe you'll be able to see the people here again sometime.

Anything else?

...Are you forgetting something? You think you've covered everything you weren't sure of... But perhaps there *were* some minor things you didn't bother to think about. **Well...**

In Regards to: A certain Headspace

If, through methods from other worlds, you are able to enter a certain boy's dreams, you may find someone familiar. Someone you... might remember being. That person isn't you, and probably doesn't remember being you. You shouldn't worry about it, anyway- other people's dreams aren't your business, right?

Last but not least:

This is a Jumpchain Compliant Document written by Dreamer Anon. If you have any questions not answered here, and cannot come up with an answer to your own satisfaction, feel free to ask him about it.