A game that explores the conflict of multiple states of mind and multiple states of play. An rpg/shooter/strategy/puzzle game through the eyes of a man just as undecided about his identity as the game is about its genre.
Landon Everett is a little wrong in the head. Ever since he can remember, not that he remembers much, he’s been sharing his personal space with two other people. His very personal space.

Landon was diagnosed with disassociative identity disorder when he was seventeen, but he’s had it longer than that. It was always manageable, for the most part, until his alternative selves started meddling just a little too much.

After one of them accidentally gives him a daughter and then, shortly after, murders her, Landon finds himself at Valley Ridge, a mental correction facility in northern Vermont, highly medicated and happy.

That is, until his psychiatrist decides to take the meds away and the banes of his existence come back in full force, worse than ever. All Landon wants to do is get better for the sake of his lost child, but it’s not that easy when your body is gallivanting around causing havoc.
Corporal Clive Bradley never won any medals during his service overseas. He was a good soldier, but never a great soldier. His officers had always told him he lacked the drive. So when the Third Reich managed to occupy his own home, his own soil, he saw it as his chance to finally prove himself.

Unfortunately, Bradley never made it to the front lines. Falling in with the rebel forces, his squad was killed in action and he was sent to a makeshift POW camp in northern Vermont. Though Bradley accepts his fate and gives up the fight, things become a little difficult when he starts sleepwalking.

The dreams are strange, seemingly out of a different time and so incredibly real that he sometimes has a hard time differentiating them from reality. The trouble they put him in, however, prevents him from being the quiet, unquestioning captive he wants to be and soon he is forced to start fighting back.

The only thing that keeps him going is when he discovers the presence of the rebel force among the prisoners and the promise that his daughter, who he lost touch with after the Nazis invaded, might still be alive.
Coreen has never had a problem with the concept of revenge. Ever since a madman killed her daughter, she’s been on the hunt to take him down. No one messes with her and gets away with it.

Unfortunately, Landon is consistently getting in her way. It’s not his fault as the poor boy has clearly been mislead by the agents who have taken them into custody for research, but he really needs to stop fighting her. Sure, he blames her for their daughter’s death, sure, she’s caused a great deal of havoc in his life, and sure, she’s kept most of their memories from him, but he should know better by now. Coreen always knows what’s best for him.

Thankfully, Bradley is a little easier to manipulate. Simple enough to plant notes about rebels and escape, but Landon’s a little harder to convince. Not that Coreen is without a plan. She’ll just have to expose their captors as what they truly are. He sees them as saviors out to heal him of a disease he doesn’t have, but if she can get them to show their true nature and their true evils, perhaps he’ll be a little more willing to escape.

And then it’s just a matter of time before her daughter’s killer gets what’s coming to him.
The story begins seventeen hours and twenty-four minutes after Landon has stopped taking his medication. As the ward’s success story, everyone eagerly awaits the results. In the meantime, he’s sent on an errand to the records room. Naturally, this doesn’t go as planned.

With his alters on the loose again, each following their own paths and working towards their own goals, life quickly becomes a lot more complicated. Bradley consistently gets into places he shouldn’t be in hopes of seeking out the rebels he knows are present while Coreen starts digging for evidence to show Landon how wrong he is for trusting the agency. Meanwhile, Landon is doing his best to keep low to the ground and stay out of trouble. That is, until Coreen decides the best way to sway Landon to her side is to push his trusted allies to their limits and begins a long path towards sending the entire complex into chaos.

Rousseau, a failed psychiatrist interested in Landon’s case, holds head of security Wilson Wright off from an all-out assault against the escaped trio of personalities. Instead, any help that can be spared is sent to track down Landon and convince him to take his medication. Meanwhile, however, Bradley is recruiting patients into his rebel team and Coreen is breaking everything she can get her hands on while Landon desperately tries to put things right.
Eventually, Rousseau catches up to them himself, but before Landon can accept his offer to restart treatment and return things to normal, Coreen takes over and kills him. Despite losing that tail, he is immediately replaced by the man he had been holding off: Wright. And Wright, unlike Rousseau, is determined to bring them down no matter the cost.

With security now after them in full force, Bradley must gather his rebels together to even stand a chance against them and Coreen starts to take up arms and fight back. Even Landon now sees the hopelessness of the case and stops trying to fix up the messes his alters leave. Instead, his goal becomes what Coreen had always wanted it to be: to escape.

With all three now working towards the same goal, the end actually becomes clear. That is, until Wright gets a hold of Keri, Landon’s nurse and very close friend. Though he knows it’s a trap, Landon goes back for her and is immediately captured. But before Wright gets his way, Coreen puts a bullet into Keri, thinking it will give Landon nothing to stay for. Quite the opposite, Landon willingly takes Wright’s drugs which knock him out.

Landon wakes up in solitary to find both of his alters present in the room. Though they each confront one another, in the end, they come to a common ground and, finally on the same side, and with a bit of help from Bradley’s rebellion, they manage to take down Wright and escape.
Gameplay throughout the game switches based on the personality currently in use. Personalities change at first on event commands, but soon after are switched in key locations within an area. At the end of the game, personalities can switch any time, any place at will.

Each personality has certain abilities that the others do not. While all personalities can run, walk and collect items, most of their skills are specialized only to them. Each personality’s tasks and goals are tailored towards using that ability.

Landon is the only personality able to use healing items. The healing items affect the body itself and not the personality so healing himself heals all. He can also pick things up, push things around and use materials in order to build, fix and generally solve the puzzles presented to him.

Bradley can, in addition to the normal movement functions, can crouch, climb, move against walls and peek around corners which lends to his missions to evade the Nazis and enter new areas of the facility. He is able to use items to make himself faster, but, unlike Coreen and Landon, cannot use tools. He can, however, discard them to lighten his load.

Coreen is the only character who can attack and generally engage in battle. She has two attacks and can use tools/weapons which is advantageous in her efforts to cause chaos and break things. She also has the ability to make herself stronger with items.
**PLAYER CHARACTERS**

Landon Everett - the lead protagonist, a man afflicted with disassociative identity disorder who really wants nothing more than to get better.

Corporal Clive Bradley - a soldier in a Nazi POW camp in 1947 intent on rallying rebel forces and breaking out.

Coreen - a woman bent on revenge for her murdered daughter who will do what it takes to escape the agency, even if that means manipulating her alters.

**NON-PLAYER CHARACTERS**

Keri McPherson - a young nurse who is not particularly good at her job. Landon’s best friend in the ward, though there are rumors their relationship extends beyond friendship. She tries her best to look after him.

Frank Grayson - Landon’s roommate and an inherent meddler. Seems to think his disorder is hilarious and supports the alters’ desires to escape.

Dr. Rousseau - a psychiatrist stripped of his license after a mishap with a patient. He has taken a special interest in Landon’s case.

Wilson Wright - head of security at Valley Ridge. Is fully and completely tired of Landon and his trail of disasters. Just wants to restore everything to normal.
The inventory is shared between all three personalities. However, each character sees and uses certain items differently. Once it is used by one personality for one reason, it is gone from all other personalities as well. Below is a chart indicating each personality’s vision and use of items.

<table>
<thead>
<tr>
<th>Item</th>
<th>Landon</th>
<th>Bradley</th>
<th>Coreen</th>
</tr>
</thead>
<tbody>
<tr>
<td>First Aid</td>
<td>(heals body damage)</td>
<td>Cigarettes (increases speed)</td>
<td>Baked Goods (increases strength)</td>
</tr>
<tr>
<td>Tools</td>
<td>(fixing/building)</td>
<td>Noise-Makers (discarding increases stealth)</td>
<td>Weapons (attack)</td>
</tr>
<tr>
<td>Materials</td>
<td>(fixing/building. Finite)</td>
<td>Keepsakes (discarding decreases health)</td>
<td>Breakable Weapons (attack. Finite)</td>
</tr>
<tr>
<td>Keys</td>
<td>(opens some doors)</td>
<td>Lockpick (opens any door)</td>
<td>Keys (opens some doors)</td>
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</tbody>
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