CONTENT USERFLOW

CONTENT SOURCES

- R = RHEA NUMITOROVA'S journal entries
- I = INTEROGATORS' and doctors' records
- AT = ALFA-TSENTR orders or memorandum
- D = DUBROVIN'S e-mails or direct contacts
- V = VERA AVATAR'S appearances

LAUNCH

"GUEST" LOGIN

First time player used the "guest"account to login, accessing Level 1 content for free.

LEVEL 1

I - 1
CRIMINAL DOSSIER

Detention record for Rhea Numitorova

Details of arrest and detainment along with photos evidence scene of bombing (all fabricated)

Includes mugshots, vital stats, and other biographical details that falsely establish Rhea as a girl originating from a village in Dagestan

R - 10
FALSE CONFESSION

Rhea admits to being part of a failed terrorist bombing plot, in conjunction with an Islamic militant group of Chechen fighters

She denounces other conspirators, portraying them as both immoral and hypocritical

V - 1
AVATAR IN MIRROR

If the player follows Rhea's directions hidden in the confession, and holds their iPad to a mirror precisely at midnight they see the Vera avatar standing before them. Without speaking, the Avatar holds up her hand, upon which there is some glowing text (written backwards) and a Junsui symbol that transforms into the 7x7 grid form. This pattern solves the first security grid puzzle.

GRID 1→2

(PUZZLE)

Nanogram type puzzle requires player to correctly 'draw" a Junsui symbol on a 7x7 square grid. Squares light up different colors to indicate overall progress.

"IN APP" PURCHASE

A short time after entering Level 2, the player is suddenly booted from the Artifact Reader. A system alert tells the player that their access is both unauthorized and illegal. However, an SGG-aligned hacker, named Raskovnik, soon messages the player with an offer: in exchange for a $4 'donation', he will supply the player with a falsified *ALFA-ARKIV* account.

After making an "in app" purchase, the player is allowed to register their own unique user ID and password. The new login allows the player full access to Episode 1's content and synchronizes content on both the *ALFA-ARKIV* and *ALFA-CIPHER*.

LEVEL 2

R - 9
STOCKHOLM SYNDROME

Rhea professes complete surrender to her captors...

Speaks of her absolute trust and admiration for her interrogator / tormentor (Roman Asef).

R - 5
CHILDHOOD (PART B)

Rhea recalls entry into Alkino-2, School 3

Defining moment in girls' upbringing, when their fates are decided

Girls are separated according to results of cognitive and emotional empathy tests.

AT - 1
CONTAINMENT ORDER

Company-wide, internal communication from Alfa-Tsentr CEO, Roman Asef to all personnel regarding recent incidents at Yamantau.

Places responsibility for all public communication on this topic with Men of Taste, Alfa-Order's subsidiary PR and events company. Specifically names Misf's chanenatan, Alexander Dubrovin, coordinator of all public outreach and intel gathering.

GRID 2→3

(PUZZLE)

Requires player to move flashing white square (representing Rhea) to collect all the other white squares (representing her sisters) without touching green squares (representing Alfa-Tsentr security).

GRID HACK / ALFA-CIPHER MISSION

Renata, the leader of Los Santos Guerreras de Goeuchemuschi (SGG), messages the player about the existence of "cracker" software module that can penetrate the Level 3 Security Grid. The player can find and download the program on a web server of the Belarusian KGB along with other confiscated files which include documentary type videos shot by imprisoned political dissidents in that country.

LEVEL 3

I - 2
ELECTROSHOCK REPORT

Clinical observations during Rhea's ECT procedure and its results...

Supplementary audio file records doctors' observations during treatment. Rhea's nervous speech can also be made out (eventually subdued via a gag). The apprehension in her voice suggests that Rhea has previously undergone the treatment. Towards the end of recording, a gagged Rhea is heard repeatedly humming the melody of a Russian lullaby.

R - 2
FIRST REMORSE

Realizing the seriousness of her situation for the first time, Rhea admits some wrongdoing—in particular, stealing the "electric window" (an iPad like tablet device) from a visiting male "suitor".

Rhea takes sole responsibility for theft, but does not divulge the true extent of the girls at School 3's subversive activity, keeping secret their outreach to supporters via Facebook and the larger internet.

R - 7
CHILDHOOD (PART D)

Opening the "electric window" allows girls to view the outside world for first time.

This development enables the "discovery" and codification of Junsui religion by Vera and her sisters.

AT - 2
KILL OR CAPTURE

Roman accuses Dubrovin of lending material support to the "terrorists by giving security access codes to enemy operatives in Chile.

Orders Alfa-Tsentr security to kill or capture Dubrovin at all costs.

Additional orders relating to immediate suspension of Dubrovin's A-T security clearance list his SERIAL ID and PASSWORD.

GRID 3→4

(PUZZLE)

By pressing the right squares on a "grid sequencer", the player must successfully reconstruct the melody of the Russian lullaby heard in the electroshock recording.

GRID HACK / ALFA-CIPHER MISSION

In one of her messages to her lover, Kalila expresses concern that one of her courtesans in Dubai named JENYA has gone missing. She pleads with Alexander to look into the matter and hints that she has found a secret a method increasing his Alfa-Tsentr security clearance. If the player visits the Dubai escort agency site Kalila mentions, they notice a small but striking difference in a photo of women attending a gala event—the ALFA-CIPHER detects an extra woman (presumably Jenya) appearing in the image. Also embedded in the image is a piece of software the player can use to hack the Level 4 Security Grid.

D - 1
E-MAIL CACHE

By logging into the application using Alexander Dubrovin's serial id and password, the user discovers a week's worth of his correspondence in August 2009, including personal exchanges with his mistress, Kalila El-Khoury.

The messages reveal the operational breadth and sophistication of Alfa-Tsentr's global operations—including corruption of government officials, espionage, money laundering, illegal arms sales, and human trafficking.

While on a mission in Chile, Dubrovin starts to suspect he is being framed by someone high up within the Alfa-Tsentr command structure. He creates an "insurance policy" should he come to any harm—a letter to colleagues, telling his side of the story.

LEVEL 4

R - 3
THE JUNSUI GOSPEL

In desperation, Rhea fills her book with drawings and mystic writings giving players additional insight into Junsui mythology.

R - 6
CHILDHOOD (PART C)

Rhea recalls the young women's introduction to the role of courtesan, including their first encounters with high powered "suitors".

Continued confinement destroys any hope that they will ever see the outside (including their embedded sisters, like Jenya).

AT - 3
INSURRECTION DEBRIEF

Roman gives account of Alfa-Tsentr's handling of insurrection at Alkino-2 / School 3.

Plan details of Alkino-2 facility at Yamantau show structural damage sustained during attacks as well as location of locked exits where insurrectionists attempted to override facility computers.

Report gives names of dead, which includes the ringleader, Vera.

GRID 4→5

(PUZZLE)

The player must "sort" the three branches of the Circassian line (represented by three colors) until each is a reconstructed whole.

GRID HACK / ALFA-CIPHER MISSION

An unidentified woman (Oksana Constantinova), claiming to be a survivor of the Alkino-2 insurrection, contacts the player and asks for justice on behalf of her "martyred sisters". Hidden in a directory of the Alfa-Tsentr website are photos which provide proof of the massacre. In the images, the bodies of many innocent-looking, young women lie strewn on the floor of a military installation. Some of the dead are dressed in luxurious dresses. Others wear oversized black military BDUs. Concrete rubble and burned debris litter the floor. If the player downloads these images and then subsequently sends them to the president SGG contact for publication on WikiLeaks, the woman rewards them with a software hack for the Level 5 Security Grid.

LEVEL 5

I - 3
MEDICAL CHART

Erratic sleep patterns and other symptoms are a result of solitary confinement and psychological torture. Hormonal levels/indicators consistent with a PREGNANCY.

R - 8
EXHAUSTED DELUSIONS

Rhea is at her breaking point, her grasp on reality slipping...

Her words reveal the full extent of her torture. Rhea imagines conversing with Jenya, her long lost "big sister" who is no longer there to watch over the girls.

R - 4
CHILDHOOD (PART A)

Details the girls' earliest upbringing...

Recalling Jenya, a slightly older generation Junsui who acted as the girls' surrogate mother

Empathy gift is honed within a nurturing, albeit controlled environment.

D - 2
A STRANGER'S WARNING

Dubrovin (identity concealed) writes to the player, notifying them that their application is a hijacked version of Alfa-Tsentr's security archive technology. He warns that by using the application, they have inadvertently become part of a large "botnet" attacking government and financial institution computers worldwide.

Worst of all, because of the player's unwitting support of these terrorist activities, A-T security have put a trace on their geographic position. Surveillance teams are currently as close as _____ (nearest proximity roads according to GPS scrape).

To prevent Alfa-Tsentr from tracking their position, the player must gain Level 6 security access on the system which activates a "stealth proxy mode', concealing their IP address).

Warning them about the risks, Dubrovin says that a trustworthy associate will soon contact the player with instructions on how to acce ss the top level of the security grid (if they dare).

GRID 5→6

(PUZZLE)

Determining that the four walled grid can be viewed as a type of calendar tracking celestial events, the player must identify the day of the year on which the "New Reality" will take over.

MISSION / GRID HACK

The player receives a video message from Kalila El-Khoury (she does not identify herself by name but the user should recognizes her from pictures in both Dubrovin's e-mail cache and the Moscow courtesan blog). Kalila tells the player that dozens of other young women have disappeared in the past year. She warns player that the men controlling Alfa-Tsentr are very powerful and will not hesitate to use any means, including violence, to protect their syndicate. She instructs the player to locate a crowded public area, making it difficult for A-T to conduct surveillance. When the player arrives at their chosen location, they make contact with a Junsui operative. The reply instructs the player to return to the location in exactly 12 hours to receive a "Raskovnik" to break the Level 6 Security Grid by means of a "temporary wireless network".

LEVEL 6

I - 4
COACHED CONFESSION

Transcript and audio of an Alfa-Tsentr interrogator (Roman Asef) coaching Rhea on exactly what to write for her Final Confession.

During this encounter she is ordered not acknowledge the name or existence of Jenya ever again. She is also notified that she will soon be transferred to another location.

R - 1
FIRST CONFESSION

Chronologically, this is Rhea's first journal entry. Although frightened and confused by the circumstances surrounding her detainment, Rhea does not admit any wrong doing. Unlike later journal entries, Rhea's spirit of resistance comes through loud and clear. She complains of PREGNANCY symptoms such as morning sickness.

AT - 4
MOST WANTED

Alfa-Tsentr command issues a bulletin to its operatives that includes a listing of persons known to be cooperating with the Junsui terrorists. The player's own their name included!

D - 3
DOOMSDAY COUNTDOWN

Dubrovin sends a video message to the player, identifying himself as the author of the e-mail cache (confirming for first time that Dubrovin is still alive). He warns that the recent wave of protests and cyber attacks are growing exponentially as the Junsui gain new supporters.

Alfa-Tsentr is in the early stages of planning a big counter-operation. The company has been working on a new "meta-cipher" technology which will allow sophisticated monitoring and manipulation of ALL internet content.

A second message with an image attachment from Kalila quickly follows Dubrovin's message — Rhea, in what appears to be a recent photograph, holds a baby in her arms as security personnel escort her from a building to a waiting car.

BONUS

AT - 5
YURI'S OFFER

A few days after the player has unlocked all security levels, essentially "solving" the game, they are messaged by Alfa-Tsentr security operative, Yuri Tretiak. With a stern tone, the agent informs the player that there is still time to clear their name of any association with the terrorists. To prove their worth, they only need to give Alfa-Tsentr the name of the female agent (Kalila El-Khoury) who has been collaborating with the "traitor", Alexander Dubrovin.

If the player sends Kalila's name they will be identified thereafter as an ALFA-TSENTR ally.

If, on the other hand, they do not supply Kalila's name, they will be identified in the future as a *JUNSUI* ally.

V - 2
PUSH MEDIA PROTESTS

1-2 weeks later, the player will be given a final "bonus mission"...

Depending upon their nearest major city, JUNSUI allied players will be asked to assemble at specific times/ locations for "flash mob' style protests.

At these live events, the Vera avatar will appear on many iPad screens simultaneously (via a pre-downloaded video) and address the crowd, making reference to current real world events.

Meanwhile, ALFA-TSENTR allied players will be asked to "keep an eye on the assemblies", an indirect suggestion that they document the live events via photo and video and post them to the web as user-generated content. Without inciting unlawful behavior, these events will create a huge media buzz, and subsequently promote new sales of the app and the She Stirs brand. The establishment of two distinct and adversarial player groups sets things up for sequel games...

SPECTRAL APPEARANCES

With increasing frequency, Rhea suddenly appears life size on the player's screen. During the first couple levels, these appearances are subliminal and fleeting, usually lasting for only a second. However, by the last level, the player is able to stare Rhea in the eye and observe her humanity.