ORWELL

KEEPING AN EYE ON YOU

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WHAT IS ORWELL?

Orwell is a thriller game covering the topic of digital surveillance. The game is set in a contemporary scenario, in which the government recruits citizens of other countries in order to use a system called Orwell (the game itself) to spy on suspected terrorists. The player is enlisted as such a data spy to find and pass on information about people whom the government thinks are behind a series of bombing assaults. By using Orwell, the player can easily view websites, look into other people's e-mails, or read along chat sessions and even wiretap phone calls utilizing its versatile toolset.

Over the course of the game the player will continuously get to know very intimate details about the life of other persons, which will happen entirely through different kinds of documents. Although the fictional operating system Orwell is capable of finding those documents by itself, a human being is needed to sort out the data's biggest flaw: not being capable of interpreting the found information. Being in this position, the player may decide what the authorities will actually get to know about the target individuals. Since the government may use the information gained by the player either to the subject's benefit or disadvantage, the player's choice will also alter the course of their lives and thereby of the game progression. Ultimately, the player may or may not, by choice or by coincidence, uncover the truth behind the terrorist attacks and stop them. He / she may or may not aid the presumed terrorists in their doing and even put pressure on the government and Orwell.

The game aims to put the player into a scenario of high tension, where lives and even a nation's course are at stake and depend on the player's actions, so that the player feels important and powerful, while at the same time giving the player only vague information about the events from which he must decide what is true.

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LOCALIZATION INSTRUCTIONS

Thank you

Thanks for helping to bring Orwell to another language!

This guide is supposed as a reference manual to assist you in localizing the game. It contains detailed info on how to translate the game's text, what to pay attention to, the writing style, on the game's plot, characters, and terms.

We would like to ask you to read this guide carefully before you start, as a qualitative high localization is important since the story, told mostly through text, is the central aspect of the game.

Thanks once again!

Osmotic Studios

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How to localize the game

You will find everything you need to get started on the Crowdin platform.

Once you've opened target language in the project, you will see a list of different types of text that need translations and their progress. For technical reasons, we're separating texts by type. The following types exist:

- Character Names in Mails
- Character Names in Telephone Calls
- Chat and Telephone Messages
- Commentaries (Adviser)
- Debriefing Headlines
- Debriefing Texts
- Episode Titles
- Ingame Menu Quotes of the Day
- Ingame Menu Weather Forecast
- Insider Device Names
- Insider Document Names
- Insider Document Texts
- Interface and Attendee List (Stelligan University)
- Mail Subjects
- Mail Texts
- News Ticker
- Objectives
- Online Presence Names
- Profile Updates
- Website Headers
- Website Texts
- Website Titles

Click on any type not translated 100% to start translating.

A new page will open on which all different source strings are displayed on the left. The ones marked red still need translation. Click on any string to open it.

The original text is shown in the upper center window. You may suggest a translation in the field below.

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Below that you can see other translations that have already been suggested or that Machine Translations or the Translation Memory suggests.

To the right you're able to refer to the glossary or to comment on a source string if you need further advice.

When translating, **please make sure to keep the formatting of the original source string** – this is very important to make the translation work technically! Further advice for formatting can be found further on in this document.

Unfortunately, the texts follow an internal sorting order and thus often don't offer much context or appear completely unsorted. Dialogues are sorted after one another and dialogue fragments (text lines) will appear in chronological order. Be aware that a lot of dialogues feature branching options, which the sorting order does not properly reflect (alternative branches follow after one another). Refer to the *Context* information in the source string field to see the talking character of the given line. You can look up individual characters in the *Characters* section of this document.

If you need help, you can use the "ask for context" option while translating.

Also reading the *Synopsis* of the story in this document and playing the game may help. Be aware that this project and this document are both riddled with story spoilers!

Style guide

General style guidelines

Tone

The overall tone of Orwell is tense and slightly dark, dystopian. There are some light, humorous moments though.

Orwell takes place in a fictitious country of "western culture", reminiscent of European or American locations. A lot of entities, like The Nation, have rather generic names, so that it is easy for players to identify with the scenario and project it on their own circumstances of life.

Suggestions:

- Do not translate character names unless absolutely necessary (exception: the character *initiate*).
- A lot of entities like The National Beholder (TNB), the First Bank of The Nation, Timelines (see *Glossary*) or other companies feature unique graphical logos which won't be altered in the localized versions. Such entity names should not be localized to maintain consistency with their respective logos.
- Translate or maintain location and entity names without any logos like Freedom Plaza or The Party (see *Glossary*) at your own discretion.

Culture

The game is set in a contemporary setting and uses plenty of references to pop culture, chat language, swearwords, memes etc. There are some puns, expressions or cultural references (e.g. "We The People", "Let Freedom Ring") in the game that may not work in the target language. Some text passages, especially the episode titles, reference other works directly.

Suggestions:

- For every pun, expression or reference that doesn't work in your language feel free to replace it with an adequate working one, even if the meaning slightly differs. If it doesn't work out, ignore it.
- Try to maintain references wherever possible.

Character expression

The game features a cast of multiple important characters, who greatly differ in their way of expression.

Suggestions:

- Try to find a consistent style of writing and expression for each main character (see *Characters*) that reflects the character in the original text as closely as possible and stick to it throughout the game.
- Minor characters only rarely occur twice in the game, so their style of expression is only of minor importance.

Text length

Orwell consists mainly of text and asks players to read a lot. In addition, most of the text is presented in a manually created layout.

Suggestions:

- Usually, you do not have to stick to the original text length, except when stated otherwise (see *Types of texts*).
- As a rule of thumb, for every short label (e.g. in a form on a website, in interface texts etc.) as opposed to a full text, try not to exceed the original text length by too much.
- Try to be as concise as possible. If paragraphs feel too long, either try to shorten them or break them up (see *Paragraphs*).

Types of texts

Orwell features a lot of text in different flavors. Most of the texts in the game are not authored by a neutral, omniscient narrator, but are written by an individual entity or characters that needs to be reflected in the writing. For main character descriptions, see the Character section further below. Each different type of text has specific translation requirements as listed here.

- **Websites (Online presences):** Websites reflect online documents in the world of Orwell. Individual websites are assigned to an online presence (overarching website) they belong to. You can find a list of online presences at the end of these bullet points.
  - Need to reflect the character of the authoring person or entity and regarding the style of writing.
  - Seldomly feature writing mistakes (except when containing comments or articles).
  - Text length may be limited. See list of online presences below for reference.
- **Files:** Files are documents on a remote device and can be authored ones or generated by a device (e.g. a browser history).
  - Need to reflect the character of the authoring person or entity and regarding the style of writing.
  - Authored files may feature writing mistakes.
  - Text length is typically unlimited.
- **Mails:** Mails are e-mails written by in-game characters or entities.
  - Need to reflect the character of the authoring person or entity and regarding the style of writing.
  - May feature writing mistakes or acronyms.
  - Text length is not limited.
- **Chats:** Chats are typed communications between in-game characters or entities.
  - Need to reflect the character of the authoring person or entity content-wise and regarding the style of writing.
  - Often feature writing mistakes, smileys or chat acronyms.
  - Text length is not limited.
- **Telephone calls:** Calls are spoken communications the player listens in on and are transcribed by Orwell automatically.
  - Need to reflect the character of the authoring person or entity content-wise.
  - Never feature writing mistakes.
  - Text length is not limited.

- **Commentaries:** Commentaries is transcribed spoken communication by the player's superior in reaction to the player's actions.
  - Need to reflect the character of the authoring person or entity content-wise.
  - Never feature writing mistakes (except "transmission errors").
  - Text length has a fixed limit!
- **Profile updates:** Text in Datachunks and the Profiler, as interpreted by Orwell.
  - Never feature writing mistakes.
  - Text length is not limited.
- **Debriefing text:** Text in a debriefing at the end of each episode.
  - Never feature writing mistakes.
  - Text length is not limited.
- **Objective text:** Text in an objective presented to the player.
  - Never feature writing mistakes.
  - Text length is not limited.
- **Ticker text:** Text in a news ticker message in Orwell.
  - Cite the original headline.
  - Never feature writing mistakes.
  - Text length has a fixed limit!
- **Interface text (including weather forecast and quote):** Text in Orwell, its tools and menus itself.
  - Never feature writing mistakes.
  - Text length should not significantly exceed the length of the original text if possible.

Online presence	# of websites	Description, tone, specifics
Army of The Nation	11	- An official page of the national army. - Very positive towards military affairs. Military terminology. - Features a country map (missions), which repeats between subpages. Length of text labels of the map must not be significantly longer than English ones.
Bonton Police Database	11	- Simple arrest records. - Reporting, descriptive. Police terminology. - Everything but the report text length must not be longer than English ones. Some variant pages with repeating texts between pages.
Campus Life Online	3	- College bulletin board. - Casual discussion, slang. - Many text fields and dates.
Central Medical Database	9	- Medical records. - Neutral and descriptive, technical medical terms. - Layout of every text field is fixed and cannot be changed, so all texts have hard length limits (but usually have plenty of space).
Cyber Cafe Chestnut	8	- Internet café website. "Nerdy", playful. - Features a score list (table) with tab indentation. Text in table shouldn't exceed original length significantly.
First Bank of The Nation	5	- Online banking. - Neutral and descriptive. - Contains tables with tab indentation. Text in table shouldn't exceed original length significantly. Some variant pages with repeating texts between pages.
Hancock's Writing on the Wall	3	- Private blog of Harrison O'Donnell. - Radical, provocative, slang, verbose (written by Harrison O'Donnell). - Lengthy texts and a commentary page.

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Law Offices of Josef Langley	6	• Private law office. • Advertising. • Contains a case file which is different in layout and descriptive in tone.
Missing Persons Worldwide	2	• Site looking for missing persons. • Personal, created by the relatives left behind.
Orwell Employee Evaluation	2	• Employee record. • Neutral, descriptive. • Contains many variables.
Port.Folio	4	• Image gallery for artworks, authored by Cassandra Watergate. • Self-portrayal, playful (written by Cassandra Watergate). • Features a lot of texts in the Header for technical reasons, individual websites only consist of individual image descriptions.
Rhosen Tech	6	• Software company page. • Advertising, grandiose. • Contains an employee page with is different in layout and descriptive in tone.
Singular	13	• Dating site. • Self-portrayal (written by Nina Maternova), overly romantic, cheesy. • Contains many text fields like a form which should not exceed the original text length significantly. Conversations are chat conversations and are not limited.
Stelligan University	7	• University website. • Advertising, descriptive.
Sundown Fishing Club	5	• Fishing club page. • Hobbyist, non-professional, advertising. • Contains a gallery which doubles as discussion board.

The National Beholder	81	• Online newspaper. • Neutral, descriptive, reporting. • Lots of pages, many variants with repeating texts between pages. Headline pages repeat texts from articles and have lots of variants and updates.
The Party	7	• Political party website. • Advertising, propaganda. Conservative. • Features a private "intranet" page which is different in layout and descriptive in tone.
The Targets	6	• Punk band. • Radical, provocative. • Features a music player and an image gallery with commentary section.
The Thought	32	• Private blog of an activist group. • Different authors (often Abraham Goldfels), eloquent and thoughtful to radical and provocative. • Some variants with repeating texts. Contains "stub" pages which are needed due to technical reasons – those don't have any text. Also features a "hacked" page which consists of scrambled text.
Timelines	16	• Social network, Facebook-like. • Self-portrayal and discussion, chatty and slangy, casual. • Features a lot of dates and times. Extensive repetition between variants and updates. Link "previews" contain texts from the linked page, often The National Beholder.
Watergate Pharmaceuticals	8	• Pharma company page. • Advertising, descriptive, tradition-focused.
We're the Kerringtons	2	• Private family page. • Very cheesy, embarrassing.
WorkEasy	5	• Temp work network. • Neutral, descriptive. Self-portrayal (written by Nina Maternova).

Technical guide

Markups

In the texts you will encounter markups of tags in angle brackets, e.g <d target="something"></d>. These are of great importance to the game's logic and **must be preserved** in your translation, else **the game will break**. Do **not translate** anything in-between < and >. For every markup in the original text make sure there is **exactly one** correspondent one in the translated text with the exact same content in-between < and >. The text in-between opening (<x>) and closing (</x>) tags is the subject of the markup. **Do translate** the subject, except when stated otherwise below.

Here's what the individual types of markups mean, so you can preserve or use them correctly:

- **<d></d>** - Datachunk. The text in-between opening and closing tag is a piece of data that can be used by the player. When translating the text in-between opening and closing tag, make sure the text capsuled in the <d> tag in the translated texts reflects the original texts capsuled in the <d> tag as closely as possible. A <d> tag may include images!
- **<l></l>** - Link. The text in-between opening and closing tag is a hyperlink to another document that can be clicked by the player. When translating the text in-between opening and closing tag, make sure the text capsuled in the <l> tag in the translated texts reflects the original texts capsuled in the <l> tag as closely as possible. An <l> tag may include images!
- **<i></i>** - Image. This is used to mark the occurrence of an image in the document. The text in-between opening and closing tags is a developer commentary only and will not show up. **This does not need to be translated.** Preserve as is.
- **<m></m>** - Mature language. This is used to mark mature language. When using (heavy) swearing in your translation, please mark it with this tag at your own discretion. We plan to add a feature which allows the scrambling of mature language (e.g. for educational versions).
- **<v></v>** - Variable. The text in-between opening and closing tags will only be shown when a particular event in the game has been triggered. When translating the text in-between opening and closing tag, make sure the text capsuled in the <v> tag in the translated texts reflects the original texts capsuled in the <v> tag as closely as possible.
- **<el>** - Empty line. Marks an empty line in-between text. Preserve as is, also see below.
- **<!-- -->** - Ignore characters in-between. Preserve as is.

Variables

Texts occasionally feature variables in braces, e.g. {CHAR_HARRISON} or {0}. These variables are replaced with names or other terms during gameplay. Please treat them as if they were normal names, terms etc. and preserve them.

Paragraphs

There are basically two forms of paragraph breaks in the game: Double line breaks (with a real empty line in-between) or <el> breaks. Here is an example with both types:

```
Subject:

Papa

Papa,
<el>
It is you, isn't it?
```

All paragraph breaks must be preserved exactly as they are in the original texts. If you need an extra paragraph, you may add an <el> line when absolutely necessary. **Do not under any circumstances add double line breaks, this will break the in-game document layout.**

Tabulator indentation

Some texts, such as tables, feature tabulator indentation (tab key presses). Every tabulator indentation must be preserved as it signals the game to use a new text field in the layout.

Repetitions, variants, branches

Texts may repeat between various documents due to the nature of the game. Often there are multiple variants of a document regarding the actions of the player. Variants of a document often feature the same texts or parts of the same text. If the text is identical, please only translate it once and copy it wherever possible.

Chats and telephone calls may take different (mutually exclusive) paths based on player actions. Dialogue lines belonging to different paths are **not marked**.

SYNOPSIS

Main Menu / Registration

The player is being welcomed. It is explained roughly that the player has been selected to participate in a new kind of surveillance tool to watch over the people of The Nation. He/she may now register as a user.

Intro

The player overlooks Freedom Plaza in Bonton through a series of CCTV feeds. Among other people gathering around the Memorial on the plaza, a blue-haired woman is identified and matched against a police record. Seconds later a bomb goes off, killing several people. Then the feed terminates.

Episode 1: The Clocks were Striking Thirteen

The player is welcomed by **Symes**. He briefly explains that Orwell was based on a specific Ethical Codex, making it mandatory to have a human "investigator" who crawls through and upload personal data into Orwell, and an "adviser", himself, a person who will make the decisions based on that uploaded data. A news report on The National Beholder on the incident states a letter with "Die Gedanken sind frei" lyrics had been received by authorities directly prior to the assault.

Symes tasks the player with investigating the assault and the person from the surveillance video, **Cassandra Watergate**, because she is already known to authorities for being accused of injuring a policeman during a protest on the very same plaza. This accusation did not lead to a conviction though.

Following clues about her family and her work by social media, the player finds out that Cassandra went through a massive change of character and has entered a relationship with her lawyer **Josef Langley**. All seems to have started when she became involved with a mysterious group calling themselves **Thought** started by a man Cassandra refers to as **Goldfels**. Among them is also a man going by the name of **Harrison O'Donnell**. When Cassandra talks to a friend, **Juliet Kerrington**, the player gets to know that Cassandra is indeed guilty of committing the crime she was accused of, though her participation in the bomb assault remains unclear.

The evidence found by the player is sufficient for getting Cassandra arrested once again. *Player determined: Cassandra is represented in Orwell as either radical or harmless based on what the player*

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gave away about her. However, soon after the warrant has been executed, another bombing occurs, this time at the Stelligan University in Bonton. The attack suggests it is connected to the first one, so that Cassandra cannot be (the only person) involved.

Episode 2: A Place where there is No Darkness

Due to having received a second letter with "Die Gedanken sind frei" lyrics, Symes speculates that yet another attack will occur this evening. Symes orders the player to continue with the investigation of the group Thought while carefully watching for any clues that might point to the possible location of the next attack. He specifically wants the player to focus on the man called Goldfels.

On the website of the attacked University, the player finds information revealing that "Goldfels" is actually **Professor Abraham Goldfels**, who also turns out to have founded a blog associated with the group, "The Thought", which also specifically uses the phase "Die Gedanken sind frei". Abraham seems to have quit his job as lecturer a while ago, but the player is not able to find any further information on him other than a list of student names that attended his lectures.

Investigating these, two persons, a student and a guest, that both were in close contact with Cassandra Watergate, turn up: Juliet Kerrington and Harrison O'Donnell. They appear to be a couple and both being members of Thought. Juliet is a PR assistant at the tech corporation Rhosen Tech, while Harrison writes for The National Beholder. They were both active in a band led by Harrison, and furthermore performed anti-surveillance protest actions in the past at both Freedom Plaza and the University. Symes is led to the assumption the next assault is about to occur at the place of their first action, the location of which remains a mystery for now.

Meanwhile the Thought blog is hacked and vandalized. This causes Juliet to contact Harrison and ask him to investigate the matter, although Harrison claims to have no clue what's going on. It's becomes apparent that Harrison and Juliet are no longer in a relationship and that Thought isn't active anymore.

Harrison is contacted soon after by the hacker going by the name "**initiate**" who claims to have found out that Harrison, now trying to leave his more radical days behind, was in fact a founding member of Thought, and that the group has endangered people with radical activities before. Harrison denies the accusations and quickly puts the blame on **Nina Maternova**, another Thought member, which is hereby revealed to the player alongside with the facts that Thought started out as a debate club, and that their first protest campaign took place either at a mall or a government building.

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Player determined: Knowing this, Cassandra is being questioned where the first Thought event was set at. If the player has found out that the mall was actually the correct location, and she can be successfully intimidated, Cassandra reveals that the protest took place inside the Circle Mall. The mall is then evacuated and the bomb disarmed.

Otherwise Cassandra either doesn't know because she didn't participate or she defies the interrogation, not giving away anything. The bomb explodes, destroying the mall.

Episode 3: Unperson

At this point Symes regards it certain that Thought must be responsible for the assaults somehow. The newly discovered member Nina Maternova is investigated while continuing the observation of the already known suspects. Nina, a single mother, works multiple jobs to make ends meet for herself and her son. She seems pretty busy and has no obvious involvement with Thought anymore. She appears to have been a rather radical member of the group, though, judging by some older posts.

Initiate suddenly contacts Nina, confronting her with her Thought past directly just as he did with Harrison before. Nina doesn't want to talk to him, though. As a sign of trust the hacker wants to hack The Party's page, the governing party that Nina despises and her hatred is focused at. *Player determined: The player can warn about this plan or not, destroying the hacker's plan by this.*

Several clues lead to the conclusion that Nina might very well be the perpetrator of the bombings: Investigations lead to the fact that Nina once has been a soldier and an explosives expert, but she has been dishonorably discharged from that position. She also seems to having suffered from this mentally. On a military mission sanctioned by The Party, on which Nina and her former boyfriend **Desmond Schwartz** went, Desmond had been killed, causing Nina to run from duty. After her discharge Nina is suffering greatly from regulations due to The Party's Safety Bill, prohibiting her from taking on regular work. *Player determined: There is some leeway in how Nina can be portrayed, ranging from dangerous to a simply caring mother.*

When enough indications for or against her participation in the bombings have been found, the player is prompted to look up something on her PC. *Player determined: While doing this, her PC goes offline and Nina reaches out to either initiate or Harrison (based on whether she trusts initiate). She has detected someone intruding her PC and seeks advice, which she receives from initiate suspecting the government behind the intrusion, while Harrison isn't much interested in helping her.*

Anticipating law enforcement might be coming for her she seeks to escape, which causes Symes to order her arrest. He wants the player to closely observe her while she flees and give away anything that might lead to her arrest. A chase begins.

Nina turns to Juliet for help while fleeing, who tells her about an abandoned house where she has been stocking up some supplies and suggests that Nina leaves the city immediately. Nina and Juliet remain on the phone during the entire chase. *Player determined: The dialog adapts to the information the player has given away and gives away. The player can make an arrest of Nina giving away crucial information or spare her by giving away no or misleading information. Based on these decisions she is either shot in a struggle, merely wounded and then arrested, or she is able to escape with her son.*

In a mail Nina receives shortly after, Abraham reprimands her for "having deviated from their common plans" and "that he can and he had to send authorities her way because of what she did."

Episode 4: Memory Hole

Player determined: Based on previous results the administration of Orwell is either pleased while Symes begins doubting their course (especially if Nina died), or the administration of Orwell is displeased with the player about the failure to get hold of Nina. The player is tasked with focusing on finding the whereabouts of Abraham, who seems clearly involved due to the recent mail.

With the reports on the media about Nina, Harrison and Juliet start to suspect they are being targeted and investigated. They decide to seek the assistance of others:

Harrison seeks the help of the hacker, but he seems to deny help at first. He asks to talk to both Juliet and Harrison via a specific messenger, though.

Juliet turns to Cassandra's lawyer Josef Langley for legal advice, who is still looking for a way to help Cassandra get out of custody. He agrees to make up his mind, though. The player finds out that Josef has not only been the lawyer of Cassandra but was also the lawyer of Abraham. Juliet contacts Josef. Symes wants the player to investigate Josef in order to find clues to Abraham.

Suddenly a news piece on Thought appears on The National Beholder: It calls out Thought as potentially being involved in the assaults, which puts Juliet and Harrison under bigger pressure. *Player determined: Harrison may be fired from his job due to the leak, based on his earlier portrayal.*

Initiate informs Juliet and Harrison that he found out about Orwell and wants to try and hack the backend. With the chat tool they use he is able to encrypt a few messages so that the player is not aware of this plan.

Searching Josef's files, it is revealed that Abraham and Josef actually have been close friends, but Abraham went missing. There's information that Abraham has once been working for the Government, a job he suddenly quit which he was sued about and defended by Josef.

The hacker successfully hacks the Orwell Project backend, but only manages to do this for a few seconds before the security mechanisms are restored. The incident causes a sudden disconnect for the player. Service is restored soon after.

On Josef's device, an anonymous mail "offering" to quickly release Cassandra if he helps to investigate Abraham or anything else about members of Thought, is found, putting Josef's loyalty towards Thought to test. Josef gets back to Juliet and Harrison and they discuss what could be done in their defense. Josef says that he has a plan but needs their full cooperation. He claims he needs information about Abraham's whereabouts because speaking to him will make the case easier. As no one is able to answer this, he asks them why their actions went overboard in the past, before quitting the call, promising to consider options to help them. Harrison is not convinced by Josef's promise.

Player determined: Josef may now be wrongfully accused to prevent him from betraying Thought by giving away info from their call. This may cause Cassandra to no being set free, based on what the player decided about Cassandra in Episode 1. Also, if Cassandra would be released anyway, Josef doesn't betray Thought.

Through information gained by this call Abraham is revealed to have been missing for a long time and is being searched for by his family from Germany, actually since he first entered The Nation. This reveal leads to the recognition that Abraham was terminally ill and is actually deceased – raising the question who has been impersonating him.

Juliet and Harrison agree to meet in private to consider the next steps, but Harrison wants to go about other business first. Soon after, personal info of **Benjamin Costigan**, who appears to be Symes, gets exposed by him on the Thought blog, claiming that he is the one of the people involved in a new governmental security program called Orwell.

Episode 5: Under the Spreading Chestnut Tree

The day starts with **Catherine Delacroix**, the Secretary of Security, greeting the player instead of Symes. She explains either that Symes has gone underground after he has been threatened or Symes has been killed due to the player's "failure" to arrest Nina. Catherine will now be the advisor and oversee the player's progress personally.

A new situation has arisen: People have shown massive hostility towards Thought due to their possible involvement in the bombings. Despite this, some people have picked up Harrison's message in which he exposed Orwell on "The Thought" blog and went on a protest on Freedom Plaza to protest against the alleged Governmental plan. The government has not yet given out a statement.

Catherine believes it to be sufficiently indicated that Thought has been planning the assaults all along and wants the player to make an arrest on all remaining Thought members. *Player determined: She will do an assessment of everything given away on Harrison and Juliet so far and will accordingly suggest the player to go after one of them.*

Shortly after, a mail from Abraham reaches out to Juliet, Harrison, Josef, Cassandra and Nina. Abraham invites all of them to prepare for a conference call which he will conduct in the afternoon. He states he has a plan to save Thought. Catherine tasks the player to find out as much as possible before this conference, as there will probably not be enough time to investigate everything (a limit of data the player can upload is imposed).

Harrison and Juliet get in contact with each other to talk about what they should do in regards to the conference and the sudden return of Abraham. Harrison complains he has lost his phone. The player can now follow multiple clues, one of which leads to the arrest of Harrison. Another leads to Juliet.

Investigating Harrison leads to the realization that he had taken on the TNB job to be able to care for his sick mother. He can be associated with impersonating Abraham by finding a sent mail to Nina on his phone which is signed with "Abraham Goldfels."

Meanwhile initiate gets in contact with Juliet to question her as well. Juliet invites initiate to attend the gathering of Thought, but initiate declines. Soon after, "Abraham" sends another mail, indicating a specific "backdoor" in Orwell which he should get ready to hack.

Investigating Juliet reveals her having been close to Abraham as kind of a fatherly figure. He has worked for Rhosen Tech (as she does herself) and created the Ethical Codex for Orwell in a hope to

turn the program into something more focused and less dangerous, but ultimately failed in his mission and quit his job. Catherine is unhappy about this revelation, as she had originally tasked Abraham and wanted to keep the player from finding out the truth.

Player determined: If Josef successfully passed on facts about Thought or if there wasn't that hard evidence on Cassandra, she is released now and asks Josef to pick her up.

Suddenly Orwell is being hacked again by initiate, who assumes full control over the player's client with the help of the backdoor information passed on by "Abraham." Then the gathering call of Thought commences. *Player determined: When the conference starts, all remaining characters (i.e. those who are not arrested or dead at this point, never Nina), join the call, initiate at the very least through the player's Orwell client.* The player is put out of control for the time being, but able to observe all that is going on now.

Initiate is baffled by what he witnessed in Orwell and tells the other characters about his observations. He is very suspicious though, because he cannot quite make out why Abraham would have such extensive knowledge over Orwell. *Player determined: Through Abraham's file initiate learns that he is actually deceased and has worked on Orwell, if the player found that out. He will draw his conclusions and blame Juliet, who's also working at Rhosen Tech. Otherwise he will have no clue what's going on.*

Juliet reveals herself as the perpetrator of the impersonation of Abraham. She has set the assaults in motion by deceiving Nina to demonstrate Orwell will enable to investigate even innocent persons, although only she and Nina were actually involved. With this she sought to convince the human element, the player, how dangerous the system is, the only way she thought it possible to complete what Abraham wanted to achieve originally with Thought – make the people think about surveillance – in which he failed because Thought went off track and Abraham then died of cancer. Then she turns to the player directly, asking him/her to complete her endeavor by completing her plan: The player would need to incriminate himself/herself in order to make it public. The necessary information could be obtained from a clone of Abraham's old Rhosen Tech PC, which she preserved against his will.

The other Thought members react irritable and enraged by Juliet's deception. Initiate comes up with a different plan: He asks the player to instead use Orwell against Catherine, uncovering "something dirty" on her to get rid of the person in charge of Orwell. The other characters consider whether they'd be able to trust the player. *Player determined: Every character evaluates their stance towards the player based on the impact the player's actions have had on them or characters close to*

them. Individual characters may leave the call or deny working with the player at this point if they don't believe the player can be convinced to take their side.

After both Juliet and initiate have tasked the player with their conflicting objectives, the player's Orwell client gets restored and so does his/her control. Catherine asks the player that they were able to trace the intrusion back to a specific device. She wants the player to investigate where it came from, and make an arrest on Thought altogether, for which she needs to put the blame on Abraham's original intentions.

Player determined: The player is now free to fulfill one of the three tasks:

1. *Complete Juliet's plan: Searching Abraham's cloned PC, the player is able to find his notes and his work on Orwell, also how he quit his job. In a communications log there is clear evidence that Abraham asked Juliet to destroy his work on Orwell, because he was ashamed of it, which she ignored. This information can be used to incriminate Juliet. The notes also reveal that Orwell keeps close logs of any action the investigator performs in the system. The player is able to upload those data (based on his/her decisions throughout the game) into his own file to incriminate himself/herself. Doing so will trigger the Epilogue.*

2. *Complete initiate's plan: Searching information on Catherine, the player angers her and she shuts down her PC, so that an intrusion becomes impossible. Through other websites and her phone the player is able to find out that she was very pleased with the assaults because she was able to promote Orwell once Thought would be arrested. Uploading this statement will incriminate her, triggering the Epilogue.*

3. *Complete Catherine's plan: When investigating the device the hack originated from as Catherine had asked of the player, the player is granted access to initiate's PC. Alongside a lot of notes on Thought there is a communications log, showing that initiate was an early follower of the Thought blog, back before Abraham founded the debate club. There is also his real name to be found, **Themba van Biljon**. Abraham and initiate had become close friends, but when Abraham decided to work for the government at Rhosen Tech, Themba turned his back on him, only to regret this later and search from him at Rhosen Tech, where he became an intern. He kept watching the actions of Thought closely after that, but never got back in contact. In the heated discussion from back when he was angry at Abraham, the latter had made a statement which can be interpreted as Abraham having founded Thought as a terrorist cell, but the statement is clearly out of context. Despite this, the player can upload it and expose Thought as terroristic organization. This will trigger the Epilogue.*

Epilogue

Player determined: Four National Beholder articles are shown as the days pass by. They reflect the outcome to the player's actions throughout the game.

The first article covers the direct outcome of the player's action: Orwell's scale became exposed with people protesting against it (Juliet's plan), Catherine needed to step down (initiate's plan), or Thought has been declared terrorists.

Secondly, an outcome for the Orwell system is displayed: It is either shut down (Juliet's or initiate's plan) or leaves the testing phase.

In a third article, Juliet is arrested (when she was incriminated or Thought have been declared terrorists) or walks free.

Lastly, the outcome for the player is reflected: The player is either wanted for extradition by The Nation (he/she behaved disloyally towards Catherine, failed the government several times throughout the game, or did not earn Thought's trust), wanted for extradition but protected by Thought (if Juliet walks free and Juliet's plan was fulfilled or if initiate's plan was completed and enough trust was earned by protecting members of Thought), or even promoted (Catherine's plan was fulfilled and the player did not fail the government too often during the game).

With the last article, the player finds himself/herself back in the Orwell client, able to drag one piece of data about themselves from it into their own profile. Doing this, the credits roll.

MAIN CHARACTERS

Prof. Abraham Goldfels

Character ID: CHAR_ABRAHAM

Abraham was a Media Ethics professor at the Stelligan University in Bonton, after having been a successful journalist for many years. The enigmatic, calm and highly intelligent German immigrant founded the blog "The Thought" years ago, in order to write and teach about the dangers of excessive surveillance - a topic that he can relate to more than anyone other due to certain events from his more than colorful past. Out of this endeavor, the activist group Thought was ultimately formed.

Unfortunately, one day, seemingly out of the blue, Abraham not only quit his job at Stelligan University, but disappeared completely soon after. His current whereabouts are unknown, even to the members of Thought, with only few traces left on- or offline.

Style of writing

- Very elaborate, thoughtful style of expression
- Almost scientific, using technical terms
- Always absolutely correct, he makes no spelling or grammar mistakes
- He has a tendency to overuse the expression "Frankly, …"

Juliet Kerrington

Character ID: CHAR_JULIET

Juliet Kerrington is a former student of Abraham Goldfels, who quickly recognized the potential of the young, but inconspicuous woman. When Goldfels formed the activist group, he decided to bring Juliet into contact with Thought. There, she met her true calling: A cause she could identify with and people who appreciated her for her light, carefree, but determined self as much as her extraordinary planning skills, all of which greatly boosted her self-confidence. Among those people she also got to know Harrison O'Donnell, her soon-to-be boyfriend, who invited Juliet to play in his punk band The Targets, which she gladly accepted.

As all good dreams end too soon, this time came to an abrupt halt when Harrison decided to leave Thought, causing the group to quickly fall apart. Juliet, feeling betrayed by him, terminated their relationship and began to start a new life: She reluctantly moved back to her conservative and control-minded parents' house and soon after took on the job of a PR Assistant in one of The Nation's most revered technology companies Rhosen Tech.

Style of writing

- Casual wording, but usually not using slang
- Correct grammar, interpunctuation, capitalization
- Very few spelling mistakes, if any
- In chats: Tendency to leave out the closing full stop
- In other text: Correct grammar
- Regular use of smileys with noses: :-)

Harrison O'Donnell

Character ID: CHAR_HARRISON

Harrison spent most of his life rebelling while delightfully enjoying the conflict he stirred up. At the age of only 15, he dropped out of school because he had no intention to let anyone, especially not teachers, tell him what he should learn or even judge him. It would be a severe mistake to consider Harrison uneducated, though. Harrison, although quirky and spontaneous in nature, had enough willpower and endurance to teach himself anything he needed.

Harrison, who lives in a trailer in the Bonton outskirts, spent the majority of his time working at CCC, a small internet café in The Nation's capital city, to make a living mainly maintaining the computers or building websites for clients on rare occasions. There is also another skill that Harrison truly excels in: writing. The boastfully self-proclaimed "Media Punk" going by the synonym of Hancock has his own blog in which he proposes his political beliefs. He also founded a punk band by the name of The Targets in which he took the role of the lead singer and song writer. One day, Abraham Goldfels stumbled upon Harrison's writing skills and recruited him for Thought, of which he soon became the creative head.

Style of writing

- Casual to elaborate, but provocative wording with occasional (heavy) swearing
- Often wordy, verbose
- Usually correct grammar, interpunctuation, capitalization
- Very few spelling mistakes, if any
- No smileys / emojis
- Often uses parentheses to add snarky comments, e.g. "You're my heroine (in both the heroic and the drug way)"

Cassandra Watergate

Character ID: CHAR_CASSANDRA

Cassandra is a lively, outspoken woman, on whom life played dirty tricks recently. It all began the day the young daughter of one of the richest entrepreneurs in The Nation, the Watergate family, decided to visit the concert of The Targets. There she was fascinated by the anarchistic ideas spread by the band's leader Hancock, but even more so by their new guitarist Tubman, whose real name is Juliet. Juliet soon invited Cassandra to join a demonstration that Thought, the activist group that Juliet was a member of, had organized. Unfortunately, the demo went horribly wrong when the conflict between the police and the protesters escalated into violence. In an act of defense Cassandra protected her newly found friend Juliet when she got attacked, but severely injured a policeman in the process.

Ever since then, her life has been turned upside down. First, Cassandra got arrested. Then she got targeted by the Media and publicly named a "terrorist." To make things even worse, her parents kept their distance, in order to keep themselves out of the media outburst. The only party to help poor Cassandra was Thought: Abraham Goldfels sent in a casual acquaintance, the lawyer Josef Langley, who helped ease her situation.

Style of writing

- Casual, slangy, sometimes provocative wording with swearing
- Uses chat acronyms, e.g. "XOXO", "brb" etc.
- In chats: Little regard for spelling, interpunctuation, capitalization
- In other text: Mostly, but not always correct grammar, especially regarding interpunctuation
- Spelling mistakes, especially when enraged
- Occasional smileys without noses, especially broadly laughing ones, i.e. :D

Josef Langley

Character ID: CHAR_JOSEF

Josef is an extraordinarily talented lawyer, who has his own law office in the city of Bonton. After the divorce from his wife Barbra due to him "being already married and in love with his work", as she had put it, he mentally fell into a deep dark hole. Josef could only close the rift that had been torn into him with the thing he knew best: even more work.

That was until during one of his most recent cases an old acquaintance, Abraham Goldfels, had mediated, so that he met his young client Cassandra, who had just gotten into serious trouble with the authorities. Being a rhetorical talent, Josef was able to successfully put the "evidence" against Cassandra into question, effectively ending the investigations against her. When his client asked him out for a date as thanks, he felt obliged to say 'no', but – much to his own surprise – did the opposite. It was then that he fell for the quirkiness and liveliness of the young woman, and so they soon became an unlikely couple. Still, Josef did not quite know what to think of his girlfriend's involvement with an activist group called "Thought."

Style of writing

- Sometimes casual (in chats), mostly elaborate writing with occasional use of technical terms
- Mildly verbose
- Correct grammar, spelling, interpunctuation
- Very rarely: Smileys without noses

Nina Maternova

Character ID: CHAR_NINA

Being a single mother of a young child, the laconic ex-solider, who has suffered a dishonorable discharge for desertion, Nina has to count every penny to make ends meet. She sometimes works up to twelve hours a day, weekends included, in multiple jobs. Consequently, her son has to spend most of his time in day care. Despite this fact, she loves the child more than anything else and would go any lengths to make him grow up in a healthy environment of freedom, without surveillance.

This, in addition to her history with the Government, is her main motivation for working towards achieving a transformation of the country to a freer state. Something that Thought seemingly had to offer. This is why Nina did not have to be convinced to join the activist group – actually, she is considered as one of the founding members of the group and is certainly the most resolute and zealous one, whenever she is able to free up some time.

Style of writing

- Casual
- Laconic, often gives one-word responses (especially in chats)
- In chats: Basically never uses commas, only full-stops; capital letters only at the start of the sentence
- In other text: mostly correct grammar, interpunctuation, capitalization
- All capitals when enraged
- No smileys / emojis

Themba van Biljon / "initiate"

Character ID: CHAR_UDEMWE

Themba is the youngest in all of the cast, both physically and mentally, one might argue. Together with his parents he fled from South Africa aboard a tiny nutshell of refugees when he was just a little boy at the age of five. Since then he has been living with them in a small house, but he didn't care much about it as long as he had his laptop and an internet connection.

Back in his motherland South Africa, his family had been living in a tiny shack at the outskirts of Johannesburg, but by pure chance, his parents came to own a small, rusty computer, barely capable of running. Little Themba however, had been clever enough to make use of it and so it soon became his favorite "toy", transforming him into a true hacking genius – a fact that Themba savors greatly.

Recently, Themba, having spent a lot of his time hacking into web servers, filling them with garbage and then asking for payment in order to reveal the security leaks, has laid eyes on a certain website belonging to a certain activist group he considers suspicious…

Style of writing

- Very casual, slangy, pop culture references
- Can be verbose at times, but resolves to many short messages
- All small letters, no apostrophes, rare interpunctuation
- Uses acronyms at times, e.g. "gov" for "government"; replaces the word "for" with "4" and the word "to" with "2"; replaces "you" with "u" and "are" with "r"; occasional use of "1337" speak: replaces letters with numbers, e.g. "h4ck" for "hack"
- Very rarely: Switches style to correct grammar and more elaborate writing (when not acting as hacker "initiate")

"Symes" / Benjamin Costigan

Character ID: CHAR_SYMES

"Symes", whose real name is Benjamin Costigan, is an agent of the Government and a firm believer in the Government's course of tightening The Nation's security. The highly committed and reliable Benjamin had worked as an assistant government worker ever since his college time. Much to his surprise, he was then assigned the task of leading the test phase for the Orwell Project. He considers this a big honor, although this fact puts him undeniably under a lot of pressure. He is very committed to turning Orwell into a success and proving the system's flawlessness. This might also explain why the hotspur is pretty hasty in judging the subjects he is supposed to help investigate.

Despite his yet unquestionable loyalty towards the government, he is a man of clear moral principles and so it seems to be only a matter of time until this circumstance will conflict with his duties. Beyond the façade of "Symes", he is a pretty decent human being who has just started a family and life of his own.

Style of communication (never writes)

- More elaborate, sometimes swearing when nervous
- Usually relatively verbose
- Always correct grammar, spelling etc.
- Tends to refer to characters by surnames, e.g. "Miss Watergate", "Mister O'Donnell"

Catherine Delacroix

Character ID: CHAR_CATHERINE

Catherine Delacroix, the famous Secretary of Security, is one of the most popular politicians of The Nation. Arguably, she won the elections of 2009, only due to her uncompromising and carefully planned "Safety Bill" – and rightly so, as criminality and terrorism have dropped to an all-time low.

Catherine is best characterized by her straight, outspoken personality and the ability to find easily comprehensible solutions to complex and menacing political problems. Anyone who has ever witnessed one of her speeches will instantly know that Catherine stops at absolutely nothing in order to fulfill the promises she made to The Nation's populace and will not even spare herself from criticism, although some skeptical journalists smell clever tactics behind all of her maneuvers in order to keep holding the reins of power.

Of course, Orwell is the brain-child of Catherine's, though naturally she did not work it out completely on her own. Now she is full of anticipation of the Orwell testing phase to begin – and she does have much to lose since her grandiose promise to prevent terrorism completely has yet to be fulfilled.

Style of writing

- More elaborate, with a threatening undertone
- Mostly verbose
- Always correct grammar, spelling etc.
- Tends to refer to characters by their full names

GLOSSARY

adviser

the counterpart and handler to the investigator; every investigator reports to an adviser who interprets the extracted Datachunks and takes action based on them

Suggestion: translate

Army of The Nation

the military force of The Nation; Nina Maternova was a soldier in the Army of The Nation

Suggestion: translate

Beholder

see *The National Beholder*

Bonton

capital of The Nation, main location of the game

Suggestion: do not translate

Bonton Bombings

a series of three bombings in Bonton; the main task of the player is to find the perpetrators behind them

Suggestion: translate

CCC

see *Cyber Café Chestnut*

Civil War, the (Pargesian)

a long lasting civil conflict in the country Parges

Suggestion: translate

Cyber Café Chestnut

an internet café on Stelligan Campus, Harrison O'Donnell worked there

Suggestion: do not translate

Datachunk

a piece of information found in documents that investigators can extract

Suggestion: possibly translate

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Orwell – Localization Guide (Crowdin)

Demiurge

the internal code name for Orwell at Rhosen Technologies

Suggestion: do not translate

Die Gedanken sind frei

title of a German folk song, recurring in letters to the authorities before every Bonton Bombing and among other documents (see https://en.wikipedia.org/wiki/Die_Gedanken_sind_frei for lyrics)

Suggestion: Do not translate when mentioned in German, translate when mentioned in English (Thoughts Are Free)

Ethical Codex, the

a set of ethical rules Orwell was designed to incorporate

Suggestion: translate

extraction

the process of transferring Datachunks from a document to Orwell

Suggestion: translate

FBTN

see *First Bank of The Nation*

Farview

minor city in The Nation, near Bonton

Suggestion: do not translate

First Bank of The Nation

minor city in The Nation, near Bonton

Suggestion: do not translate

Freedom Memorial

a large statue of a woman holding a ring, located in the center of Freedom Plaza; nearly destroyed in the first Bonton Bombing

Suggestion: translate

Freedom Plaza

a public plaza in Bonton, riddled with security measures; place of the first Bonton Bombing

Suggestion: translate

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Orwell – Localization Guide (Crowdin)

Gentria

a neighboring country of The Nation

Suggestion: possibly translate (e.g. like Croatia)

gentrian

belonging to the country Gentria

Suggestion: translate

Hilbery

minor city in The Nation

Suggestion: do not translate

initiate

one of the characters, a hacker (alias); he took his alias name from a conversation with Abraham Goldfels in which Abraham said to him: "You will always be the first to initiate my thoughts."

Suggestion: translate

Incident, the

a catastrophic terrorist assault that occurred in 2008 in The Nation

Suggestion: translate

Insider, the

a tool in Orwell which allows the searching of remote devices such as phones and PCs

Suggestion: possibly translate

investigator

the job title of the player; investigators are tasked with looking into private documents and extracting Datachunks from them, they cannot take further action though; they report to an adviser, but are unable to directly community with them

Suggestion: translate

Listener, the

a tool in Orwell which allows overhearing conversations such as chats or telephone calls

Suggestion: possibly translate

Ministry of Security, the

a newly founded ministry in the government of The Nation, run by the Secretary of Security Catherine Delacroix

Suggestion: translate

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Orwell – Localization Guide (Crowdin)

Orwell

a software with extensive surveillance and web searching capabilities, used for mass surveillance in The Nation; all of the game takes place inside that software; Orwell was designed to incorporate ethical rules, known as the Ethical Codex

Suggestion: do not translate

Orwell Project, the

a project of mass surveillance in The Nation via the Orwell software

Suggestion: do not translate "Orwell", translate "Project"

Parges

neighboring country of The Nation, war-torn

Suggestion: do not translate

Parges Peacekeeping Mission, the

a military mission of the Army of The Nation, sanctioned by the government in order to stabilize the neighboring country Parges; Nina Maternova took part in this mission

Suggestion: translate

Pargesian

a citizen of Parges

Suggestion: translate

pargesian

belonging to the country Parges

Suggestion: translate

Port. Folio

a portfolio website for artists

Suggestion: translate

Profiler, the

a tool in Orwell that collects the uploaded data on target persons

Suggestion: possibly translate

Reader, the

a tool in Orwell which allows displaying websites and other online documents

Suggestion: translate

Rhosen Tech

see *Rhosen Technologies*

Rhosen Technologies

a large software development company, involved with the government; Juliet Kerrington works there

Suggestion: do not translate

Safety Bill

a set of safety-centered laws that came into effect in 2011 in The Nation; it is considered a brainchild of Catherine Delacroix

Suggestion: translate

Stelligan University (Bonton)

University in Bonton, place of the second Bonton Bombing; Abraham Goldfels taught there, Juliet Kerrington was his student, and Harrison O'Donnell was a guest hearer

Suggestion: translate "University", do not translate "Stelligan"

Sundown Fishing Club

a fishing club in which Abraham Goldfels and Josef Langley were members

Suggestion: translate "Fishing Club", do not translate "Sundown"

target person

a person of interest in Orwell; the only person that Datachunks may be uploaded for

Suggestion: translate

TNB

see *The National Beholder*

The Circle Mall

a public mall, place of the third Bonton Bombing (avoidable)

Suggestion: possibly translate "Mall", but keep "The Circle"

The Circle Mall

a public mall, place of the third Bonton Bombing (avoidable)

The Nation

country the game takes place in

. . . .

Orwell – Localization Guide (Crowdin)

Suggestion: possibly translate (be mindful of entities like *The National Beholder, First Bank of The Nation* etc. that should not be translated, though)

The National Beholder
a large newspaper in The Nation; Harrison works for them
Suggestion: do not translate

The Party
the governing party in The Nation; very conservative and security-centered
Suggestion: translate

The Targets
a punk band, founded by Harrison O'Donnell; Juliet Kerrington is a former member
Suggestion: do not translate

The Thought
name of a blog founded by Prof. Abraham Goldfels from which the activist group Thought came to life
Suggestion: possibly translate

Thought
an anti-surveillance activist group suspected to be involved in the Bonton Bombings; most characters in the game are involved somehow with the group
Suggestion: possibly translate

Thoughts are free
see *Die Gedanken sind frei*

Timelines
a social network, much like Facebook
Suggestion: do not translate

Ustvakia
a neighboring country of The Nation
Suggestion: possibly translate (e.g. similiar to Slovakia)

Watergate Pharma
see *Watergate Pharmaceuticals*

. . . .

Orwell – Localization Guide (Crowdin)

Watergate Pharmaceuticals

a large pharma company, run by the parents of Cassandra Watergate

Suggestion: do not translate