

The player starts in the Charger Exchange. That is where the game begins.

That flips the entire adventure on its head in the best way possible.

Starting the game directly inside the **Parish Charger Exchange** at addr.bar makes the sanctuary a true home base and spawning ground. You don't start in a sleepy bedroom or a quiet forest; you wake up right at the intersection of magic, technology, and cross-dimensional static.

Here is how that opening scene sets the stage for the entire game loop:

The Opening Moment: Cold Start in the Charger Exchange

1. The Awakening:

- The screen fades in from pixelated static to the ambient hum of vacuum tubes and soft organ chords.
- The player materializes on a glowing slate-grey charging pad in front of the Parish altar, surrounded by tangled copper wires, glowing LED status lights, and stained-glass reflections cast across sandstone tiles.

2. First Interaction (The Stationmaster / Sage):

- The Sanctuary's ancient Sage—now wearing headphones over holy robes—adjusts an analog audio fader on a massive mixing console and turns to face you.
- You're handed your starting inventory item: a modified **Tuning Wand / Transistor** used to interface with both electronic terminals and ancient Sheikah-style magic nodes.

3. Stepping Outside (The Kakariko Overlook):

- Pushing open the heavy timber doors of the Parish, the player steps out onto the northern high ridge.
- Below lies the full top-down vista of Kakariko: the Grand Theater buzzing with its live broadcast, Anju chasing Cuccos near the lower coops, the pear orchard swaying in the wind, and the dark canyon of the Graveyard off to the east.

4. The Core Objective:

- The dimensional rift beneath the Charger Exchange is unstable. Power surges from the radio tower are causing 2D retro-glitches to bleed into the 3D town—escaped Cuccos phasing through walls, phantom theater performances, and strange signals transmitting from the subterranean sewers.
- To stabilize the town and repair the rift, you must explore the districts, collect high-voltage components, help the eccentric villagers adapt to the tech boom, and venture deep down through the ancient well into the 2D rift tunnels below.

Now that the starting location and narrative spark are locked in, what element of the **Charger Exchange hub** or the **surrounding Kakariko map** shall we design next?