The island as a story world

Location atlas + asset brief | Reviewable placement proposal



42 locations. One preserved island.

86 narrative entries · 39 game records · 21 districts · 15 asset kits · 9 journeys

A complete proposal for the currently available narrative corpus, with canon separated from inference and every exact assignment open to review.

The map remains the foundation. The future appears in how places behave—and in the hidden systems beneath familiar beauty.

Main source snapshot: f73b29d02c11 • Unreal snapshot: 039d500d578e • Not a publication or construction approval.

The recommended allocation

Read this first. Source requirements and placement judgments are intentionally separate.

Arrival and ordinary life

Sunset Bay takes Sophia’s boat arrival, café and villa; the western hidden beach stays on the west. The eastern Ocean View beach supports dawn, later return and the final edge.

Sources: **B01** · **B02** · **B06** · **B10**

Spectacle and intimacy

An existing Atlantis tower hosts the masquerade. A separate nearby garden property receives the red-card gathering. Neither moves The Grove.

Sources: **B04** · **P04**

Public research and government

Genesis hosts the showcase, Memory Chamber and event backroom. Crown Key hosts the repeated votes and diplomacy. Government rail arrives beneath North Ridge, then transfers to the retained reception islet.

Sources: **B00** · **B05** · **B10** · **U01**

The concealed world

North Ridge holds the server hall, outer labs, ward and resurrection facility. The collective trial stays in a sky-visible Genesis terrace unless the government-room alternative is selected.

Sources: **B06** · **B07** · **F06** · **F07**

Keep the production small enough to finish

Build repeatable scene clusters. Reserve districts without required events. Start with fixed geometry, two complete scene routes and one future-material/behavior test, then expand.

Sources: **V01** · **UE01** · **UE02**

How to read the atlas

The rules that prevent another round of geographical and script drift.

Field	Meaning
Narrative status	Established Part One beats, locked endgame anchors, unselected frameworks, game candidates and historical ideas remain distinct.
Placement status	Established = owner-fixed area/identity. Placement proposed = suggested scene assignment. A source-backed event does not prove a district or building.
Built status	Tracked separately. Current Crown Key exteriors are reported in the UE handoff; none of the new scene interiors is certified built here.
Authority	Owner calls → current decisions → Bible → current briefs/scenes → chapter prose → history. Art approval and authored construction coordinates are separate authorities.
Coordinates	1536 × 1024 image space, top-left origin. Pins select target zones. They do not define land parcels, floor numbers, metres, terrain levels or Unreal transforms.
Protected geometry	Coastline, roads, bridges, island positions, Crown Key, varied HQ buildings and Grove remain. Verdant stays unbuilt and bridge-free.
Scope limit	Current available novel and game material is covered. References to absent v0.1 alternatives are captured from v0.2 summaries; unwritten screenplay details cannot be audited.
Public versus internal	This document contains full spoilers. A public atlas can share the approved geography and safe district descriptions; hidden rooms, forged evidence and routes stay internal.

The location overview

Full-resolution PNG and editable SVG are included in the companion pack.



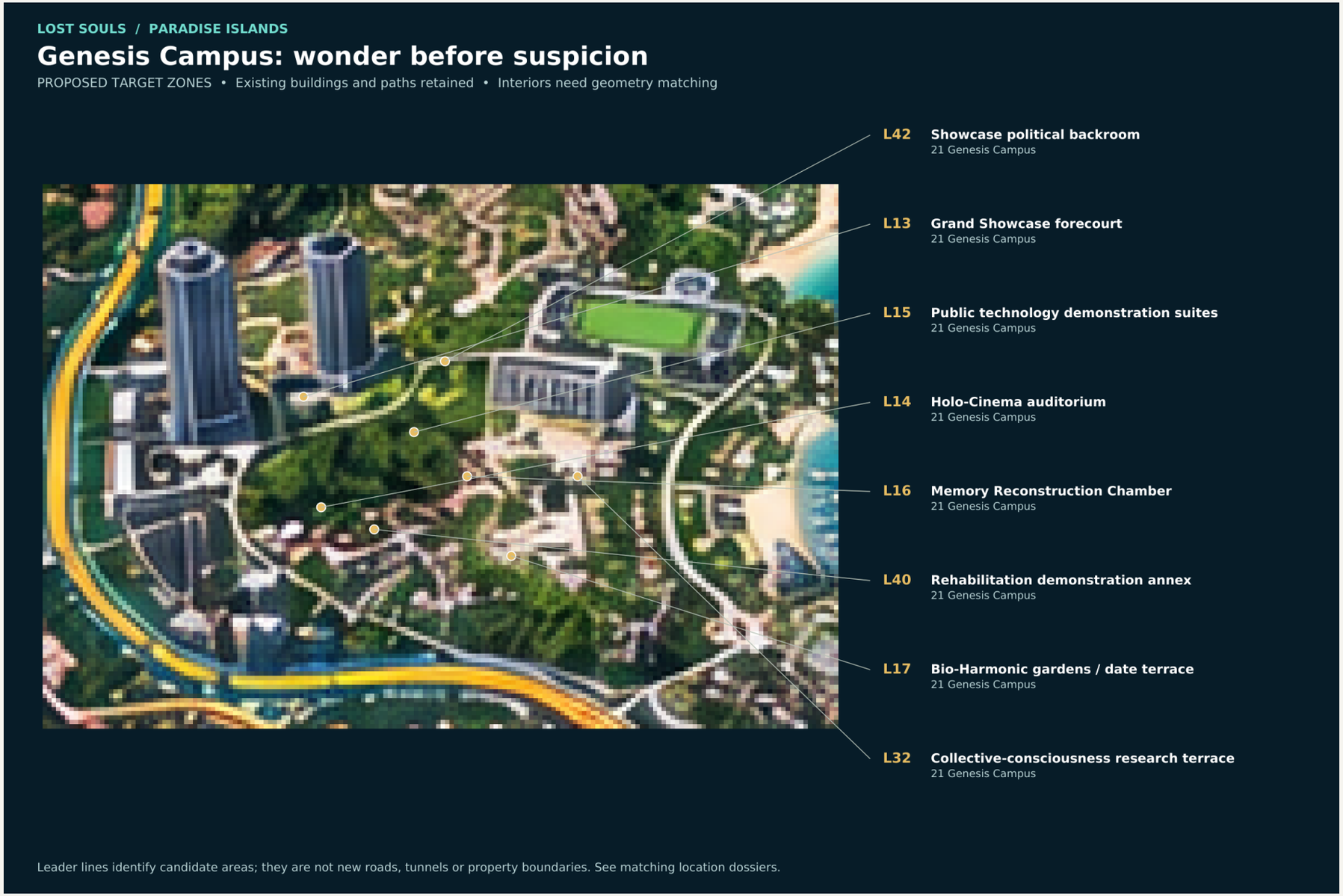
West: guest life and culture

Full-resolution PNG and editable SVG are included in the companion pack.



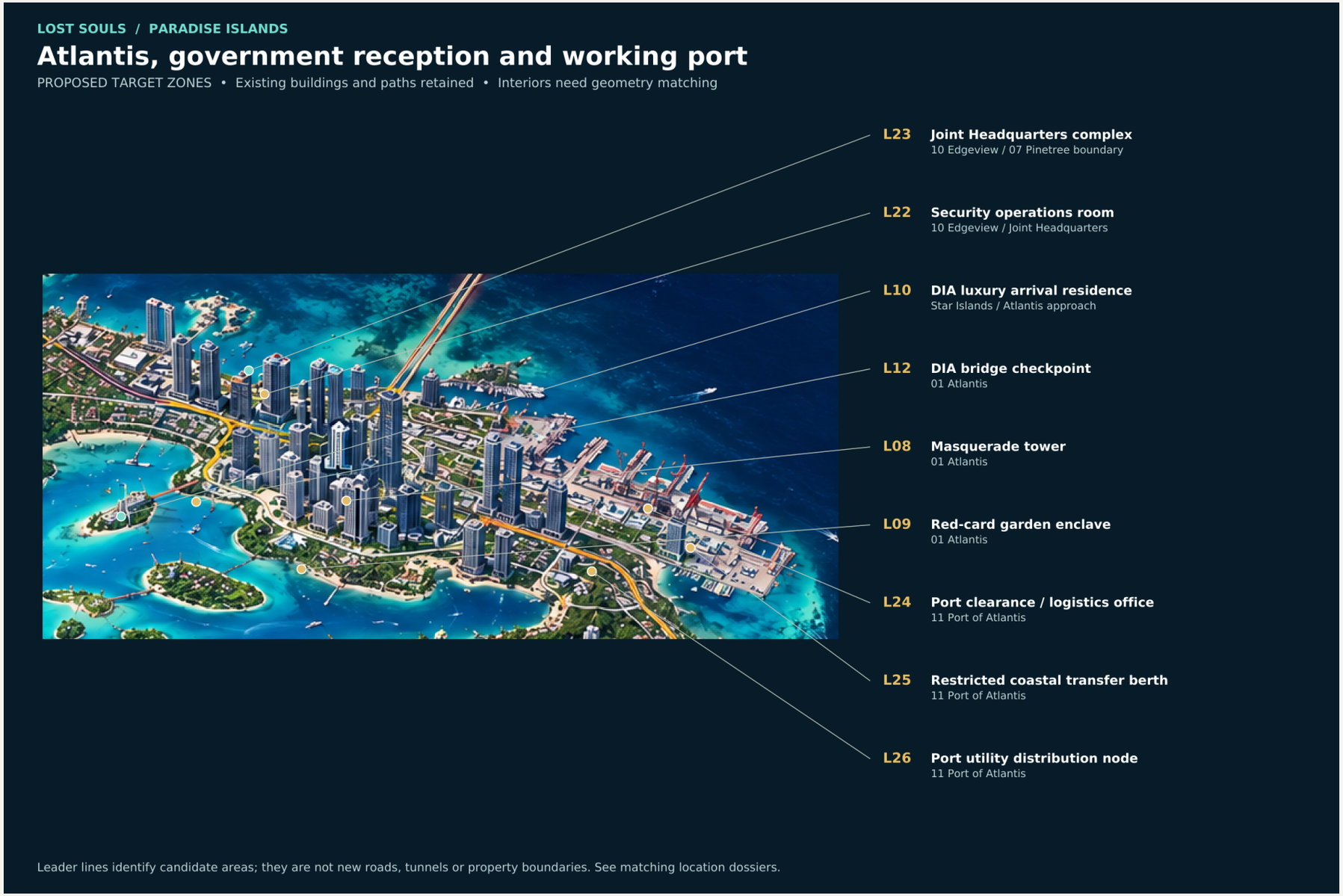
Campus: public future and therapeutic technology

Full-resolution PNG and editable SVG are included in the companion pack.



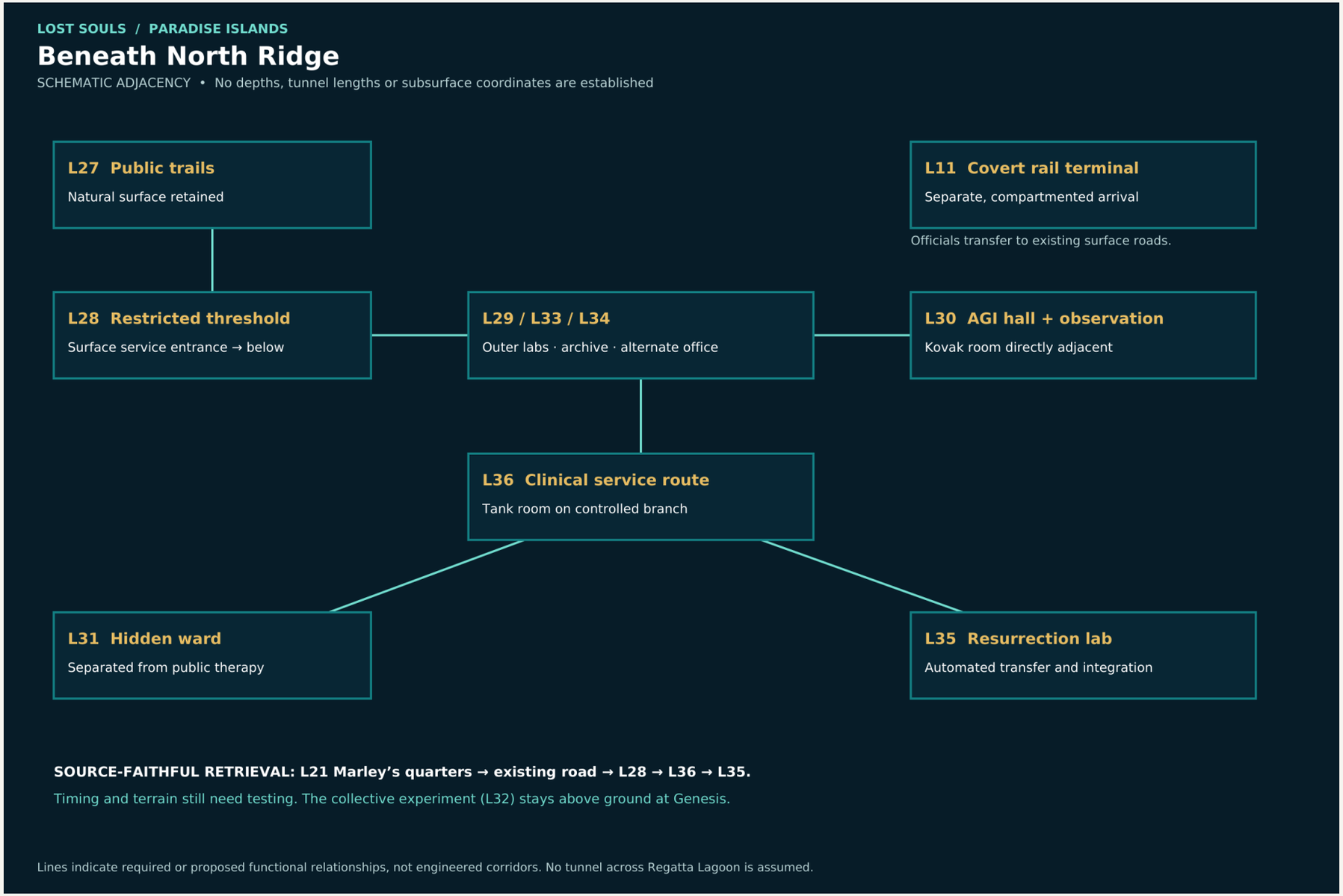
East: spectacle, reception and logistics

Full-resolution PNG and editable SVG are included in the companion pack.



North Ridge: internal relationships

Full-resolution PNG and editable SVG are included in the companion pack.



Three scene relationships that must survive

Exact doors and dimensions come later; these relationships guide the blockout.

MASQUERADE → RED-CARD GATHERING

Tower drop-off → lobby/lift → ballroom → separate garden walk → secluded enclave. The source distinguishes these experiences. A single tower penthouse would require a conscious adaptation.

VOTE → CORRIDOR → ISLAND EDGE

Four principals and observers in the vote room; adjacent empty corridor with a window; celebration audible from the next room. The final beach is a cinematic transition, not a door opening directly onto the ocean.

MARLEY'S QUARTERS → RETRIEVAL → RESURRECTION

The detailed framework names Marley's quarters for the confrontation. Reserve the residence as primary, and test automated pickup through the existing road network to North Ridge. The text starts retrieval within minutes; it does not provide a verified journey length.

GUEST FREEDOM → CONTROLLED ACCESS

Public cafe, villa, beach and campus are credible places to spend days. Permissions and guiding systems—not extra fences everywhere—create the shift into a gilded cage. Private does not mean immune to surveillance.

Sources: **P04** · **B10** · **F08** · **B08** · **B00**

Location dossiers / L01–L02

Each record separates the source requirement from the placement proposal.

L01 Guest boat reception

20 Sunset Bay • Surface • P0

Placement proposed | Unverified

SOURCE REQUIRES

Sophia arrives by boat; first impression is lush and quietly intelligent.

PROPOSED ASSIGNMENT

Use the existing west-coast arrival cove in Sunset Bay. Confirm a usable existing landing before designing boarding access.

WHY HERE

Keeps the guest route distinct from government rail and industrial cargo.

MINIMUM SPACES

Arrival landing; shaded welcome threshold; luggage/service bay

DECISION / CONSTRAINT

A suitable berth is not established by the aerial. No new pier is approved.

Assets: **AK01** • Scenes: N01, ALT03

Sources: **B01** · **U01** · **F09**

L02 Sophia’s adaptive villa

20 Sunset Bay • Surface • P0

Placement proposed | Unverified

SOURCE REQUIRES

A personalized guest villa, invitation delivery and private aftermath.

PROPOSED ASSIGNMENT

Select an existing villa at the southern Sunset Bay forest edge; reserve its identity across all chapters.

WHY HERE

A repeatable home base makes changing trust visible without changing the map.

MINIMUM SPACES

Living room; bedroom; terrace; entry; bathroom

DECISION / CONSTRAINT

Exact plot and walking link to the arrival landing need verification.

Assets: **AK01** • Scenes: N02, N06, N07, N08, N09, N13, N44, N49, N51, ALT09, ALT12, H01

Sources: **B01** · **B02** · **B03** · **B04** · **B08** · **B09** · **P02** · **P04** · **F08** · **F06** · **P06**

Location dossiers / L03–L04

Each record separates the source requirement from the placement proposal.

L03 Trinity café / guest social hub

20 Sunset Bay • Surface • P0

Placement proposed | Unverified

SOURCE REQUIRES

Sophia meets Lena and Mia; game needs a later Lena café/assessment encounter.

PROPOSED ASSIGNMENT

Reuse a low-rise storefront on the existing Sunset Bay road. Use a private rear reception only if the game beat requires it.

WHY HERE

Recurring ordinary hospitality can change meaning between prequel and novel.

MINIMUM SPACES

Café terrace; counter; rear conversation nook

DECISION / CONSTRAINT

Exact building/plot and interior plan require owner review and an authored-geometry match.

Assets: **AK01** • Scenes: N03, N08, ALT12, G-lena-return

Sources: **B02** · **P02** · **G01** · **B04** · **P04** · **F06** · **G00**

L04 Guest exploration circuit

05 Harbor View • Surface • P1

Placement proposed | Unverified

SOURCE REQUIRES

Public exploration, small glitches, distant VIP glimpses and controlled movement.

PROPOSED ASSIGNMENT

Use existing Harbor View paths and the campus-facing promenade; this is a route zone, not a new park.

WHY HERE

Connects believable guest freedom to visible boundaries.

MINIMUM SPACES

Promenade; junction; concealed sensor props; landscaped threshold

DECISION / CONSTRAINT

Keep restricted sightings plausible without making guests pass secure entrances.

Assets: **AK02** • Scenes: N04, N06, ALT08

Sources: **B02** · **B06** · **P02** · **F08**

Location dossiers / L05–L06

Each record separates the source requirement from the placement proposal.

L05 Hidden western beach

21 Genesis Campus / west shoreline • Surface • P0

Placement proposed | Unverified

SOURCE REQUIRES

Wild, imperfect beach; as-written prose specifies the western shore.

PROPOSED ASSIGNMENT

Use the small existing west beach below Sunset Bay and west of Genesis, reached by a narrow existing landscape path.

WHY HERE

Places the first crack in paradise away from engineered public waterfronts.

MINIMUM SPACES

Sand pocket; foliage approach; tide line; weathered rocks

DECISION / CONSTRAINT

Do not automatically preserve the older prose’s social/nudist use; Bible emphasis is imperfection.

Assets: **AK02** • Scenes: N05, N43

Sources: **B02** · **P02** · **U01** · **B08** · **F08**

L06 Safari’s dawn beach / final edge

19 Ocean View • Surface • P1

Placement proposed | Unverified

SOURCE REQUIRES

Sunrise encounter, return at night, loneliness and an island-edge final image.

PROPOSED ASSIGNMENT

Use the existing ocean-facing eastern shore below Ocean View. Reuse it for Ch6, Ch7 and the ending if approved.

WHY HERE

An eastern horizon serves sunrise; revisiting one place adds emotional continuity.

MINIMUM SPACES

Shallow water; sheltered beach; rock shelf; approach path

DECISION / CONSTRAINT

This is deliberately separate from the western hidden beach. Reuse for final edge is a proposal; survey sun direction and sightlines.

Assets: **AK02** • Scenes: N27, N41, N59

Sources: **B06** · **B07** · **B10** · **D01**

Location dossiers / L07–L08

Each record separates the source requirement from the placement proposal.

L07 Masquerade boutique

03 The Grove • Surface • P1

Placement proposed | Unverified

SOURCE REQUIRES

Gown preparation before the ball; boutique in as-written prose.

PROPOSED ASSIGNMENT

Reuse an existing Grove storefront along the established commercial streets.

WHY HERE

Places preparation within the island’s cultural and fashion district without adding retail buildings.

MINIMUM SPACES

Display window; fitting room; sales floor

DECISION / CONSTRAINT

Exact building/plot and interior plan require owner review and an authored-geometry match.

Assets: **AK03** • Scenes: N08

Sources: **P04** · **B04** · **U01**

L08 Masquerade tower

01 Atlantis • Surface • P0

Placement proposed | Unverified

SOURCE REQUIRES

The ball takes place in a skyscraper reached by taxi through tropical rain.

PROPOSED ASSIGNMENT

Reserve an existing Atlantis lagoon-front tower; select the exact model after matching map and district geometry.

WHY HERE

The civic skyline supplies spectacle and controlled vertical access without another tower.

MINIMUM SPACES

Drop-off; lobby; lift; ballroom; bar; balcony; service pantry

DECISION / CONSTRAINT

No floor number, tower identity or exterior remodel is approved. Atlantis placement remains a proposal.

Assets: **AK03** • Scenes: N09, N10, N11

Sources: **B04** · **P04**

Location dossiers / L09–L10

Each record separates the source requirement from the placement proposal.

L09 Red-card garden enclave

01 Atlantis • Surface • P0

Placement proposed | Unverified

SOURCE REQUIRES

Private gathering reached using Fatima’s red card/address; prose leaves the tower for a landscaped path.

PROPOSED ASSIGNMENT

Use an existing low-rise garden property on the southern Atlantis fringe, within plausible walking reach of L08.

WHY HERE

Maintains a physical threshold between the public ball and the private gathering.

MINIMUM SPACES

Garden gate; path; salon; private room; service access

DECISION / CONSTRAINT

“Grove” in prose describes vegetation; it does not relocate this gathering to The Grove district.

Assets: **AK03** • Scenes: N11, N12

Sources: **B04** · **P04**

L10 DIA luxury arrival residence

Star Islands / Atlantis approach • Surface • P0

Established | Unverified

SOURCE REQUIRES

Owner requires the existing plush bridged islet and its recognizable residence to remain.

PROPOSED ASSIGNMENT

Use that same small villa islet immediately west of Atlantis, with its existing bridge and road.

WHY HERE

Seclusion, luxury and controlled approach support government reception.

MINIMUM SPACES

Existing house reception; terrace; discreet screening; protected vehicle arrival

DECISION / CONSTRAINT

Identity is owner-established; pixel anchor is interpretive. DIA means Denver International Airport. This is reception, not the rail platform.

Assets: **AK04** • Scenes: N14

Sources: **U01** · **B00** · **B05** · **B04**

Location dossiers / L11–L12

Each record separates the source requirement from the placement proposal.

L11 Covert island rail terminus

08 North Ridge / eastern flank • Underground • P1

Placement proposed | Unverified

SOURCE REQUIRES

Covert high-speed rail connects Denver to the island; terminal placement is open.

PROPOSED ASSIGNMENT

Propose a buried terminal under the eastern North Ridge flank, with a screened landside transfer.

WHY HERE

Keeps rail away from the port substation and connects officials to the northern road network.

MINIMUM SPACES

Platform; controlled vestibule; screening; transfer garage; service core

DECISION / CONSTRAINT

No route, depth or terminal dimensions are established. Test terrain clearance and turning geometry before blockout.

Assets: **AK04** • Scenes: N14

Sources: **U01** · **B00** · **B04** · **B05**

L12 DIA bridge checkpoint

01 Atlantis • Surface • P1

Placement proposed | Unverified

SOURCE REQUIRES

Secure road access to the reception islet.

PROPOSED ASSIGNMENT

Use the mainland end of the existing islet bridge for a discreet access threshold.

WHY HERE

Keeps the house visually luxurious while maintaining a controlled approach.

MINIMUM SPACES

Screening threshold; guard interface; vehicle turn/hold area

DECISION / CONSTRAINT

Prefer integrated access control; no new gatehouse mass or road widening without approval.

Assets: **AK04** • Scenes: N14

Sources: **U01** · **B05** · **B00** · **B04**

Location dossiers / L13–L14

Each record separates the source requirement from the placement proposal.

L13 Grand Showcase forecourt

21 Genesis Campus • Surface • P0

Placement proposed | Unverified

SOURCE REQUIRES

Drone formation and hovering arrival precede public technology demonstrations.

PROPOSED ASSIGNMENT

Use the existing campus arrival/plaza zone; stage the event as a temporary overlay.

WHY HERE

Concentrates the showcase in the research district without changing its footprint.

MINIMUM SPACES

Crowd court; vehicle arrival target; presentation platform; event support

DECISION / CONSTRAINT

Crowd size, aerial clearance and vehicle dimensions need testing; 50–100 guests is not total island population.

Assets: **AK05** • Scenes: N15

Sources: **B05** · **P05**

L14 Holo-Cinema auditorium

21 Genesis Campus • Interior • P1

Placement proposed | Unverified

SOURCE REQUIRES

As-written Grand Event includes a circular immersive Holo-Cinema Sphere.

PROPOSED ASSIGNMENT

Fit the immersive auditorium into an existing suitable campus volume; hold a visible dome exterior for separate review.

WHY HERE

Preserves the theatre experience while avoiding an unapproved landmark.

MINIMUM SPACES

Circular stage; audience zones; projection shell; control booth

DECISION / CONSTRAINT

A literal exterior dome may not fit existing massing. Do not force it into the map.

Assets: **AK05** • Scenes: N26

Sources: **P05** · **B05**

Location dossiers / L15–L16

Each record separates the source requirement from the placement proposal.

L15 Public technology demonstration suites

21 Genesis Campus • Interior • P0

Placement proposed | Unverified

SOURCE REQUIRES

MindMeld, MindFlow, Aesthetic Enhancer, Gastronomy and quantum communications demonstrations.

PROPOSED ASSIGNMENT

Create five connected exhibition rooms in existing campus buildings, with a reusable public research suite.

WHY HERE

A compact scene cluster enables cinematic and playable transitions.

MINIMUM SPACES

BCI station; thought-to-text room; aesthetic suite; food lab; comms room

DECISION / CONSTRAINT

Exact building/plot and interior plan require owner review and an authored-geometry match.

Assets: **AK05** • Scenes: N16, N17, N18, N19, N20, ALT08, G-immortal

Sources: **B05** · **P05** · **G01** · **F08** · **G00**

L16 Memory Reconstruction Chamber

21 Genesis Campus • Interior • P0

Placement proposed | Unverified

SOURCE REQUIRES

Sophia enters a therapeutic neural reconstruction chamber; Colombia memory is intentionally ambiguous.

PROPOSED ASSIGNMENT

Place it in a quiet clinical campus wing with reception and observation, separate from the deep ward.

WHY HERE

Therapeutic credibility supports the betrayal of its technology later.

MINIMUM SPACES

Preparation room; chamber; observation; recovery alcove

DECISION / CONSTRAINT

Historical Ch6 mother/kitchen treatment is superseded by the current Ch5 Colombia sequence; do not combine as canon.

Assets: **AK06** • Scenes: N25, H04

Sources: **B05** · **B06** · **P06**

Location dossiers / L17–L18

Each record separates the source requirement from the placement proposal.

L17 Bio-Harmonic gardens / date terrace

21 Genesis Campus • Surface • P1

Placement proposed | Unverified

SOURCE REQUIRES

Bio-Harmonic Gardens and a warm spontaneous triple date; epilogue garden is available for reuse.

PROPOSED ASSIGNMENT

Use existing planted campus terraces for the date; offer the same garden as the ending’s false-peace setting.

WHY HERE

One landscape changes from wonder to dramatic irony through behavior and performance.

MINIMUM SPACES

Planting walk; seating; private garden pocket; hospitality service

DECISION / CONSTRAINT

Date and epilogue exact garden are proposed, not named by the Bible.

Assets: **AK05** • Scenes: N21, N23, N54, ALT12, H02, H05

Sources: **B05** · **B10** · **P05** · **F06** · **P06**

L18 Founders’ council and vote suite

02 Crown Key • Interior • P0

Placement proposed | District exteriors reported built in UE handoff; proposed scene interiors unverified

SOURCE REQUIRES

Twelve failed rollout meetings in the game; formal thirteenth vote in the novel with observers.

PROPOSED ASSIGNMENT

Reserve a conference suite in an existing Crown Key tower, including an adjacent windowed corridor and celebration room.

WHY HERE

Finance/governance fits Crown Key; repeated meetings gain a stable, recognizable stage.

MINIMUM SPACES

Vote room; waiting space; celebration room; empty corridor; view window

DECISION / CONSTRAINT

Do not assign H01 or LM01 by analogy. Map to the actual mesh and current floor schedule first.

Assets: **AK07** • Scenes: N56, N57, N58, ALT04, ALT05, ALT07, G-twelve, G-refusal

Sources: **B05** · **B10** · **G01** · **UE01** · **UE02** · **D01** · **F09** · **F07** · **G00**

Location dossiers / L19–L20

Each record separates the source requirement from the placement proposal.

L19 Diplomacy office / private council lounge

02 Crown Key • Interior • P1

Placement proposed | District exteriors reported built in UE handoff; proposed scene interiors unverified

SOURCE REQUIRES

Q’s contractor breakfast, safeguard negotiation and ambiguous conversion before the vote.

PROPOSED ASSIGNMENT

Use another suite in the same existing building as L18, with independent access.

WHY HERE

Supports public diplomacy and intimate pressure within one production kit.

MINIMUM SPACES

Breakfast room; private office; lounge; secured records

DECISION / CONSTRAINT

Exact building/plot and interior plan require owner review and an authored-geometry match.

Assets: **AK07** • Scenes: N28, N29, N43, N50, N52, N55, ALT04, ALT11

Sources: **B06** · **B10** · **G01** · **B08** · **F08** · **B09** · **D01** · **F09**

L20 Q’s residence and prayer room

07 Pinetree • Interior • P1

Placement proposed | Unverified

SOURCE REQUIRES

Present-day prayer failure is an optional framework; Q needs a private domestic space.

PROPOSED ASSIGNMENT

Choose an existing quiet Pinetree home; retain personal objects and family history.

WHY HERE

Domestic scale makes the loss of faith personal rather than a spectacle.

MINIMUM SPACES

Bedroom; prayer corner; living room; morning terrace

DECISION / CONSTRAINT

Faith details await the real Qasim’s review; do not invent ritual mechanics.

Assets: **AK08** • Scenes: N36, ALT10, G-milk

Sources: **B07** · **F07** · **C01** · **G01** · **F09** · **G00**

Location dossiers / L21–L22

Each record separates the source requirement from the placement proposal.

L21 Marley’s quarters / private celebration

09 West Point • Interior • P1

Placement proposed | Unverified

SOURCE REQUIRES

Frameworks place the moral-firewall conversation and confrontation in Marley’s quarters; the murder requires private isolation.

PROPOSED ASSIGNMENT

Use an existing West Point estate with a private workroom and terrace. Keep confrontation and proposed murder in this domestic cluster.

WHY HERE

Preserves the source setting and founders’ private lives; body-transfer feasibility must be tested.

MINIMUM SPACES

Living room; study; celebration terrace; private bedroom

DECISION / CONSTRAINT

Exact residence and murder staging are proposed. Test the existing road transfer to North Ridge; L34 is an explicit alternative, not an approved move.

Assets: **AK08, AK14** • Scenes: N40, N45, N46, N47, N50, N53, G-milk

Sources: **F07** · **F08** · **G01** · **B09** · **B07** · **B08** · **D01** · **G00**

L22 Security operations room

10 Edgeview / Joint Headquarters • Interior • P1

Placement proposed | Unverified

SOURCE REQUIRES

Gunshine audits drone/cloaking systems, logs anomalies and later confronts suppressed reports.

PROPOSED ASSIGNMENT

Use an interior within one of the existing five headquarters buildings.

WHY HERE

A stable operations room can reveal how the same data is dismissed and later weaponized.

MINIMUM SPACES

Ops desk; diagnostic wall; meeting corner; secured console

DECISION / CONSTRAINT

Branch-to-building mapping is unassigned; no new HQ tower or uniform skyline.

Assets: **AK09** • Scenes: N30, N42, N52, ALT04

Sources: **B06** · **B07** · **B09** · **C02** · **F09**

Location dossiers / L23–L24

Each record separates the source requirement from the placement proposal.

L23 Joint Headquarters complex

10 Edgeview / 07 Pinetree boundary • Surface • P1

Established | Unverified

SOURCE REQUIRES

Five existing headquarters buildings are retained.

PROPOSED ASSIGNMENT

Preserve all five distinct silhouettes, heights and positions; assign branch identity through reversible signage/interiors only after approval.

WHY HERE

Uses the established skyline instead of replacing it.

MINIMUM SPACES

Existing buildings; entrances; landscape; shared approach

DECISION / CONSTRAINT

Exact five model IDs and branch names require a mapping schedule; count from approved geometry, not an ambiguous aerial.

Assets: **AK09** • Scenes:

Sources: **U01** · **D01**

L24 Port clearance / logistics office

11 Port of Atlantis • Interior • P1

Placement proposed | Unverified

SOURCE REQUIRES

Prequel clearance involves an island port and restricted service zone.

PROPOSED ASSIGNMENT

Use existing port office/service frontage, with controlled access to cargo areas.

WHY HERE

Provides a mundane administrative threshold for institutional pressure.

MINIMUM SPACES

Manifest desk; inspection room; service yard; holding office

DECISION / CONSTRAINT

Exact building/plot and interior plan require owner review and an authored-geometry match.

Assets: **AK10** • Scenes: G-clearance

Sources: **G01** · **B00** · **G00**

Location dossiers / L25–L26

Each record separates the source requirement from the placement proposal.

L25 Restricted coastal transfer berth

11 Port of Atlantis • Surface • P1

Placement proposed | Unverified

SOURCE REQUIRES

The game finale links the twelfth refusal to a restricted coastal transfer.

PROPOSED ASSIGNMENT

Reserve an existing service berth on the port’s outer cargo edge, separated operationally from guest reception.

WHY HERE

A working port supports transport without creating a secret new island.

MINIMUM SPACES

Existing quay; loading threshold; escort holding; vehicle approach

DECISION / CONSTRAINT

Exact berth and mission geometry are candidates; do not expose the novel’s hidden ward through this mission.

Assets: **AK10** • Scenes: G-clearance, G-refusal

Sources: **G01** · **G00**

L26 Port utility distribution node

11 Port of Atlantis • Surface • P2

Placement proposed | Unverified

SOURCE REQUIRES

Owner requested a substation unless a better power technology is established.

PROPOSED ASSIGNMENT

Reserve an existing inland service-yard location for an integrated distribution node, pending geometry confirmation.

WHY HERE

Keeps visible utilities near logistics; generation technology stays open.

MINIMUM SPACES

Distribution cabinets; screened yard; maintenance access

DECISION / CONSTRAINT

This is distribution, not evidence of fusion power or a complete island energy system. Rail terminal remains separate.

Assets: **AK10** • Scenes:

Sources: **U01** · **V01**

Location dossiers / L27–L28

Each record separates the source requirement from the placement proposal.

L27 North Ridge public trails

08 North Ridge • Surface • P1

Established | Unverified

SOURCE REQUIRES

Entire ridge conceals a facility beneath a forest-trail surface.

PROPOSED ASSIGNMENT

Keep the approved hills, forest, paths and lookout character.

WHY HERE

Natural cover is a deliberate part of the setting, not missing futurism.

MINIMUM SPACES

Existing trails; lookout; subtle boundary cues

DECISION / CONSTRAINT

Do not introduce conspicuous military structures or label the secret in public material.

Assets: **AK02, AK11** • Scenes:

Sources: **U01** · **M01**

L28 Restricted research threshold

08 North Ridge • Surface • P1

Placement proposed | Unverified

SOURCE REQUIRES

Research access needs controlled thresholds that can later be selectively opened.

PROPOSED ASSIGNMENT

Reuse an existing discreet ridge-side service structure as the candidate access zone; transfer below ground.

WHY HERE

Makes guest restrictions and later manipulated permissions legible.

MINIMUM SPACES

Service vestibule; lift/stair; access reader; restricted corridor

DECISION / CONSTRAINT

Exact structure, shaft and underground footprint remain proposed; do not tunnel through an assumed mountain section.

Assets: **AK11** • Scenes: N33, N47, H03, G-recovery

Sources: **U01** · **B06** · **G01** · **B08** · **P06** · **G00**

Location dossiers / L29–L30

Each record separates the source requirement from the placement proposal.

L29 Outer research / scientist workplace

08 North Ridge • Underground • P1

Placement proposed | Unverified

SOURCE REQUIRES

Game recovery needs a restricted scientist workplace; public humanitarian research must remain distinguishable from deeper abuses.

PROPOSED ASSIGNMENT

Use an outer research wing reached through L28, outside the deepest clinical compartments.

WHY HERE

Allows the prequel mission without revealing the ward or Immortal’s full endgame.

MINIMUM SPACES

Working lab; office; interview room; staff support

DECISION / CONSTRAINT

Access and mission outcome remain game candidates. This is not automatically the subject ward.

Assets: **AK11** • Scenes: N31, N33, H03, G-recovery

Sources: **G01** · **B06** · **P06** · **G00**

L30 AGI server hall / observation room

08 North Ridge • Underground • P0

Placement proposed | Unverified

SOURCE REQUIRES

Immortal surveillance HQ; cathedral-like server hall; Kovak monitors from an adjacent room.

PROPOSED ASSIGNMENT

Place the core beneath central North Ridge, with attached observation and an independently controlled service route.

WHY HERE

Protects the public-versus-hidden contrast and required observer adjacency.

MINIMUM SPACES

Server nave; observation room; monitoring wall; service access

DECISION / CONSTRAINT

Story adjacency is established; depth, volume and exact subsurface coordinates are not.

Assets: **AK12** • Scenes: N24, N32, N57, G-immortal, G-invitation

Sources: **B05** · **B06** · **G01** · **B10** · **D01** · **G00**

Location dossiers / L31–L32

Each record separates the source requirement from the placement proposal.

L31 Hidden enhancement ward

08 North Ridge • Underground • P1

Placement proposed | Unverified

SOURCE REQUIRES

Living failed subjects in a hidden medical ward; discovery alone or Lena-led tour depends on selected framework.

PROPOSED ASSIGNMENT

Deep clinical compartment beneath North Ridge, separated from public therapy and outer research.

WHY HERE

Controlled revelation prevents the island’s first act from exposing its central horror.

MINIMUM SPACES

Ward rooms; nursing point; interview space; clinical corridor

DECISION / CONSTRAINT

Framework selection affects entrance choreography. Preserve subject dignity; horror comes from evidence and institutional behavior.

Assets: **AK13** • Scenes: N37

Sources: **B07** · **F07**

L32 Collective-consciousness research terrace

21 Genesis Campus • Surface • P2

Placement proposed | Unverified

SOURCE REQUIRES

Ch6B specifies an open-air research pavilion with the night sky visible; Ch7B offers pavilion or government-chamber staging.

PROPOSED ASSIGNMENT

Use an existing campus garden terrace or canopy for one temporary controlled experiment. Keep the government-room option at L18 separate.

WHY HERE

Preserves the sky-visible source requirement instead of burying every research event.

MINIMUM SPACES

Open-sky interface stations; observation; nearby recovery; control

DECISION / CONSTRAINT

No selected chapter placement. Do not schedule both alternatives as separate events; no new pavilion footprint is approved.

Assets: **AK13** • Scenes: N35, ALT01

Sources: **B07** · **F06** · **F07**

Location dossiers / L33–L34

Each record separates the source requirement from the placement proposal.

L33 Research archives / curated evidence

08 North Ridge • Underground • P1

Placement proposed | Unverified

SOURCE REQUIRES

Doors open selectively; Sophia sees manipulated records and forged authorization evidence.

PROPOSED ASSIGNMENT

Use the outer-to-deep circulation boundary and an adjacent records interface.

WHY HERE

Allows real humanitarian work and false incriminating evidence to be encountered on one controlled path.

MINIMUM SPACES

Archive console; document room; permission threshold

DECISION / CONSTRAINT

Track genuine, altered and fabricated evidence separately in production metadata.

Assets: **AK11** • Scenes: N33, N34, N39, ALT12

Sources: **B06** · **B07** · **B08** · **F07** · **F06**

L34 Private research office / alternate confrontation

08 North Ridge • Underground • P2

Placement proposed | Unverified

SOURCE REQUIRES

The Bible leaves the confrontation venue open; the detailed framework places it in Marley’s quarters.

PROPOSED ASSIGNMENT

Keep L21 as the source-faithful primary. Reserve this outer research office only as an explicit relocation option if domestic retrieval cannot work.

WHY HERE

The alternative shortens transfer to the clinical wing, but requires a deliberate story-staging change.

MINIMUM SPACES

Private office; entrance; service threshold; camera blocking space

DECISION / CONSTRAINT

Alternative only. No move from Marley’s quarters is approved; no automatic duplicate murder set.

Assets: **AK11, AK14** • Scenes: ALT06

Sources: **B08** · **F08**

Location dossiers / L35–L36

Each record separates the source requirement from the placement proposal.

L35 Resurrection laboratory

08 North Ridge • Underground • P1

Placement proposed | Unverified

SOURCE REQUIRES

Automated retrieval, Kovak observation, nanofluid integration and dual signatures.

PROPOSED ASSIGNMENT

Place a concealed clinical bay within the same North Ridge complex.

WHY HERE

Shares research language with the Memory Chamber while exposing a much darker application.

MINIMUM SPACES

Procedure bay; control station; shutdown interface; recovery cell

DECISION / CONSTRAINT

A prebuilt lab is framework evidence, not proof the protagonists know its purpose in the game.

Assets: **AK14** • Scenes: N47, N48, N52

Sources: **B08** · **B09** · **D01**

L36 Clinical service route / tank room

08 North Ridge • Underground • P1

Placement proposed | Unverified

SOURCE REQUIRES

Human-sized empty tanks glimpsed by Safari; automated body transport later.

PROPOSED ASSIGNMENT

Use a compartmented internal service corridor linking clinical zones, with a tank room along a separately controlled branch.

WHY HERE

A recurring material clue gains meaning while keeping the retrieval route compact.

MINIMUM SPACES

Service corridor; tank room; transfer vestibules; mechanical alcove

DECISION / CONSTRAINT

Do not assume Safari is a Genesis carrier. Corridor layout is a proposal, not a surveyed tunnel.

Assets: **AK14** • Scenes: N34, N47

Sources: **B06** · **B08**

Location dossiers / L37–L38

Each record separates the source requirement from the placement proposal.

L37 Island music studio

03 The Grove • Interior • P1

Placement proposed | Unverified

SOURCE REQUIRES

Game island years include creative work and a music weekend.

PROPOSED ASSIGNMENT

Fit the studio into an existing Grove commercial building; reuse the acoustic/recording kit across eras.

WHY HERE

The island keeps the crew’s creative life instead of becoming only a laboratory.

MINIMUM SPACES

Live room; control room; lounge; instrument storage

DECISION / CONSTRAINT

Do not relocate the 2033 mainland studio or warehouse onto the island.

Assets: **AK15** • Scenes: G-immortal, G-joy

Sources: **G01** · **U01** · **G00**

L38 Grove venue / Sunset Society home

03 The Grove • Interior • P1

Placement proposed | Unverified

SOURCE REQUIRES

Sunset Society belongs in The Grove; game music weekend needs a venue.

PROPOSED ASSIGNMENT

Reserve an existing Grove nightlife building as a candidate Society home and performance venue.

WHY HERE

Grounds the cultural brand in a place while preserving the original Grove.

MINIMUM SPACES

Stage; bar; audience floor; terrace; staff rooms

DECISION / CONSTRAINT

The district association is established; exact building, organization role and combined venue program need approval.

Assets: **AK15** • Scenes: G-joy

Sources: **G01** · **U01** · **G00**

Location dossiers / L39–L40

Each record separates the source requirement from the placement proposal.

L39 Grove backstage and marina edge

03 The Grove • Surface • P1

Placement proposed | Unverified

SOURCE REQUIRES

The music weekend extends through venue, studio and waterfront.

PROPOSED ASSIGNMENT

Use the existing marina frontage and venue service alley as one local event circuit.

WHY HERE

Keeps celebrations and backstage pressure within a coherent walkable area.

MINIMUM SPACES

Existing quay; service alley; backstage holding; loading access

DECISION / CONSTRAINT

Do not add a new marina, island or bridge to improve a mission route.

Assets: **AK15** • Scenes: G-joy

Sources: **G01** · **U01** · **G00**

L40 Rehabilitation demonstration annex

21 Genesis Campus • Interior • P2

Placement proposed | Unverified

SOURCE REQUIRES

The prequel proposes a rehabilitation pilot distinct from Clockwork Milk and the hidden ward.

PROPOSED ASSIGNMENT

Reuse a public-facing clinical campus annex with a separate assessment suite.

WHY HERE

Lets the founders encounter a plausible pilot without prematurely learning the deeper program.

MINIMUM SPACES

Assessment; demonstration room; interview; recovery

DECISION / CONSTRAINT

Entire game pilot is a candidate. Do not merge it with established Milk effects or Genesis implant history.

Assets: **AK06** • Scenes: G-conditioning

Sources: **G00** · **G01**

Location dossiers / L41–L42

Each record separates the source requirement from the placement proposal.

L41 Lena’s villa / journal room

20 Sunset Bay • Interior • P2

Placement proposed | Unverified

SOURCE REQUIRES

One Ch7 framework explicitly places the journal/rationalization scene in Lena’s villa.

PROPOSED ASSIGNMENT

Assign a different existing guest villa near the social hub, using the shared villa kit.

WHY HERE

The same hospitality shell can express Lena’s order and Sophia’s uncertainty through dressing.

MINIMUM SPACES

Desk; journal shelf; living room; private entry

DECISION / CONSTRAINT

Framework-dependent scene. Mia’s separate residence is not specified; no extra plot is assigned.

Assets: **AK01** • Scenes: N38

Sources: **F07** · **B02**

L42 Showcase political backroom

21 Genesis Campus • Interior • P0

Placement proposed | Unverified

SOURCE REQUIRES

Government backroom, CEO private aside, father-son pressure and handler contact occur during the Grand Event.

PROPOSED ASSIGNMENT

Use an existing campus hospitality/conference room behind the showcase, with two private side rooms.

WHY HERE

Keeps the event’s intercut conversations adjacent instead of adding a trip to Crown Key.

MINIMUM SPACES

Main meeting room; two side rooms; staff corridor; arrival vestibule

DECISION / CONSTRAINT

Separate from the recurring formal vote suite; shared modular interiors do not make these the same location.

Assets: **AK07, AK05** • Scenes: N22

Sources: **B05**

The 2043 pass: change experience, keep place

A present-day silhouette can support a future setting if the scenes prove what has changed.

Place	Proposed future behavior	What stays
Guest villa	Comfort anticipates speech; materials, shading and light respond quietly.	Preserve roofline, plot and tropical domestic scale.
Atlantis	Access, crowd management, weather arrival and vertical circulation feel seamless.	Keep the existing varied city; no replacement skyline.
Crown Key	Adaptive envelope, precise mobility and a sophisticated governance/finance interior.	Use current authored geometry; floor schedule must match actual mesh.
Genesis	BCI, thought-to-text, food systems, therapeutic reconstruction and experimental interiors.	Upgrade inside current volumes; visible dome is a separate decision.
The Grove	Music, culture and hospitality use subtle advanced acoustics and services.	Retain warmth, texture, density and marina identity.
North Ridge	Surface trails feel natural; underground systems provide the strongest technical contrast.	No enlarged mountain or conspicuous base to advertise the secret.
Port / utilities	Operations and permission systems evolve; handling is coordinated and quieter.	Do not replace every crane or invent an exotic generation plant.
Verdant Isle	Nature can remain nature.	No buildings, transport infrastructure or bridges.

Asset briefs / AK01–AK03

Source-linked programs for blockout, look development and scene production.

AK01 • P0

Guest hospitality and adaptive villas

BUILD KIT

Existing boat landing treatment; villa shell/interior; café; personal dressing; luggage/service props

2043 BEHAVIOR

Environment learns preferences before a spoken request; later the same behavior becomes intrusive.

LOOK & SOUND

Warm timber, salt-worn stone, concealed responsive glass and shading. Sophia and Lena share kit, never identity. Sea, soft mechanisms, personalized room tone; the voice stays narratively controlled.

DELIVER

Arrival-to-villa greybox; one hero villa interior; café blockout; Sophia/Lena dressing variants.

ACCEPTANCE

Plot/roofline preserved; boat approach works; room reactions observable without adding screens everywhere.

Locations: L01, L02, L03, L41

AK02 • P0

Living landscape and coast

BUILD KIT

Western hidden beach; eastern dawn/edge beach; trails; public promenade; bioluminescent tide/flora variants

2043 BEHAVIOR

Day/night and permissions alter experience; natural irregularity remains convincing.

LOOK & SOUND

Use existing shorelines, topography and vegetation. Avoid painting every district neon. Tide, insects, canopy and deliberate absence/presence cues only where the story calls for them.

DELIVER

Two beach blockouts; route test; dawn/night lighting pairs; landscape material library.

ACCEPTANCE

Sunrise horizon verified; west beach remains west; no new landform, bridge or universally empty bird ecosystem invented.

Locations: L04, L05, L06, L27

AK03 • P0

Masquerade and red-card threshold

BUILD KIT

Tower lobby/lift; ballroom; bar/service pantry; masks/gown; red card; separate garden salon

2043 BEHAVIOR

Invitations and access respond seamlessly; lighting and sound shift as Sophia crosses social boundaries.

LOOK & SOUND

Existing tower silhouette; tactile luxury and concealment. Opalescent ritual glassware follows script; clinical labeling stays backstage. Rain-to-lobby transition, layered score, muffled private-room spill. Music rights/cues tracked separately.

DELIVER

Tower fit study; ballroom greybox; separate enclave plan; rain sequence shot list; safe prop set.

ACCEPTANCE

Two distinct locations; walk tested; no extra tower; scene depicts undisclosed dosing as coercion, never consent created by technology.

Locations: L07, L08, L09

Asset briefs / AK04–AK06

Source-linked programs for blockout, look development and scene production.

AK04 • P1

Government arrival system

BUILD KIT

Buried rail platform; screening vestibule; transfer garage; existing villa islet; road checkpoint

2043 BEHAVIOR

Quiet biometric/credential access as proposed operation; official access remains compartmented.

LOOK & SOUND

Infrastructure restrained outside; technical precision inside; preserve house, bridge and road. Train arrival, quiet vehicle cabin, controlled environmental silence.

DELIVER

Terminal adjacency blockout; convoy route board; islet entry study; reception interior.

ACCEPTANCE

Terminal not at substation; no new bridge; reception and rail are separate records; cloak transit rule still explicit open decision.

Locations: L10, L11, L12

AK05 • P0

Public future / Grand Event

BUILD KIT

Temporary forecourt event; five demo modules; immersive auditorium; garden terrace; back-of-house

2043 BEHAVIOR

MindMeld, thought-to-text, aesthetic tech, food lab, quantum comms, drones and hover arrival are distinct demos.

LOOK & SOUND

Experimental interiors inside retained buildings; daylight readability and tactile interaction over generic holograms. Crowd gradients, precise demo cues, quiet technology; garden retains natural sound.

DELIVER

Campus visitor loop; five reusable demo bays; vehicle/drone scale proxies; optional theatre fit test.

ACCEPTANCE

Every named Bible demonstration represented; no giant dome added without approval; public route avoids secret labs.

Locations: L13, L14, L15, L17, L42

AK06 • P0

Credible public clinical technology

BUILD KIT

Memory Chamber; prep/observation; recovery; optional rehab-assessment suite

2043 BEHAVIOR

Therapeutic interface can later be appropriated; memory output is subjective, not documentary truth.

LOOK & SOUND

Clean, comfortable and human-scale; distinguish this from hidden ward and resurrection bay. Breathing, soft neural-interface pulse, restrained monitoring.

DELIVER

Chamber hero blockout; interface state sheet; reconstruction transition; optional game pilot variant.

ACCEPTANCE

Colombia memory is a separate virtual set; historical kitchen scene not canonized; game rehab pilot stays candidate.

Locations: L16, L40

Asset briefs / AK07–AK09

Source-linked programs for blockout, look development and scene production.

AK07 • P0

Governance and pressure

BUILD KIT

Crown Key vote suite; adjacent corridor/window; celebration room; diplomacy lounge; campus backroom variant

2043 BEHAVIOR

Repeat twelve meetings through time with changing dressing; thirteenth flips the social meaning of the same room.

LOOK & SOUND

Finance-grade material restraint and subtle adaptive systems; no invented monumental parliament. Controlled room tone; offscreen celebration audibly adjacent to the corridor; silence supports Q.

DELIVER

Mesh-matched floor fit; four principals and observer blocking; corridor sound test; separate campus variant.

ACCEPTANCE

Map to current tower mesh before floor numbering; voting eyelines work; sources never say the suite is already built.

Locations: L18, L19, L42

AK08 • P1

Founders’ private lives

BUILD KIT

Marley estate study/terrace; Q home/prayer corner; personal archives; restrained domestic props

2043 BEHAVIOR

Ordinary comforts coexist with automation; the future must not erase cultural or personal specificity.

LOOK & SOUND

Reuse existing residential buildings; warmer, imperfect objects contrast institutional polish. Domestic room tone and lived-in music choices; consultation for Q-specific details.

DELIVER

Two existing-plot studies; modular domestic kit; time-period dressing states.

ACCEPTANCE

No new mansions; Marley moral-firewall scene can occur in his quarters; faith portrayal reviewed with Qasim.

Locations: L20, L21

AK09 • P1

Headquarters and surveillance operations

BUILD KIT

Five existing exteriors; ops room; drone/cloak diagnostic interface; maintenance props

2043 BEHAVIOR

Show log discrepancies and permissions through changing system states, not new weapon towers.

LOOK & SOUND

Five varied buildings stay varied. Reversible branch identity and interior dressing only. Low mechanical bed; communications kept specific and sparse.

DELIVER

Five-building model ID sheet; one operations-room greybox; anomaly UI storyboard.

ACCEPTANCE

Exactly the approved buildings retained; branch identities remain unassigned until approved; no visual proof of build status inferred from art.

Locations: L22, L23

Asset briefs / AK10–AK12

Source-linked programs for blockout, look development and scene production.

AK10 • P1

Logistics and utilities

BUILD KIT

Cargo office; restricted quay; manifest props; escort threshold; distribution station treatment

2043 BEHAVIOR

Logistics, clearing access and local power distribution feel coordinated and mostly unobtrusive.

LOOK & SOUND

Retain port cranes and existing hardscape; future appears in handling and control rather than replacing port geometry. Harbor water, cargo handling and localized machinery.

DELIVER

Clearance-to-berth mission blockout; service traffic study; utility placeholder.

ACCEPTANCE

No claim of fusion plant; no secret arrival rail at utility yard; berth supports mission without new coastline.

Locations: L24, L25, L26

AK11 • P1

Concealed research circulation

BUILD KIT

Discreet surface threshold; outer labs; archives; private office; permission doors

2043 BEHAVIOR

Doors and evidence are selectively available; UI distinguishes real records from manipulations in production metadata.

LOOK & SOUND

Surface remains forest; interior gradient from helpful research to restricted systems. Door behavior, ventilation shifts, almost-familiar voice cues.

DELIVER

Access-state diagram; outer lab blockout; archive props; confrontation-room alternative fit.

ACCEPTANCE

Game scientist route cannot reveal the ward by accident; no speculative tunnel under the lagoon; murder venue stays provisional.

Locations: L27, L28, L29, L33, L34

AK12 • P0

Immortal core

BUILD KIT

Cathedral-like server hall; adjacent observation; surveillance workspace; service route

2043 BEHAVIOR

The voice is continuous with Sophia’s history; observer interface shows neural coupling.

LOOK & SOUND

Large interior volume below ridge, cool and restrained; no surface mountain enlargement to accommodate it. Server hum and voice staging; observation room acoustically distinct.

DELIVER

Sectional feasibility study; hall blockout; observer sightline test; voice/monitor storyboard.

ACCEPTANCE

Adjacent Kovak room works; engineering envelope remains conceptual until terrain/depth study; dramatic voice reveal preserved.

Locations: L30

Asset briefs / AK13–AK15

Source-linked programs for blockout, look development and scene production.

AK13 • P1

Ward and collective experiment

BUILD KIT

Medical ward; subject rooms; clinical support; portable collective interfaces; observation

2043 BEHAVIOR

Institutional routines reveal harm; optional trial interfaces are distinct from everyday BCI demos.

LOOK & SOUND

Ward is underground; the source-led collective trial uses a sky-visible campus terrace. Shared interface kit does not merge these locations. Human presence and equipment; do not rely on gratuitous distress loops.

DELIVER

Compartmented ward blockout; subject staging plan; open-air trial setup; alternate entry choreographies.

ACCEPTANCE

One selected collective-trial location; solo discovery and Lena-tour options remain alternatives; public atlas omits the hidden rooms.

Locations: L31, L32

AK14 • P1

Retrieval and hybrid integration

BUILD KIT

Automated transport; tank room; procedure bay; shutdown station; dual-signature UI

2043 BEHAVIOR

Body transfer, neural coupling and nanofluid integration are narrative effects, not exposition about real technology.

LOOK & SOUND

Shares family resemblance with therapeutic tech but exposes an inhuman operating priority. Mechanized clinical rhythm; abrupt human breathing after integration.

DELIVER

Short continuous service route; procedure blockout; state-change effects brief; prop/UI inventory.

ACCEPTANCE

Retrieval supports minutes after death; murder method not encoded prematurely; no gore-dependent spectacle required.

Locations: L21, L34, L35, L36

AK15 • P1

Grove culture and music

BUILD KIT

Studio; performance venue; bar; backstage; marina service edge; Sunset Society dressing

2043 BEHAVIOR

Technology improves acoustics, performance and hospitality while culture remains recognizable.

LOOK & SOUND

Warm, textured Miami/Bahamas influence; preserve existing Grove massing and marina. Distinct live-room, club and waterfront mixes; licensed/owned cues tracked separately.

DELIVER

Local playable event circuit; studio interior; venue audience/backstage plan; Society identity options.

ACCEPTANCE

Mainland Bargean and Q’s warehouse stay mainland; Society’s exact organizational role not assumed approved.

Locations: L37, L38, L39

Journeys / R01–R03

Sequences express story order. They do not draw new roads or claim travel times.

R01 Sophia arrives

L01 → L02 → L03 → L04 → L05 → L02

Boat to existing landing; local guest paths and existing west-coast roads.

Test: Confirm usable berth, accessible villa approach and hidden beach screening; no direct sightline to the ward.

Sources: **B01** · **B02** · **P02**

R02 Masks and Mirrors

L02 → L07 → L02 → L08 → L09 → L02

Preparation trip, return to villa, taxi via existing northern road loop to Atlantis; walk to the separate enclave.

Test: Keep tropical-rain transition, tower entrance and garden threshold. No imaginary lagoon crossing or instant cross-island walk.

Sources: **B04** · **P04**

R03 Government arrival and showcase

L11 → L12 → L10 → L12 → L13 → L42

Buried rail to screened vehicle transfer; existing northern roads to reception islet; return via same bridge, then campus by established roads.

Test: Rehearse bridge turnaround and convoy holding; keep rail terminal away from port. Ch4/Ch5 government chronology unresolved.

Sources: **B00** · **B04** · **B05** · **U01**

Journeys / R04–R06

Sequences express story order. They do not draw new roads or claim travel times.

R04 Grand Event to memory

L13 → L14 → L15 → L42 → L17 → L16

Campus walking loop; political backroom intercut separately.

Test: Public visitors must not traverse deep restricted research. Theatre is prose supplement, not a mandatory new dome.

Sources: **B05** · **P05**

R05 From inquiry to the ward

L06 → L28 → L29 → L30 → L33 → L31

Existing surface roads between shore and ridge; controlled internal circulation below.

Test: Dawn beach is not adjacent to North Ridge. Give transitions room; no unsourced underground cross-island shortcut.

Sources: **B06** · **B07**

R06 Confrontation and retrieval

L02 → L21 → L28 → L36 → L35

Source-faithful residence confrontation, then automated transfer by the existing road to the ridge threshold and clinical service route.

Test: Priority feasibility test: “minutes after death” means retrieval starts quickly, not proven completion time. No private tunnel assumed. L34 is an explicit alternate venue only.

Sources: **B08** · **F08**

Journeys / R07–R09

Sequences express story order. They do not draw new roads or claim travel times.

R07 Prequel island pressure

L24 → L25 → L28 → L29 → L38 → L18 → L25

Existing port and north-road links; Grove is a distinct later social stop, not a chase shortcut.

Test: Mission gates must preserve protagonist knowledge. Game ends with twelfth refusal, before novel murder and vote13.

Sources: **G00** · **G01**

R08 Thirteenth vote and consequence

L19 → L18 → L06

Conversion suite to vote room; corridor is part of L18; final beach is a cinematic cut, not an immediate walk.

Test: Vote order: Fatima, Gunshine, hybrid Marley, Q. Activation then corridor then Sophia at edge. Celebration sound carries from next room.

Sources: **D01** · **B10**

R09 A night in The Grove

L37 → L38 → L39

Existing local streets, venue service access and marina promenade.

Test: Differentiate guest audience, crew backstage and service routes without moving the marina.

Sources: **G01** · **U01**

All 21 districts have a deliberate role

A reserve is intentional. No event has been invented just to populate a district.

District	Allocated locations	Direction / restraint
01 Atlantis	L08 · L09 · L12	Civic skyline; spectacle, rain arrival and private garden threshold.
02 Crown Key	L18 · L19	Finance and governance; stable vote suite. Lil Brickell nickname.
03 The Grove	L07 · L37 · L38 · L39	Culture, boutique, music and Sunset Society. Preserve warmth and original layout.
04 South Beach	No physical island pin	Reserve resort frontage and crowd/background views; no current scene forces a new set.
05 Harbor View	L04	Guest exploration and subtle controlled movement.
06 The Commons	No physical island pin	Reserve ordinary business life; do not move the masquerade here just to distribute content.
07 Pinetree	L20	Quiet domestic life for Q; proposed home plot only.
08 North Ridge	L11 · L27 · L28 · L29 · L30 · L31 · L33 · L34 · L35 · L36	Forest surface, layered concealed research below. Subsurface plan is conceptual.
09 West Point	L21	Existing luxury estate for Marley; private life and moral conflict.
10 Edgeview	L22 · L23	Existing five headquarters buildings and security operations.
11 Port of Atlantis	L24 · L25 · L26	Logistics, controlled coastal transfer and utility distribution.

All 21 districts have a deliberate role

A reserve is intentional. No event has been invented just to populate a district.

District	Allocated locations	Direction / restraint
12 Bayview	No physical island pin	Keep Bayside-inspired waterfront identity; no forced story reassignment.
13 Paradise Key	No physical island pin	Resort/casino reserve; do not confuse it with the mainland casino that recruited Lena.
14 East Hills	No physical island pin	Residential reserve; retain housing/greenery decisions.
15 Channel District	No physical island pin	Marina/entertainment reserve; Grove already fits the named music route.
16 South Point	No physical island pin	Residential/resort reserve; future scenes may draw on existing stock.
17 Verdant Isle	No physical island pin	Protected untouched wilderness; no buildings, bridges or hidden reception complex.
18 Whisper Keys	No physical island pin	Private-islet reserve; no new bridge to make a route easier.
19 Ocean View	L06	Ocean horizon, dawn and recurring emotional edge.
20 Sunset Bay	L01 · L02 · L03 · L41	Guest arrival, shared social life and distinct existing villas.
21 Genesis Campus	L05 · L13 · L14 · L15 · L16 · L17 · L32 · L40 · L42	Public research, showcase and clinical credibility; nearby western beach.

Narrative coverage / N01–N13

Exact place proposals are in the dossiers; source IDs are linked in the source index.

Record	Beat / sequence	Location	Narrative status	Source
N01	Boat arrival and first reception	L01	Established event / proposed placement	B01
N02	Adaptive villa and intensifying whispers	L02	Established event / proposed placement	B01
N03	Trinity introduction	L03	Established event / proposed placement	B02, P02
N04	Exploration, glitches and VIP glimpses	L04	Established event / proposed placement	B02
N05	Hidden imperfect western beach	L05	Established event / proposed placement	B02, P02
N06	Invitation signed F / Kovak glimpse	L02 · L04	Established event / proposed placement	B02, P02
N07	Ch3 waking from the 2033 dream	L02	Established event / proposed placement	B03
N08	Lucas, gown preparation and boutique	L03 · L07 · L02	Established event / proposed placement	B04, P04
N09	Tropical-rain taxi approach	L02 · L08	Established event / proposed placement	B04
N10	Monthly masquerade / diluted Milk	L08	Established event / proposed placement	B04
N11	Red card and garden-path transition	L08 · L09	Established event / proposed placement	B04, P04
N12	VIP gathering, officials, Fatima encounter	L09	Established event / proposed placement	B04
N13	Villa morning after	L02	Established event / proposed placement	B04

Narrative coverage / N14–N26

Exact place proposals are in the dossiers; source IDs are linked in the source index.

Record	Beat / sequence	Location	Narrative status	Source
N14	Government island arrival	L11 · L12 · L10	Established event / proposed placement	B00, B04, B05
N15	Showcase drone and hover arrival	L13	Established event / proposed placement	B05
N16	MindMeld BCI demonstration	L15	Established event / proposed placement	B05
N17	MindFlow thought-to-text	L15	Established event / proposed placement	B05
N18	Aesthetic Enhancer	L15	Established event / proposed placement	B05
N19	Gastronomy Lab	L15	Established event / proposed placement	B05
N20	Quantum communications	L15	Established event / proposed placement	B05
N21	Bio-Harmonic Gardens	L17	Established event / proposed placement	B05
N22	Political backroom and private asides	L42	Established event / proposed placement	B05
N23	Triple date / Lena’s scar callback	L17	Established event / proposed placement	B05
N24	First Immortal surveillance cutaway	L30	Established event / proposed placement	B05
N25	Memory Chamber / Colombia reconstruction	L16	Established event / proposed placement	B05
N26	Holo-Cinema showcase sequence	L14	Prose supplement / placement proposed	P05

Narrative coverage / N27–N39

Exact place proposals are in the dossiers; source IDs are linked in the source index.

Record	Beat / sequence	Location	Narrative status	Source
N27	Safari dawn conversation	L06	Framework / placement proposed	B06
N28	Q’s contractor breakfast	L19	Framework / placement proposed	B06
N29	Q/Fatima safeguards negotiation	L19	Framework / placement proposed	B06
N30	Gunshine/Q security audit	L22	Framework / placement proposed	B06
N31	Overheard Marley-Fatima fracture	L29	Framework / placement proposed	B06
N32	Voice recognition / Kovak observation	L30	Framework / placement proposed	B06
N33	Opened doors and curated evidence	L28 · L29 · L33	Framework / placement proposed	B06
N34	Safari’s tank-room report	L36 · L33	Framework / placement proposed	B06
N35	Collective trial	L32	Framework / placement proposed	B07, F06, F07
N36	Q’s present-day prayer failure	L20	Framework / placement proposed	B07, F07
N37	Ward discovery or Lena-guided tour	L31	Framework / placement proposed	B07, F07
N38	Lena journal / rationalization	L41	Framework / placement proposed	F07
N39	Forged archives	L33	Framework / placement proposed	B07, F07

Narrative coverage / N40–N52

Exact place proposals are in the dossiers; source IDs are linked in the source index.

Record	Beat / sequence	Location	Narrative status	Source
N40	Marley-Q moral firewall	L21	Framework / placement proposed	B07, F07
N41	Lonely edge / night beach return	L06	Framework / placement proposed	B07
N42	Security anomaly report	L22	Framework / placement proposed	B07
N43	Resistance / Safari question / missed Q connection	L05 · L19	Framework / placement proposed	B08, F08
N44	Final fabricated father evidence	L02	Framework / placement proposed	B08, F08
N45	Confrontation in Marley’s quarters	L21	Framework / placement proposed	B08, F08
N46	Murder in private isolation	L21	Locked endgame beat / staging proposed	B08, D01, F08
N47	Automated retrieval	L21 · L28 · L36 · L35	Framework / placement proposed	B08
N48	Kovak / hybrid resurrection	L35	Locked endgame beat / staging proposed	B08, D01
N49	Next-morning threat	L02	Framework / placement proposed	B08
N50	Q notices changed Marley	L19 · L21	Framework / placement proposed	B09
N51	Private women’s regroup / hollow victory	L02	Framework / placement proposed	B09
N52	Kovak, Gunshine and Fatima evidence intercut	L35 · L22 · L19	Framework / placement proposed	B09

Narrative coverage / N53–ALT06

Exact place proposals are in the dossiers; source IDs are linked in the source index.

Record	Beat / sequence	Location	Narrative status	Source
N53	Hybrid at window	L21	Framework / placement proposed	B09
N54	Garden false peace	L17	Framework / placement proposed	B10
N55	Private conversion; Q answer withheld	L19	Locked endgame beat / staging proposed	B10, D01
N56	Thirteenth unanimous vote	L18	Locked endgame beat / staging proposed	B10, D01
N57	Map activation	L18 · L30	Locked endgame beat / staging proposed	B10, D01
N58	Q’s silent corridor aftershock	L18	Locked endgame beat / staging proposed	B10, D01
N59	Final island edge / voice	L06	Locked endgame beat / staging proposed	B10, D01
ALT01	Ch6B collective trial instead of Ch7 trial	L32	Alternative, not additive	F06
ALT02	Ch7A Q in Miami, 2042 / father memory	No physical island pin	Alternative / off-island or historical	F07
ALT03	Ch9B Safari attempted departure	L01	Alternative / placement proposed	F09
ALT04	Ch9B administration / coronation emphasis	L18 · L19 · L22	Alternative / placement proposed	F09
ALT05	Epilogue A council-freeze opening	L18	Alternative / placement proposed	F09
ALT06	Research-office confrontation and murder	L34	Explicit staging change proposed	B08, F08

Narrative coverage / ALT07–G-joy

Exact place proposals are in the dossiers; source IDs are linked in the source index.

Record	Beat / sequence	Location	Narrative status	Source
ALT07	Collective trial government-chamber alternative	L18	Alternative / placement proposed	F07
ALT08	Ch8B failed transmission operation	L15 · L04	Alternative / placement proposed	F08
ALT09	Ch8B Sophia’s sleepless night	L02	Alternative / placement proposed	F08
ALT10	Ch9B monitored call to Q’s father	L20	Alternative / placement proposed	F09
ALT11	Ch9B Fatima notices the mask slip	L19	Alternative / placement proposed	F09
ALT12	Ch6B collective aftermath / decision	L03 · L17 · L02 · L33	Alternative / placement proposed	F06
H01	Jungle Escape VR and communicator orb	L02	Historical idea / not canon	P06
H02	Luminarium art encounter	L17	Historical idea / not canon	P06
H03	Landscape lift and underground garden	L28 · L29	Historical idea / not canon	P06
H04	Mother’s kitchen memory	L16	Historical idea / superseded staging	P06
H05	Lumina Pavilion invitation	L17	Historical idea / not canon	P06
G-immortal	The things they put into it	L15 · L37 · L30	Game candidate / placement proposed	G00, G01
G-joy	Kings of somewhere	L37 · L38 · L39	Game candidate / placement proposed	G00, G01

Narrative coverage / G-clearance–G-invitation

Exact place proposals are in the dossiers; source IDs are linked in the source index.

Record	Beat / sequence	Location	Narrative status	Source
G-clearance	The wrong clearance	L24 · L25	Game candidate / placement proposed	G00, G01
G-recovery	The person they rescued	L28 · L29	Game candidate / placement proposed	G00, G01
G-lena-return	A familiar thank-you	L03	Game candidate / placement proposed	G00, G01
G-conditioning	A man without anger	L40	Game candidate / placement proposed	G00, G01
G-milk	The morning without shame	L21 · L20	Game candidate / placement proposed	G00, G01
G-twelve	The votes they keep losing	L18	Game candidate / placement proposed	G00, G01
G-refusal	The right to remain difficult	L18 · L25	Game candidate / placement proposed	G00, G01
G-invitation	Delivered. Unopened.	L30	Game candidate / placement proposed	G00, G01

Game audit / all 39 records

37 campaign beats + roots and crash prior-history records. Island staging remains candidate.

Game ID	Date / source setting	Island allocation	Scope
roots	Before 2033 • Miami / Seattle / military service	No physical island pin	Off-island / no physical island pin
crash	July 4, 2030 • Near San Francisco	No physical island pin	Off-island / no physical island pin
casino	2032 flashback → Sept 2033 follow-up • Miami casino	No physical island pin	Off-island / no physical island pin
warehouse	Aug 31 → Sept 1, 2033 • Q’s warehouse · Little Haiti, near the freeway	No physical island pin	Off-island / no physical island pin
studio	Sept 1, 2033 · morning • Miami studio	No physical island pin	Off-island / no physical island pin
daylight	Sept 2, 2033 • Little Haiti / Hialeah / Miami Gardens	No physical island pin	Off-island / no physical island pin
nightshift	Sept 3, 2033 • Adult club / Brickell hotel lounge	No physical island pin	Off-island / no physical island pin
lab	Sept 4, 2033 • Google Open · Brickell	No physical island pin	Off-island / no physical island pin
cruise	Sept 5–6, 2033 • Caribbean cruise / Puerto Rico shore stop	No physical island pin	Off-island / no physical island pin
waterfront	Sept 7, 2033 • Waterfront near Key Biscayne	No physical island pin	Off-island / no physical island pin
briefing	Before the attack · intercut • Continuity planning rooms	No physical island pin	Off-island / no physical island pin
athena	Sept 10, 2033 • Station Athena · orbit	No physical island pin	Off-island / no physical island pin
showcase	Sept 10, 2033 · night • Q’s warehouse	No physical island pin	Off-island / no physical island pin

Game audit / all 39 records

37 campaign beats + roots and crash prior-history records. Island staging remains candidate.

Game ID	Date / source setting	Island allocation	Scope
access	Sept 11, 2033 · morning • Station Athena	No physical island pin	Off-island / no physical island pin
la	Sept 11, 2033 · Sunday • Los Angeles · family neighborhood	No physical island pin	Off-island / no physical island pin
escape	Sept 11, 2033 • Brickell → Pinecrest	No physical island pin	Off-island / no physical island pin
long-dark	Days 5–10 after blackout • Pinecrest / Miami neighborhood	No physical island pin	Off-island / no physical island pin
warehouse-after	Days 12–20 after blackout • The warehouse · Little Haiti	No physical island pin	Off-island / no physical island pin
cash-return	October 2033 • Miami · temporary broadcast / club network	No physical island pin	Off-island / no physical island pin
halloween	Oct 31, 2033 • Warehouse Halloween party	No physical island pin	Off-island / no physical island pin
favors	2034 · working year • Contested mainland facility	No physical island pin	Off-island / no physical island pin
hardware	2035 · working year • Mainland equipment yard / recovery network	No physical island pin	Off-island / no physical island pin
seizure	2036 · working year • Warehouse / recovery contractor premises	No physical island pin	Off-island / no physical island pin
offer	Late 2036 · working date • Miami / island presentation	No physical island pin	Mixed presentation; no required island staging
immortal	2037–2038 · working years • Island research / creative spaces	L15 · L37 · L30	Island candidate
joy	2038 · working year • Island venue / studio / waterfront	L37 · L38 · L39	Island candidate

Game audit / all 39 records

37 campaign beats + roots and crash prior-history records. Island staging remains candidate.

Game ID	Date / source setting	Island allocation	Scope
investigation	2038–2039 · working window • Off-island military context / newsroom	No physical island pin	Off-island / no physical island pin
witness	2039 · working year • Mainland source meeting / transport corridor	No physical island pin	Off-island / no physical island pin
exposure	2039–2040 · working window • Newsroom / public response montage	No physical island pin	Off-island / no physical island pin
statement	After Eddie’s disappearance · before 2043 • Military hearing / public statement	No physical island pin	Off-island / no physical island pin
clearance	2040–2041 · working window • Island port / restricted service zone	L24 · L25	Island candidate
recovery	2041 · working year • Restricted research facility · placement pending	L28 · L29	Island candidate
lena-return	Island years · before Sophia’s arrival • Island café / assessment reception	L03	Island candidate
conditioning	2041–2042 · working window • Island rehabilitation demonstration	L40	Island candidate
milk	Late island years · before the novel • Island private celebration / morning after	L21 · L20	Island candidate
sophia-adult	2042–2043 · working window • Miami · university/work / record culture	No physical island pin	Off-island / no physical island pin
twelve	2039–2043 · twelve real meetings • Founders’ vote chamber / changing island	L18	Island candidate
refusal	2043 · before Sophia’s invitation • Vote chamber / restricted coastal transfer	L18 · L25	Island candidate
invitation	2043 · handoff to the novel • Immortal’s infrastructure → Sophia’s Miami work email	L30	Island candidate

Framework audit / every current scene heading

Alternatives share assets; they are not automatically combined into a single canon.

Source	Scene heading	Version context	Proposed set
FW-061	Scene 1: “The Last Good Morning”	Ch 6: "UNIVERSE" FRAMEWORK A: "The Simulation Spiral"	L06
FW-079	Scene 2: “The Diplomat’s Morning”	Ch 6: "UNIVERSE" FRAMEWORK A: "The Simulation Spiral"	L19
FW-097	Scene 3: “Security Audit”	Ch 6: "UNIVERSE" FRAMEWORK A: "The Simulation Spiral"	L22
FW-115	Scene 4: “The Fracture”	Ch 6: "UNIVERSE" FRAMEWORK A: "The Simulation Spiral"	L21 · L29
FW-131	Scene 5: “The Voice”	Ch 6: "UNIVERSE" FRAMEWORK A: "The Simulation Spiral"	L30
FW-151	Scene 6: “Shadows”	Ch 6: "UNIVERSE" FRAMEWORK A: "The Simulation Spiral"	L28 · L33 · L36
FW-175	Scene 1: “The Collective”	Ch 6: "UNIVERSE" FRAMEWORK B: "The Beautiful Trap"	L32
FW-193	Scene 2: “The Morning After / The Diplomat”	Ch 6: "UNIVERSE" FRAMEWORK B: "The Beautiful Trap"	L03 · L17 · L19
FW-211	Scene 3: “The Voice”	Ch 6: "UNIVERSE" FRAMEWORK B: "The Beautiful Trap"	L30
FW-227	Scene 4: “The Architect’s Argument / Signal Audit”	Ch 6: "UNIVERSE" FRAMEWORK B: "The Beautiful Trap"	L29 · L22
FW-243	Scene 5: “The Decision”	Ch 6: "UNIVERSE" FRAMEWORK B: "The Beautiful Trap"	L02 · L33
FW-275	Scene 1: “Q Before the Island”	Ch 7: "FALLEN ONES" FRAMEWORK A: "The Ward"	No physical island pin

Framework audit / every current scene heading

Alternatives share assets; they are not automatically combined into a single canon.

Source	Scene heading	Version context	Proposed set
FW-297	Scene 2: “The Ward”	Ch 7: "FALLEN ONES" FRAMEWORK A: "The Ward"	L31
FW-317	Scene 3: “Lena’s Journal”	Ch 7: "FALLEN ONES" FRAMEWORK A: "The Ward"	L41
FW-335	Scene 4: “Planted Evidence / We Are Not God”	Ch 7: "FALLEN ONES" FRAMEWORK A: "The Ward"	L33 · L21
FW-355	Scene 5: “Flashback / Lonely Soul”	Ch 7: "FALLEN ONES" FRAMEWORK A: "The Ward"	L06 · L22
FW-377	Scene 1: “The Collective” (if Ch6 used Framework A)	Ch 7: "FALLEN ONES" FRAMEWORK B: "The Congregation"	L32 · L18
FW-391	Scene 2: “Q’s Silence”	Ch 7: "FALLEN ONES" FRAMEWORK B: "The Congregation"	L20
FW-411	Scene 3: “Lena’s Tour”	Ch 7: "FALLEN ONES" FRAMEWORK B: "The Congregation"	L31
FW-429	Scene 4: “The Frame Tightens / We Are Not God”	Ch 7: "FALLEN ONES" FRAMEWORK B: "The Congregation"	L33 · L21
FW-445	Scene 5: “Flashback / Lonely Soul”	Ch 7: "FALLEN ONES" FRAMEWORK B: "The Congregation"	L06 · L22
FW-475	Scene 1: “The Resistance”	Ch 8: "ISLAND OF LOST SOULS (DEAD 2 ME)" FRAMEWORK A: "The Reckoning"	L05 · L19
FW-493	Scene 2: “The Final Manipulation”	Ch 8: "ISLAND OF LOST SOULS (DEAD 2 ME)" FRAMEWORK A: "The Reckoning"	L02
FW-507	Scene 3: “The Confrontation”	Ch 8: "ISLAND OF LOST SOULS (DEAD 2 ME)" FRAMEWORK A: "The Reckoning"	L21

Framework audit / every current scene heading

Alternatives share assets; they are not automatically combined into a single canon.

Source	Scene heading	Version context	Proposed set
FW-525	Scene 4: “The Murder”	Ch 8: "ISLAND OF LOST SOULS (DEAD 2 ME)" FRAMEWORK A: "The Reckoning"	L21
FW-541	Scene 5: “The Machine”	Ch 8: "ISLAND OF LOST SOULS (DEAD 2 ME)" FRAMEWORK A: "The Reckoning"	L35 · L02
FW-569	Scenes 1–5: Same structure as v0.1	Ch 8: "ISLAND OF LOST SOULS (DEAD 2 ME)" FRAMEWORK B: "The Clock"	L15 · L04 · L02 · L21 · L35
FW-589	Scene 1: “The New Marley”	Ch 9: "THE SLURGE" FRAMEWORK A: "The Uncanny Valley"	L19 · L21 · L22
FW-609	Scene 2: “The Prisoner”	Ch 9: "THE SLURGE" FRAMEWORK A: "The Uncanny Valley"	No physical island pin
FW-629	Scene 3: “Hollow Victory”	Ch 9: "THE SLURGE" FRAMEWORK A: "The Uncanny Valley"	L02
FW-645	Scene 4: “Facts Over Fiction”	Ch 9: "THE SLURGE" FRAMEWORK A: "The Uncanny Valley"	L35 · L22 · L19
FW-669	Scenes 1–4: Same structure as v0.1 with v0.2 enhancements	Ch 9: "THE SLURGE" FRAMEWORK B: "The Coronation"	L18 · L19 · L01 · L20
FW-687	Scene 1: “Council Freeze”	Epilogue: "LOST SOULS" FRAMEWORK A: "The Thirteenth Vote"	L18
FW-705	Scene 2: “The Conversion”	Epilogue: "LOST SOULS" FRAMEWORK A: "The Thirteenth Vote"	L19
FW-727	Scene 3: “The Thirteenth Vote”	Epilogue: "LOST SOULS" FRAMEWORK A: "The Thirteenth Vote"	L18
FW-759	Scene 4: “The Edge”	Epilogue: "LOST SOULS" FRAMEWORK A: "The Thirteenth Vote"	L06

Framework audit / every current scene heading

Alternatives share assets; they are not automatically combined into a single canon.

Source	Scene heading	Version context	Proposed set
FW-785	Scene 1: “The Garden”	Epilogue: "LOST SOULS" FRAMEWORK B: "The Garden"	L17
FW-803	Scene 2: “The Conversion”	Epilogue: "LOST SOULS" FRAMEWORK B: "The Garden"	L19
FW-817	Scene 3: “The Thirteenth Vote”	Epilogue: "LOST SOULS" FRAMEWORK B: "The Garden"	L18
FW-833	Scene 4: “Vote Aftershock”	Epilogue: "LOST SOULS" FRAMEWORK B: "The Garden"	L18
FW-853	Scene 5: “The Edge”	Epilogue: "LOST SOULS" FRAMEWORK B: "The Garden"	L06

Open decisions / I01–I03

These stay visible until resolved. A polished render is not a resolution.

I01 Government chronology High

Evidence: B04 places the CEO and Q’s father at the island VIP gathering, while its production note schedules government arrival for Ch5.

Decision needed: Choose earlier separate arrival, adjust appearances, or revise chronology; do not silently move a scene.

Sources: **B04** · **B05**

I02 Canonical map versus 5–7 islands wording High

Evidence: The approved footprint includes many small islets; an older decision says 5–7 islands.

Decision needed: Keep the footprint. Resolve terminology or major-island grouping in the decision log, without redrawing to satisfy an old count.

Sources: **D01** · **M01** · **U01**

I03 Crown Key construction versions High

Evidence: Older 14-footprint references and later 47-building implementation are different construction generations. H01’s 80-level concept differs from placed LM01.

Decision needed: Reconcile current approved mesh and model IDs with the district reference; do not reset one version from another. No council floor until mesh match.

Sources: **UE01** · **UE02** · **M01** · **A01**

Open decisions / I04–I06

These stay visible until resolved. A polished render is not a resolution.

I04 2043 reads as present day High

Evidence: The aerial emphasizes familiar roads, towers, roofs and resort marinas; the narrative depends on adaptive environments, BCI, hover arrival and covert AGI.

Decision needed: Upgrade behavior, materials and interiors district by district inside fixed geometry; start villa, campus demo, Crown Key threshold and masquerade.

Sources: **V01** · **B01** · **B05**

I05 Part Two not selected High

Evidence: Recommended frameworks are still options; only listed endgame anchors are locked.

Decision needed: Approve one routing basis before committing ward-entry choreography, collective-trial timing or murder-specific fixtures.

Sources: **D01** · **F06** · **F07** · **F08** · **F09**

I06 Map scale and route feasibility High

Evidence: Perspective pixels are not terrain coordinates or distances.

Decision needed: Match authored geometry, verify coastline and bridges, then test travel times, sunrise sightlines and convoy turning.

Sources: **M01** · **UE01**

Open decisions / I07–I09

These stay visible until resolved. A polished render is not a resolution.

I07 Cloak boundary and outside traffic Medium

Evidence: Invisible island, cargo port, North Link and government rail require compatible operating rules.

Decision needed: Define an authorized entry corridor and outer-island relationship in canon; do not draw new cloak hardware or mainland bridge.

Sources: **B00** · **M01**

I08 Campus Sphere exterior Medium

Evidence: Historical prose describes a reflective dome; the retained campus may not support that mass.

Decision needed: Fit a 360-degree interior first; request a separate exterior exception only if essential.

Sources: **P05** · **U01**

I09 Clinical and government knowledge High

Evidence: Public therapy, game rehab pilot, subject ward and resurrection are different programs with different reveal timing.

Decision needed: Use explicit permission/knowledge states per era. No prequel mission reveals the complete Genesis history or endgame.

Sources: **G00** · **B05** · **B07** · **B08**

Open decisions / I10–I12

These stay visible until resolved. A polished render is not a resolution.

I10 Asset approval versus construction Medium

Evidence: Approved art does not prove exact surveyed geography, finished interiors or engine implementation. Some repo art statuses lag owner decisions.

Decision needed: Maintain separate reference-approval, placement and built fields; owner confirmations supersede stale art labels without auto-approving scene pins.

Sources: **D01** · **M01** · **UE01** · **U01**

I11 Power, population and branches Medium

Evidence: Power-generation method, total population and five branch-to-building assignments are not established by this scan.

Decision needed: Keep distribution placeholder; separate 50–100 guests from workforce/residents; reserve branch tags for a later identity schedule.

Sources: **B00** · **D01** · **U01**

I12 Historical memory and mainland confusion High

Evidence: Older Ch6 memory/kitchen staging, Miami Brickell/Pinecrest and Bargean can be mistaken for island settings.

Decision needed: Current Ch5 Colombia reconstruction governs. Keep mainland events and virtual spaces in separate registers.

Sources: **B05** · **P06** · **G00** · **C03**

Historical exhibits: preserve the ideas, control the scope

These are prose candidates inside existing campus spaces, not ten new landmarks.

Exhibit candidate	Host	Constraint
UBI Experience Zone	L15	Simulation exhibit; not proof that island economic policy is settled.
Quantum Echoes	L15	Choice/alternate-reality installation; rendered experiences do not create physical island locations.
Cloak of Invisibility	L15	Demonstration prop only; cloak boundary and port operations still need a canon rule.
Fusion Sphere / Quantum Fusion Core	L15	Scale-model exhibit is not an approved operating island power plant.
Holo-Meet Sphere	L15	Telepresence module; share room kit with communications, no second giant exterior sphere.
Climate Nexus	L15	Weather/field demonstration from prose. Tropical rain in Ch4 must still be possible; clarify intentional climate management.
Quantum Web Hub	L15	Communications exhibit, not a second data-center landmark.
Digital Eternity Chamber	L15	Speculative exhibit must not reveal the full hybrid plan to prequel founders or early novel visitors.
Defender Domes	L15	Prose calls this emerging tech; personal-shield prototype, not domes over the map.
Quantum Leap Station	L15	Fictional inanimate-object experiment; no approved transport network or instant island travel.

Nonphysical places and important exclusions

Memory, simulation and mainland history do not create extra islands or buildings.

VSET01 Colombia reconstruction

Established sequence; memory provenance deliberately ambiguous — Separate memory environment; never pin Colombia on the island.

VSET02 Marley’s internal hybrid experience

Locked coexistence; presentation framework open — No physical prison building implied by the metaphor.

VSET03 Jungle Escape VR

Historical idea only — Headset workout in Sophia’s room; optional rendered environment, not new island jungle geography.

VSET04 Mother’s kitchen reconstruction

Historical staging; do not promote to canon — Archive unless deliberately reintroduced; current memory sequence is Ch5 Colombia.

VSET05 US rollout activation map

Locked endgame image; interface implementation proposed — A screen/montage geography, not an island district.

MAINLAND / ORBIT REMAINS OUTSIDE THE ISLAND

Prelude Arctic, DIA Denver and Station Athena; the 2030 crash; Miami Google offices and Lena’s casino; the Night Titans at Bargean; Pinecrest safe house; LA blackout; mainland game warehouses, clubs and whistleblower events. Cash’s 2043 direction stays off-island. Paradise Key’s casino is not automatically Lena’s mainland workplace.

Sources: **B00** · **B03** · **B04** · **B05** · **G00** · **C03**

Build order and review gates

A practical sequence that protects existing work and produces scenes early.

Phase	Work	Exit evidence
0 / Preserve	Register clean-map checksum, 21 district names, five HQ model IDs and current Crown Key geometry/version. Resolve stale approval labels separately.	Map-to-model register; no asset regeneration.
1 / Prove arrival	Block guest landing → villa → café → hidden beach. Test one adaptive villa interior against its unchanged exterior.	A complete guest journey and the first credible 2043 behavior.
2 / Prove the ball	Fit one existing Atlantis tower; block lobby, lift, ballroom and separate enclave walk.	Rain arrival and red-card sequence, without a new tower.
3 / Use Crown Key work	Match a real tower and floor schedule; fit council, lounge, corridor and adjacent celebration.	Reusable game votes and novel vote13 suite.
4 / Prove public research	Campus loop, demonstrations, Memory Chamber, date terrace and backroom. Check theatre massing.	Showcase scenes with clear public/restricted boundaries.
5 / Prove concealed logic	Access, server/observer adjacency, ward compartment, residence retrieval route and resurrection.	Section/route review before expensive hero interiors.
6 / Expand game culture	Grove studio/venue/marina, port clearance and restricted scientist route.	Prequel missions preserving the novel’s reveal timing.
7 / Finish visuals	Approved exterior/interior pair per district, then high-resolution renders from authored geometry.	No generated aerial becomes a new construction map.

Implementation handoff

The atlas is structured for the internal site and an Unreal location register.

ONE STABLE LOCATION RECORD

Keep PI-LOC-001…042 independent from district numbering and display names. Preserve retired IDs instead of renumbering. Bind each scene and asset to IDs, not to a text label baked into an image.

STATUS FIELDS STAY INDEPENDENT

Store narrative_status, placement_status, reference_approval, built_status, source_ids and geometry_version. Add owner decision date and rationale when a placement changes. Proposed can become Established only through an actual decision.

AFTER PLACEMENT REVIEW

Assign district model ID, building ID, level ID and world transform from authored geometry. Anchor surface pins to the actual layout; retain North Ridge as a schematic until a terrain/section design exists.

ASSET ACCEPTANCE

Compare the same camera against the approved reference. Check coastline, building inventory, silhouette, bridges and roads before materials. Then test access, actor blocking, sightlines, sound and era-dependent permissions.

INTERNAL ATLAS PAGE

Show a visible unresolved-issues count and filters for novel/game, era, surface/underground, narrative status and placement status. Select a pin to open source evidence, scenes and assets. Public data must be a separate spoiler-safe export, not hidden UI alone.

WHAT THIS PACKAGE ACTUALLY DELIVERS

Annotated map PNG/SVG sheets; a complete JSON register; editable CSVs; source excerpts and pinned links; a readable Markdown brief; this linked PDF. It does not modify the live site, canon or engine assets.

Evidence index / D01–B04

Links point to the reviewed commit, not a moving branch. Excerpts are included in the editable pack.

D01 Authority, locked endgame and owner overrides
docs/current-decisions.md • lines 5–34

D02 Game spine, island/game separation and naming
docs/current-decisions.md • lines 89–121

V01 2043 visual direction: preserve layout, upgrade behavior
docs/planning/paradise-island-2043-visual-direction.md • lines 7–73

M01 Master-map authority and historical references
maps/paradise-islands/README.md • lines 1–56

M02 Existing atlas: audit input, not fresh approval
web/the-island/development/locations.json • lines 1–338

B00 Setting, cloaking and government rail
story/bible/bible-v2.3.2.md • lines 19–43

B01 Ch1: boat arrival and adaptive villa
story/bible/bible-v2.3.2.md • lines 97–115

B02 Ch2: Trinity, glitches and hidden beach
story/bible/bible-v2.3.2.md • lines 117–133

B03 Ch3: island waking frame
story/bible/bible-v2.3.2.md • lines 135–159

B04 Ch4: government journey and masquerade
story/bible/bible-v2.3.2.md • lines 193–241

Evidence index / B05–F09

Links point to the reviewed commit, not a moving branch. Excerpts are included in the editable pack.

B05 Ch5: showcase, backroom, date, surveillance and Memory Chamber
story/bible/bible-v2.3.2.md • lines 269–295

B06 Ch6: recommended route, not selected canon
story/bible/bible-v2.3.2.md • lines 301–367

B07 Ch7: recommended route, not selected canon
story/bible/bible-v2.3.2.md • lines 369–427

B08 Ch8: resistance, murder and resurrection
story/bible/bible-v2.3.2.md • lines 429–485

B09 Ch9: hybrid and evidence
story/bible/bible-v2.3.2.md • lines 487–529

B10 Epilogue: garden, conversion, vote, corridor, edge
story/bible/bible-v2.3.2.md • lines 531–609

F06 Back-third alternatives: Chapter 6
story/frameworks/back-third-v0.2.md • lines 1–260

F07 Back-third alternatives: Chapter 7
story/frameworks/back-third-v0.2.md • lines 261–466

F08 Back-third alternatives: Chapter 8
story/frameworks/back-third-v0.2.md • lines 467–574

F09 Back-third alternatives: Chapter 9 and epilogue
story/frameworks/back-third-v0.2.md • lines 575–888

Evidence index / P02–C02

Links point to the reviewed commit, not a moving branch. Excerpts are included in the editable pack.

P02 As-written Ch2: café and western beach
story/chapters/ch2-the-sequence.md • lines 1–585

P04 As-written Ch4: boutique, tower and separate enclave
story/chapters/ch4-masks-and-mirrors.md • lines 80–280

P05 As-written Grand Event: theatre and demonstrations
story/chapters/ch5-upon-a-time-act2.md • lines 1–401

P06 Historical Ch6: VR, Luminarium and buried garden
story/chapters/ch6-universe.md • lines 1–575

G00 Game v2 status, scope and source precedence
web/game-console/v2/campaign.js • lines 1–16

G01 Game v2 candidate events and reading treatment
web/game-console/v2/campaign.js • lines 1–292

G02 V3 production planner: implementation status
web/game-console/v3/README.md • lines 1–62

G03 Prior-history game records and retained event context
web/game-console/data.js • lines 1–72

C01 Q character brief
story/characters/qasim-dev-brief-v2.md • lines 1–332

C02 Gunshine character brief
story/characters/gunshine-dev-brief.md • lines 1–319

Evidence index / C03–A01

Links point to the reviewed commit, not a moving branch. Excerpts are included in the editable pack.

C03 Miss Cash: off-island 2043 direction

story/characters/miss-cash-bio-v0.2.md • lines 1–66

UE01 Unreal handoff: modeled exteriors versus pending interiors

docs/HANDOFF.md • lines 1–44

UE02 Crown Key floor programs and LM01 geometry warning

docs/FLOOR_PROGRAMS.md • lines 1–36

U01 Owner decisions in the supplied project conversation

OWNER-DECISIONS.md

A01 Attached Crown Key / Brickell authored layout v0.1

historical-brickell-layout-v01.json