

In Another World H Game Concept

Lonely Otamu, Fort, Not ugly but not attractive, but has an upbeat outlook on life. Gets Struck by a Car Saving a kitten from being run over, in the afterlife the Otamu meets a god. The god says because of his selfless act, they are willing to reincarnate the Otamu into another world and that they will grant them 1 boon to their new life. The Otamu asks for a huge diamond, large enough to please any woman and make men green with envy. Thus the Otamu is reborn, literally, as a baby in this new world.

Aside from his impressive prosthesis, the Otamu is able to retain all his memories of his previous life as well as all his personality and skills he memorized. Even from a baby he saw the world through the eyes of a 40 year old virgin Otamu, enjoying the innocent years of youth all over again while not failing at making more of his new life.

Prologue will cover his years as a baby into his "shota" years as he calls them. It will detail how he's been a go getter, helping around his town, making friends, being a good student at school, and in general being the total opposite from his Otamu life. Except for his upbeat outlook and his

Personality. Thanks to his current status as a kid, he is able to get away with a lot of Deverse things. As a baby he struggled into as many breasts as possible, and growing up he would pore on the various women who were involved in his upbringing. Including his mother, aunt, Cousins, Sister, and grandmother.

The game begins as the Otaku reaches the "Year of adulthood", which is never explicitly stated but is 16 years old, though it is never mentioned in-game what his numerical age is. His character Model will appear to be around the ages of 14 to 16 however.

World - A-typical magical world set in a medieval time period. Magic has made technological advancement slower, and most tech features magic to work. For example while there is no plumbing, there is still heated baths and outhouses that recycle your shit. Just an example though, no need for a hunger & toilet meter or something. Anyway, things rule the lands with their Queens, Princesses, Princes, Knights, and the like. There is a demonic presence, but their ruler is more political and thus far there has been no war.

Starting town has plenty of things to discover, but is built like a standard starting town in an RPG.



Starting town Characters

You - Character created during your birth, kind of like in Fallout 3. You can adjust some minor cosmetic changes, like skin color, hair style, hair color, eye color, but height & weight are always the same. Clothing is also adjustable, sometimes being scanned for specific events. Personality stays the same, even through the different choices the player makes. This is no Mass Effect, all the choices affect all the outcomes during quests, tasks, and the final outcome of the story.

Father - A great dad, used to be a knight, but quit after getting down with a peasant girl from a nearby village, your mom. He's strong, level headed, but has a bit of wanderlust. While very loyal to his wife, he has noticed the way you've acted around her growing up and doesn't fault you for it. Heck, maybe you can work a deal out with the guy if you tried hard enough.

Mother - Once the most beautiful girl in the village, she caught the eye of a up and coming knight who married her. Your father. Now she is a happily married, though her husband's recent wanderlust has put a bit of a distance between the two. She has a

Great relationship with you, but it has never been anything beyond a close mother-son relationship. However with her daughter's decision to join the unright's and her husband's recent behavior, she's grown lonely and might be open to pushing some boundaries.

Sister. The first born child of your mother and father, your older sister was raised with plenty of love and care, and when she reached the year of adulthood she vowed to become a great unright to bring fame to her small town and make her parents proud. Growing up with her was never a problem as she loved to act like a good older sister and look after her younger brother, though it has been a few years since you last saw her, her letters still arrive with tales of her adventures, duties, and how she misses her family. It should be noted that during your "stata" years, your sister had a great attachment to you, even bathing with you right up until she left to join the unright's. A brother perhaps?

Mayor - The leader of your small community and founder of the town, he's a former merchant who came into some money of wealth and purchased a large plot of land just outside of the city. He's a friendly and jolly fellow with a bit of a sweet tooth, though it has been rumored his wealth may have come from a deal with a demon.

Mayor's wife - Unlike her jolly and friendly husband, the wife is a cold and demanding woman. It is clear as day she only married the Mayor for his money, as she is often visiting the city to buy expensive 'things' to decorate their house with. It's not clear how she ever let the Mayor touch her long enough to have his kid, but needless to say she did give birth to their daughter.

Mayor's daughter - Timid and quite, the Mayor's daughter is a wall flower who can hardly be seen outside her room. While her father buys anything for her that she wants, you can't help but feel she wants more from her family than fine clothes and books. You have notice at night she likes to sneak out of the house into the darker forest.

Tavern owner - Tavern owner, Bartender, and ex-adventurer. The tavern owner is a large and imposing mountain of a man, though he is very soft spoken. Any time trouble makers come into town, the tavern owner sends them packing with bruised and broken bones. He's almost like the town's protector. Though he is most protective of his wife and twin children, almost to a fault.

Tavern owner's wife - Managing the kitchen at the busy tavern is a monumental task, but somehow the tavern owner's wife manages to handle it all. With her twins taking orders and handling customer service, the wife is able to focus on creating some of the best tavern food this side of the Continent. And as imposing as her husband may be, it is a well known fact that his wife is far scarier when angered.

The twins - Identical twins, of two different genders. These two are a whirlwind on the tavern floor, always performing their service with a smile. There's a sign posted at the tavern entrance that reminds patrons to keep their hands to themselves, lest they lose them to should an incident

that the twins keep their gender ambiguous, and often like to tease their patrons by flirting and offering a "reward" for correctly guessing who the brother is and who the sister is.

Blacksmith - The only non-human currently residing within the town, the Blacksmith is a dwarf. He has been a resident since just after the mayor established the town, and it seems the two may know one another from their pasts. While a married man, he only gets to see his wife during their time away from the mines. Because of this you've noticed the Blacksmith's eyes tend to wander when female knights & adventurers visit his shop, and his "fittings" get far more "involved" with one of them than buy armor from him.

Blacksmith's wife - Only able to visit the town during the weekends and final months of spring & fall, the Blacksmith's wife is her husband's main source of materials from the mines where she works as the chief mining engineer. Her inventions have saved many lives in and outside of the mines, and because of this she is a fairly well respected individual. She's also not blind and can see that her husband longs

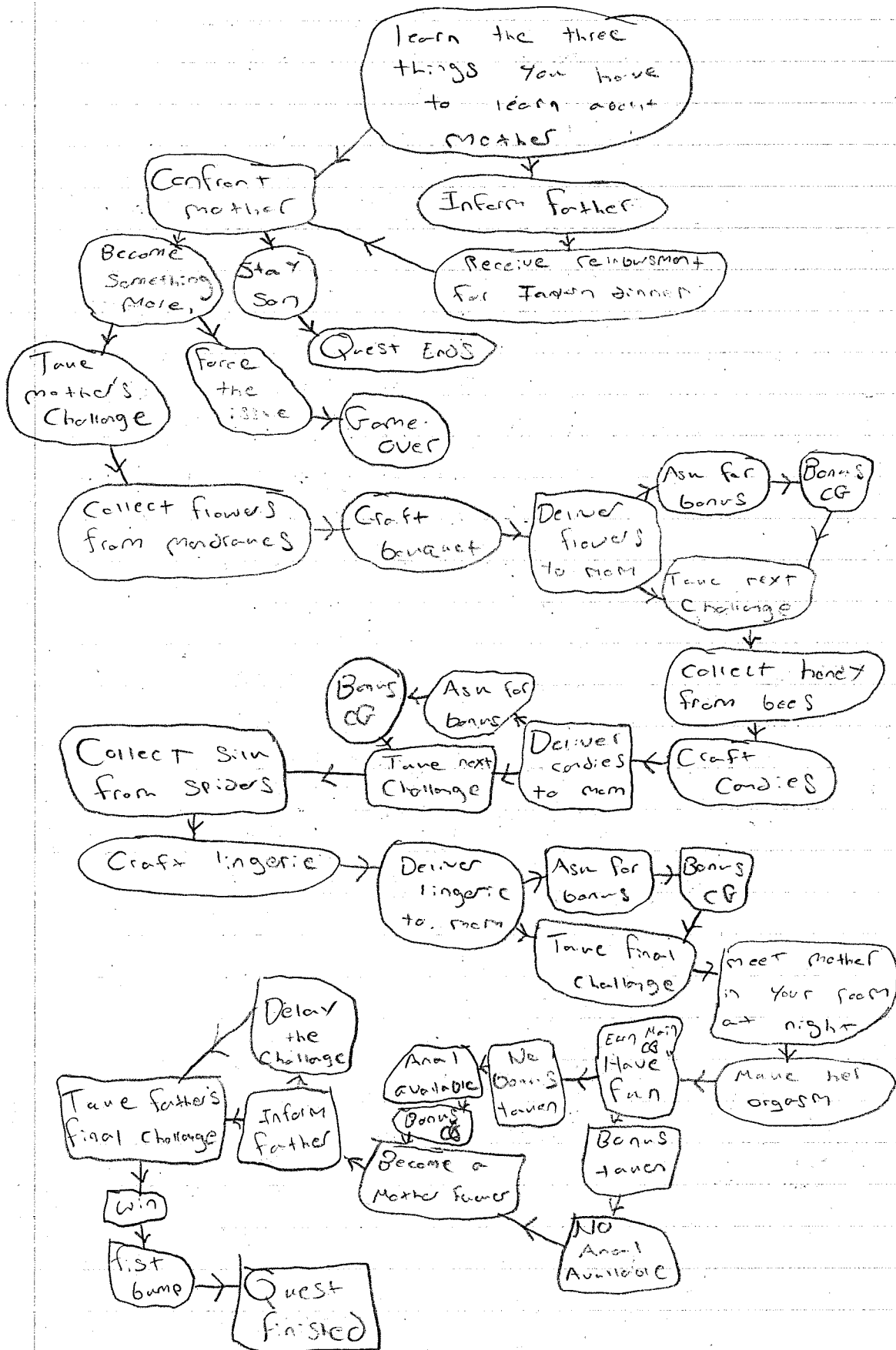
For the touch of a woman, something she isn't able to supply on a regular basis. Though she's never said anything about it for fear her husband would react poorly, perhaps this is a couple that is primed for being swingers?

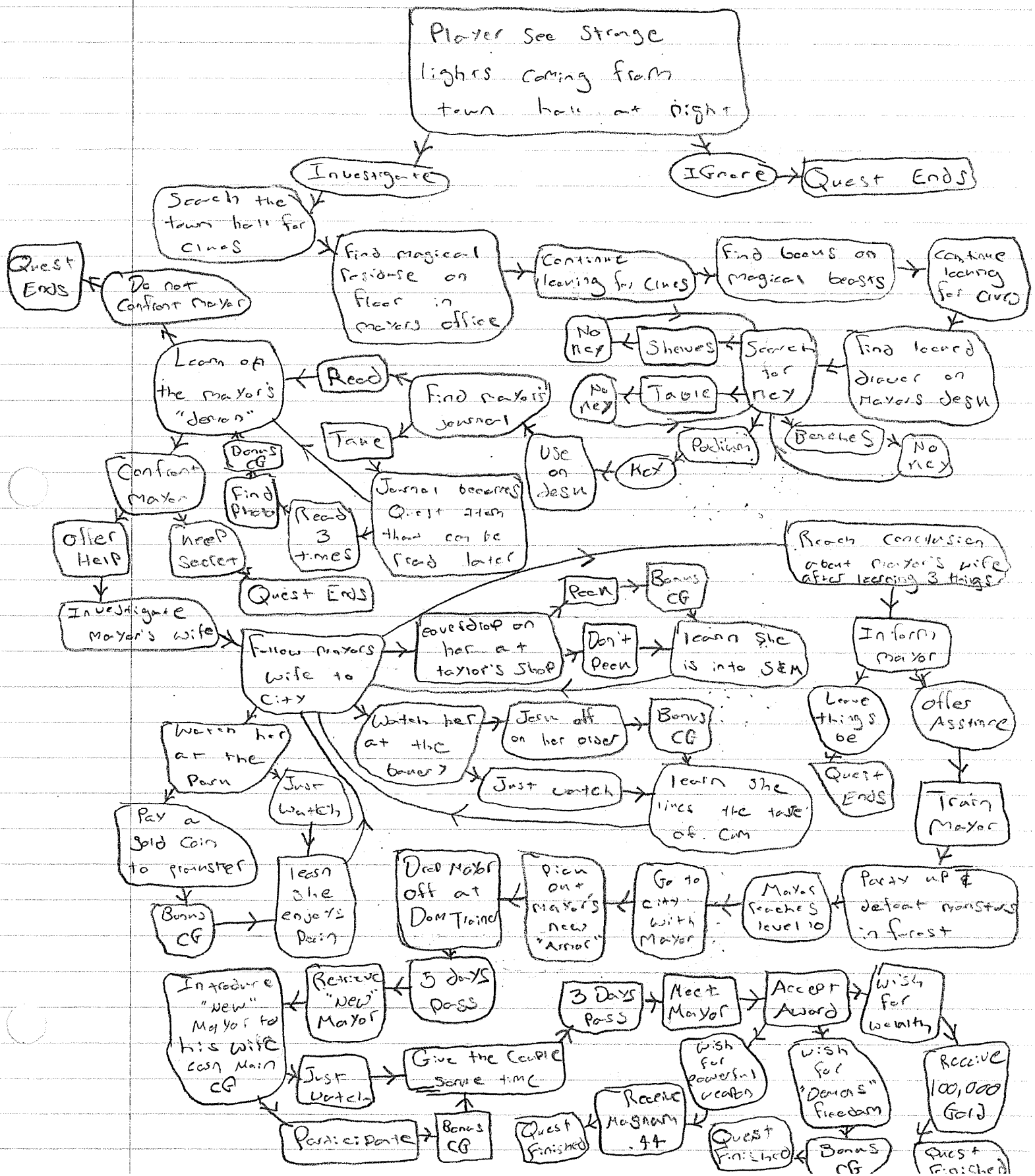
Starting town Quests

"Oedipus Complex?" - Take over as the "man" of the house.

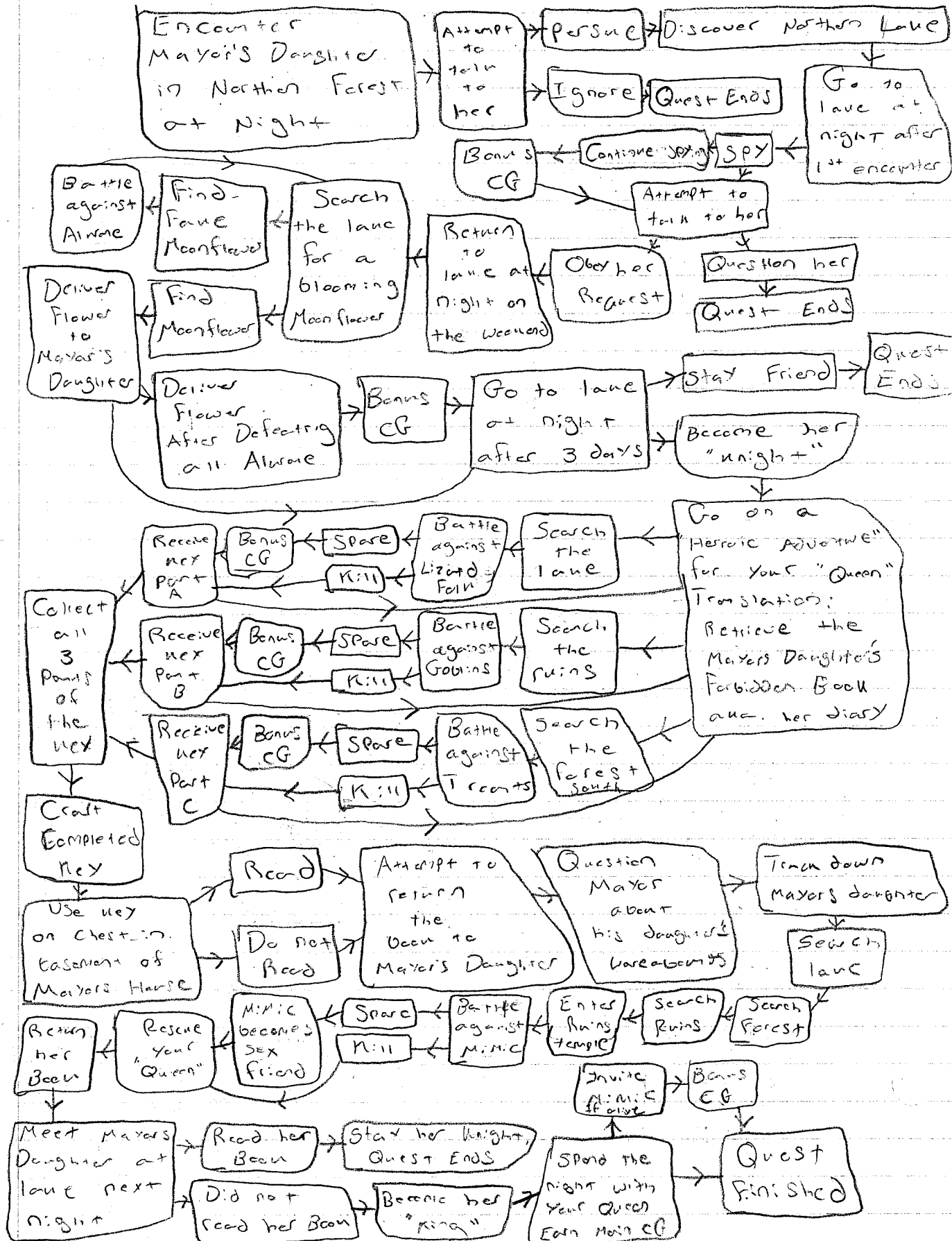


"Oedipus Complex?" cont.

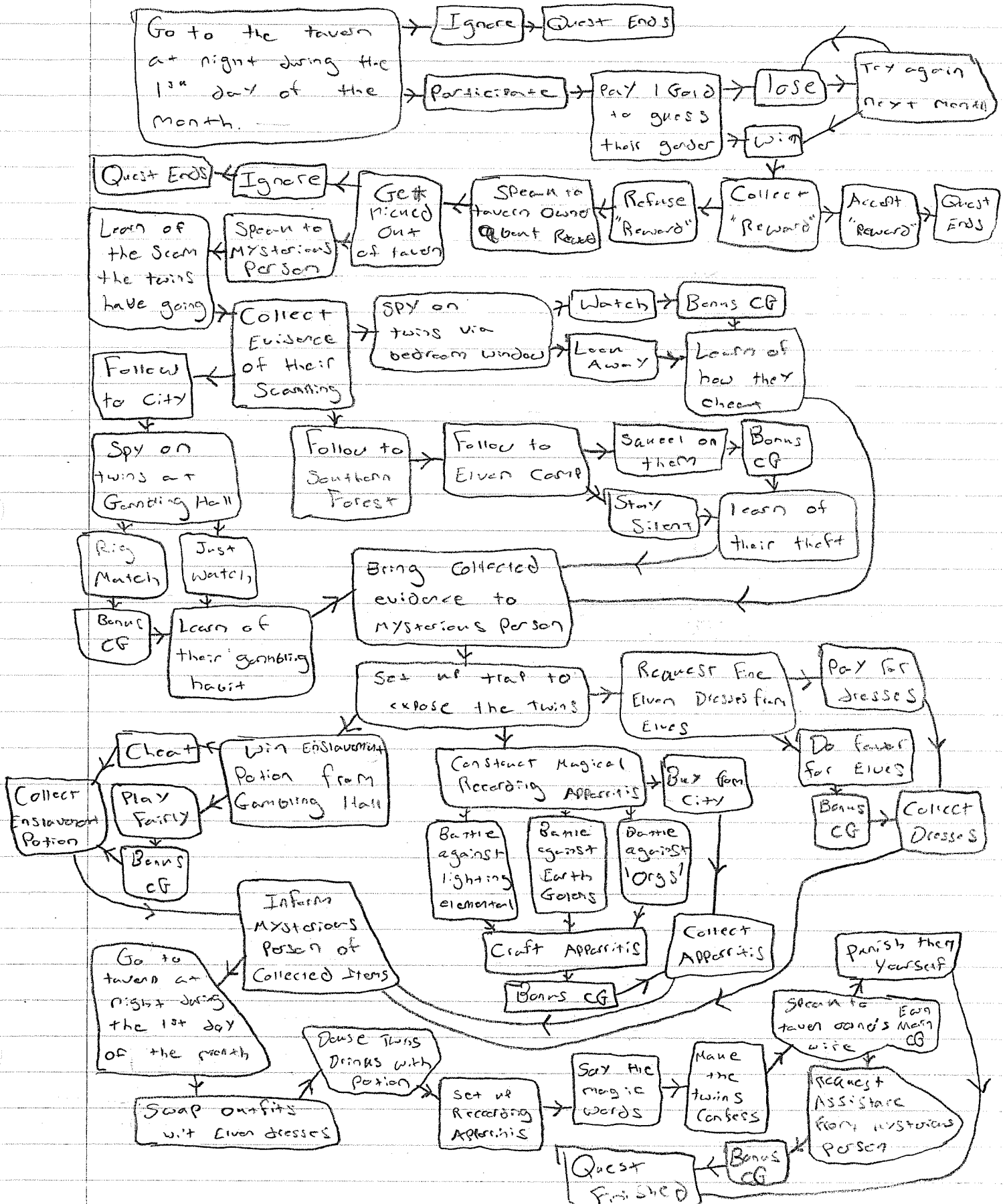




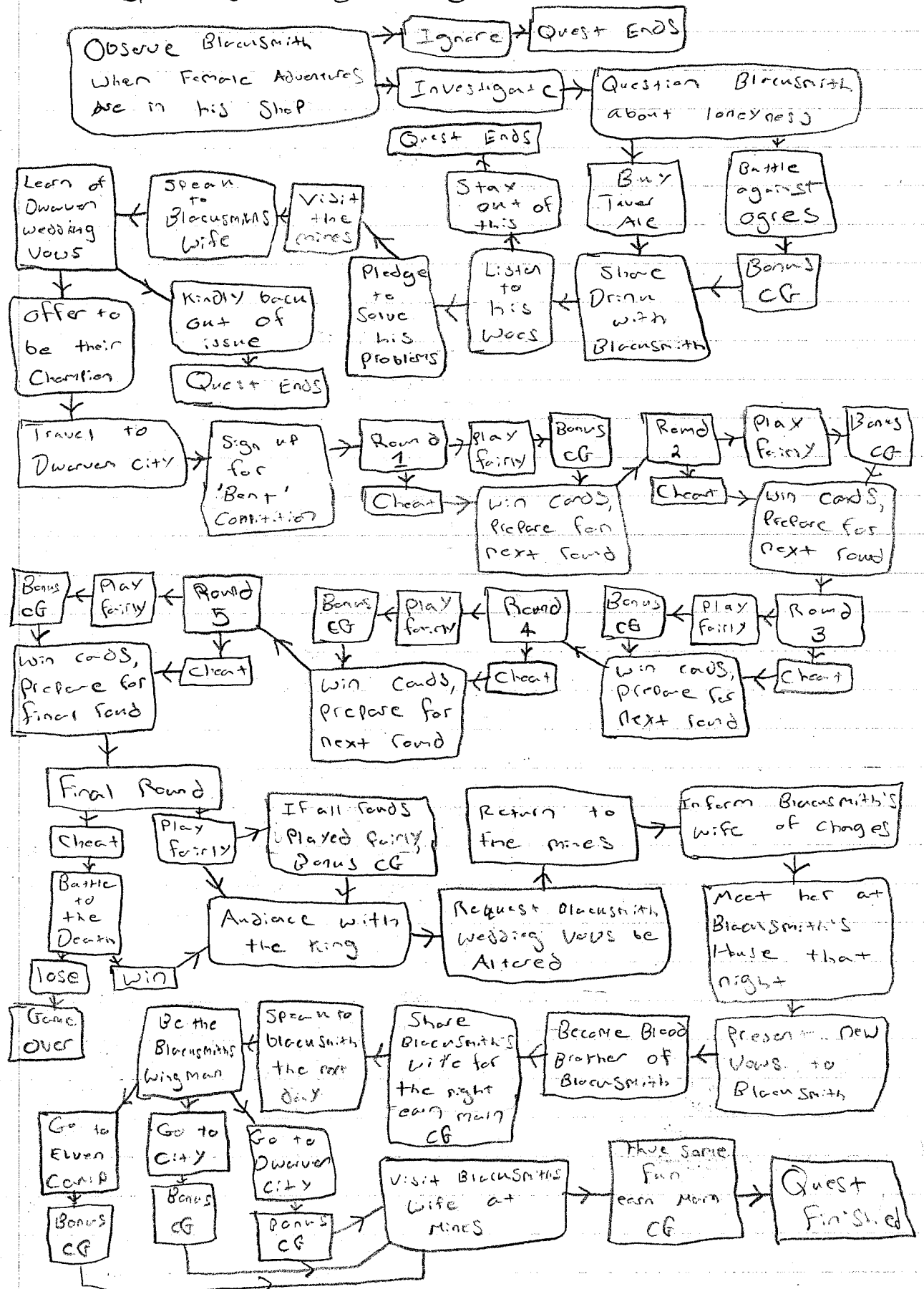
"Gothic Waifu - Desu."



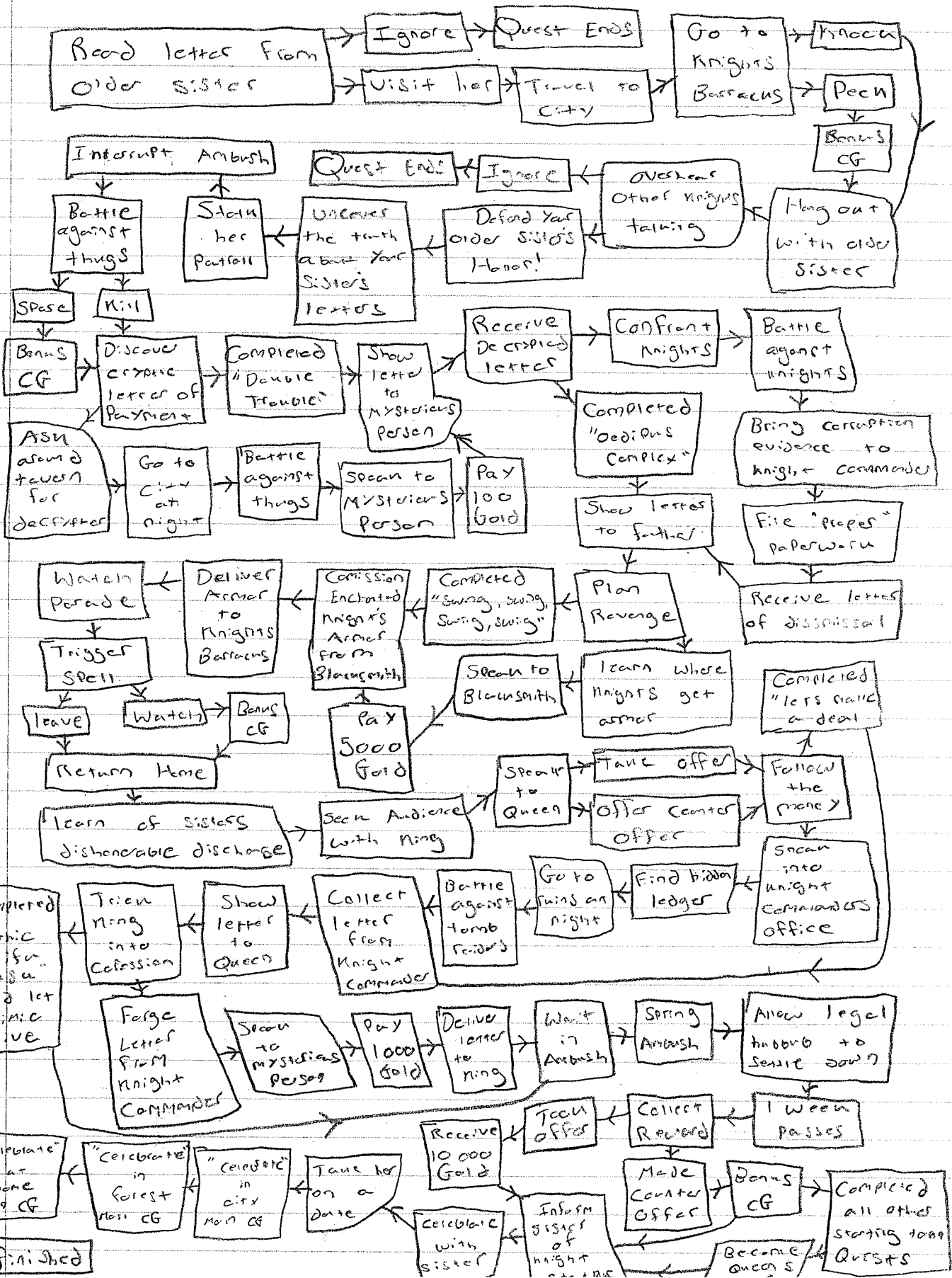
"Double Trouble"



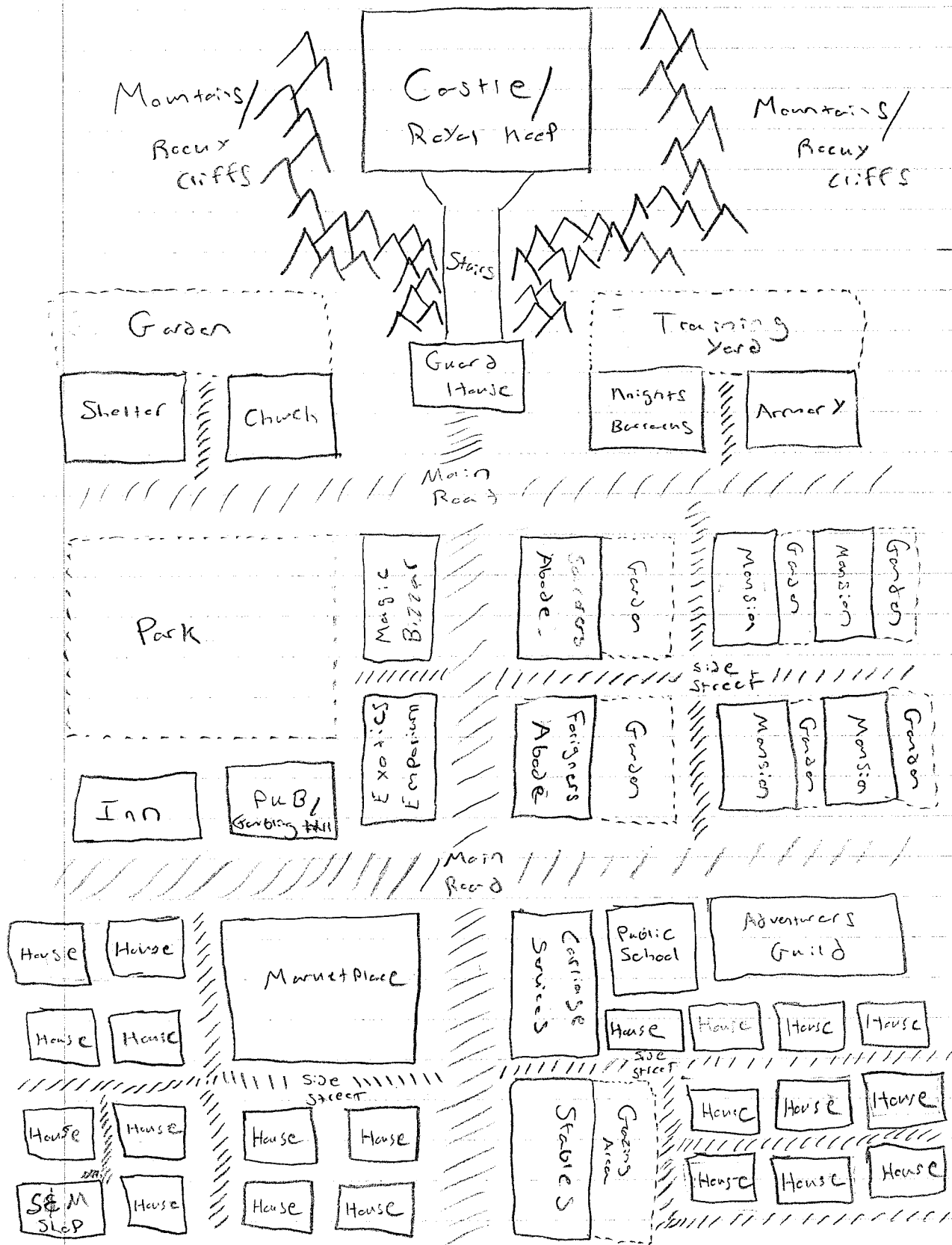
"Swing, Swing, Swing, Swing"



"Hard Core Siscon."



The City Map



The City Major Characters

King - Sole ruler of the city and a seemingly disinterested person in anything beyond his vast wealth, due to this he has relegated all his public appearances to the Queen. Many claim this current king is simply a puppet ruler, but such rumors never seem to stick around for very long.

Queen - A widely popular public figure, the Queen is known as a radiant beauty with a sharper sharp wit. How the current king attracted such a woman boggles the mind, however it seems the marriage was entirely political in nature. One thing that is known is that the queen does long for an heir, but her husband has shown no interest in such a thing.

Knight Commander - Once a candidate to be king, the knight commander leads the knights who protect and serve the Royal family as well as act as guards of the city. While a more public figure than the king, the knight commander is also rarely seen outside of his office. It should be noted that the knight commander was the favored person to take up the throne, but suddenly stepped down and advocated the position of king to his less popular opponent.

Priest - Head of the Vagabond Catholic Church, and a generally well liked member of the City community. The Priest stretches himself thin running the shelter and the church in the city, but it seems he just can't find the help willing to work for the little he can afford to pay. Interestingly enough, the religion of the church is very welcoming to all people and races. Perhaps there'd be a way to find some help for him from an unlikely source?

Sorcerer - A wizened old man who somehow is still kicking after turning 100 years old, he runs and manages the Magic Bazaar with his assistant. The man has a vast knowledge of the arcane and sells magical potions you have never even heard of, he is also called upon by the king as an advisor in all matters magical that affect the city. Oddly enough you've never seen the Sorcerer and his assistant together, just what kind of relationship do these two have?

Sorcerer's Assistant - A beautiful and elegant woman who works for the Sorcerer as his only assistant, it is strange though the two can never be seen together. The Sorcerer's assistant is quietly spoken, but always seems to know as much as the Sorcerer himself. She must be an extremely competent student.

Forigner - A man from another continent, the forigner traversed the sea to seek fortune in another land. He found it in starting up the first trade agreement between his home country and this one, and now he mostly relaxes while selling high end goods from lands far away. Due to his part in the trade agreement, the forigner was allowed a number of provisions including the right to have multiple wives; a common act in his homeland.

Forigner's 1st wife - A woman from the forigner's homeland, his first wife traveled with him to this continent and has remained by his side ever since. Her exotic looks turn many heads, and the forigner loves to show her off wearing dresses to please that would make even a Succubus blush.

Foreigner's 2nd wife - Celebrating his successful trade agreement, the Foreigner's second wife was a noble woman he was attracted to at the first party he held. She was recently widowed and found the Foreigner to be an irresistible man. She has zero qualms about him keeping other wives, so long as he keeps her satisfied. (both in bed and out)

Foreigner's 3rd wife - The newest addition to the Foreigner's harem, the third wife was once the Foreigner's maid. She is a simple woman who never dreamed of attracting the eye of a man like the Foreigner, and while she still doesn't know what to think about the fact her husband has multiple wives, she is unable to deny the fact she loves him. While she no longer wears the uniform, she sees to directing the servants in caring for her new home.

Adventurer Guild Master - Once a companion of the hero who stopped a huge war from spawning between demons & humans, the guild Master now runs the Adventurer's Guild in the city. Likely the most seasoned warrior around, the guild Master commands a great deal of respect.

Adventurer Guild Master cont. -

And while he is impressive in many things, including swordsmanship, battle tactics, archery, negotiations, and horse back riding, he seems to be unable to express himself properly, (especially around the guild receptionist).

Adventurer Guild Receptionist - Bubbly, bright, and friendly. The guild receptionist is the face of the guild and has often been referred to as the guild's mascot, cheering up any adventurer who might be down on their luck and filling even the most cowardly with courage to keep moving forward. It is obvious to everyone that the guild master has feelings for the guild receptionist, but due to his inability to convey his feelings the relationship has gone nowhere.

S & M Owner - Running a business kept mostly out of the public eye, the S & M Owner is a voluptuous woman with an icy stare and a tongue as sharp as a knife. She is not, however, a prostitute and even making a vague joke about paying her for sex will be met with a crack of her whip. The S & M owner is a business woman, her goods are adult toys, and her services are

S & M owner cont. -

Not for the faint of heart. She can make a lion lion her feet, and a rabbit more ferocious than a dragon. It is rumored that her favorite clients are allowed certain "privileges", but such talk can find you at the leering end of a lashing.

The City Minor Characters

Carriage Services Owner - If you need a lift that will be quick and practical, look no further than the Carriage Services Owner. The man is a proud owner of this generational company with multiple branches, the City being the original branch where he manages the coordination of.

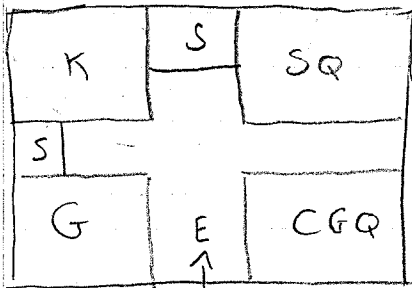
Stable Manager - Working with the Carriage Services Owner is the Manager of the Stables, a woman who seems to know horses better than most. In fact, she might know a little 'too much' about horses.

Market lead - Making sure no transaction that occurs in the marketplace ends in a fight is an exasperating job, but one warrior has stepped up to face the challenge. While not an official position, the Market lead is a bookkeeper for the entire marketplace. Every transaction is recorded for posterity and official records, and the market lead is both a defender of the market and a attacker of those who try to cheat or lie.

Barkeep - The barkeep owns and runs the only eatery in the city, he also secretly runs the gambling hall that can be found in the basement. That's all off the record of course, try checking the basement to find this den of gamblers and you'll only find a storage area for alcohol and food. Must just be rumors, right?

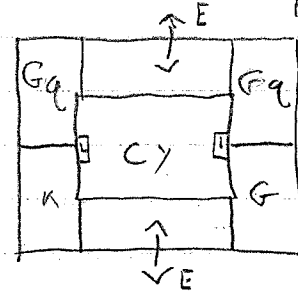
Innkeep - The innkeep owns and runs the only place to sleep in the city for paying travelers, those with no gold are better off trying the shelter near the church. The innkeep isn't without a heart though, if you find yourself short on coin you might be able to do some "services" to get a room.

Castle 1st Floor



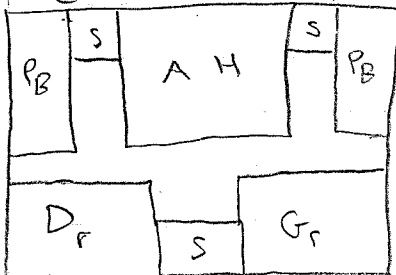
K - Kitchen
S - Stairs
SQ - Servants Quarters
CGQ - Castle Guard Quarters
G - Gallery
E - Entrance

Guard House 1st Floor



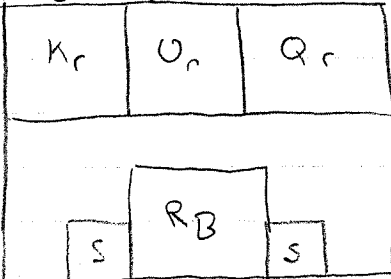
E - Entrance
Gq - Guard Quarters
K - Kitchen
G - Gallery
L - Ladder
CY - Courtyard

Castle 2nd floor



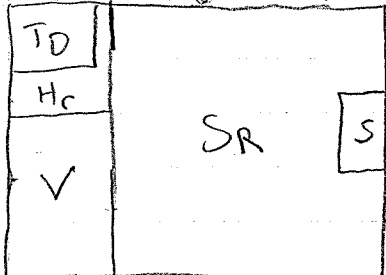
S - Stairs
AH - Audience Hall
PB - Private Bath
Gr - Guest Room
Dr - Dining Room

Castle 3rd floor



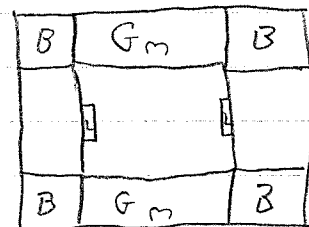
Kr - King's Room
Qr - Queen's Room
S - Stairs
RB - Royal Bath
Ur - Unused Room (for Prince/princess?)

Castle basement



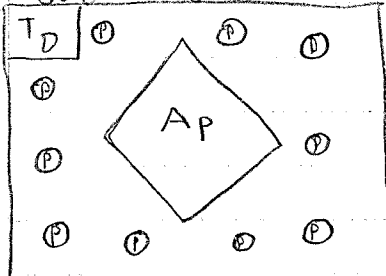
TD - Trap Door
Hr - Hidden Room
S - Stairs
V - Vault
SR - Storage Room

Guard House 2nd Floor



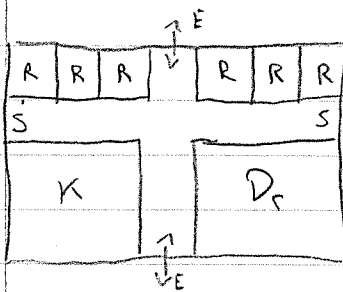
B - Ballista
Gm - Gate Mechanics
L - Ladder

Sub-basement

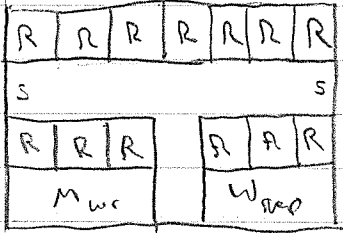


TD - Trap Door
P - Pillar
Ap - Archaic Prison

Shelter 1st Floor

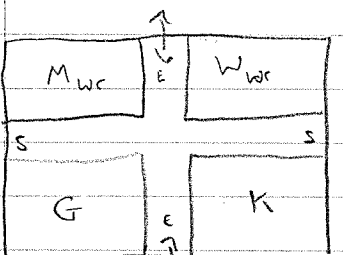


R - Room
K - Kitchen
Dr - Dining room
E - Entrance
S - stairs



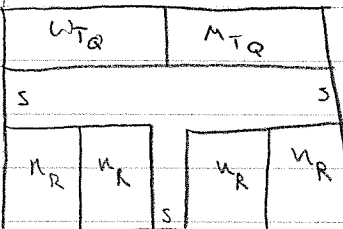
R - Room
S - stairs
Mwr - Men's Washroom
Wwr - Women's Washroom

Shelter 2nd Floor



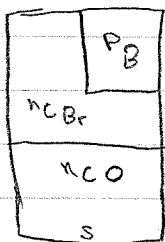
E - Entrance
S - stairs
G - Galley
K - kitchen
Mwr - Men's Washroom
Wwr - Women's Washroom

Knights Barracks 1st Floor



S - stairs
Wtq - Women's Trainers Quarters
Mtq - Men's Trainers Quarters
NR - Knights Room

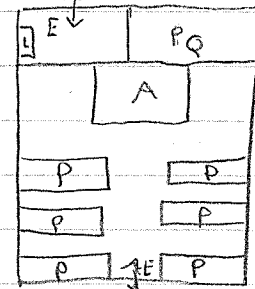
Knights Barracks 2nd Floor



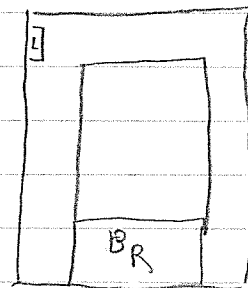
S - stairs
NCO - Knight Commander's Office
NCBr - Knight Commander's Bedroom
PB - Private Bath

Knights Barracks 3rd Floor

Church 1st Floor



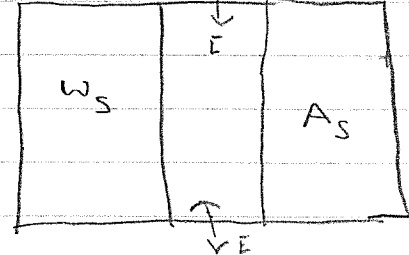
PQ - Priest Quarters
E - Entrance
P - Pew
L - Ladder
A - Altar



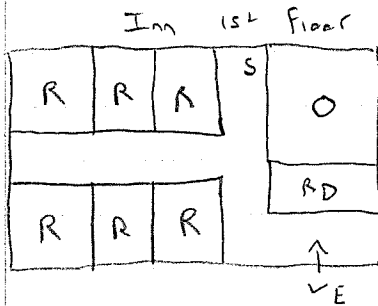
Church 2nd Floor

BR - Bell Room
L - Ladder

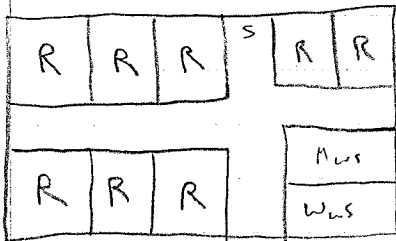
Armory



Ws - Weapons Storage
As - Armor Storage
E - Entrance

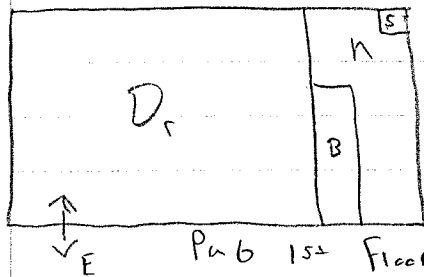


O - office
R - Room
RD - Receptionist Desk
E - Entrance



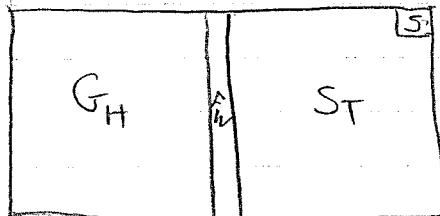
Imm 2nd Floor

R - Room
S - stairs
MUR - Mens washroom
WUR - Womens Washroom



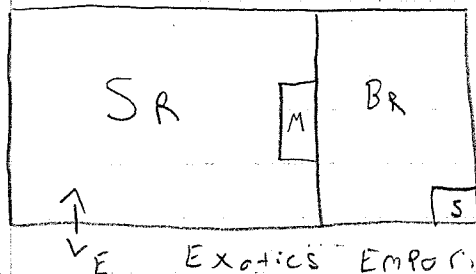
Pub 1st Floor

Dr - Dining Room
K - kitchen
B - Bar
E - Entrance
S - stairs



Pub Basement

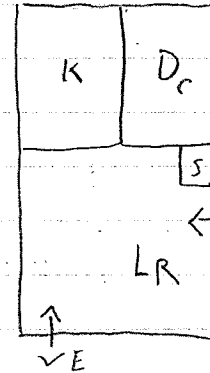
S - stairs
ST - Storage
GH - Gambling Hall
FW - Fire Wall



Exotics Emporium
1st Floor

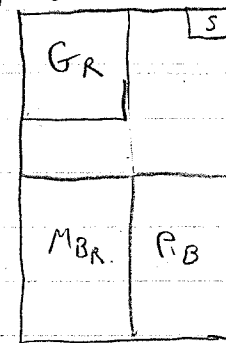
SR - Show Room
M - Merchant
BR - Back Room
S - stairs

* Mansions 1st Floor



K - kitchen
Dr - Dining Room
S - stairs
E - Entrance
LR - Living Room

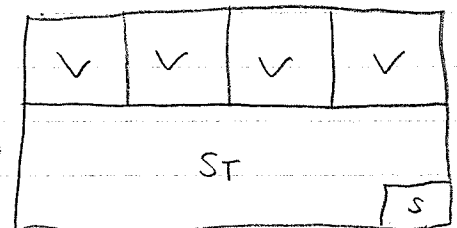
* Mansions 2nd Floor



S - stairs
GR - Guest Room
MBR - Master Bed Room
PB - Private Bath

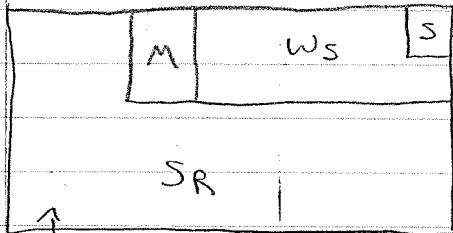
* All Mansions have
Same layout, but
Not 'Abodes'

Exotics Emporium Basement



V - Vault
S - stairs
ST - Storage

Magic Bizzar 1st Floor



SR - Show room

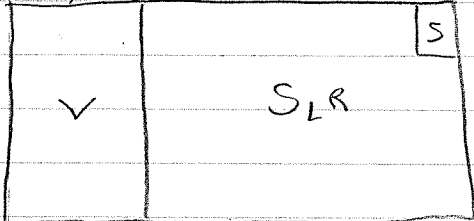
M - Merchant

WS - Work Shop

S - Stairs

E - Entrance

Magic Bizzar Basement

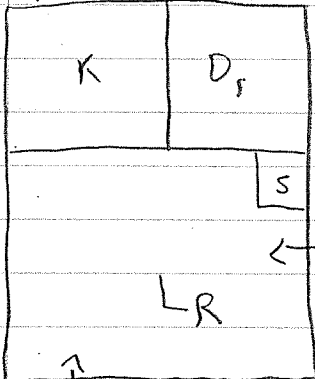


S - Stairs

SLR - Supply Room/Storage

V - Vault

Forigners Abode 1st Floor



K - Kitchen

Dr - Dining Room

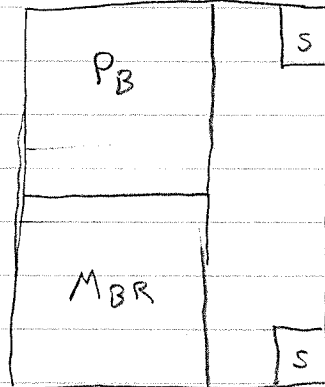
LR - Living Room

E - Entrance

S - Stairs

E ↑

Forigners Abode 2nd Floor

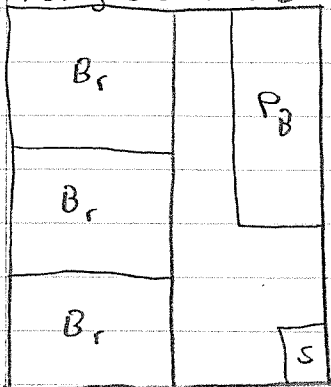


S - Stairs

PB - Private Bath

MBR - Master Bed Room

Forigners Abode 3rd Floor

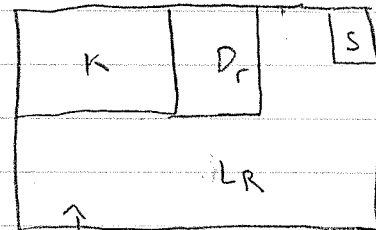


Br - Bedroom

PB - Private Bath

S - Stairs

*Houses 1st Floor



K - Kitchen

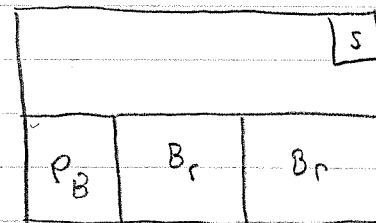
Dr - Dining Room

S - Stairs

LR - Living room

E - Entrance

E ↑



PB - Private Bath

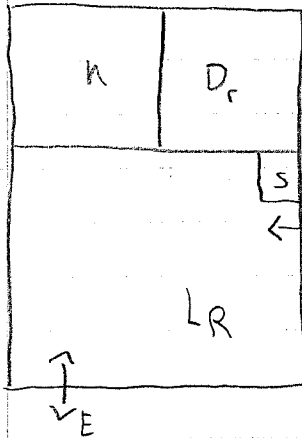
Br - Bed Room

S - Stairs

*Houses 2nd Floor

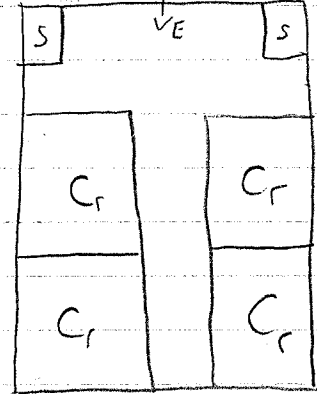
* All houses have same layout in city *

Sorcerers Abode 1st Floor



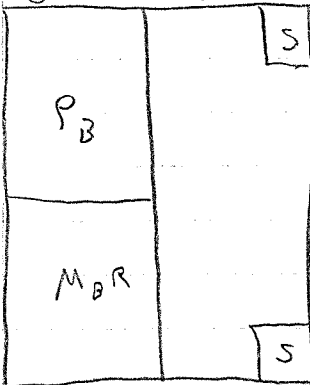
K - Kitchen
Dr - Dining Room
S - stairs
E - Entrance
LR - Living Room

Public School 1st Floor



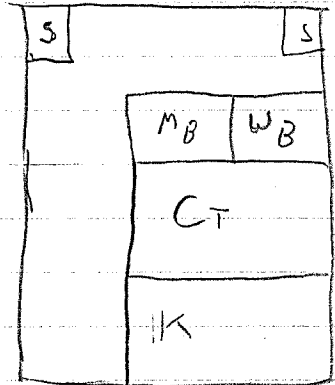
E - Entrance
S - stairs
Cr - class room

Sorcerers Abode 2nd Floor



S - stairs
PB - Private Bath
MBR - Master Bedroom

Public School 2nd Floor



S - stairs

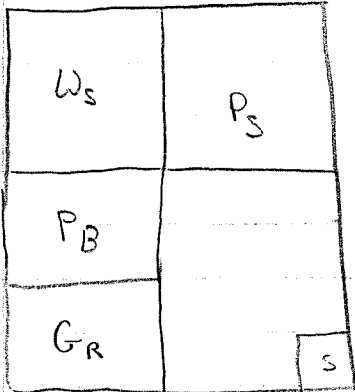
MB - Mens Bath

WB - Womens Bath

CT - Cafeteria

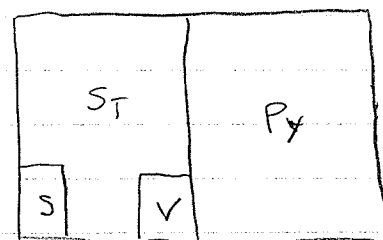
K - kitchen

Sorcerers Abode 3rd Floor



Ws - Workshop
Ps - Private study
PB - Private Bath
GR - Guest Room
S - stairs

S & M Shop Basement

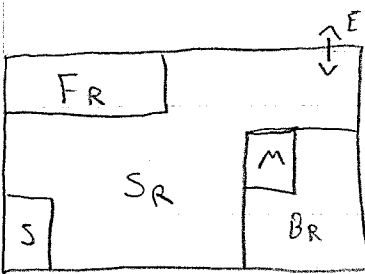


S - stairs

ST - Storage Room

Py - 'Play' Room

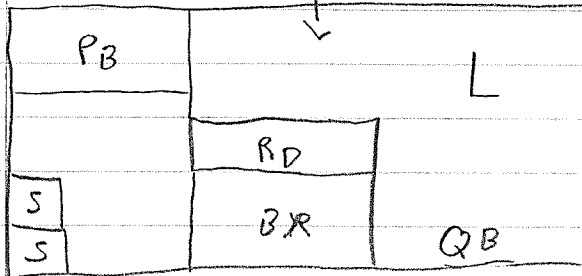
V - Vault



S & M Shop 1st Floor

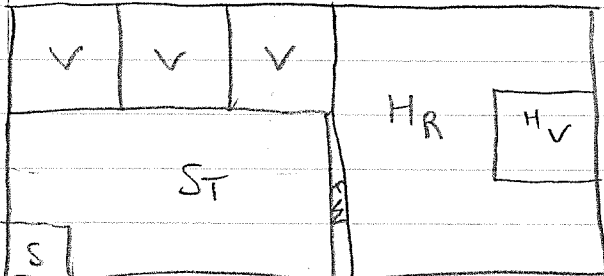
E - Entrance
M - Merchants
BR - Back Room
SR - Store Room
FR - Fitting Rooms
S - stairs

Adventurers Guild 1st Floor



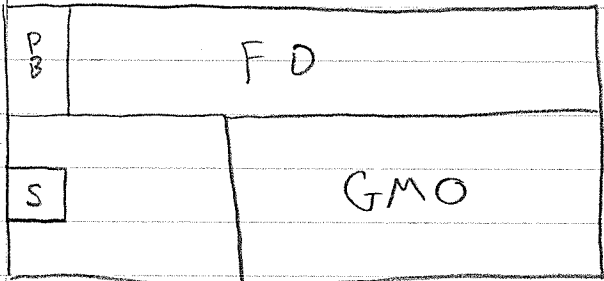
E - Entrance
L - Lobby
RD - Receptionist Desk
QB - Quest Board
BR - Back Room
PB - Private Bath
S - Stairs

Adventurers Guild Basement



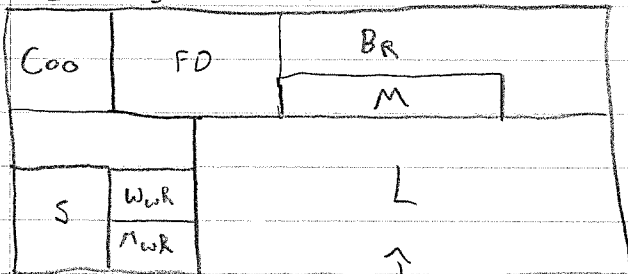
V - Vanit
S - Stairs
ST - Storage
FW - False Wall
HR - Hidden Room
HV - Hidden Vanit

Adventurers Guild 2nd Floor



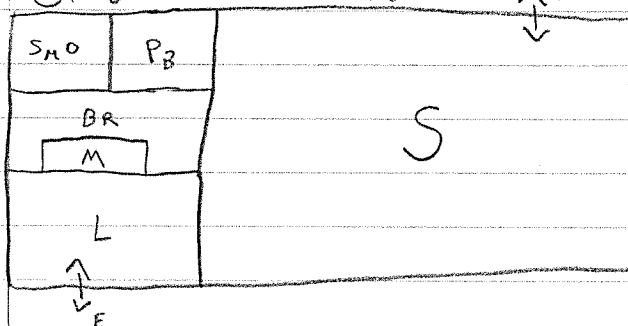
S - Stairs
FD - Finance Department
GMO - Guild Masters Office
PB - Private Bath

Carriage Services 1st Floor



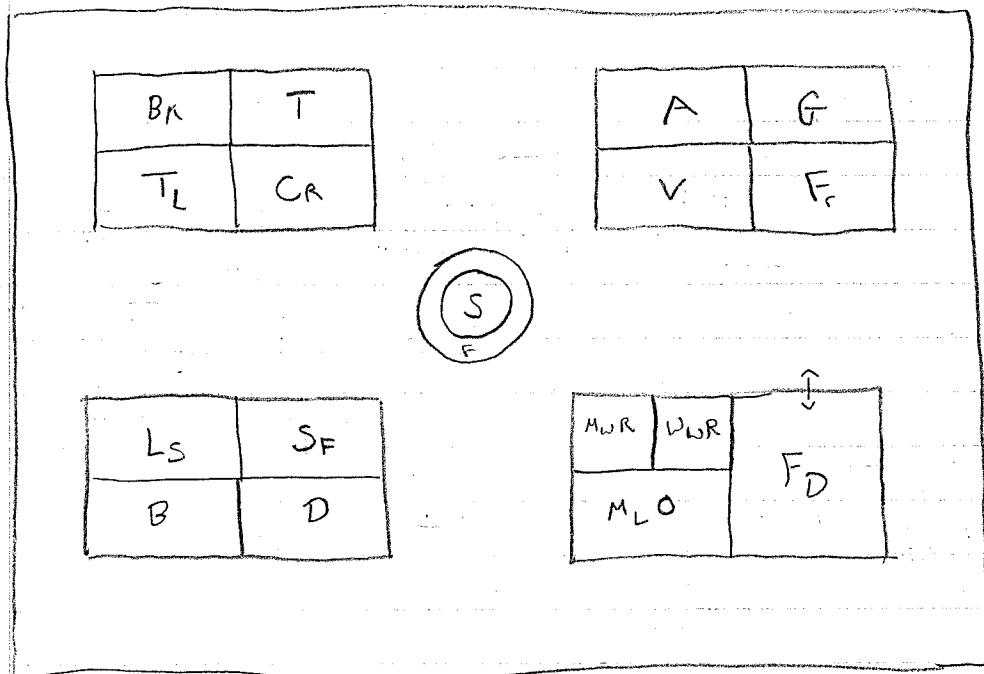
Coo - Carriage owners office
FD - Finance Department
BR - Back Room
M - Merchant
S - Storage
L - Lobby/Waiting Room
E - Entrance

Stables 1st Floor



SMO - Stable Managers office
PB - Private Bath
BR - Back Room
M - Merchant
L - Lobby
E - Entrance
S - Stables

Market Place



T- Toiletries

CR- Crafting Resources

TL- Tools

SF- Sea Food

B- Butcher

D- Dairy

V- Vegetables

F- Fruits

A- Alcohol

FD- Finance Department

MLO- Market Leads office

MWR- Mens Wash Room

WWR- Womens Wash Room

S- Statue

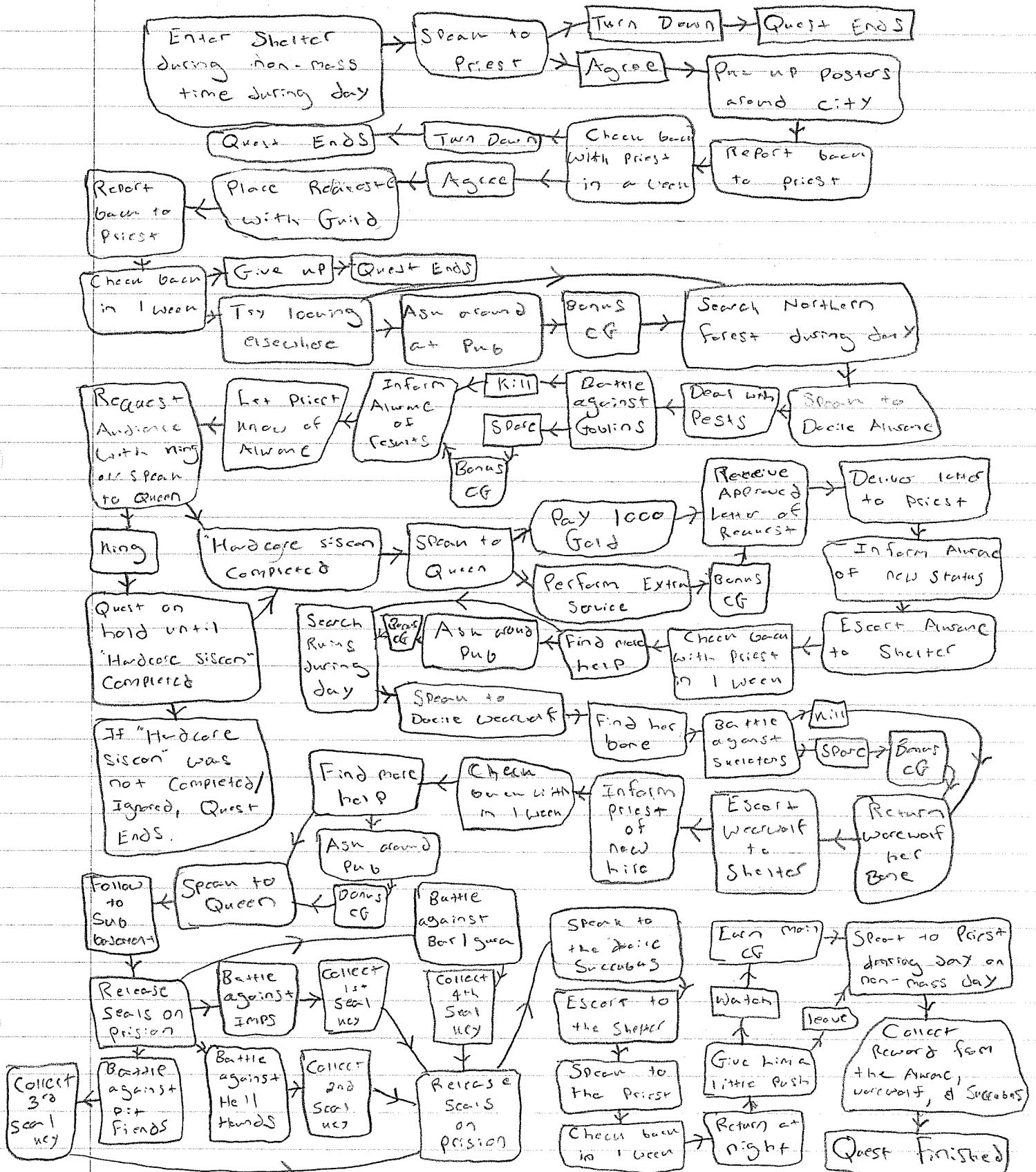
F- Fountain

G- Gardening

LS- Livestock

BR- Bakery

"Help Wanted"



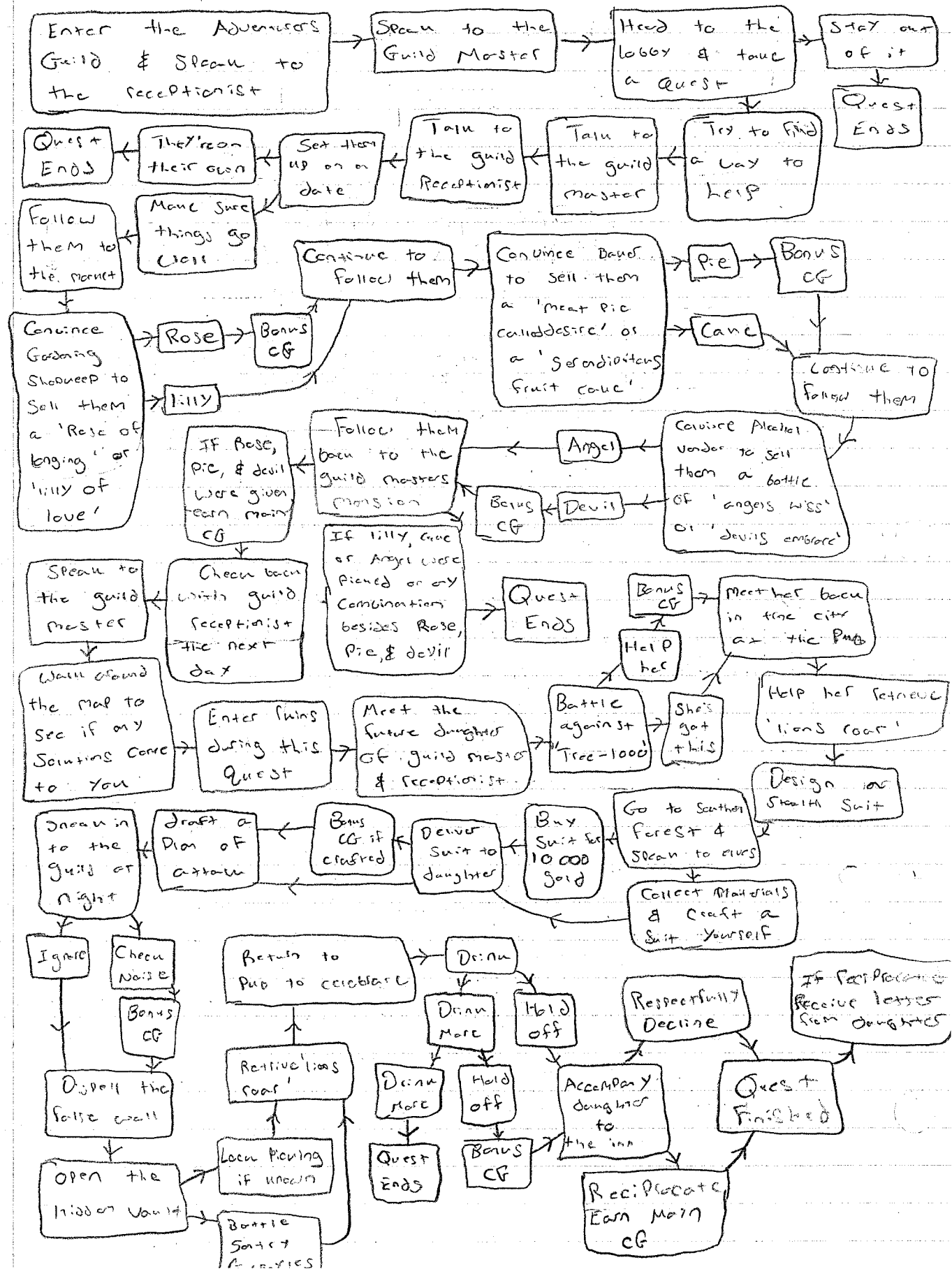
"Gender Equality"



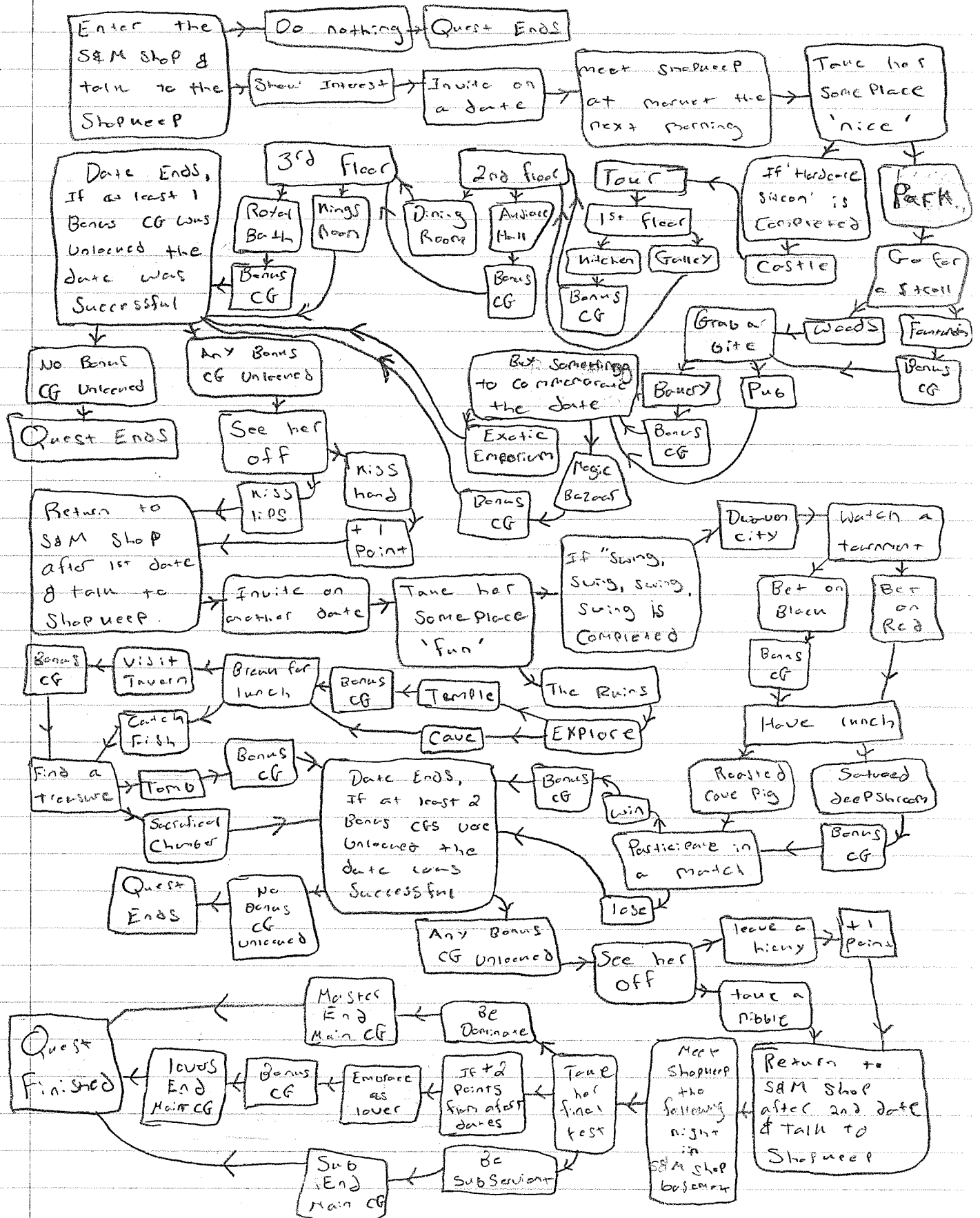
"Foreign Invader"



"The Lion & the Witten"



"Lady-line"



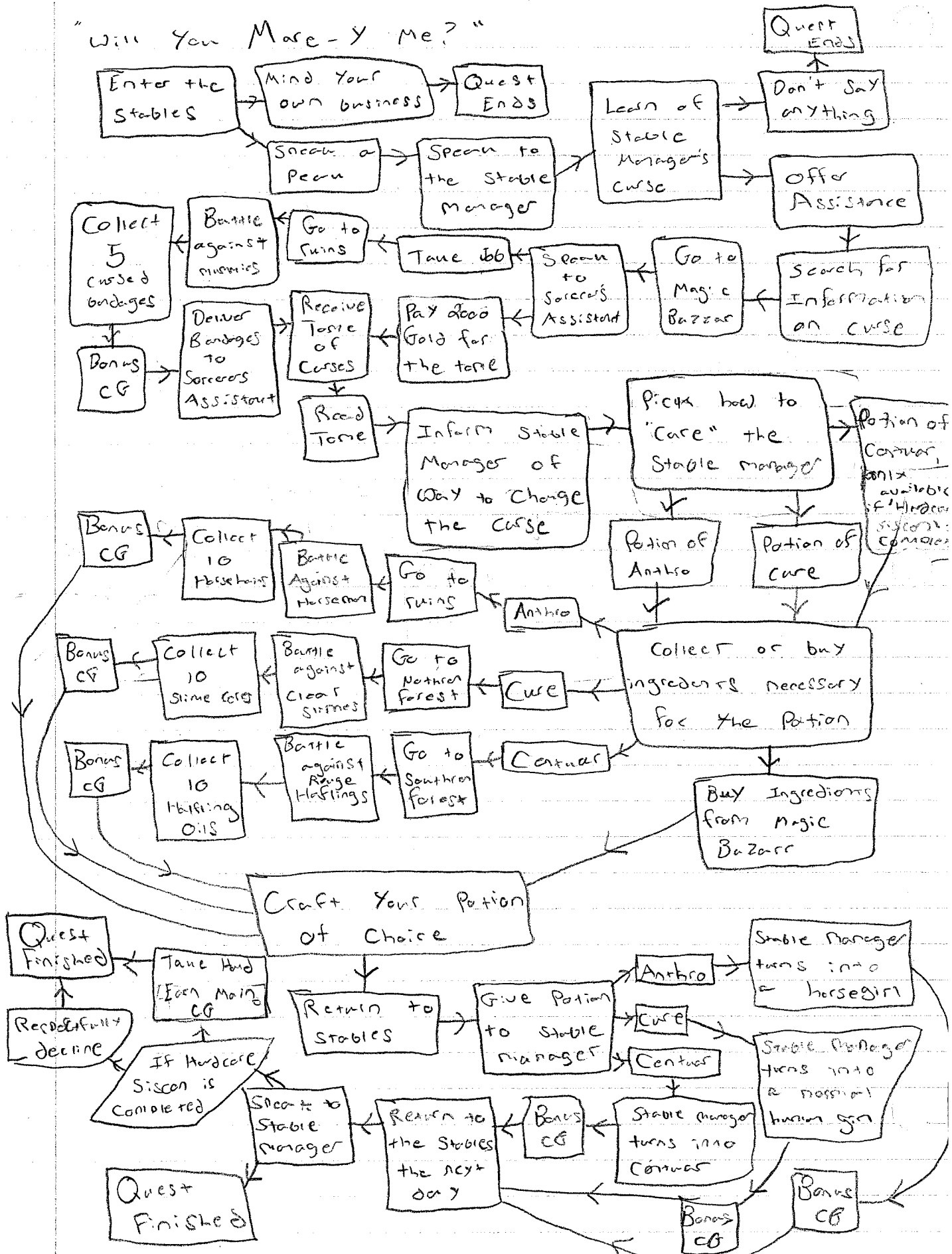
"Delivery for a Mister C. Moore Burrs."



"Delivery For a Mister C. Moore Burt's." cont.



"Will You Marry Me?"



"A Lady in the Streets, but..."

