

## TREASURE OF ANDACH

genre: Fantasy, Adventure

**Logline:** To rescue Ulker Inn, its owners spread rumors about a lost treasure inspired by a local legend, which interests many, including morally wrong individuals.

**Introduction to Ulker Inn** is located on a hillcliff by the sea, in the sleepy and quiet town called Andach. The sibling duo: a manager sister, and a chef brother, bought this old place many years ago. They tried to renovate the place over time, but it cannot be called a success. There are clumps of paint on the walls, and the windows, which are difficult to close yet miraculously still have the glass. From the first step in the inn, the creaking floors accompany the guests to their rooms. Yet, there's no doubt that this place has its own charm.

**Introduction to Andach** is an isolated town surrounded by the sea, a dense forest, a desert, and a mountain range on each side. The locals explain this situation with their most famous legend: Something rock-like fell from the sky in the middle or the outskirts of the current city. The rock, like a living organism, grew bigger and bigger, destroying the city while affecting people's mental and physical health. Four mysterious women appeared from the four directions, surrounded the malicious object, then used their water, earth, fire, and air powers to create a glass shield around the monster, and destroyed it. As the parasitic creature vanished, the women also disappeared. Immediately after, a sea, a forest, a desert, and a mountain range formed around the town.

The main mode of transport in the town is a centipede-like train running on a thick rope-net-like track. A brief part of it goes underground.

On the outskirts of the city, the rock houses, which are remnants of the old city, and steep piled stone steps, almost drown in the greenery. The most beautiful buildings are, of course, lined up on the seashore side.

**Introduction to the characters + Prehistory:** The manager is a workaholic and a straightforward woman, while her brother is a talented chef. Having had strict parents, the siblings appear tough and unempathetic, yet deep down, both are kind and caring. The brother used to let the employee take the leftover goods home for example, despite the fact that he could use it.

The manager hires a girl named Kaitu who is hard of hearing and mute. Despite previously facing rejection in job interviews, she remains in high spirits, which impresses the inn owners along with her hardworking nature. The owners quickly learn sign language to improve communication with her. This girl is the only employee who didn't leave, even though she received a job offer from the local bakery.

The siblings didn't hold grudges against employees who left immediately at the beginning, even those who spoke unjustly to them.

Two guests of the Inn are a strange adult woman and a young girl with long, complex hair. The woman appears annoyed. It is revealed that she is actually a young trickster girl in a costume, standing on add-on feet. The other girl is a dancer who uses her hair and sticks to create

changing figures, such as horses, snakes, or even dancing people. Kaitu befriends her right after both share heartfelt smiles as soon as their eyes meet. Despite having an intense encounter, Kaitu befriends Trickster as she keeps her true identity a secret.

The girls communicate with Kaitu easily because the guesting girls have a secret companion, a living doll named Opal, who is mute. They saved Opal from a bad man who used her recklessly to earn money. Opal is shaped like a cat standing on two back legs. She has pistachio green eyes, along with water green, black, navy, purple, light, and dark gray horizontal lines of different thicknesses on her body.

Trickster and Dancer came here to earn money, unaware of the treasure. Both of them were rescued by a savage rescue gang that helps people like them escape from abusive environments. The trickster is an orphan who used to work in a circus, and the dancer's family tried to force her into marriage after her brother's death in the army. After being rescued by the savage gang, the girls became friends and traveled together to find a place they could call home while performing.

The founder of the rescue gang was a teacher who started by saving her students. The current leader is a non-binary aro-ace intersex individual. Their family only focused on their achievements and did not care about their feelings. The parents exhibited cold silence and a lack of emotional support unless the individual did something successful. They left when they realized their self-worth is not dependent on family-approved success, and they don't need to do more than others to gain approval for simply existing the way they are.

**Synopsis:** The siblings used an ancient gold jewelry inherited from their great grandmother as evidence for their treasure plan, attracting con artists, thieves, and criminals, alongside hopeful treasure-seekers. Some of them give up halfway due to the confusing geography, while others abandon their search shortly after arriving. Only a few remain, searching for traces day and night. This situation slowly makes the residents' lives in the town unbearable.

The criminal gang becomes more aggressive as they cannot find the treasure. The police, who are not used to dealing with criminals of this scale, get worried as the gang destroys public places, harasses locals, and steals property. One of the criminals notices Opal, so they decide Opal can lead them to the treasure. The dancer girl tries to intervene and gets kidnapped as well. Kaitu follows the kidnappers while the trickster goes to find help.

The inn owners are already repenting, trying to find a way to correct their mistake. Upon hearing about the kidnapping and Kaitu's actions, they hurry to gather the townspeople. They have to open up before negotiating a research-rescue operation.

Meanwhile, in order to send a location signal, Kaitu has to rescue Dancer and Opal first. Kaitu manages to distract the criminals with the tricks she learned from Trickster. The united locals are able to apprehend the criminals and send them away.

The siblings and Kaitu create a treasure quest, which, along with news of the bravery of the people of Andach, attracts peaceful tourists. The girls stay at Ulker Inn, performing for both locals and tourists, and are able to earn money for future and even for holiday travels.