

The Creation of...

Molino

Come with meeeeeeeeeeee,

So, we can beeeeeeeeeee,

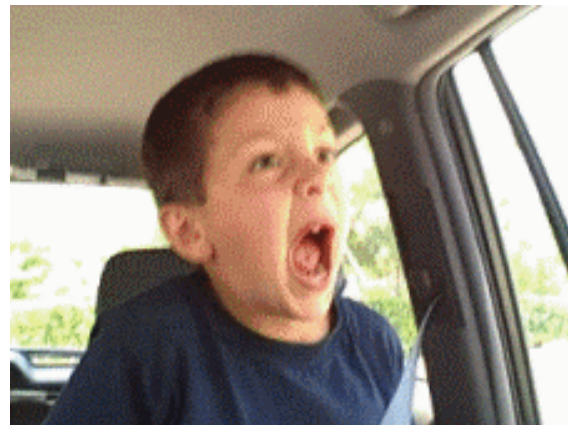
In a situation that we've never been innnnnn!!

I can keep this going, I have the stamina. Do not test me.

But what is Molino? What are you talking about, Tierra? Are you seriously adding another work to your project list? Do you ever chill? Where's your stop button? Why are you singing some horrible rendition of Pure Imagination, one of the greatest songs ever written? I have the answers to all of these questions. Besides the last one, it needs no explanation.

Basically, I'm doing another one of those development write-ups or whatever you want to call them. I've done one on a character, a short game, and now, we're doing it for a new series ... book. It probably will have one season, but I don't rightfully know just yet.

Remember Skelly? The LI that you guys created? Yea, well, this is where he comes in. Have no fears, Molino is so deep in development that it won't mess up other projects, it's just a good breather. But **Molino** will be a trip for both of us since it's not only more content for you guys but it's also my first visual novel.



So, basically what this development drabbles will be is taking you guys step by step through what I'm doing, my thought process, ... the depression and anxiety that will no doubt hit me ... and pretty much what I always do. Like, you guys are about to get the raw coverage here ... I giggled, I'm so damn immature. But seriously, I'm excited.

The Origins

... and backstory. Molino originated from two things. One, a song. And two, my crazy want to finally do a story like this. Song wise, it's ... well, called "[Molino](#)" by Mark Johns (link included). I do occasionally get so taken by a song that I just yearn to actually do an entire book based off of it, no joke. The shit that gives me inspiration is so weird that I don't even understand it sometimes. This song was stuck in my head for a while and, in the beginning, the idea was basically just a textual ... visual representation of the lyrics. Since then, of course, a lot has changed.

The second one, well for any of you that don't know this ... I have a guilty and trashy love for petty shit that makes no sense in the world of common sense and logic. You'll realize what I mean soon. In middle school I loved this one series called **The Clique** and I have a guilty obsession when it comes to series like **Gossip Girl** and **Pretty Little Liars**. All three are pretty childish and I know there's tons of issues and just, wtf moments, (*cough* Dan I'm looking at you) but that doesn't stop this guilty pleasure.

Ever since I've read **The Clique** though, I wanted to make a book or series with the same feel (note, this has been since middle school). I have tried many times but me and modern-day themes don't really mesh well, there's a reason why *Superstition* is supernatural modern and not just modern. I have to have some kind of supernatural/fantasy/sci-fi element to it, that's just how I work.

Unfortunately, the wish to do a series has never waned. But here's my official attempt, meeting my want with what I know I can do.

But What is Molino, though?

Basically, Molino is a supernatural romance story set in 2019 in the universe of **Book of the Damned** aka **Superstition** (Which is set in 2018. Yes, there will be easter eggs and conversations about the events of *Superstition*. *Superstition* officially ends in either 2019 or 2020 (wow that's so fucking convenient) So, it will overlap.). The supernatural aspect is still there but what makes Molino different is that it focuses



more on the political and cultural side of the supernatural world, another favorite theme of mine, through the eyes of teenagers.

So, before I continue, let me go ahead and say this. I know Molino won't be everyone's cup of tea. One of the first issues I ran into with Molino was about the age setup (more on that in the **Challenges Thus Far**) section. I ended up deciding on something that would be comfortable to write and that I wouldn't have a problem playing (because I do have a problem playing a 15 or 16-year-old. I just don't wanna, and why write something I wouldn't play myself?). There will also be moments where you're like "are you serious, who fucking does this?" or "man, I'd hit them so quick. Who do they think they are?" Good news is that you won't be some defenseless MC taking shit from the popular crew, bad news is that I'm writing it where you won't win every battle. So, with that said. I know some of you might be like, nope, not my type of story and I have zero problem with that. But I want to write this story so bad so ... blam.

Molino is a big challenge for me, because why not punish myself? It not only has me finally trying to successfully do a story that I've always wanted to tell, but it also holds the visual novel element and romance. Now, I know what you might be thinking. "Tierra, this isn't your first romance book. Everything you do has romance." Yea, but there's a difference between a story **with** romance and a story **that is** romance. Superstition and Insight both have romance, but you can play and enjoy it without romancing anyone, and you get the entire story whether you romance someone or not. You still get the character development (obviously not the romance character development but it's not needed for the plot to make sense).

To me (note the italics meaning not everyone thinks the same), when someone broadcasts something as belonging to the romance genre then you can't get away from the romance. Imagine watching a movie that's a romcom or something. Take the romance out and what story do you have? Not the same because the plot is missing and character development is lacking, it's like taking music out of a musical. Take romance out of Superstition and Insight, what story do you have? The same one. Therefore, you can't play Molino without picking someone to romance, you don't get the full story and enjoy it right without romance. And yes, that's a big challenge for me because though I add it in, romance is never big for me and it's just a pleasurable side benefit, like Solas said ...



GETTING YOU INTO BED IS JUST AN ENJOYABLE SIDE BENEFIT.

I'm sorry ...

So, this is inspired by the following: **Pretty Little Liars, Gossip Girl, The Clique, Vampire Diaries, and The Originals**. All are pretty good, and I recommend ... besides The Clique, that is such a middle school read that I'm prone to cringe at the sheer immaturity of it ... so do watch/read it ...

Challenges Thus Far

What do you mean you've had challenges so far, you're still in development! I agree whoever thought this.

1. **The Age:** I brought this up earlier, but this was the biggest issue to be honest. I literally went back and forth between high school and college so many times that my writing circle was sick of hearing me talk about it. College would of course be ideal for the following:
 - Characters are of drinking age. I have no issue with having characters do it underage, but it would just be easier to have settings at bars and etc.
 - Sex is not as brow raising. Yes, high schoolers still have sex but we're far more prone to not caring when it's consenting adults.
 - I can get away with far more because ... they're adults. And so, I feel more comfortable.

... you see how short that list of pros is? That's because the setting that Molino calls for just doesn't work with college. In college, don't nobody care about queen bee's and popularity. Popularity might be a thing, but Queens and Kings of the school are not. Why? Because the majority of us are there to get our diploma and then get the fuck out. College ain't free (USA mindset here), don't nobody have time for that bullshit. The frats and rich kids can have their own fun, some of us got bills to pay. Highschool, that's different. I personally didn't have a Queen Bee or King but there were definitely popularity contests and the rumors are wild. But the theme fits high school and the stupid mindset that teenagers have.

The compromise I made with myself here was that they're in the 17-19 age range (which are technically adults in the eyes of the government).

2. **The Visual Novel-ness:** This is my first time doing a visual novel and frankly, there's a reason. My writing style doesn't really fit visual novel. Can I adapt? Hell yea. Do I want to adapt? Fuck no. In case you're wondering what the difference is, visual novel is minimum description with more focus on dialogue. You don't end up reading tons of paragraphs on visual novels, while text games are basically interactive full books. I love dialogue tremendously, but I also like

being able to go deep in thought and description here and there. My problem is that either I completely adapt, or I compromise yet again. This is still being decided lmfao.

3. **Choices:** Some of you know that with every book I write, I try to raise the stakes. I love to challenge myself ... and then complain about it later. But I really do like to test myself and see how much more I can do. Example? Just compare Dragon Racer to Insight. Not only style but choices, depth, character building, etc. With Molino, I really want to add more personality and make sure that things you choose effect who you are and those around you. This means a lot of work for me but so many different flavors. When I write these stories, my main goal is to have two people get totally different stories, that's always my goal.
4. **Character Size:** Molino started off with such a gigantic group of characters and that has since dwindled. This is mostly due to the visual novel aspect. First off, I'm not getting art for everyone. I don't got money like that lmao. Even if I was doing this myself, I still think that's crazy. So, a lot of characters will be mentioned but have no picture to accompany them.
5. **I'm Stubborn:** Do I really have three seasons in me? Do I even have one? What I mean is that because of what I might do, Molino might actually be far shorter than I think. Regular style would give it three seasons at the very least, visual novel style will ... idk. How much character diving can I do?

I'm done ranting ... or whatever I call this. Next one shall be about the romances perhaps? These are truly done based off of the steps I take for development.