

79 years prior to the start of the game, a cataclysmic event known as the Sprout quite literally uprooted society. Those picked up by the giant plants were soon forgotten by those underneath, and those above know nothing of the world below due to the clouds. Due to the segmented nature of different parts of the Sprout, people in one part of the Sprout don't really know people who live in the other, so as far as everyone is concerned the plant they live on may as well be the only one. A power company monopoly's business practices are destroying the giant vegetation which makes up the world of the Sprout

We open on a group of environmental activists driving toward a wind-based power plant monopoly. As they drive, they go over the details of the mission and civilians wave to them, showing their revered status within the city. They plan to try and provide a distraction to the people working the gate so that protagonist Morgan Seed can infiltrate the plant. The activists have been tipped off by an anonymous source that working conditions in the plant have become abhorrent since the company began undergoing a secret new development initiative. As he enters, he gets into some fights and we learn about Morgan as a fighter and how combat works in general.

Meanwhile, Eleanor, an employee of the power company's corporate division who is up for a big promotion, has some guilt over the things her company are doing to the environment. The same day that Morgan is infiltrating the factory, her division of the company's corporate office are touring that very same factory to inspect it, as the company's top shareholder is expected to pay a visit the next day and everything needs to look as good as possible as a positive review by the shareholder could lead to further investment into the company. Managers are forcing workers to look happy and complacent while performing their labor so as to appease the corporate tour. She gets into backhanded psychological fights which show off her unique status affect abilities which will come into play in combat later with her fellow white-collar workers as they tour; this is to mechanically demonstrate her trying to navigate corporate redtape so as to advance the company's interests while also mitigating as much damage to the environment as possible.

Morgan has difficulty finding both evidence of the workers being poorly treated and information on the company's secret development initiative. Eventually he gets caught in a backroom somewhere where people are really being treated poorly and you get into a large battle that it doesn't seem like you'll be able to survive. Eleanor catches wind that someone from the activist group has infiltrated the facility. Racked with guilt over her complicity in the company's destruction of the environment but still in need of the promotion, she waits for the tour group to get distracted so she can try to help the intruder.

We cut back to Morgan in a big fight with more guards than he could possibly hope to deal with. All of a sudden, a hooded figure who coincidentally resembles one of the hooded figures from the cold open cutscene shows up to help him; unbeknownst to Morgan, it's Eleanor. She's shocked that it's him of all people here. The two of them fight dudes until a boss fight with the building manager. You win the fight. Eleanor, her face still concealed, leaves, as she needs to hurry back and return to the tour group, who of course don't notice that she's gone because she's still not quite that high up in the company. At that moment, a strange earthquake ravages the facility, and Morgan and Eleanor are both sent careening to the unknown world below. Cut to black as broccoli "leaves" break their fall.

Morgan and Eleanor land in the outskirts of Brucolia, a world totally unbeknownst to Morgan. Its outer ring resembles something of the metropolis of the city above which Morgan and Eleanor are from, but the closer to the center you get towards the giant broccoli stalk the more poor the town is. They land on a giant banana man, the broccoli greens above having slightly broken their fall. The banana man suffers a bruise because he is a banana and bananas bruise. Recognizing them as having come from the city above, he sees Morgan and Eleanor as "one of his people" so he asks them to go toward the center of town to get some fresh aloe vera leaves (very rare in this world) to relieve his bruise instead of arresting them for intruding upon his property. In exchange, he'll get them back up to the city as he was planning to head up there anyway.

Eleanor's robe is ripped from the fall and she takes it off, revealing herself to Morgan. Surprise: they used to date, and it very much did not end on positive terms. Regardless, the two of them need to get back to the city as quickly as possible, Morgan because he's concerned about the fellow members of his activist group, and Eleanor because she needs to get back to work so she doesn't lose her job which she needs the promotion for so that she can adequately provide for her and her sister. As such, the two agree to work together to get out of Brucolia as soon as possible.

Morgan and Eleanor do not know the banana man is the power company's secretive top shareholder. Along the way toward the center where the aloe vera leaves are, they meet Danny, a poor boy who's being picked on by bullies for keeping a flower garden who you beat up. Eleanor, also an ex-school teacher so she has a particular soft spot for children convinces Morgan to allow Danny to come along with them toward their destination.

They see a parade of fascist pseudo military-cop guards working for the power company from the city above traipsing through the streets of the more poor sections of Brucolia headed up by a commander and his lackey assistant. One of the guards takes a keen interest in the group after overhearing a conversation between the group about Morgan's association with the activist group spurred upon by the power company's parade but doesn't say anything. Morgan is shocked to see that the power company has somehow managed to open a plant here, but Eleanor refuses to tell him what's going on as she of course is still a part of the company.

The closer they get to the center the more they notice spills of toxic waste all around. The wreckage of strange-looking vehicles dots the land, to which Eleanor says nothing. They approach the center and a giant mutated creature starts to attack them. It far outlevels your characters, but all of a sudden one of the hooded men appears out of nowhere to kill it with ease. He leaves without saying a word, and the crew have no choice but to proceed further in. Mutated monsters and dead bodies of those who live nearby are revealed.

Suddenly the crew find one aloe vera plant which hasn't yet succumbed to the pollution, which even the broccoli stalk itself is. Morgan puts together that the broccoli will soon be effectively destroyed due to rot, leaving the farming community crippled and the power company's coffers lined. You can tell Eleanor is incredibly distraught by the notion of this happening to this community.

They find a hidden passage leading to hanging scaffolding underneath the giant leaf Brucolia sits atop of. They take it back toward the outer edge of Brucolia, and along the way find tubing strapped to the bottom of the ground-leaf which funnels the toxic waste toward the broccoli center of Brucolia. They follow it back to a factory which Morgan initially assumes is the power plant, but in searching for a way out, they find that the factory is secretly a front for the development of air-based vehicles to be used to escape the city which is becoming toxic due to the power plant's waste.

They escape the factory and find themselves in the banana man's house. They piece together that the banana man is in fact the head shareholder of the power company. The banana man traps them with armed guards headed up by the fascist commander. They fight off a few guards, and Danny reveals a secret power of his he can only use under duress since this is the first time any enemy tries to hurt a child but eventually the group are overwhelmed and put under arrest. They're sentenced to ten years of hard labor starting the next morning, time which will be spent repurposing transforming the indigenous village of Brucolia into basically a new version of the city above until little to no nature remains.

Cut to now nighttime in the cell, which they don't actually know where they are. You can hear many murmurs of other members of Morgan's activist group in adjacent cells. Morgan and Eleanor are quietly discussing Danny's strange magic power ability he displayed during the previous fight scene. The discussion transitions into the two of them talking about their past and trying to learn how each other has been doing since their less than amicable breakup. Eventually, they feel bad about excluding Danny from the conversation, so the two of them start asking questions about what the deal is with Danny. Since he's a little kid he's a little obtuse about what his past is, but the two of them basically get a sense here that he doesn't really have much of a home to return back to or people that would be worried about his disappearance. He seems like he's having a pretty good time all things considered.

Before a big conversation moment is about to happen, a guard walks by their cell and drops a key through the bars. Using the key, they attempt to escape from the guards. Optionally, you can try to steal the master key ring to free the others which will make the boss fight at the end of the boss fight at the end of the prison section easier.

At the end of the prison gauntlet section, you end up fighting the prison commander/his lackey and the banana man. You defeat the prison commander and the banana man, but the lackey actually escapes (he will become your rival). Cue an exciting escape sequence, which ends with Morgan, Eleanor, and Danny getting cornered by a cliffside. All of a sudden, the guard that dropped you the key shows up in a floating vehicle he stole from the power company to jet you out of Brucolia. His name is Galileo and he joins your party.

Now, you have basically a hub base which you'll return to throughout the game. Galileo introduces himself as an undercover member of the environmental activist group which Morgan is a part of, as a member of one of their other sects. For Morgan and Eleanor, the first and most pressing matter to address is returning to the city above to try and assess the damage which the mysterious earthquake has done to the city. Galileo suggests that they drop the boy off back at Brucolia, but Eleanor is staunchly against it as they need to get back to Brucolia immediately so that Eleanor can check up on and evac her sister. Eleanor volunteers to watch over Danny until they can figure out something to do with him. Morgan needs to regroup with his sect, so Galileo brings them all to the city.

They get there and the group splits up, seemingly permanently. We bounce between the perspectives of the different characters throughout this portion of the game and generally stay away from combat for a while so as to emphasize characterization and storytelling.

Morgan heads off to his sect's base to regroup but finds it mended by the mysterious earthquake. He endeavors to try and find them amidst the rubble and general cacophony, but runs into trouble when he gets word from somebody who drove him into the factory in the beginning of the game that some people from the other sects are spreading a rumor about him and his sect somehow having had something to do with the earthquake as his sect tends to be more willing to engage in violence as long as it gets the job done. There's also some unease about Morgan from people in his own sect who wonder why he up and disappeared at the same time as the earthquake, which deeply angers and offends Morgan. It's here where we start to explore Morgan's backstory with his mother having gotten sick working in that very same factory, thus explaining why Morgan and Eleanor's relationship went sour when she decided to work there and also why he joined the activist group and worked to make his sect more militant. We also are shown some brief flashbacks of his past having worked as a cop, forcibly removing the community which originally lived in this area away from their homes when they refused to leave so as to make room for the construction of the power plant which eventually led to the creation of the city. Morgan is deeply remorseful for his past actions but ultimately can't throw away the truth of what he's done. Throughout the game up till this point, we have seen Morgan being something of a jerk, as he isn't able to balance practicing his ideals with treating others with kindness; this is his core character flaw and something that the story will work to develop from here on out.

Eleanor on the other hand returns to her home with Danny and finds her sister, distressed as her dog, her best friend, freaked out when the earthquake hit and left. Her sister becomes catatonic and unable to do anything, therefore Eleanor must look for the dog. She learns from Galileo that the dog headed up the spiraling bean stalk.

Act 2: Setup: Morgan, Eleanor, Danny, Eleanor's sister, and Galileo head up the beanstalk to find Eleanor's sister's dog, and to find evidence to clear Morgan's name about the earthquake by interviewing the people that live along the beanstalk. Conflict: You meet many small, disparate communities of people living along the beanstalk and on nearby plant spires as you head up. We use this section as a way to explore Morgan's backstory and his inability to trust others following the death of his father at the hands of the power company (which he has sizably paid off for, something Eleanor resents him for). Resolution: They find the dog, meet the hooded figures, Galileo attempts to give Danny over to the hooded figures as a sacrifice to the gods, you just barely defeat one of them (leaving only 4 left), Morgan breaks his leg and Galileo obviously leaves the party, leaving your party significantly crippled. The group narrowly escape and are on the run from the hooded figures attempting to take Danny as sacrifice. Out of desperation, a new earthquake hits and sends them careening off of the top of the beanstalk through the smog barrier.

Act 3: Setup: The crew land on an enormous net hanging just above an enormous steel plate which seems to cover the entire earth which is owned by a man who uses the net to catch food and debris discarded from the world above. Conflict: The crew decide that they can't go back up as they/Danny are being hunted, so they'll have to figure out a way to descend further down the from the hooded figures. The flora down here is even more desolate and rotting away. We use this section as a means of exploring Eleanor's backstory. Resolution: The crew eventually make their way down to the steel plate

where they meet its droid caretakers. It too was built by the power company, but it's an initiative even Eleanor herself wasn't privy to. This realization brings engenders further dissent between herself and Morgan, who has already been incredibly untrusting of the others to a paranoid degree. Eleanor's sister runs off after him and the crew is split up even further. One of the hooded figures fights with Morgan / Eleanor's sister, another fights with Eleanor / Danny. Through these boss encounters, the crew are clued into the potential for the existence of the gods. Morgan realizes how difficult Eleanor must have had it in trying to watch over Eleanor's sister, who means well but has special needs. Eventually, the two meet up at the top of an enormous drill which is drilling toward something below. It starts to go off, causing a massive earthquake which sent debris careening like hellfire from above. To escape the debris, the crew have no choice but to descend down the spiral staircase which circles down the circumference of the drill.

Act 4: Setup: What was thought to be the ground was really a planet-sized steel structure which blocks out debris from the world above. Those who weren't uprooted 79 years ago when the Sprout hit live in artificially well-lit gorgeous cityscapes full of opulence, whereas those who don't are even more worse off than even the most desolate of those who've made it work in the world of the Sprout. You find out about the history of the Sprout for those who didn't make it above; basically, those who were poor were made even more poor and their next of kin ultimately suffered, whereas those who were rich were made even more rich. Because the world tried to retain some semblance of the world before sprout in terms of legislation, the rich decided not to cut down the plants which burst forth from the Sprout as those uprooted by the Sprout would end up dead and they would be liable. Instead, they had the circle structure built to cover the earth from the rest of the world, but also to cover up their planned wrongdoings. The power company which spawned from the world above started to drill the earth for its resources using an enormous electric drill which is what causes the earthquakes. The drill operates at set times and it's at those times that the well-off are protected by electronic barriers which cover their houses from damage and they all retreat into underground bunkers to keep themselves safe. But the poor that live underneath the world disc (often the very same people employed the unsafe task of building the drill in the first place, and those who still are forced to work as miners under unsafe working conditions to further still advance the power company's interests) tend to see no such protections. You'll learn the stories of many these sorts of characters. Conflict: The crew meet up with Galileo who is hesitant to fight but his hand is forced when Morgan angrily attacks him. Resolution: You win the fight but the fourth hooded member shows up and kills Morgan. Galileo and the fourth hooded member retreat beneath the earth together. Eleanor uses her psychic power to attempt to commune with Morgan's dead spirit, and she senses that his body is beneath the planet's crust, down to its core. To get there, you'll have to destroy the drill. In the process, you'll learn about what's down there. With the drill destroyed, a path downward is opened.

Act 5: Setup: Eleanor, Danny, Eleanor's sister, and Sampson enter the core of the planet to try and save Morgan. We meet the souls of the deceased who are all scheduled to be funneled as something of a source for this giant orb of energy which feeds the power company. Conflict: Galileo and the hooded figure believe that the gods live underground, but are surprised to find that they don't exist in any sort of anthropomorphized form. The crew take them on. Resolution: The other hooded figure takes the orb

of energy and basically shoots it upward out of the planet, creating a hole in the cyber plate and bringing sunlight back. You fight that hooded figure and he almost kills your entire crew, but Galileo sacrifices himself to kill that hooded figure. Morgan is effectively dead. The crew decide that, even if the city rejected them, it's worth it to try and kill the head of the hooded figures who likely will try and destroy all of humanity for their perceived crimes. They believe strongly in the need for change and they embrace the future. Sampson, a flower, becomes imbued with the energy which are the souls of the dead and grows enormous, bursting the crew through the ground back up to the city. The crew fight the head of the hooded figures who has absorbed the power and believes he is channeling the power of the gods by having absorbed the power of the earth and his hooded compatriots, but really he is trying to leverage the power of those who have been murdered in the name of capital. Eleanor is instrumental in defeating the hooded man by rejecting the hegemony of the gods' legacy, whether or not they were real or not, and she comes together with the adults of both Brucolia and the city to destroy the final priest hooded figure; it's ambiguous whether or not this person is truly channeling the power of the gods. Eleanor never discovers the truth about Morgan having killed her parents. The power company does continue to exist, but new communities sprout up about the Sprout led by folks like Danny and Eleanor's sister; their power is dwindling.

Epilogue: Morgan and Galileo, both dead, fight each other in some sort of liminal purgatory world in a one-on-one duel which is sort of meant to evoke chanbara cinema. Galileo reveals to Morgan that he knows what Morgan did to Eleanor's parents, which is the point at which Morgan realizes it. The two agree to battle till eternity if they must.