

Ok...so how are we feeling after the major lore updates?? I, for one, am tweaking so hard I might as well explode. And with new TSOS content comes new THEORIES (and art, but that's not relevant). This is a document compiling all the theories/observations I have on the games [The Rest Route Motel](#), and [The Basement](#).

I am currently replaying the game for extra accuracy/to see if I missed anything as I write this.

(I procrastinated on this for like 2 weeks, completed at 6:38 PM 12/31/25)

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## PLAYTHROUGHS

(I HIGHLY RECOMMEND YOU PLAY THROUGH BOTH GAMES FIRST TO EXPERIENCE THEM YOURSELF) but If you already have than just skip to Observations and Theories

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### THE REST ROUTE MOTEL.

12/14/25

Upon joining the game, the screen is black and there are sounds of what seem to be a car's engine shutting off, the slam of a car door, and a man sighing. Then the darkness fades and you are in the game, playing as SPITSO (George Hill), before he arrived to Sunothodis. The premise of the game is that he explores a motel tied to an investigation he was assigned.

the game apparently takes place in June (specifically the 27th) of 1995

As you walk the empty road, you soon meet with the very hotel the game is named after, but attempting to walk beyond the roads is met with invisible barriers, So there doesn't seem to be any secrets hidden other than in the motel.

<https://files.catbox.moe/p7tloc.png>

<https://files.catbox.moe/9x0jc4.png>

On the ground floor of the motel, clicking on all the doors yields no results. Although a poster that lies on the wall, between the entrances to Rooms 4 and 5, is very familiar to a certain clown's bakery...

<https://files.catbox.moe/cpuc7z.png>

The only room you can enter on ground floor is the Office. Upon entering it, the screen becomes desaturated and zoomed in and the ticking of a clock rings in your ears. The room doesn't seem to prove significance lore wise, but maybe there is a secret I'm missing.

Moving on to the 2nd floor is where things get interesting. Like the last floor, all the doors are locked, except for Room 6.

Upon entering Room 6, The screen zooms in and becomes desaturated again, but this time, ominous music is playing.

<https://files.catbox.moe/8lhn92.png>

The room is messy and contains boxes and toys scattered about, with clown and sun imagery on the walls. There is written messages carved into the walls to the right and left that read "EYES TO THE SUN". This text has been featured in other games related to The Sands of Solemn, including "Sunshine Grove". We even see a small statue of Father Sun and a wooden head with clown accessories on it.

Letters scattered about the game reveal that the person residing in the room was a Sun Follower named "Andrew" and was instructed by Father Sondez (a reoccurring name, in both the CITS Comic and Sunshine Grove) to bring him certain children (the images of said children and pinned to a bulletin board) so he can care for them, and specifically, indoctrinate them into the Church of Father Sun.

<https://files.catbox.moe/rppa6r.png>

<https://files.catbox.moe/bo4itl.png> (1st note)

<https://files.catbox.moe/il0l0q.png> (3rd note)

It also mentions how a kid named Christopher Milner, AKA C00Z0, was acting up with his "devilish behavior", and how Sondez sent the toys (who apparently belonged to Chris) to Andrew because he behaves better than that "brat".

<https://files.catbox.moe/7g2qbk.png> (2nd note)

The room appears to be abandoned, as "Andrew" had escaped before George could investigate the premises.

There is also an image of the United States, and the State of Oregon is palpably pinned with a needle.

<https://files.catbox.moe/v5ngqk.png>

But there's also something I missed. When I first joined the game and went to Room 6, I knew that there must've been something in the wooden box residing in the bathroom, but I didn't press further, as I thought I wasn't clickable. Will write more when I found said key.

<https://files.catbox.moe/6dvfin.png>

Ok so this key is pretty hard to find, either that, or im not clicking the keys in the office correctly.

Note: keep an eye out for a golden key, if you spot it, then click it. It'll be important.

NOTE: 9:48 PM 12/14/25

I FINALLY FOUND THE DAMN KEY. It's in the back closet of the office on the floor, kinda hard to spot so I would recommend turning up your brightness.

So, after you find the key that took me probably an hour to find, you go up to Room 6, enter the bathroom, and click on the box with the key in your inventory.

<https://files.catbox.moe/ih0r4s.png>

<https://files.catbox.moe/4bf33l.png>

10:07:

Upon doing so triggers a first-person cutscene of George opening the box and finding a copy of the "Church of Father Sun" book laying in it. Then, you are supposed to be teleported SOMEWHERE, but the teleport fails. I believe SPITSO is working on this problem.

<https://files.catbox.moe/yxvoi2.png>

<https://files.catbox.moe/w6hidd.png>

NOTE: 12/16/25

(Teleport is now working)

It just teleports to "The Basement"

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THE BASEMENT

12/14/25

Upon joining the game, you are put in a blurry first-person perspective (Most likely playing as George again) and are standing inside the entrance of a Basement, with a flight of stairs below you. The only sounds you can hear are the faint beats of your heart, unintelligible groans/breathing, and ringing. It's also a bit dark. And intense.

Looking behind you is a door that is slightly open, and behind is what seems to be a...body? and either blood or a revolver. Like I said, it's dark.

<https://files.catbox.moe/c2ae2v.png>

As you walk down the flight of stairs, there is a small hallway to your right with the entrance to a room at the end, and with what seems to be a man with a burnt, horrid face staring into your soul.

<https://files.catbox.moe/4nqeyh.png>

There is a stack of boxes and some laundry machines parallel to the entrance of the room, and upon inspection of a crate, there is a clickable image that provides a close-up of an old family photo.

<https://files.catbox.moe/eh5oft.png>

<https://files.catbox.moe/lu4jks.png>

Entering the room, which is a boiler room, you realize that there are many clones of the burnt-faced man, twistedly looking at you, beckoning and pointing to a boiler. There are candles scattered about, with the very same carvings that read "EYES TO THE SUN" all over the walls.

<https://files.catbox.moe/00ipto.png>

When you do interact with the boiler, you are met with a flash of light and it teleports you to The Sands of Solemn.

<https://files.catbox.moe/zojubn.png>

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## OBSERVATIONS AND THEORIES

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### THE REST ROUTE MOTEL.

-C00Z0 and SPITS0 come from the same town

-A deeper look into Sunny Children's Foundation

-Who is Andrew?

-Who are the other Children?

-Father Sondes

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C00Z0 and SPITS0 come from the same town

12/15/25

Let me requote something I said on a previous page:

"Although a poster that lies on the wall, between the entrances to Rooms 4 and 5, is very familiar to a certain clown's bakery..."

That certain clown is C00Z0, and it's definitely no coincidence.

The poster advertises a family bakery called "Sunrise Sweets" although I might be reading that wrong. The caption reads "Your new sweets destination", and looking at an old poster of "C00Z0's Cakes" from Sunshine Grove, it reads "Your new cake destination", with both posters having practically the same styled pink cake.

It also says that the family recipe has been passed down since 1968, which isn't particularly important, but I like knowing the little details.

I'm going to stop stalling, and cut to the chase. We've now established that "Sunrise Sweets" was C00Z0's old family-owned bakery from before he came to Sunothodis. Now what?

It basically confirms that C00Z0 and SPITS0 are from the same town. Local bakeries don't advertise their sweets beyond their area, unless they have multiple locations, in which the bakery obviously didn't.

And I'm making this conclusion with the assumption that George was a small-town cop, unless he drove all the way to a different town for the investigation.

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A DEEPER LOOK INTO THE CHURCH OF FATHER SUN

12/15/25 - 12/16/25

The notes in Room 6 really give us some interesting characterization for Father Sun and the entirety of Sun followers as a whole. Like I said, Father Sondes instructs a man named Andrew to practically rip children from their already

stable lives to be indoctrinated into a cult for their own gain, or as I suspect they would call it, to "enlighten" them.

In the 2nd letter, Sondez says, and I quote:

"If you still want a chance of salvation then keep it up, kiddo!"

We already know that sun followers perform human sacrifices, and are known to act fake towards others.

All the evidence from the game, along with general knowledge of the cult leads me to conclude that The Church of Father Sun is a cult built on selfishness and lies. Well, we already know that, but I want to dig a little deeper into this fact.

These people are more than willing to throw out the people they know just for their "Father", who does nothing but gaslight them into thinking that he is all they need. In the end, they are nothing but a mindless flock of animals, following orders that will do nothing but lead to their doom, but they are too blind to realize it.

Their "granted wishes" are fake, their "happiness" is fake, and, as Andrew did, are willing to ruin the lives of others just for a scrap of validation by the Sun. And once they are deemed useless, The Sun will leave them to die, as if they were nothing in the first place. He most likely never saw them as anything anyways.

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ANDREW

( I forgot when I wrote this, somewhere before 12/27/2025)

The Person that Sondes commands to bring the kids to him is "Andrew". I don't know much about this character, nor do I know if he was mentioned in other CITS-Affiliated games, but here are snippets of information we learn upon reading the notes in Room 6.

- He is an adult
- Was a past pupil/was under the care of Father Sondes
- A sun follower
- Currently being hunted by the police
- Name sounds similar to "Anne" (this doesn't really mean anything, I thought it was fun to point out)

But the chances of Andrew being GOZ/Annie Martin Holmes is highly unlikely. Annie had a bad relationship with Father Sondes/Sunny Children's Foundation

as a child.

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## THE CHILDREN

12/30/25

On the bulletin board, there are 5 images of children, who were taken from their families to be indoctrinated into the Father Sun's cult. Most of the children, I didn't recognize. But 2 of the kids were familiar. The kid on the far left was C00Z0 when he was 10 years old (Present day, in 1995, he's 15), but his face is covered up. But there's another kid wearing glasses and a beanie on the left. At first, I thought this kid was R0ZMI3 (bear with me here), but after MOONEE was introduced, I connected the dots between her avatar and the girl in the picture and what do you know? They're the same person.

I have yet to know who the other children are, but maybe they will be/have already been introduced in another CITS-affiliated game.

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## FATHER SONDES

12/30/25

We see the name "Father Sondes" quite a few times. In Sunshine Grove, The Rest Route Motel, and GOZ's comic. But they don't seem to be the same person. They all come in different "forms", as listed below.

Sunshine Grove - a robot projecting the voice of the sun

The Rest Route Motel - A man who works as Sunny Children's Foundation, and the one who ordered Andrew to bring 5 children to him for "salvation"

GOZ Comic - A priest who worships Father Sun and mistreated Anne and his friends

Father Sondes obviously sounds similar to Father Sun, and I believe the people (or things) that carry this names carry the spirit of Father Sun inside them, spreading his message, and cold-hearted to those who reject it.

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## THE BASEMENT

-Reflections and The Influence

-Portals

-His Family

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## THE REFLECTIONS

12/30/25

When you enter the boiler room, you're met with clones of George, but they all have burnt, mangled faces and dark eyes with white dots as pupils.

I believe this represents the influence of the sun, but better worded, it's what the sun does to a person.

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## PORTALS?

12/30/25

When you interact with the boiler ingame, you are teleported to The Sands of Solemn. The reason why is because "The Basement" is most likely a flashback, and the boiler is how he was teleported to Sunothodis. But it also begs the question, (atleast for me), aren't there more portals elsewhere? It obviously makes sense for a portal leading to the sun's kingdom to be in a boiler, which is associated with heat, but we also see something like this in the comics, where Ann goes through a big safe which also serves as a portal to Sunothodis.

There's probably many portals connecting to Sunothodis scattered about the world, but not all portals are "permanent", as the boiler only served as a portal AFTER George fell under the influence, it's highly unlikely that the portal was there even during his childhood.

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## HIS FAMILY

12/30/25

Ok, I've been itching to get to this part because I have A LOT to say.

The game finally gives us some visual information about his parents, as we already know of their existence via papers in TSOS and a gravestone outside the Church of the Marked Ones. Oddly enough, there is only a gravestone for his father and not for his mother.

It seems that SPITSO seems to honor his father more than his mother, or he could've possibly had a stronger relationship with him before he died, but I don't exactly believe that to be the case.

Going back to the notes in TSOS, there is a note in a crate from his mother:

"Dear George, I don't have much time left but I wanted you to know this isn't your fault. Everyday since your father passed away I haven't been able to live with myself. I've tried taking medicine but nothing works.

I need you to know that I love you, this isn't your fault. I know you'll do great things without me dragging you down. Never give up, and never stop trying.

-Mom"

What I believe happened is that SPITSO felt betrayed after she committed suicide. When you lose a family member, it's hard for everyone to process. But when you take your own life, knowing you have a child who needs an adult figure to help them through these tough times, It's like insult to injury, adding salt to the wound.

I also find this ironic because this whole situation seems to switch the roles in the future (Father Sun and Mother Moon), If you know what I mean.

She didn't seem like a bad person, but what she did was a bit selfish. Ridding yourself of your misery, but at what cost? I also believe that SPITSO views the moon more as a mother than his own biological mother, quoting from [this video](#) (at 15:06):

"I felt like I spoke to the moon once."

"She was like a mother to me"

That single line gives enough context. The moon was there for him when people called him crazy, she offered to take him away to a peaceful place, the moon saved him.

But deep down, he still misses his mother. Why else did he keep the note then? Sure, she may serve as a painful memory to him, but her suicide still hurt as much as the death of his father.

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## EXTRAS

-Looking at the notes in Room 6, we can also conclude that Chris has arrived at Sunny Children's Foundation between the dates April 18, 1994 - Sept 21 1994, but

since mail takes time to deliver, we can shorten the date to possibly late August or early September.

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I'm really excited for what other pieces of lore/characters will be introduced, and I'm most likely going to write a document on PRAYORZ aswell (If I'm not lazy, that is). Also happy later anniversary to The Sands of Solemn! And happy early New Years haha.