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ENGL 3500

Homework #9

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00_scenes.arc

VN 0- Introduction Scene

VN START

[Black screen fades to LE'S BEDROOM]

[LE] Mhhh...

[LE] My head... urgh.

[LE] What time is it?

[LE] 8... 8:30??

[LE] Ugh! I'm gonna be late.

[LE] Where the hell is my stuff?!

[LE, thinking] (I should get my stuff and go...)

Puzzle 0- Leave the Motel Room

PUZZLE START

[SYSTEM] Use the mouse to point and click different objects around the room.

[SYSTEM] Certain objects will be viewable and/or collectable, to which additional dialogue will appear.

[SYSTEM] Advance to the nearest room by clicking on the arrow keys on screen.

ROOM MAP REFERENCE

KITCHEN	Access from HALLWAY TO KITCHEN, HIS ROOM is locked	HIS ROOM
	HALLWAY	
FRONT DOOR	(Start) LIVING ROOM	
	LE'S BEDROOM	

Puzzle 0- Items

[LIVING ROOM]

[TABLE] The dining table, but I don't remember eating any meals here.

[ASH TRAY] An ash tray... it was an old lid

[RUNNER] It looks like it's staring back.

[CHAIRS] Three chairs for two people.

[MATCH] There's a match on the table.

Should I take it?

→ Yes

→ No

[PLANT] Gerald. He seems to be thriving as always. He doesn't have my stuff.

[CONSOLE TABLE] There's some stuff here.

[PICTURE FRAME] A picture of four... three people. Mom's in it...

[MATCH BOX] An empty matchbox. He must've used up the last match.

Should I take it?

→ Yes

→ No

[CANDLE] A candle. I don't remember this being here.

Should I take it?

→ Yes

→ No

[ASH TRAY] An ash tray. This one's stolen from the bar.

[FRONT DOOR]

[LOCK] It's locked from the inside? I'll have to find a key.

Use KEY FROM CANDLE?

→ Yes

→ No

[MIRROR] It's too dirty. If I had a cloth I could clean it.

Use WET CLOTH on MIRROR?

→ Yes

→ No

[LE'S BEDROOM]

[BED] Just some bed sheets thrown together. Doesn't look like my headphones are here.

[DESK] I rarely sit here... Doesn't look like my headphones are hiding here.

[BACKPACK] My backpack. I'll need it for school.

Obtained BACKPACK

[HALLWAY]

[PICTURE FRAME] A cheap frame that was here when we moved in. My headphones aren't behind it.

[KITCHEN] I should check out the kitchen.

[HIS ROOM] The door's locked. My stuff's not in there anyway.

[HIS ROOM] NOT ACCESSIBLE

[KITCHEN]

[SINK] The water's not running.

[FRIDGE] Empty, except for a bottle of water.

Should I take it?

→ Yes

→ No

[UPPER CABINETS] Empty... not even a cockroach in sight.

[LOWER CABINETS] There's an old rag here but not any of my stuff.

Should I take it?

→ Yes

→ No

[STOVE] The stove seems to be working. I could burn something on this.

Light CANDLE?

→ Yes → Obtain KEY FROM CANDLE

→ No

[DIRTY BOWL] I don't wanna know how long this has been out...

Puzzle 0- Solution

Use STOVE on CANDLE to obtain KEY FROM CANDLE.

Use KEY FROM CANDLE to unlock FRONT DOOR and finish level.

Use WATER BOTTLE on RAG to obtain WET CLOTH.

Use WET CLOTH on MIRROR to trigger extra scene.

VN 0- After Leaving Motel Room

VN START

[Screen change to outside motel]

[LE] Looks like I only got my bag, but not my headphones.

[LE] ...

[LE] Whatever... I'll just go to school without them.

[PHONE RINGS]

[LE] Where's that coming from?

CHAPTER END