You Dunnit!



Game Script

1.6

Questions? Email the [Design Team](mailto:connor.norman1@gmail.com)

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# Character Sets

There are five sets of characters that can appear together in gameplay.

**Set 1**

**Default:**

Player

Richard Gott

Pearson Malory

Butler

**Set 1 Characters:**

Kurtz

Deborah Taunt

Charles Sinclair

Peter Wellsworth

**Set 2**

**Default:**

Player

Richard Gott

Pearson Malory

Butler

**Set 2 Characters:**

Jean-Pierre Bouchez

Elizabeth Gott

Major Bennington

Fritz Cunningham

**Set 3**

**Default:**

Player

Richard Gott

Pearson Malory

Butler

**Set 3 Characters:**

Elizabeth Gott

Charles Sinclair

Dorothy Ellington

Dr. Quinn

**Set 4**

**Default:**

Player

Richard Gott

Pearson Malory

Butler

**Set 4 Characters:**

Kurtz

Jean-Pierre Bouchez

Deborah Taunt

Major Bennington

**Set 5**

**Default:**

Player

Richard Gott

Pearson Malory

Butler

**Set 5 Characters:**

Fritz Cunningham

Dorothy Ellington

Peter Wellsworth

Dr. Quinn

# Dossiers

Each NPC has a dossier that gives a basic description of that character.

**Butler**

The Butler has been attending the Gott estate for as long as anyone can remember. He is rumored to have served several generations of the Gott family. Both he and the mansion have steadily decayed over the decades. He appears to have little interest or regard for the goings-on with the mansion’s occupants. Over the years, the other mansion staff have passed away or fallen prey to accidents, leaving the Butler as the only remaining servant. This solitary figure is seemingly bound to the estate.

**Charles Sinclair**

Charles Sinclair is a professional gambler and conman. He earns fortunes off of preying on the wealthy and foolish. Though he may outwardly appear very courteous and inviting, he is constantly sizing up others. If there is something to bet on or make profit from, Sinclair is usually involved. He is an extensive history with the mafia, and carries a pistol for protection. He frequently plays games against Gott and his wealthy compatriots, generally earning a great deal from them.

**Deborah Taunt**

Deborah Taunt is a stern woman, married to a wealthy and powerful industrialist. She is the niece of Richard Gott, and as such, believes herself to be a rightful heir to his estate. She has never worked, always having needs provided for. Her strongest belief is that she is entitled to anything she desires – and that she has the resources to acquire whatever she wants.

**Dorothy Ellington**

Dorothy Ellington is the widow of a prominent senator. While married, she enjoyed an almost fairy-tale relationship with her husband, visiting many exotic locations around the world. Several years ago, Dorothy’s husband perished in a tragic ice climbing accident. The accident changed Dorothy. She refused to accept the death of her husband. She makes no notice of his death, instead telling others stories of their trips and adventures, living in her own reality.

**Dr. Quinn**

Doctor Martin Quinn is Gott’s personal physician. He is a brilliant doctor, but has many shortcomings. Dr. Quinn is a germaphobe and is terrified of getting sick. He is constantly twitching and rubbing his hands nervously.

**Fritz Cunningham**

Fritz Cunningham is a young nephew of Richard Gott. He has squandered most of the wealth provided to him, choosing to live as a motorcycle-driving, fist-fighting, immature young man. He listens to Rock & Roll and often invites himself to Gott’s mansion for free booze and womanizing.

**Elizabeth Gott**

Elizabeth Gott is an actress from Hollywood, recently married to Richard Gott. Richard used his influence to get Elizabeth roles on Broadway. Elizabeth enjoys the attention and admirers that her new position is providing. As grateful as Elizabeth is, she views Richard as a source of unlimited money and potential. She is very caring towards Richard, but it is not out of love.

**Jean-Pierre Bouchez**

Jean-Pierre is a musician that Gott once met on seaward voyage. Jean-Pierre is a dark and mysterious figure, often telling tales of lost loves, long voyages by sea, and dark poetry. His accordion is always with him, which he plays often to emphasize his tales.

**Kurtz**

Kurtz has spent much of his life in Africa, hunting exotic animals. Yet the years on the Dark Continent have not been kind to his mental state. He has become obsessed with the hunt, the challenge, and less connected with his fellow man. In another life, he would be seen as a natural leader, as a commanding presence. With his obsession of his quarries, the prospect of new trophies is all that remain on his mind.

**Major Bennington**

Major Bennington is a hero of World War I, or he would have you know. Bennington is always willing to share a story or two, even if you are not interested in listening. Bennington bears many medals from the battles he participated in. During the war, Bennington lost numerous body parts, including an eye, a leg, several fingers, several toes, and possibly even more. He is both a living war relic and a library of questionable stories.

**Pearson Malory**

Pearson Malory is a detective who has never solved a crime. He once served in the Police Force, but after multiple incidents, including massive property destruction and unintentional arson, Malory was fired. He is quite clumsy and has no sense of direction, often becoming lost. On many occasions he loses or mixes up information. Malory often makes radical accusations and broad assumptions with little or no knowledge, hoping that one accusation may actually be true. Despite his shortcomings, he is incredibly enthusiastic and often over-confident about taking new cases. Malory’s dream is to one day have mystery novels written about his exploits.

**Peter Wellsworth**

Peter Wellsworth is among the richest men in the country. His colleagues include Rockefeller, Ford, and Gott. He is often viewed as being incredibly eccentric, offering to purchase any items that he seems interested in, funding wild schemes such as time travel and bringing dinosaurs back to life. Gott is one of his largest competitors, but the two share interests and often spend time with each other.

**Richard Gott**

Richard Gott is an incredibly wealthy industrialist. He owns large sums of land and businesses throughout the country. Gott is known for being incredibly frugal and for unscrupulous business practices, such as blackmailing competitors and ripping off partners. He has been married twice; his first wife divorced him after it was found Gott had taken several mistresses. Many consider Gott to be an overbearing and dangerous personality, one who is willing to cross any line to make a profit. He has traveled extensively throughout the world, and has encountered many strange individuals along the way.

# Motives

Each NPC has a real potential motive, and several false motives.

**Butler**

**Correct:** The Butler deserves Gott’s wealth.

**False:** The Butler is a serial killer.

**False:** The Butler wants to be the only resident in the mansion.

**False:** The mansion has possessed the Butler.

**Charles Sinclair**

**Correct:** Gott owes Sinclair money.

**False:** Sinclair wants Gott’s wine collection.

**False:** Sinclair wants Gott’s million-dollar bill.

**False:** Sinclair is a mafia hitman.

**Deborah Taunt**

**Correct:** Deborah wants Gott’s inheritance.

**False:** Deborah hates senior citizens.

**False:** Deborah wants Gott’s wine collection.

**False:** Deborah is a serial killer.

**Dorothy Ellington**

**Correct:** Gott stole a valued object from Dorothy.

**False:** Gott is responsible for the death of Dorothy’s husband.

**False:** Gott was having an affair with Dorothy’s husband.

**False:** Dorothy wants Gott’s money.

**Dr. Quinn**

**Correct:** Dr. Quinn hates Gott.

**False:** Gott has too many germs.

**False:** Dr. Quinn must eradicate all forms of life that have germs.

**False:** Dr. Quinn wants to experiment on Gott.

**Fritz Cunningham**

**Correct:** Cunningham wants Gott’s wine.

**False:** Cunningham is a violent drunk.

**False:** Cunningham wants Gott’s money.

**False:** Gott was going to cut off Cunningham’s inheritance.

**Elizabeth Gott**

**Correct:** Elizabeth wants to steal Gott’s money and run off with another man.

**False:** Elizabeth hates Broadway.

**False:** Elizabeth wants to get Gott’s money.

**False:** Gott has been cheating on Elizabeth.

**Jean-Pierre Bouchez**

**Correct:** Gott favors Jean-Pierre’s brother over him.

**False:** Gott smashed Jean-Pierre’s old accordion.

**False:** Gott stole Jean-Pierre’s true love.

**False:** Jean-Pierre wishes to steal Gott’s money.

**Kurtz**

**Correct:** Kurtz wants to hunt Gott.

**False:** Gott stole an item of value from Kurtz.

**False:** Gott once left Kurtz to die.

**False:** Kurtz wants to turn Gott into a shrunken head.

**Major Bennington**

**Correct:** Bennington believes Gott is the Red Baron.

**False:** Bennington thinks Gott is a German spy.

**False:** Gott exposed Bennington as a fraud.

**False:** Gott is a war profiteer.

**Pearson Malory**

**Correct:** Malory created a crime that only he could solve.

**False:** Malory accidently knocked Gott onto a knife.

**False:** Gott stole Malory’s high school sweetheart.

**False:** Gott had Malory kicked off the police force.

**Peter Wellsworth**

**Correct:** Wellsworth wishes to acquire Gott’s empire.

**False:** Wellsworth wants to steal Gott’s rare book collection.

**False:** Gott betrayed Wellsworth in a business deal.

**False:** Wellsworth wants to turn Gott’s mansion into a nuthouse.

# Cutscenes

## Introduction

**TIME OF DAY:** Night

**SCENE TYPE:** Non-Interactive Cutscene

**FORMAT:** First Person, Present

**CONDITIONS:** There is no condition requirement for the Introduction. The Introduction is trigged when the Player **starts a new game** and chooses the Tutorial.

**STORYBOARDS:**

Shot 1 - Title

Shot 2 – Suitcase full of cash

Shot 3 – Richard Gott standing with arms raised, grinning, surrounded by guests.

Shot 4 – Same image, only with Gott with “X’s” over eyes

Shot 5 – Image of the guests looking suspicious

Shot 6 – Butler opening up front door

Shot 7 – Shot of shadow murder

Shot 8 – Shot of body

**DIALOGUE:**

*Shot 1 - Title*

**TOM MCGUINESS**

How do you get away with murder? That’s probably something I should have asked myself before taking on this job. You see, I’m in the business of making people disappear...permanently.

*Shot 2 – Suitcase full of cash*

**TOM MCGUINESS**

And in the 1950s, business...is boomin’.

**TOM MCGUINESS**

I got this job from a complete stranger. He offered a very generous payment. No questions asked.

*Shot 3 – Richard Gott standing with arms raised, grinning, surrounded by guests.*

**TOM MCGUINESS**

He gave me the basics: Richard Ivan Gott, the richest chum in town, is throwing a weekend gala for his odd collection of friends and family.

*Shot 4 – Same image, only with Gott with “X’s” over eyes*

**TOM MCGUINESS**

My anonymous client would rather Gott spends this weekend pushing up daisies.

*Shot 5 – Image of the guests looking suspicious*

**TOM MCGUINESS**

Best part is, nobody at the estate will shed a tear over Gott’s untimely demise. Behind all those smiles are sharpened teeth. Everyone there has a reason to see Gott go belly-up.

*Shot 6 – Butler opening up front door*

**TOM MCGUINESS**

I showed up as just another friend of ‘ole Gott. Fool Butler let me right in, gave me my own room. After that, I waited for everyone to go to sleep. Like always, the actual murder is the easy part.

*Shot 7 – Shot of shadow murder*

(Sound of murder, groaning of victim, panting of TOM MCGUINESS.)

**TOM MCGUINESS**

Hope I was quiet enough.

*Shot 8 – Shot of body*

**TOM MCGUINESS**

Now I just gotta’ pin the blame on someone else here. Then I’m in the clear. How hard can that be?

*End*

## Parlor Room – Set 1

**TIME OF DAY:** Night

**LOCATION:** 1st Floor, Parlor

**SCENE TYPE:** Non Interactive Cutscene

**FORMAT:** First Person, Present

**CONDITIONS:** The Parlor Room is trigged when the Player **completes the Tutorial** or **skips the Tutorial**. When the scene ends, the Player is brought to the open mansion.

**SET CHARACTERS:**

Kurtz

Deborah Taunt

Charles Sinclair

Peter Wellsworth

**STORYBOARDS:**

Shot 1 - All of the characters in the Parlor

Shot 2 – Portrait of Deborah Taunt

Shot 3 – Portrait of Peter Wellsworth

Shot 4 – Portrait of Charles Sinclair

Shot 5 – Portrait of Kurtz

Shot 6 – Portrait of Pearson Malory

Shot 7 – Kurtz angry

Shot 8 – Sinclair and Taunt smoking casually

Shot 9 – Malory looking out window

Shot 10 – Malory facing posing dramatically

Shot 11 – Taunt and Sinclair looking shocked, Wellsworth looking exciting

Shot 12 – Malory looking out the window again

Shot 13 – Malory pointing dramatically at guests

Shot 14 – Butler holding telephone on tray

Shot 15 – Malory smoking a pipe

**DIALOGUE:**

*Shot 1 - All of the characters in the Parlor*

**TOM MCGUINESS**

So someone obviously found the body. Coulda heard the scream for miles. My client had given me a dossier on each guest. And weren’t they the colorful bunch.

*Shot 2 – Portrait of Deborah Taunt*

**TOM MCGUINESS**

There’s Gott’s ungreatful niece, Deborah Taunt. As greedy as she is pretty.

*Shot 3 – Portrait of Peter Wellsworth*

**TOM MCGUINESS**

Another is Peter Wellsworth, an automobile tycoon with the city in his pocket.

*Shot 4 – Portrait of Charles Sinclair*

**TOM MCGUINESS**

Charles Sinclair. High roller of the high rollers. He gambles over everything, and wins just about everything too.

*Shot 5 – Portrait of Kurtz*

**TOM MCGUINESS**

Then there’s Kurtz, an old friend from Gott’s adventures in the Dark Continent. The sap left his mind in Africa, still thinks he’s on safari.

*Shot 6 – Portrait of Pearson Malory*

**TOM MCGUINESS**

Finally, this is Pearson Malory. He’s a gumshoe, a private eye, and a complete idiot from what I can tell. Bloke shouldn’t even have been there. Apparently he got lost on his way to an investigation. Mixed up the addresses and somehow ended up here. He is the one who gathered us in the parlor.

**MALORY**

Thank you all for coming here, good mansion dwellers.

*Shot 7 – Kurtz angry*

**KURTZ**

Who dared to scream so loud and wake me from my slumber?!

*Shot 8 – Sinclair and Taunt smoking casually*

**CHARLES SINCLAIR**

Indeed, I trust it was not you, Miss Taunt?

**DEBORAH TAUNT**

I was happily asleep, Mister Sinclair.

*Shot 9 – Malory looking out window*

**MALORY**

Why, you see the scream was mine. In search of a bathroom, I stumbled upon something...I stumbled upon...

*Shot 10 – Malory facing posing dramatically*

**MALORY**

MURDER!

*Shock sound*

*Shot 11 – Wellsworth and Taunt shocked*

**ALL GUESTS**

\*Gasp\*

**WELLSWORTH**

Murder? How splendidly novel!

*Shot 12 – Malory looking out the window again*

**MALORY**

Murder most foul! It was somebody...

*Shot 13 – Malory pointing dramatically at guests*

**MALORY**

...in this very room!

*Lightning sound*

*Shot 14 – Butler holding telephone on tray*

**BUTLER**

Good lord, sir. Shall I phone the authorities?

*Shot 15 – Malory smoking a pipe*

**MALORY**

Do no such thing! We shall not leave this room until the killer has been identified! I am sure we can find the...uh...per...the perp...eh the killer!

*End*

## Parlor Room – Set 2

**TIME OF DAY:** Night

**LOCATION:** 1st Floor, Parlor

**SCENE TYPE:** Non Interactive Cutscene

**FORMAT:** First Person, Present

**CONDITIONS:** The Parlor Room is trigged when the Player **completes the Tutorial** or **skips the Tutorial**. When the scene ends, the Player is brought to the open mansion.

**SET CHARACTERS:**

Jean-Pierre Bouchez

Elizabeth Gott

Major Bennington

Fritz Cunningham

**STORYBOARDS:**

Shot 1 - All of the characters in the Parlor

Shot 2 – Portrait of Jean-Pierre

Shot 3 – Portrait of Elizabeth Gott

Shot 4 – Portrait of Major Bennington

Shot 5 – Portrait of Fritz Cunningham

Shot 6 – Portrait of Pearson Malory

Shot 7 – Major Bennington angry

Shot 8 – Cunningham and Elizabeth smoking casually

Shot 9 – Malory looking out window

Shot 10 – Malory facing posing dramatically

Shot 11 – Jean-Pierre and Elizabeth shocked

Shot 12 – Malory looking out the window again

Shot 13 – Malory pointing dramatically at guests

Shot 14 – Butler holding telephone on tray

Shot 15 – Malory smoking a pipe

**DIALOGUE:**

*Shot 1 - All of the characters in the Parlor*

**TOM MCGUINESS**

So someone obviously found the body. Coulda heard the scream for miles. My client had given me a dossier on each guest. And weren’t they the colorful bunch.

*Shot 2 – Portrait of Jean-Pierre Bouchez*

**TOM MCGUINESS**

Here we have Jean-Pierre Bouchez. He’s an over-dramatic, underachieving poet. Jean-Pierre wastes his days sharing stories of lost love and playing terrible music.

*Shot 3 – Portrait of Elizabeth Gott*

**TOM MCGUINESS**

Hailing all the way from Hollywood is the young and glamorous Elizabeth Gott. Recently married to Richard Gott, Elizabeth pays little attention to those around her, thinking only of bolstering her career on Broadway.

*Shot 4 – Portrait of Major Bennington*

**TOM MCGUINESS**

Major Bennington, another nut. Fought in the Great War and makes sure everyone around him knows it.

*Shot 5 – Portrait of Fritz Cunningham*

**TOM MCGUINESS**

This is Fritz Cunningham, an irresponsible young greaser. The lad is obsessed with the rock & roll lifestyle, and ain’t bright enough for much else.

*Shot 6 – Portrait of Pearson Malory*

**TOM MCGUINESS**

Finally, this is Pearson Malory. He’s a gumshoe, a private eye, and a complete idiot from what I can tell. Bloke shouldn’t even have been there. Apparently he got lost on his way to an investigation. Mixed up the addresses and somehow ended up here. He is the one who gathered us in the parlor.

**MALORY**

Thank you all for coming here, good mansion dwellers.

*Shot 7 – Major Bennington angry*

**MAJOR BENNINGTON**

Which one of you awoke me with that shriek?

*Shot 8 – Cunningham and Elizabeth smoking casually*

**FRITZ CUNNINGHAM**

Yeah, who was the one who gave that womanly cry? Miss Gott, that was you, I presume?

**ELIZABETH GOTT**

\*Sighs\* What? Oh, why no, Fritz. I was getting my beauty sleep...

*Shot 9 – Malory looking out window*

**MALORY**

Why, you see the scream was mine. In search of a bathroom, I stumbled upon something...I stumbled upon...

*Shot 10 – Malory facing posing dramatically*

**MALORY**

MURDER!

*Shock sound*

*Shot 11 – Jean-Pierre and Elizabeth shocked*

**ALL GUESTS**

\*Gasp\*

**JEAN-PIERRE**

The dark clouds have truly ascended over this mansion!

*Shot 12 – Malory looking out the window again*

**MALORY**

Murder most foul! It was somebody...

*Shot 13 – Malory pointing dramatically at guests*

**MALORY**

...in this very room!

*Lightning sound*

*Shot 14 – Butler holding telephone on tray*

**BUTLER**

Good lord, sir. Shall I phone the authorities?

*Shot 15 – Malory smoking a pipe*

**MALORY**

Do no such thing! We shall not leave this room until the killer has been identified! I am sure we can find the...uh...per...the perp...eh the killer!

*End*

## Parlor Room – Set 3

**TIME OF DAY:** Night

**LOCATION:** 1st Floor, Parlor

**SCENE TYPE:** Non Interactive Cutscene

**FORMAT:** First Person, Present

**CONDITIONS:** The Parlor Room is trigged when the Player **completes the Tutorial** or **skips the Tutorial**. When the scene ends, the Player is brought to the open mansion.

**SET CHARACTERS:**

Elizabeth Gott

Charles Sinclair

Dorothy Ellington

Dr. Quinn

**STORYBOARDS:**

Shot 1 - All of the characters in the Parlor

Shot 2 – Portrait of Elizabeth Gott

Shot 3 – Portrait of Charles Sinclair

Shot 4 – Portrait of Dorothy Ellington

Shot 5 – Portrait of Doctor Quinn

Shot 6 – Portrait of Pearson Malory

Shot 7 – Dorothy Ellington angry

Shot 8 – Sinclair and Elizabeth smoking casually

Shot 9 – Malory looking out window

Shot 10 – Malory facing posing dramatically

Shot 11 – Sinclair and Doctor Quinn shocked

Shot 12 – Malory looking out the window again

Shot 13 – Malory pointing dramatically at guests

Shot 14 – Butler holding telephone on tray

Shot 15 – Malory smoking a pipe

**DIALOGUE:**

*Shot 1 - All of the characters in the Parlor*

**TOM MCGUINESS**

So someone obviously found the body. Coulda heard the scream for miles. My client had given me a dossier on each guest. And weren’t they the colorful bunch.

*Shot 2 – Portrait of Elizabeth Gott*

**TOM MCGUINESS**

Hailing all the way from Hollywood is the young and glamorous Elizabeth Gott. Recently married to Richard Gott, Elizabeth pays little attention to those around her, thinking only of bolstering her career on B roadway.

*Shot 3 – Portrait of Charles Sinclair*

**TOM MCGUINESS**

Charles Sinclair. High roller of the high rollers. He gambles over everything, and wins just about everything too.

*Shot 4 – Portrait of Dorothy Ellington*

**TOM MCGUINESS**

Here we have Dorothy Ellington, the widow of a prominent senator. Her mind went with her husband however - Dorothy still thinks he’s alive and kicking. Quite odd.

*Shot 5 – Portrait of Doctor Quinn*

**TOM MCGUINESS**

Doctor Martin Quinn. Gott’s trusted physician, yet he is terrified of blood, germs, and gettin’ sick. The stuttering bloke chose the wrong career if you ask me.

*Shot 6 – Portrait of Pearson Malory*

**TOM MCGUINESS**

And finally, this is Pearson Malory. He’s a gumshoe, a private eye, and a complete idiot from what I can tell. Bloke shouldn’t even have been there. Apparently he got lost on his way to an investigation. Mixed up the addresses and somehow ended up here. He is the one who gathered us in the parlor.

**MALORY**

Thank you all for coming here, good mansion dwellers.

*Shot 7 – Dorothy Ellington angry*

**DOROTHY ELLINGTON**

Deary me, who made that banshee wail?

*Shot 8 – Sinclair and Elizabeth smoking casually*

**CHARLES SINCLAIR**

Indeed, I trust it was not you, Miss Gott?

**ELIZABETH GOTT**

\*Sighs\* What? Oh, why no. I was getting my beauty sleep...

*Shot 9 – Malory looking out window*

**MALORY**

Why, you see the scream was mine. In search of a bathroom, I stumbled upon something...I stumbled upon...

*Shot 10 – Malory facing posing dramatically*

**MALORY**

MURDER!

*Shock sound*

*Shot 11 – Sinclair and Doctor Quinn shocked*

**ALL GUESTS**

\*Gasp\*

**DR. QUINN**

Murder?! Oh dear lord no!

*Shot 12 – Malory looking out the window again*

**MALORY**

Murder most foul! It was somebody...

*Shot 13 – Malory pointing dramatically at guests*

**MALORY**

...in this very room!

*Lightning sound*

*Shot 14 – Butler holding telephone on tray*

**BUTLER**

Good lord, sir. Shall I phone the authorities?

*Shot 15 – Malory smoking a pipe*

**MALORY**

Do no such thing! We shall not leave this room until the killer has been identified! I am sure we can find the...uh...per...the perp...eh the killer!

*End*

## Parlor Room – Set 4

**TIME OF DAY:** Night

**LOCATION:** 1st Floor, Parlor

**SCENE TYPE:** Non Interactive Cutscene

**FORMAT:** First Person, Present

**CONDITIONS:** The Parlor Room is trigged when the Player **completes the Tutorial** or **skips the Tutorial**. When the scene ends, the Player is brought to the open mansion.

**SET CHARACTERS:**

Kurtz

Jean-Pierre Bouchez

Deborah Taunt

Major Bennington

**STORYBOARDS:**

Shot 1 - All of the characters in the Parlor

Shot 2 – Portrait of Elizabeth Gott

Shot 3 – Portrait of Charles Sinclair

Shot 4 – Portrait of Dorothy Ellington

Shot 5 – Portrait of Doctor Quinn

Shot 6 – Portrait of Pearson Malory

Shot 7 – Dorothy Ellington angry

Shot 8 – Kurtz and Taunt smoking casually

Shot 9 – Malory looking out window

Shot 10 – Malory facing posing dramatically

Shot 11 – Jean-Pierre and Taunt shocked

Shot 12 – Malory looking out the window again

Shot 13 – Malory pointing dramatically at guests

Shot 14 – Butler holding telephone on tray

Shot 15 – Malory smoking a pipe

**DIALOGUE:**

*Shot 1 - All of the characters in the Parlor*

**TOM MCGUINESS**

So someone obviously found the body. Coulda heard the scream for miles. My client had given me a dossier on each guest. And weren’t they the colorful bunch.

*Shot 2 – Portrait of Jean-Pierre Bouchez*

**TOM MCGUINESS**

Here we have Jean-Pierre Bouchez. He’s an over-dramatic, underachieving poet. Jean-Pierre wastes his days sharing stories of lost love and playing terrible music.

*Shot 3 – Portrait of Deborah Taunt*

**TOM MCGUINESS**

There’s Gott’s ungreatful niece, Deborah Taunt. As greedy as she is pretty.

*Shot 4 – Portrait of Major Bennington*

**TOM MCGUINESS**

Major Bennington, another nut. Fought in the Great War and makes sure everyone around him knows it.

*Shot 5 – Portrait of Kurtz*

**TOM MCGUINESS**

Then there’s Kurtz, an old friend from Gott’s adventures in the Dark Continent. The sap left his mind in Africa, still thinks he’s on safari.

*Shot 6 – Portrait of Pearson Malory*

**TOM MCGUINESS**

And finally, this is Pearson Malory. He’s a gumshoe, a private eye, and a complete idiot from what I can tell. Bloke shouldn’t even have been there. Apparently he got lost on his way to an investigation. Mixed up the addresses and somehow ended up here. He is the one who gathered us in the parlor.

**MALORY**

Thank you all for coming here, good mansion dwellers.

*Shot 7 – Major Bennington angry*

**MAJOR BENNINGTON**

Which one of you wet blankets awoke me with that shriek?

*Shot 8 – Kurtz and Taunt smoking casually*

**KURTZ**

Was it you who let out that cry, woman? Speak!

**DEBORAH TAUNT**

Mister Kurtz, I was happily sleeping. And I would rather be sleeping than listen to your absurd banter last a moment longer!

*Shot 9 – Malory looking out window*

**MALORY**

Why, you see the scream was mine. In search of a bathroom, I stumbled upon something...I stumbled upon...

*Shot 10 – Malory facing posing dramatically*

**MALORY**

MURDER!

*Shock sound*

*Shot 11 – Jean-Pierre and Taunt looking shocked*

**ALL GUESTS**

\*Gasp\*

**JEAN-PIERRE**

The dark clouds have truly ascended over this mansion!

*Shot 12 – Malory looking out the window again*

**MALORY**

Murder most foul! It was somebody...

*Shot 13 – Malory pointing dramatically at guests*

**MALORY**

...in this very room!

*Lightning sound*

*Shot 14 – Butler holding telephone on tray*

**BUTLER**

Good lord, sir. Shall I phone the authorities?

*Shot 15 – Malory smoking a pipe*

**MALORY**

Do no such thing! We shall not leave this room until the killer has been identified! I am sure we can find the...uh...per...the perp...eh the killer!

*End*

## Parlor Room – Set 5

**TIME OF DAY:** Night

**LOCATION:** 1st Floor, Parlor

**SCENE TYPE:** Non Interactive Cutscene

**FORMAT:** First Person, Present

**CONDITIONS:** The Parlor Room is trigged when the Player **completes the Tutorial** or **skips the Tutorial**. When the scene ends, the Player is brought to the open mansion.

**SET CHARACTERS:**

Fritz Cunningham

Dorothy Ellington

Peter Wellsworth

Dr. Quinn

**STORYBOARDS:**

Shot 1 - All of the characters in the Parlor

Shot 2 – Portrait of Fritz Cunningham

Shot 3 – Portrait of Dorothy Ellington

Shot 4 – Portrait of Peter Wellsworth

Shot 5 – Portrait of Doctor Quinn

Shot 6 – Portrait of Pearson Malory

Shot 7 – Dorothy Ellington angry

Shot 8 – Wellsworth and Dorothy smoking casually

Shot 9 – Malory looking out window

Shot 10 – Malory facing posing dramatically

Shot 11 – Cunningham and Quinn shocked

Shot 12 – Malory looking out the window again

Shot 13 – Malory pointing dramatically at guests

Shot 14 – Butler holding telephone on tray

Shot 15 – Malory smoking a pipe

**DIALOGUE:**

*Shot 1 - All of the characters in the Parlor*

**TOM MCGUINESS**

So someone obviously found the body. Coulda heard the scream for miles. My client had given me a dossier on each guest. And weren’t they the colorful bunch.

*Shot 2 – Portrait of Fritz Cunningham*

**TOM MCGUINESS**

This is Fritz Cunningham, an irresponsible young greaser. The lad is obsessed with the rock & roll lifestyle, and ain’t bright enough for much else.

*Shot 3 – Portrait of Dorothy Ellington*

**TOM MCGUINESS**

Here we have Dorothy Ellington, the widow of a prominent senator. Her mind went with her husband, however - Dorothy still thinks he’s alive and kicking. Quite odd.

*Shot 4 – Portrait of Peter Wellsworth*

**TOM MCGUINESS**

Another is Peter Wellsworth, an automobile tycoon with just about half the city in his pocket.

*Shot 5 – Portrait of Doctor Quinn*

**TOM MCGUINESS**

Doctor Martin Quinn. Gott’s trusted physician, yet he is terrified of blood, germs, and gettin’ sick. The stuttering bloke chose the wrong career if you ask me.

*Shot 6 – Portrait of Pearson Malory*

**TOM MCGUINESS**

And finally, this is Pearson Malory. He’s a gumshoe, a private eye, and a complete idiot from what I can tell. Bloke shouldn’t even have been there. Apparently he got lost on his way to an investigation. Mixed up the addresses and somehow ended up here. He is the one who gathered us in the parlor.

**MALORY**

Thank you all for coming here, good mansion dwellers.

*Shot 7 – Fritz Cunningham angry*

**FRITZ CUNNINGHAM**

Can someone please tell me who gave that scream? My ears are still ringin’!

*Shot 8 – Wellsworth and Dorothy smoking casually*

**PETER WELLSWORTH**

I haven’t heard a shriek so loud since I was at the opera! What a splendid set of lungs you have, Miss Ellington!

**DOROTHY ELLINGTON**

Was that only me, Mister Wellsworth. I was sleepy quietly and quite comfortably for I too was awoken.

*Shot 9 – Malory looking out window*

**MALORY**

Why, you see the scream was mine. In search of a bathroom, I stumbled upon something...I stumbled upon...

*Shot 10 – Malory facing posing dramatically*

**MALORY**

MURDER!

*Shock sound*

*Shot 11 – Cunningham and Quinn shocked*

**ALL GUESTS**

\*Gasp\*

**DR. QUINN**

Murder?! Oh dear lord no!

*Shot 12 – Malory looking out the window again*

**MALORY**

Murder most foul! It was somebody...

*Shot 13 – Malory pointing dramatically at guests*

**MALORY**

...in this very room!

*Lightning sound*

*Shot 14 – Butler holding telephone on tray*

**BUTLER**

Good lord, sir. Shall I phone the authorities?

*Shot 15 – Malory smoking a pipe*

**MALORY**

Do no such thing! We shall not leave this room until the killer has been identified! I am sure we can find the...uh...per...the perp...eh the killer!

*End*

## Tutorial Skipped

**TIME OF DAY:** Night

**SCENE TYPE:** Non-Interactive Cutscene

**FORMAT:** First Person, Present

**CONDITIONS:** If the Player opts to skip the tutorial, they skip the Introduction and Parlor Cutscene.

**STORYBOARDS:**

Shot 1 – Title

Shot 2 – Dead Gott with knife

Shot 3 – Malory pointing dramatically at guests

Shot 4 – Title Screen

**DIALOGUE:**

*Shot 1 – Title, film grain, cheesy music*

**RADIO ANNOUNCER**

Welcome back, good ladies and gentlemen! Where we last left off, old man Richard Gott was murdered in his mansion home!

*\*Death Grunts, stabbing\**

*Shot 2 – Dead Gott with knife*

**RADIO ANNOUNCER**

The killer stabbed him with a knife, and then hid the evidence! But before the killer snuck out into the night, the body was discovered!

*\*Womanly Scream\**

*Shot 3 – Malory pointing dramatically at guests*

**RADIO ANNOUNCER**

That womanly scream belonged to none other than Pearson Malory, Private Eye UN-extraordinaire. Now Malory has summoned everyone to the Parlor, where he aims to find out just who did the dastardly deed!

*Shot 4 – Title Screen*

**RADIO ANNOUNCER**

If the killer has any chance of escape, he'll have to pin the murder on someone else! This is You Dunnit!

*End*

## Player Framed

**CONDITION – PLAYER FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly*

**MALORY**

YOU-DUNNIT!

Shot 3 – Guests shocked

**GUESTS**

\*Gasp\*

*Shot 4 – Malory smoking pipe*

**MALORY**

Indeed! Why, it was a clever attempt. It took the greatest of my detection skills to detect you. Did ya really think crime could pay?

*Shot 5 – Prison Bars*

**BENJAMIN**

I was surprised, despite everything, Malory had the stones to figure out it was me. But, I can’t complain too much. Turns out, Detective Malory misplaced all of the evidence he collected. And I was outta the slammer not long after.

*Shot 6 – Pearson Malory*

**BENJAMIN**

I’m sure I’ll cross paths with Pearson Malory one day. Maybe next time I’ll get the upper hand.

*Shot 7 – You Dunnit Splash*

**BENJAMIN**

For me, all I can say is, business...is still booming.

## Butler Framed

**CONDITION – BUTLER FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly*

**MALORY**

It was the Butler!

*Shot 3 – Guests shocked*

**GUESTS**

\*Gasp\*

*Shot 4 – Butler maniacally*

**BUTLER**

Oh dear...oh dear...OH DEAR! How did you bloody find out it was me?!

*Shot 5 – Malory smoking a pipe*

**MALORY**

Why you see, all the clues point to you, and only you, Mr. Butler…or is that even your *real* name?

*Shot 6 – Butler maniacally*

**BUTLER**

All right – fine! You got me! Bravo! I served Master Gott for fifty years, and what have I to show for it? Nothing! That money was mine! And I would have gotten away with it if it wasn’t for you meddling guests. But I was not alone! I may have been behind it, but the person who killed Gott was-

*Shot 7 – Malory handcuffing Butler*

**MALORY**

Hold it right there, Butler. I had everything tied up nicely in a bow and now you’ve gotta ruin that by saying you had an accomplice. Well, guess what, Mr. Butler. I’ve only got one pair of handcuffs. So...the rest of you are all free to go.

**BUTLER**

Are you kidding me?!

**MALORY**

Quiet, there killer.

## Charles Sinclair Framed

**CONDITION – SINCLAIR FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly*

**MALORY**

It was Charles Sinclair!

*Shot 3 – Guests shocked*

**GUESTS**

\*Gasp\*

*Shot 4 – Sinclair casually*

**SINCLAIR**

Hmm, well I didn’t count on that to happen. Malory, I’d hold your tongue before you lose it.

*Shot 5 – Malory casually*

**MALORY**

It looks like you...

*Shot 6 – Malory casually wearing sunglasses*

**MALORY**

…bet on the wrong horse.

**SINCLAIR**

\*Irritated\* Oh...god.

## Deborah Taunt Framed

**CONDITION – DEBORAH FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly*

**MALORY**

It was Deborah Taunt!

*Shot 3 – Guests shocked*

**GUESTS**

\*Gasp\*

*Shot 4 – Deborah casually*

**DEBORAH**

I suppose you would all think that. Perhaps to the untrained eye, I appear to be the murderer. But I know who the actual murderer is!

\*Thunder sound\*

*Shot 5 – Malory interested*

**MALORY**

Ooooh. Please share.

*Shot 6 – Deborah walking out the door*

**DEBORAH**

While you were accusing me, everyone was distracted! That’s when the killer walked right out the door…like this…

*Shot 7 – Door shuts*

\*Silence\*

*Shot 8 – Malory upset*

**MALORY**

She…she isn’t coming back…is she? I didn’t think so…

## Dorothy Ellington Framed

**CONDITION – DOROTHY FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly*

**MALORY**

It was Dorothy Ellington!

*Shot 3 – Guests shocked*

**GUESTS**

\*Gasp\*

*Shot 4 – Dorothy uninterested*

**DOROTHY**

Pardon me?

*Shot 5 – Malory casually*

**MALORY**

Eh…you are the killer.

*Shot 6 – Dorothy uninterested*

**DOROTHY**

I am not.

*Shot 7 – Malory confused*

**MALORY**

Uh…yes you are?

*Shot 8 – Dorothy laughing*

**DOROTHY**

No, I am not the killer. Kenneth, dear, do you hear what that nincompoop is accusing me of?

**MALORY**

Eh…who is Kenneth?

**DOROTHY**

My husband, Kenneth. Kenneth, dear?

*Shot 9 – Malory uneasy*

**MALORY**

I…eh…I thought your husband was dead.

**DOROTHY**

No, he is right here. In this very room. Ah, there he is. He’s standing right next to you, Pearson.

*Shot 10 – Malory terrified*

**MALORY**

WHAT? I uh…I don’t like ghosts…Umm…Mr. Kenneth, sir, I-I-I didn’t mean any uh…disrespect, uh, your ghostliness, uh I mean…

*Shot 11 – Malory runs out of frame*

**MALORY**

\*Panicked cry\*

## Dr. Quinn Framed

**CONDITION – DR. QUINN FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly*

**MALORY**

It was none other than Dr. Quinn!

*Shot 3 – Guests shocked*

**GUESTS**

\*Gasp\*

*Shot 4 – Dr. Quinn upset*

**DR. QUINN**

Me? ME?!

*Shot 5 – Malory casually*

**MALORY**

Indeed. All of the evidence points to you, Doc.

*Shot 6 – Dr. Quinn fainting*

**DR. QUINN**

I…uh…oh…\*faints\*

*Shot 7 – Malory casually*

**MALORY**

Don’t worry. The guilty ones always faint.

## Fritz Cunningham Framed

**CONDITION – CUNNINGHAM FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly*

**MALORY**

Mister Fritz Cunningham!

Shot 3 – Guests shocked

**GUESTS**

\*Gasp\*

*Shot 4 – Cunningham angry*

**CUNNINGHAM**

What? Are you insane? Are you out of your blinking mind?

*Shot 5 – Malory smoking pipe*

**MALORY**

On most days, yes. But not today! And today, all of the evidence overwhelmingly points to you! And that’s sour apples for you, Fritzy.

*Shot 6 – Cunningham anxious*

**CUNNINGHAM**

Oh no! Oh jeez! Jail – I-I-I can’t do jail!

*Shot 7 – Cunningham running out the door*

**CUNNINGHAM**

You’ll never catch me alive!

## Elizabeth Gott Framed

**CONDITION – ELIZABETH FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly*

**MALORY**

It was Elizabeth Gott!

*Shot 3 – Guests shocked*

**GUESTS**

\*Gasp\*

*Shot 4 – Elizabeth casually*

**ELIZABETH**

Hmm?

*Shot 5 – Malory accusingly*

**MALORY**

You are the killer!

*Shot 6 – Elizabeth panicked*

**ELIZABETH**

But…but you can’t! I’ll miss my Broadway debut! What ever shall I do? Damn you. Damn you Pearson Malory! This is a tough city to make it in! I’ll make certain you are banned from every theater in town!

*Shot 7 – Malory upset*

**MALORY**

Banned? I just got tickets to *Call Me Tico*!

**ELIZABETH**

For life! Unhand me!

## Jean-Pierre Bouchez Framed

**CONDITION – JEAN-PIERRE FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly*

**MALORY**

It was Jean-Pierre!

*Shot 3 – Guests shocked*

**GUESTS**

\*Gasp\*

*Shot 4 – Jean-Pierre angry*

**JEAN-PIERRE**

What? Zis is madness! Pearson Malory, you nincompoop!

*Shot 5 – Malory casually*

**MALORY**

I’m sorry my French friend, but all of the evidence points at you, and only you.

*Shot 6 – Jean-Pierre upset*

**JEAN-PIERRE**

Mon Dieu I am undone!

\*Plays Accordion\*

## Kurtz Framed

**CONDITION – KURTZ FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly*

**MALORY**

It was Kurtz!

*Shot 3 – Guests shocked*

**GUESTS**

\*Gasp\*

*Shot 4 – Kurtz shocked*

**KURTZ**

The horror! The horror!

*Shot 5 – Malory casually*

**MALORY**

Yes, indeed, the horror. Mr. Kurtz, you are under arrest!

*Shot 6 – Kurtz mischievously*

**KURTZ**

Tell me, why would I allow myself to be captured, Pearson Malory, when I could be hunting man’s deadliest prey?

*Shot 7 – Malory confused*

**MALORY**

Pray? I’m not here to pray, I’m here to arrest you!

*Shot 8 – Kurtz with hunting rifle*

**KURTZ**

Hmm…maybe you aren’t the most intelligent prey, but you will still look good as a floor rug!

*Shot 9 – Malory runs out of shot*

**MALORY**

\*Cry of fear\*

*Shot 10 – Kurtz with hunting rifle*

**KURTZ**

The hunt begins!

## Major Bennington Framed

**CONDITION – BENNINGTON FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly*

**MALORY**

Major Bennington!

Shot 3 – Guests shocked

**GUESTS**

\*Gasp\*

*Shot 4 – Bennington angry*

**BENNINGTON**

Me? How dare you! I am an officer! This is an outrage! I didn’t save the free world to be pinned by some half-wit greenhorn!

*Shot 5 – Malory casually*

**MALORY**

Greenhorn? I think not. You see, Major, all of the clues point at you, and only you. Any idiot could prove it was you. How else do you think I was...I mean, eh...

*Shot 6 – Bennington with sword in hand*

**BENNINGTON**

This is insubordination! I vanquished the Red Baron in hand to hand combat whilst flying over France, and I shall defeat you as well, Pearson Malory! On guard!

*Shot 7 – Malory running out of frame, Bennington chasing after*

**MALORY**

\*Cry of fear\*

**BENNINGTON**

Come back here!

## Pearson Malory Framed

**CONDITION – MALORY FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly at himself*

**MALORY**

ME! Wait – what?

*Shot 3 – Guests shocked*

**GUESTS**

\*Gasp\*

*Shot 4 – Malory smoking pipe*

**MALORY**

Hmm...all the clues point to me. Wait - I have it! Somehow...somehow I knew that the only man smart enough to catch a killer as devious as me was a detective as smart as me. That is to say, me.

*Shot 5 – Malory handcuffing himself*

**MALORY**

Quickly! Someone, handcuff me! Before I kill again!

## Peter Wellsworth Framed

**CONDITION – WELLSWORTH FRAMED**

*Shot 1 – Malory facing outside window, back to camera*

**MALORY**

I, Pearson Jebediah Malory, Private Eye extraordinaire, have used my fantastic skills of sleuthing and detecting to eh...detect who the killer is. Ladies and gentlemen. The killer was...

*Shot 2 – Malory points accusingly*

**MALORY**

It was Mr. Peter Wellsworth!

*Shot 3 – Guests shocked*

**GUESTS**

\*Gasp\*

*Shot 4 – Wellsworth intrigued*

**WELLSWORTH**

Eeeeexcuse me?

*Shot 5 – Malory irritated*

**MALORY**

Got wax in your ears, Wellsworth? I said it was you!

*Shot 6 – Wellsworth checking wallet*

**WELLSWORTH**

I certainly am not! But I’ll tell you what, dear fellow, let’s not got bogged down with any lengthy trial. Mr. Malory, how’s about I give you an exurbanite amount of money and we all just go home happy. How’s…hmm what’s a lot of money for you people? Twenty thousand dollars!

*Shot 7 – Malory speaking*

**MALORY**

Mr. Wellsworth, I am an upholder of the law, no amount of-

**WELLSWORTH**

Fifty.

**MALORY**

Deal. I don’t see any crimes going on here.

# Player Dialogue

## Tutorial – Lights Out

Window Display 1

Conditions: Walk up to Richard Gott’s body

Window Display Text: Interactive objects will glow when you are close to them. Click on the object to pick it up.

**TOM MCGUINESS**

Alright, now that ole’ Gott has kicked the bucket, I need to hide the evidence. Better snatch up the knife.

*(After picking up knife)*

**TOM MCGUINESS**

Right. I’d better place this downstairs in the kitchen.

Window Display 2

Conditions: Walk up to Door

Window Display Text: Click on other environmental objects such as doors to interactive with them.

*(After door opens)*

**TOM MCGUINESS**

Don’ think anyone heard me bump ‘im off. All quiet out here.

Window Display 3

Conditions: Approach Butler

Window Display Text: Characters will notice what items you are carrying and may inquire about them. Being noticed with particular items may make characters suspicious of you. To start a conversation with a character, approach the character and click on them.

*(After noticed by Butler)*

**BUTLER**

E-e-excuse me, but eh, what are you doing awake at this hour?

Player Choice A: Looking for the bathroom, don’t mind me.

**BUTLER RESPONSE A**

Hmm, yes, the bathroom is eh...hmmm...what was it you wanted? Hmm...much to clean, so dirty...so dusty.

Player End Choice: ...

*(Reaching 1st Floor)*

**TOM MCGUINESS**

If I remember correctly, the kitchen was just around the corner...

Window Display 4

Conditions: Enter Kitchen

Window Display Text: Items you are carrying can be placed in specific areas. Hit 1 or 2 to select the item slot and click on the drop area to place it.

*(Placed Knife)*

**TOM MCGUINESS**

Piece of pie. That was easier than I thought.

\*Womanly Cry\*

Shucks. Me and my big mouth.

## Tutorial – Parlor

Window Display 1

Conditions: Start in Parlor

Window Display Text: Talk to guests to figure out who you want to frame. To successfully frame someone, you need to learn a potential motive and plant 2 personal items in the murder room. Speak to Malory when you want to leave the Parlor.

**TOM MCGUINESS**

Looks like I’ll have to frame someone before that idiot Pearson Malory figures out it was me.

*(Leaving Parlor)*

**TOM MCGUINESS**

I wager that if I can find a motive and plant two items of the person I’m trying to frame, I’ll be sure shootin’.

## Accusations

**TOM MCGUINESS**

Hmm...now who did it?

**TOM MCGUINESS**

Richard Gott killed himself!

**TOM MCGUINESS**

It was me I tell ya!

**TOM MCGUINESS**

It was Detective Pearson Malory!

**TOM MCGUINESS**

It was the Butler!

**TOM MCGUINESS**

It was Kurtz!

**TOM MCGUINESS**

It was Deborah Taunt!

**TOM MCGUINESS**

It was Charles Sinclair!

**TOM MCGUINESS**

It was Peter Wellsworth!

**TOM MCGUINESS**

It was Jean-Pierre Bouchez!

**TOM MCGUINESS**

It was Elizabeth Gott!

**TOM MCGUINESS**

It was Major Bennington!

**TOM MCGUINESS**

It was Fritz Cunningham!

**TOM MCGUINESS**

It was Doctor Quinn!

**TOM MCGUINESS**

It was Dorothy Ellington!

## Success/Fail Calls

Success:

**TOM MCGUINESS**

Ah, good.

**TOM MCGUINESS**

There we go.

**TOM MCGUINESS**

That’s the ticket.

**TOM MCGUINESS**

\**Laugh to self*\*

**TOM MCGUINESS**

Alrighty.

**TOM MCGUINESS**

That’s the top.

Fail:

**TOM MCGUINESS**

Dammnit.

**TOM MCGUINESS**

Uh...shoot.

**TOM MCGUINESS**

Shoot!

**TOM MCGUINESS**

Eh, it’s not as bad as it looks.

**TOM MCGUINESS**

This is just a...misunderstandin’ ya see.

**TOM MCGUINESS**

Sorry, pal.

**TOM MCGUINESS**

Just hold on a sec.

**TOM MCGUINESS**

Hey, don’t scream your pants off.

Idle:

**TOM MCGUINESS**

You fall asleep on me, sunny?

**TOM MCGUINESS**

Uh...we waitin’ for soemthin’?

**TOM MCGUINESS**

You know, you might have all day, but I sure as hell don’t.

**TOM MCGUINESS**

You ever sit around waitin’ for someone to tell ya where to go? No?

**TOM MCGUINESS**

Yeah, I don’t got anything better to do than just WAIT FOR YOU.

**TOM MCGUINESS**

Beep-boop-beep.

## Trailer Lines

**TOM MCGUINESS**

Step 1: Hide the Evidence

**TOM MCGUINESS**

Step 2: Pin it on someone else

**TOM MCGUINESS**

What a bunch of nutcases...

**TOM MCGUINESS**

How hard can that be?

**TOM MCGUINESS**

I got an idea...

**TOM MCGUINESS**

He’s the killer!

**TOM MCGUINESS**

You got it all wrong, buddy.

**TOM MCGUINESS**

That’s the murder weapon!

# NPC Dialogue

The NPCs can be talked to through the narrative branching system.

## Butler

**Set 1**

**Set 2**

**Set 3**

**Set 4**

**Set 5**

**Dialogue - Tutorial**

**BUTLER**

E-e-excuse me, but eh, what are you doing awake at this hour?

**Player Choice**:

A. Looking for the bathroom, don’t mind me.

**Butler Response to A**.

Hmm, yes, the bathroom is eh...hmmm...what was it you wanted? Hmm...much to clean, so dirty...so dusty.

[End Convo]

**Dialogue - Main**

**BUTLER**

Eh, hello there. I have never seen you here before, though I must confess Master Gott kept many friends. I do not always get around to meeting all of them, my duties with the upkeep of this great house is of my primary concern. At least the secret passageways still function. It makes my job so much easier, you know.

**Player Choice**:

A. The mansion has seen better days...

B. Secret Passages?

C. Do you know what happened to Gott?

D. I know who the killer is!

**Butler Response to A**.

Nonsense! I have dutifully cared for this mansion for years! Sure, it may be harder for me to keep it perfectly dusted and clean, but I am getting there. Just earlier, I misplaced my duster...the duster I have here is a backup...it belonged to the maid before she tumbled in the well last April. If you see another duster, please return it to me.

[End Convo, List Choices B, C, D]

**Butler Response to B**.

Oh…how did you hear about the secret passages? Hmm…very well, Gott must have let on more to you than he told others. There are a series of secret passages throughout the mansion, for servants you see, to allow them fast travel through the mansion without getting in the way of any esteemed guests. I also have a Skeleton Key that gives me access to the whole of the mansion…but I seem to have misplaced that. Do notify me if you happen upon it.

[End Convo, List Choices A, C, D]

**Butler Response to C**.

That strange detective man keeps whooping and hollering about Master Gott’s demise. It seems he was set upon in his sleep. He would not be the first person to meet an untimely demise in this household. I truly hope it was not a messy death. Oh, it was? Off to go get the mop bucket I suppose...

[End Convo, List Choices A, B, D]

**Diary Entry:**

Dear Diary,

Everything is falling into place. The guest arrived, though he is clearly an idiot like the others. I even bumped into him afterwards as he idled about looking for a place to clean up his own mess. Gott will finally get what’s coming to him, and I’ll get what’s been due to me for far too – what was that? A woman must have discovered something, from the sound of that scream...and here we go.

**Accusation:**

Shriek

**Item Response:**

**Feather Duster**

Why – that’s my feather duster! Give it back now, good sir!

**Skeleton Key**

I believe that belongs to me. Why thank you...

## Charles Sinclair

**Set 1:**

***Elizabeth Gott***

***Dorothy Ellington***

***Dr. Quinn***

**Set 3:**

***Kurtz***

***Deborah Taunt***

***Peter Wellsworth***

**Dialogue**

**CHARLES SINCLAIR**

Hello, there. Tell me, my friend, what brings you here? Surely you aren’t a friend of Gott. I can tell enough from the way you look at the others. How many lives are you gambling with, tonight?

**Player Choice**:

A. You are also different from the others.

B. What are you gambling on?

C. What brings you here?

**Sinclair Response to A**.

You are perceptive. Excuse my poor manners, my name is Charles Sinclair. I am a professional gambler – my fortunes are made off of the misfortunes of others. Horses, dog races, card games, and of course, more illicit sports – are all within my expertise. They say the highest stakes involve life and death. Are you the one placing wagers?

[End Convo, List Choices B, C]

**Sinclair Response to B**.

Tonight, I may just be gambling with cards. We’ll see what happens though...this is usually where I show you a card trick to prove my point. Unfortunately, it’s not a complete set. I think one of those idiots took my Ace of Spades, my *lucky* Ace of Spades. How am I supposed to beat anyone in cards unless I have a full set...this trip is getting more and more costly by the minute.

[End Convo, List Choices A, C]

**Sinclair Response to C**.

The dearly departed, Mr. Gott, had the unfortunate occurrence to owe me quite the sum of money. He bet away his fortune in a poker game not one week ago. Many people end up owing Charles Sinclair. And they all pay. I merely came here to take what is mine. And I would have been gone by now, had it not been for that Butler. He must be trained in martial arts – not many men can disarm me. He spirited away my Colt .45 pistol. I’ve been here trying to locate that and money...and perhaps see who else I can beat in cards. That Pearson Malory looks gullible enough.

[End Convo, List Choices A, B]

**Diary Entry:**

Well...this weekend outing took an interesting turn. That damn Butler took my piece, and I’m no closer to getting the green that Gott owes me. Well if I can’t threaten it outta him, I can always just find it and steal it. Not to unmentioned, but if other people find out about Gott not payin’ up, other people might just start doin’ the same thing. Then I’m outta business. I may just have to make an example of Gott...knock ‘m off so I don’t have to deal with this situation ever again.

**Accusation:**

Shriek

**Item Response:**

**Ace of Spades**

Is this your card? No, it’s mine.

**Colt .45 Pistol**

Easy with that. You’ll shoot your eye out, kid.

## Deborah Taunt

**Set 1:**

Kurtz

Charles Sinclair

Peter Wellsworth

**Set 4:**

Kurtz

Jean-Pierre Bouchez

Major Bennington

**Dialogue**

**DEBORAH TAUNT**

Yes, and what do you want? Can you not tell that I am not in the mood for idle chit-chat, not while a vandal is afoot and Richard lies dead on the floor?!

**Player Choice**:

A. You seem stressed.

B. How do you know Richard Gott?

C. That scent...

**Deborah Response to A**.

Quite perceptive. Of course I’m stressed – my Uncle is dead! Murdered at the hands of some brigand! I wish I had a cigarette to calm my nerves...but I lost my pack! No, I don’t smoke brands made for...eh, the masses. I only smoke New Deal cigarettes, have you ever heard of them? If you see a pack laying around, please return it to me. I may reward you with more conversation.

[End Convo, List Choices B, C]

**Deborah Response to B**.

Such questions. I say, between you and that buffoon Malory, I’ll be lucky if I get out of here before breakfast! If you must know, Richard is my dear uncle. It has been many years since I have last seen him, and now, now he has been torn from my family by some sulking vandal! \*Dramatic weep\*

[End Convo, List Choices A, C]

**Deborah Response to C**.

Oh, this little thing? Most men notice, the perfume is *Silk Bubbles*. It is one of the most *sensual* perfumes in existence. Why, most men are usually fighting over themselves to get my attention...but unfortunately someone scuttled away with the perfume yesterday evening. Maybe it was someone who wanted the fragrance for themselves – or perhaps it was that Butler. He didn’t seem to approve of the scent.

[End Convo, List Choices A, B]

**Diary Entry:**

Dear Diary,

Uncle Richard has finally invited me back to his mansion. I still don’t understand what caused him so much anger last time. All I did was inquire how much of estate I’d receive upon his eventual death. It’s not like I was actually putting those fantasies to paper. I admit it wouldn’t be too much of a tragedy if Uncle took a fall. These seniors, always getting into accidents, aren’t they?

**Accusation:**

Shriek

**Item Response:**

**Perfume**

\*Sniffing\* Hmm, why that is such a peculiar scent, especially for someone like you. Perhaps because that perfume belongs to me, yes?

**New Deal Cigarette Pack**

Could I trouble you for a smoke? I would *think* so, considering those cigarettes are mine!

## Dorothy Ellington

**Set 3:**

Fritz Cunningham

Peter Wellsworth

Dr. Quinn

**Set 5:**

Elizabeth Gott

Charles Sinclair

Dr. Quinn

**Dialogue**

**DOROTHY ELLINGTON**

Hello there, young man. What a smart looking fellow you are. Why, you remind me of my dear husband in his youth. The senator, have you met him? No? He’s on important business, in Washington! Such a lovely man he is, why just last year we vacationed at the Great Pyramids in Egypt. Ah yes, the year was 1924. We had just married, we were both young and in love. I...yes can I help you?

**Player Choice**:

A. Tell me about yourself.

B. How do you know Gott?

C. I haven’t met your husband.

**Dorothy Response to A**.

Me? I am Dorothy Ellington! I am beautiful wife of Kenneth, have you met him? I am always called upon for the finest parties and events. Waiter, over here, please. Is that a waiter, or a Butler? I cannot tell! \*Laughs\* Where was I? When Richard decided he would be throwing a party, of course I was the first he wanted to invite. But enough about me, what’s a strapping young lad like yourself doing here? Any relation to the man of the hour, Mr. Gott?

[End Convo, List Choices B, C]

**Dorothy Response to B**.

Why Richard and I go back many years! We often went traveling together, the four of us – Kenneth and myself, Richard with his first wife. Oh! We were so young and lively back then! We explored the dark jungles - met an odd man named Kurtz, have you met him? In fact, it was on one of our adventures where I was given a Jewel Necklace! It was given to me by a powerful shaman, in exchange for me leaving his people forever. Something about me seemed to irritate them, strange is it not?

[End Convo, List Choices A, C]

**Dorothy Response to C**.

You haven’t met my dear Kenneth? Oh, he is a Senator! He is tall, dark, and quite handsome! I just saw him...Kenneth! Where has he gone to? Why, I do have a picture of him, it is of the two of us on our honeymoon! I show it to everyone! It’s right...oh...where did it go? It must be around here somewhere...

[End Convo, List Choices A, B]

**Diary Entry:**

Dear Diary,

Kenneth and I have finally arrived at Richard’s mansion. It is time for us to get back at that man for stealing my Jewel Necklace! I’m sure that it’s around here, somewhere. Kenneth, where has that man gone off to? One minute he’s here, the next he’s gone! He’s impossible sometimes! The day we finally get even with Gott, and Kenneth disappears! One thing is for certain, Richard will pay for stealing my necklace.

**Accusation:**

Shriek

**Item Response:**

**Jewel Necklace**

That’s my good jewel necklace! How did you get your claws on it?!

**Photograph**

You found the photo of Kenneth and me! Give that here!

## Dr. Quinn

**Set 3:**

***Elizabeth Gott***

***Charles Sinclair***

***Dorothy Ellington***

**Set 5:**

***Fritz Cunningham***

***Dorothy Ellington***

***Peter Wellsworth***

**Dialogue**

**DR. QUINN**

Gott is dead. I saw the body...blood...blood everywhere! Oh god...I c-c-can’t stand the sight of blood! Eh, that face! Those lifeless dead eyes! Ugh!

**Player Choice**:

A. You seem afraid of blood?

B. You saw the body?

C. Do you have any ways to determine the cause of death?

**Doctor Quinn Response to A**.

Mhmm....I am a doctor, but trust me! I kn-know things! You really don’t know do you?! If only you knew! The g-g-germs are everywhere! On everyone! Can’t let ‘em get m-me… Some people call me a germaphobe…I p-p-prefer being the smartest one here! Ignorance is b-b-bliss my friend.

[End Convo, List Choices B, C, D]

**Doctor Quinn Response to B**.

Y-y-yes. I s-s-saw Gott. Oh…it was terrible. I used my t-t-trusty pocket watch to mark the t-t-time of death. The exact time was…oh…oh where’s my watch? I better not have left it with the b-b-body.

[End Convo, List Choices A, C, D]

**Doctor Quinn Response to C**.

The c-c-cause of death was through m-m-massive internal bleedin- \*heaves\* oh god, I can’t...I used my stethoscope and found no heartbeat. And I then...\*heaves\* oh no...oh no...where is it? My s-s-stethoscope. Did you see it? Is it on my shoulders? Ah! I need to find it!

[End Convo, List Choices A, B, D]

**Diary Entry:**

D-D-Dear D-Diary

Today I was u-using the b-b-bathroom. That B-butler is doing a dreadful job of cleaning this place! There was filth everywhere! I was about to wash my hands and oh! Brackish water, all over my hands! I g-grabbed a towel, and mold was all over it! I feel to the floor in a panic and dust flew all around me. I s-s-screamed for help, ready for the e-e-end to come! It was horrible! I turned and saw G-G-Got watching me, laughing! I may be his personal physician, but I won’t t-t-tolerate that anymore! I’m d-d-done being his personal l-l-lapdog!

**Accusation:**

Shriek

**Item Response:**

**Stethoscope**

Why – th-that’s my s-s-stethoscope! Wh-what are you doing with it? N-n-no, don’t give it back to me! It’s covered with g-germs now!

**Pocket Watch**

Th-th-that’s my pocket watch! Give it back! Ohhh...no I need to wash my hands now...

## Fritz Cunningham

**Set 2:**

***Jean-Pierre  
Elizabeth Gott  
Bennington***

**Set 5:**

***Dorothy Ellington  
Peter Wellsworth  
Dr. Quinn***

**Dialogue**

**FRITZ CUNNINGHAM**

Gott’s dead, are you kiddin’ me? We got waken up...for that? I figured he’d croak any day now. I tried given him some good music to liven him up, but there’s just no helpin’ some people. Don’t get me wrong, I don’t mind stayin, especially with that Elizabeth runnin’ around here, or you know what I mean. If it weren’t for her, psh, I’d have ridden outta here long before.

**Player Choice**:

A. Tell me about yourself, Fritz.

B. What sort of music did you bring?

C. You got a motorcycle?

D. Did you and Gott get along?

**Cunningham Response to A**.

What are ya, my mother? What do ya wanna know? Prolly the youngest person here. Gottie’s my uncle, so I always gotta stop and, you know, say hello. Apple falls pretty far from the tree, though. These guys are all old world. Me – I’m fresh. Tell me you listen to Rock & Roll, buddy. The King? You know, Elvis. See that’s what I’m sayin – none of ya have any taste. I’m okay with that though, more ladies for me and my Harley.

[End Convo, List Choices B, C, D]

**Cunningham Response to B**.

Me and Gottie didn’t exactly see ‘eye to eye’ on everytin’. I mean – you hear the music they play round here? Terrible garbage! Greatest generation? Pssh they sure as hell ain’t heard The King, that’s for sure! I brought one of my Elvis records here – to show Gottie – and you know what he does? He hides it on me! Bah! Good music just aint for everyone I guess!

[End Convo, List Choices A, C, D]

**Cunningham Response to C**.

I was gonna show off my new Harley, but the damn keys disappeared. I swear that Butler took it. He kept eying me up like he wanted to throw me out the door. The nerve of some of these people. Lemme if you find it, though. I don’t think anyone else here rides a bike. Tell ya what – you find the keys, and I’ll let ya go for a ride after we’re all outta here. Deal?

[End Convo, List Choices A, B, D]

**Cunningham Response to D**.

Eh, we got along as much as two people who don’t like each other would get along. I only come here cuz he’s family and that’s where it pretty much ends. He’s got no taste in nothin’ that’s good. I know a lotta people here like Gottie cuz of all his money, but I could care less. I tell ya, I keep comin back cuz of his wine collection. My pops tells me it used to be different, back in the day, so I think that old Gottie’s wine is his most valuable possession. Granted, he prolly won’t be needin’ it anymore.

[End Convo, List Choices A, B, C]

**Diary Entry:**

Dear Diary,

Uncle Gottie is really tickin’ my nerves this time. I swear, every time I come back here it’s either that Butler stealin my things or Gottie tellin me to turn my life around. Gott showed me around the wine cellar this time. Man, that place gets better every time I see it. At least that’s one thing that gets better with age. Pops tells me it used to be different, back in the day, so I think that Gottie’s wine is his most valuable possession. Gott won’t be alive and kickin’ forever...and when he goes, I expect that liquid gold to be mine.

## Elizabeth Gott

**Set 2:**

**Charles Sinclair**

**Dorothy Ellington**

**Dr. Quinn**

**Set 3:**

**Jean-Pierre Bouchez**

**Major Bennington**

**Fritz Cunningham**

**Dialogue**

**ELIZABETH GOTT**

Please don’t ask me about poor Richard. I’m much too distressed. Why, why don’t you ask me about something else, let’s lighten this up a little bit! Let’s talk about me! I’m starring in a Broadway show soon! It’s my first big role outside of Hollywood. My husband Richard never much liked my roles, he can be so jealous! What about you, then, stranger?

**Player Choice**:

A. Where are you from, Elizabeth?

B. Tell me of your theater career.

C. You and Richard were married?

**Elizabeth Response to A**.

Why, Hollywood, can’t you tell? Richard and I met there a year back. I the young, beautiful, and talented actress, he the travelling business man. Oh! It was love at first sight. Well, maybe for one of us, that is. Richard insisted I come back with him to New York. He promised me a career here, at Broadway. So I left everything behind, never looking back.

[End Convo, List Choices B, C]

**Elizabeth Response to B**.

Why, Mister, I’ve come from sea to shining sea! I’ve danced my way into the spotlight! My career started in Hollywood...but Hollywood was too small for this girl! I dreamed of greener pastures, I dreamed of...Broadway! It just so happens I’m appearing as a star role in the dance musical *Call Me Tico*, surely you’ve heard of it? Well, I suppose you’ll want an autograph from yours truly. I sign for all of my fans in lipstick...I...oh dear, I seem to have misplaced my lipstick, somewhere! Do let me know if you happen upon it. I might just give you a kiss to go along with that autograph. \*Giggles\*

[End Convo, List Choices A, C]

**Elizabeth Response to C**.

Yes, we were. And Richard loved me dearly. And his jealousy was just as strong as his love. But...it wasn’t completely unjustified. A girl of my beauty and talent, how can men resist? I received more than a few letters from young men, some of which I may have continued correspondence with. But Richard! He found my letters, and I don’t know what became of them! Maybe he burned them, or maybe he has them hidden away somewhere. Oh, I wish he did not become so upset.

[End Convo, List Choices A, B]

**Diary Entry:**

Dear Diary,

I am in love! Stuart surprised me outside of my dressing room, greeted me with a bouquet of roses! Oh, that man! He sees me for who I am, not a trinket to be kept in a box like Richard keeps me. Stuart is so caring, so attentive. He is the man that every beautiful girl needs. The way Stuart keeps treating me; I might just take him up on his offer. After all, Richard doesn’t need all that money, does he? Which would he miss running off more – me, or his money?

**Accusation:**

Shriek

**Item Response:**

**Love Letters**

Eh...excuse me, but I think those are mine. Yes, yes, they definitely are. Hand them back please, and I won’t make a scene.

**Lipstick**

Why...that’s my lipstick, sir. You wouldn’t be hopin’ for a kiss now, would you? I didn’t think so.

## Jean-Pierre Bouchez

**Set 2:**

***Cunningham  
Elizabeth Gott  
Bennington***

**Set 4:**

***Kurtz***

***Deborah Taunt***

***Major Bennington***

**Dialogue**

**JEAN-PIERRE BOUCHEZ**

Hello zer, my friend. We are told of a murder, but...perhaps there is something more at work here. Perhaps...this all an ‘astuce,’...eh, an elaborate trick. There is always more at work. I may tell stories, but I firmly believe, zer a conspiracy at work this night. Perhaps, zey are really thieves...trying to get their hands on the gift I provided for ze late Richard Gott. Qu'il repose en paix.

**Player Choice**:

A. Tell me about yourself, Jean-Pierre.

B. Would you share a story?

C. What sort of gifts?

**Jean-Pierre Response to A**.

Me? My story is long, and tragic. Of love lost, never returned. For you see, I am a lost soul, I travel this place in my sorrow. I was once the finest accordion player in the whole of the world, but mon Dieu, I was undone. I was beaten, by my treacherous brother! Now I simply wander through zis life, sharing stories of the dark and the ze lonely.

[End Convo, List Choices B, C, D]

**Jean-Pierre Response to B**.

Let me tell you about the tragic tale. Many years ago, I traveled the streets of Paris. I visited a salle de bain, but alas, there was no paper. Not even a square. I was forced to walk with my shame. Other men would die when given such a terrible prospect. Can you imagine it? A lesser man would break, but I am not so certain I am the same man.

[End Convo, List Choices A, C, D]

**Jean-Pierre Response to C**.

Richard Gott was a generous patron of my music. I am saddened by his demise. Gott invited me here, to perform before his friends and family. But I am not a greedy man – for his favor, I brought Richard two gifts. A collector of rare and valued wines, Richard was happy to see my gift of a Wine Bottle. Have you seen Gott’s stores in the cellar? My second gift, just as valued, was a box of rare cigars. I am saddened, however, as I do not know what became of zem after delivered to Gott. Surely, they must somewhere here in the mansion.

[End Convo, List Choices A, B, D]

**Diary Entry:**

This past evening, my gifts were delivered to Richard Gott. He showed me to his wine cellar. I was shocked...such stores...such wealth! Never in my dreams did I expect to see such a sight. The bounty of my gifts plummeted to void. And there – I saw it! A bottle of wine...with a name written upon it. Guillame! My treacherous brother! Gott has seen him housed here as well! My heart burns with rage! Richard Gott shall pay for his favor over my brother!

**Accusation:**

Shriek

**Item Response:**

**Wine Bottle**

You have my Wine Bottle! Ach! You disgust me!

**Cigar Box**

You have stolen my Cigar Box, villain! Give that back!

## Kurtz

**Set 1:**

Deborah Taunt

Charles Sinclair

Peter Wellsworth

**Set 4:**

Jean-Pierre Bouchez

Deborah Taunt

Major Bennington

**Dialogue**

**KURTZ**

Aha! Come to me you – oh...my mistake. For a second you were the man I was hunting for. I tell you, it’s quite the thrill. The deadliest prey. Look out for that rhino! Good god, man, did you just see that?

**Player Choice**:

A. Err...who are you?

B. What are you looking for?

C. Are those trophies from the hunt?

**Kurtz Response to A.**

I am the world renowned trophy hunter! I have taken down Lion, Cheetah, Crocodile, Giant Squid, Tyrannosaurus Rex, you name it! Though, I’ve come here looking for one beast in particular. Shh! Don’t be startled. But we are being hunted...from the bushes straight ahead. Run...towards the canoe...I’ve got her...GO NOW!

[End Convo, List Choices B, C]

**Kurtz Response to B.**

What am I looking for? Keep your voice down. The item I am searching for is one of extreme value. It is the Ivory Horn of the Orange Rhinoceros of Quizolcuwaito. I’m sure you’ve heard of it. No, the Rhino is not here. I killed it, you see. Many years ago. And took its horn as my trophy. It is among my most prized possessions...but it disappeared! It must be somewhere around here, and I *will* find it.

[End Convo, List Choices A, C]

**Kurtz Response to C.**

You see this? It’s a diamond from the Lost City of Zenge. And this is...uh...where’d it go?! The head! The Shrunken Head of Herkemer Homolka! Where has it gone?! Blast, I am losing everything in this foreboding place! This is worse than the time I caught Yellow Fever and Cabin Fever simultaneously.

[End Convo, List Choices A, B]

**Diary Entry:**

Dear Diary,

The day is...I do not know. The year...I no longer care. Richard Gott has invited me to his abode. The esteemed, the wealthy, the powerful, Richard Gott. He will make quite the trophy. Everything is ready and packed. The Jackalope can wait. Richard Gott is here and now. Should I mount his head on the wall, between the Carnivorous Penguin and the Cambodian Yeti, or should I turn him into a rug on the floor? Either way, the hunt begins.

**Accusation:**

Shriek

**Item Response:**

**Ivory Horn**

Clever girl. My Ivory Horn. I was going to skin you, but I’ll take that instead.

**Shrunken Head**

Ah, the Shrunken Head of Mamjulambala. Give it back, and I won’t eat you.

## Major Bennington

**Set 2:**

Jean-Pierre Bouchez

Elizabeth Gott

Fritz Cunningham

**Set 4:**

Kurtz

Jean-Pierre Bouchez

Deborah Taunt

**Dialogue**

**MAJOR BENNINGTON**

This is preposterous. A chap interrupting a superior officer? Just because someone perished in the night? In the War, we didn’t tolerate such nonsense. That Pearson Malory would find himself in latrine duty faster than he could whistle Old Blighty.

**Player Choice**:

A. Tell me about yourself.

B. Those are nice medals you’ve got there, old chap.

C. Bring back any loot from the war?

**Bennington Response to A.**

You have never heard the name Major Bennington, shouted from the foxholes of brave British infantry, or whispered in fear in German trenches? Some men embellish their tales. Have you met that odd fellow Kurtz? He claims he shot and ate the Giant Giraffe-Demon of the Congo. Ridiculous, isn’t it? Who ever heard of a Giraffe? Preposterous. My stories of the war are exactly as I recall them. Did I tell you about the time I dug a trench so deep I wound up in China, and then saved them from German invasion?

[End Convo, List Choices B, C]

**Bennington Response to B.**

See this one here? Saint Mihiel! Lost my right leg there. And see this one?! Argonne! Got my leg back there. And this one! Wait a tick! Where’d Flanders go?! That’s where I booted the Kaiser outta’ Belgium! Single-handedly! It’s usually on me at all times!

[End Convo, List Choices A, C]

**Bennington Response to C.**

Loot? Preposterous! They are liberation gifts! I have a fine bayonet that I secured from some unlucky kraut in Flanders. I keep it with me at all times, in case those Huns decide to invade again. It’s usually on me at all times! Do you want to hear the story of how I singlehandedly destroyed the German 5th Army with nothing but a can of beans and a messenger pigeon?

[End Convo, List Choices A, B]

**Diary Entry:**

Dear Diary,

What ho! I have returned to the residence of my dear friend Richard Gott. Though I must confess, it has been a long time since we last met, those many years ago. Gott is a changed man, however. I will finally confirm whether he is the man I suspect him to be. He simply knew too much of my sworn enemy, the Red Baron. I believe the two may actually be related. Perhaps...he IS the Red Baron! I never confirmed the man’s death after I shot down his two-seater...it could be him. Gott befriended me soon after. The only way to find out, shall be to attack the villain, and force an admission out of him. That blast German shall pay, what what!

**Accusation:**

Shriek

**Item Response:**

**Bayonet**

That’s my bayonet, you buffoon! Hand that here!

**War Medals**

What in Saint Ninian’s bells are you doing with my war medals?!

## Pearson Malory

**Set 1**

**Set 2**

**Set 3**

**Set 4**

**Set 5**

**Dialogue**

**PEARSON MALORY**

Ah – the killer! Oh, just kidding. Don’t tell anyone this, but I really couldn’t have the slightest clue about who the killer is...or do I? You see that? Textbook misdirection! Now, if only I found my textbook on detection...what was it that you wanted?

**Player Choice**:

A. Tell me about yourself, Mr. Malory was it?

B. You have a textbook on detection?

C. That’s a nice magnifying glass you have there.

D. I know who the killer is!

**Malory Response to A**.

A. I, Mister Pearson Malory am a renowned investigator of the highest order. I have undertaken literally dozens of investigations! But, if this all goes swimmingly, it will be my first case that ends in success! Or at least better than my last investigation, where I arrested the Mayor, and accused him to be the cross-dressing burglar who was terrorizing the city. I have been thrown off the police force, but they will soon come to their senses.

[List Choice B, C, D]

**Malory Response to B**.

Indeed I do. The Acme Children’s Guide for Detectives. Don’t let the title fool you – it is loaded with useful tips and information that have made me into the success I am today. Though, step 1 is not to lose it...and I believe I’ve already lost it somewhere in the mansion…

[End Convo, List Choice A, C, D]

**Malory Response to C**.

Ah yes, a magnifying glass is the most important tool for any investigator – mark my words! I have a lucky magnifying glass that points me to clues I need. That is usually with me, but I left it somewhere. I always keep my spare with me, however. Best to stay prepared, wouldn’t you say?

[End Convo, List Choice A, B, D]

**Diary Entry:**

Dear Pearson Malory’s Diary,

Things…aren’t exactly panning out the way I expected. After that incident with the circus animals running amok, the incident with the barge that I sank, and with the recent events with the mayor, my career seems to be in a rut. I need a big break! But…maybe if I can’t find a big crime…I can always make my own…Hahahahah, eh, why am I writing my own laughter?

**Accusation:**

Shriek

**Item Response:**

**Guidebook**

My Guide to Detection! How dare you pry into my notes of the sleuthing trade! I’m watchin’ you!

**Magnifying Glass**

My lucky magnifying glass, what are you doing with it?! And you even chipped it! Give that to me!

## Peter Wellsworth

**Set 1:**

Kurtz

Deborah Taunt

Charles Sinclair

**Set 5:**

Fritz Cunningham

Dorothy Ellington

Dr. Quinn

**Dialogue**

**WELLSWORTH**

So let me guess, you are a young lad looking to earn, aren’t you? Well, it just so happens I am funding an expedition to the last unexplored island on this earth! Or at least, that’s what the director told me! Hahah. It’s called Skull Island or something of that nature. Anyways, what can I do for you, old bean?

**Player Choice**:

A. And you are…?

B. You look rather wealthy…

C. What brings you here?

**Wellsworth Response to A.**

Allow me to introduce myself – I am Sir Peter Wellsworth! Perhaps you have heard of me? Hahaha! Of course you have! Isn’t a person in this country who doesn’t know my name! I own just about every meaningful business in the city, and for the rest, well, they’re just waiting for my checks to clear!

[End Convo, List Choices B, C]

**Wellsworth Response to B.**

Right you are, right you are! I may just be the richest man in the country! Well, one of them, that is. If it wasn’t for that blasted Disney…always trying to outspend me! Making his own world. Pshh! Well, I think I’ll have him *this* time! I’m planning on opening a park with real dinosaurs! No costumes, no fake rides, real dinosaurs! Real enough to eat you! I need a smoke to calm down. You wouldn’t happen to have a light, would you? I lost my ruddy Golden Lighter somewhere in this mansion. Oh, and don’t mention the dinosaur park to anyone. Patent pending, and all that.

[End Convo, List Choices A, C]

**Wellsworth Response to C.**

Well, I am a friend of dear Gott! Pity what happened to the chum…Richard and I go back many years. We were in the first millionaires club, him and I. Now there’s far too many snobs in it. Never become a millionaire, boy. Life just isn’t the same. Now, I happened to locate Richard’s will. I’m trying to see just who is entitled to his wealth in the event of his…uh…demise. And I’d been able to read it by now if I just had my reading Monocle! Let me know if it turns up.

[End Convo, List Choices A, B]

**Diary Entry:**

Dear Diary,

I have traveled to dear Richard’s estate. What was once a place of splendor is now…a shoebox! It retains none of its former glory. Just where is Gott hiding all of his wealth? It all has to go somewhere! If am truly to outdo Disney and Ford, I’ll be needing Gott’s empire. Perhaps a few corrections to his will, and then perhaps if an unfortunate accident were to happen, I’d have the other half of this city in my pocket!

**Accusation:**

Shriek

**Item Response:**

**Golden Lighter**

Do you have a light? Why, yes, yes you do! I’ll take that.

**Monocle**

Ah, why that, lad – that is my Monocle!

## Anchor Radio Lines

**Radio Announcer**

Good evening, ladies and gentlemen. You are listening to DZ After-Midnight. A little piece of news, scientists report that cigarettes cause cancer. \*Chuckles\* What’ll they say next, God isn’t American?

**Radio Announcer**

And we’re back. Just a little reminder - if you see anyone handing out Stalinist literature or hanging up a Russian flag, they just might be Communists. It is your civic duty to report them to the police. Otherwise, they try to share your hard-earned money with others.

**Radio Announcer**

We’re back, good ladies and gentlemen. For those of you with children who are fans of the popular Mickey the Mouse or if you just want a place to dump your children, take a visit to Walt Disney World, a newly opened resort and theme park! Fun for all ages.

**Radio Announcer**

If you happen to hear any strange series of beeping over the radio static, it just might be the Sputnik, a Communist death machine just sent into orbit! But don’t be afraid, Uncle Sam will soon be sending up his own machines into the outer space to beep and boop for America!

**Radio Announcer**

Thank you for tuning in. The government is voting on making seat belts mandatory, raising the debate on whether they can protect us from crashes. Despite the popluar belief that being ejected from a damaged vehicle will prevent you from burning alive, lawmakers reason that seat belts will actually save lives. Horseradish if you ask me. This broadcast is brought to you by Silver Shoe Polish. It ain’t shoe polish...unless it’s Silver’s.

# Version History

|  |  |  |
| --- | --- | --- |
| **VERSION** | **DATE** | **COMMENTS** |
| 1.0 | Feb-19-2012 | Document created from older separate files. |
| 1.1 | Feb-21-2012 | Updates to Parlor, tutorials. |
| 1.2 | Mar-15-2012 | Added new NPC conversations |
| 1.3 | Mar-17-2012 | Added all verdicts |
| 1.4 | Mar-20-2012 | Further updates and corrections to conversations |
| 1.5 | Mar-25-2012 | Updates to timeline, Deborah Taunt lines |
| 1.6 | Apr-08-2012 | Minor updates, corrections. |