Prologue

*Prologue1.mp3*

Elias: My name is Elias, and I’ve got an important job to do. I’m a spiritual medium, meaning that I can talk with the dead. I’ve been helping the remnants of people move on from this world, so their spirits can rest in peace. Today, I’m at Ridgefield Manor. There used to be a lot of people living in it, but that was a long time ago… I’ve heard some rumors of something haunting these halls, so I’ve come to help whoever is trapped here.

Round 1

*Scene1intro.mp3*

Ghost: (Wispy, quiet noises. Sounding like a particularly haunting wind, or someone’s distant, unintelligible voice)

Elias: I see… Very interesting. There’s someone here with me, but they’re not present enough to figure this out by themselves. They said they can’t remember how they died, and this mystery is causing them unrest. We need to get to the bottom of this. They said that the events leading up to their death are unclear, but they recall being outside…

*Scene1garden.mp3*

Scene 1: Garden

(Ambience: birds chirping, wind, windchimes)

*Scene1clue1.mp3*

Scene 1, Clue 1: Bell

(Short ringing of a bell)

*Scene1clue2.mp3*

Scene 1, Clue 2: Back gate

(Creaking of an old, rusty gate being opened)

*Scene1clue3.mp3*

Scene 1, Clue 3: Memory – Picking up Delivery

(Elias speaking: I think I hear something, from that day…

Sound of a box being picked up, contents rattling around inside)

Round 2

*Scene2intro.mp3*

Elias: It looks like this back gate is where deliveries were left. Whoever was dropping something off would ring the bell, someone would go open the gate to get it, and our friend must have been the one picking up a delivery that day.

Ghost: (Wispy, ghostlike sound)

Elias: It sounds familiar? Good, it looks like we’re on the right track.

Ghost: (Wispy, ghostlike sound)

Elias: You think you went this way? Alright…

*Scene2kitchen.mp3*

Scene 2: Kitchen – Food Prep Area

(Ambience: creaking floorboards, rattling utensils, rattling of a stove?)

*Scene2clue1.mp3*

Scene 2, Clue 1: Old utensils

(Metal utensils clattering together)

*Scene2clue2.mp3*

Scene 2, Clue 2: Empty boxes

(Thudding of wobbly wood)

*Scene2clue3.mp3*

Scene 2, Clue 3: Memory – Moving Delivery

(Elias: I think I can hear…

Opening of a box, sigh of annoyance, clatter of picking up utensils, footsteps)

Round 3

*Scene3intro.mp3*

Elias: So, you took the delivery in, more utensils for the kitchen, and left the box with the others. When you opened the box…

Ghost: (Wispy, ghostlike noise)

Elias: They were dirty? You went to go clean them…

*Scene3backkitchen.mp3*

Scene 3: Kitchen – Back Area and Dishwashing

(Oppressive silence, Elias’ footsteps)

*Scene3clue1.mp3*

Scene 3, Clue 1: Dirty utensils on the floor

(Clattering of objects across the wood floor)

*Scene3clue2.mp3*

Scene 3, Clue 2: Bloodstained sink

(Water dripping from a tap)

*Scene3clue3.mp3*

Scene 3, Clue 3: Memory – Falling

(Elias: Oh my…

Someone climbing a counter, slipping, objects falling to the floor, someone hitting their head against a shelf, water splashing, silence…)

Epilogue

*Epilogue.mp3*

Elias: What an awful ending… Our friend, at the very least, was able to finally move on. When I looked into it further, there weren’t any details, but Ridgefield Manor was abandoned after some sort of accident. I suppose now we know. It really is a shame… Either way, I’m glad we could help.