Story:

* 80’s motel.
* Sleazy guy kidnapper, who works with the main character (new guy?).
* Player is middle aged woman, secretary.
* Puzzles to get out of room
* The creep slowly reveals more details about himself and his relation to you throughout following blackouts.
* Mechanically the creep has a meter that if hitting either -12 (kill) or +12 (love) the game will end prematurely as he either likes you too much, or wants to kill you.

RED - OSCAR TO DO

BLUE - NATASHA TO DO

GREEN - OPTIONAL STUFF

Dialogue Plan:

Misc Dialogue:  
Door=

When goes near door= G: “I hope you’re not trying to leave me…”

When tries to open door= G: “I’ll let you off this time”  
 When tries to open door 2= G: “Okay stop it now!”  
 When tries to open door 2= (internal) W: “I think I’ll have to use this for something else…”  
 When tries to open door 3= G: “Okay I’m calling time out!” (-2 meter) \*Hiss of gas\*  
 -Back to the checkpoint.

TV(starts turned off)=   
 When turning on the TV(can happen anytime)= G: \*tv turns on\* “I can see you~”  
 When seeing the combi-lock= W: “I wonder if there’s a combination to this thing”  
 When trying the books numbers (1234)= W: “Guess it wasn’t those… there’s gotta be something else around here to help me?”

Bookcase= (Only becomes interactable in Act 1)  
 When W is near bookcase in A1= G: “Oh that’s where I keep my poetry… you should read some of it… Please~?”

\*\*\*KEY\*\*\*

G - Creepy kidnap guy

W - Kidnapped woman

Puzzle ideas(?)  
1.- Pull the Brick loose  
 There is a very obviously HIGHLIGHTED BRICK! It is the first puzzle the player has, and an introduction to the camera’s FOV. The Cameras rotate.   
 - G gives a crude explanation about cameras, and other things in the room.

G: I love how I get to watch you, it’s a shame though… on my salary, I could hardly afford to give you the respect you deserve. So, if you wouldn’t mind just standing… or sitting in the way of the cameras every now and then I’d love it. I can watch you at all times… from all angles…”   
  
2. Then the curtains highlight, and once opened, the window seemingly shows the outside world, however when the window is broken by the player, it is revealed that this is just an image over crude bricks.

-Insert creepy dialogue about how hard he’s worked to make it perfect, and how you need to learn a lesson.

G: “Oh I worked so hard to make it perfect for us. This place is just like my mom’s apartment… You need to learn some respect though young lady.”

-W has inner (or out loud?) dialogue confused etc.

-Triggers blackout (HISS OF GAS THROUGH PIPES, MINI-CUT SCENE)

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-Wakes back up on bed, brick is gone. No more brick.   
 -G: “Did you really think I would be that careless? Silly billy. Don’t worry… I’ll still have you~.”

W:”What the…-”

G: “Don’t worry though… I’ve left you a few presents here and there… And maybe you’ll stop being such an uptight!… Sorry, my love I understand you didn’t expect me. You’ll learn to love me.”

W(A): What kind of presents? (-)

W(B): I don’t want your presents, you creep! (-2)  
 W(C): That’s very… kind, thank you… (+2)  
 W(D): \*Silence\* (-1)

G(A): Oh I know you’re the type to like surprises, go on, take a look around… I’ll enjoy watching…”

G(B): Watch your tongue! Or I’ll come down there and... Oh… I’m Sorry… Did I scare you? Maybe my gifts will cheer you up…”  
 G(C): Oh you’re so good and obedient… Now, go find those gifts for me. Make your master happy~.”   
 G(D): Is this thing on…? \*mic tap\* Mrs Miller~ Don’t make the master angry… Go find those presents for me, right now.”

Crochet Hooks in the shower

W: “In the shower… how weird”.   
 G: “Didn’t expect to see you in the shower so soon… You smelled so nice when I put you back to bed.” (+1)

G(Note): Make me a sweater like the blue one you made **HIM**. XoXoXoX

Gifts-   
 Crochet Hooks   
 Wool- ropey item for later  
 (Bright Green) Paper-clip attached to the note, very blatant.

Triggers lockpicking mini-game (easy difficulty) (70% of the lock is the correct angle)

IF FAILED: Trigger blackout, reset to start of ‘level’.  
 =NAILS

Can attempt to pick the door lock now, when picked:

G: You stupid wench! (-1)

BLACKOUT. (GAS HISSING)

—-------------------------------------------(ACT 1 FINISHED)-------------------------------------------------

G: Why would you do that you ungrateful little witch! I’ve treated you with nothing but respect and all you seem to do is throw it into my face… Explain yourself right now!!

W(A): You degenerate! Why should I explain myself to you?! (-3)  
 W(B): I-I’m so sorry! It won’t happen again! I panicked! (-1)  
 W(C): I-I-I-I… (-1)  
 W(D): I… I just wanted to see you really bad… Mr (+2)

G(A): I’m gonna give you one last chance to be respectful of all my hard work… After that… I can’t promise you won’t end up… worse for wear.

G(B): (Calms down markedly, breathing in relief) I’m so glad to hear you say that baby~ I was so… so worried I’d *have* to do something we both might regret… Don’t it again.  
 G(C): Shush! Just… just appreciate my gift, and respect the time and effort I put into you… and we’ll get along like a married couple… you’ll see.

G(D): Well… If you wanted to see me, why didn’t you just say? Although… I’ve got some unfinished business I’ve got to attend to… Then I’ll attend to you babe~…

Bookshelves, in random book. Player not given any hints, encourage exploration of the environment.

Hidden Note:

Stack the plates to make him happy

Under the table there is a trappy

However be warned not for the faint hearted

A gift from those already departed

2nd time add hint at bottom:

(The key is not for what you think

Try the place above the sink)  
 -B

Player should then be inclined to stack plates. Stacking plates will trigger dialogue:

G: “Oh you’re going to make such a good little housewife!” (+1)

Player should then head under the table, multi-dialogue options ensue:

G:”Hey! W-What are you doing?” (-)

W(A): “It’s none of your business.” (-2)

W(B): “Uh-uhhh Nothing!” (-)

W(C): “W-What do you mean what am I doing? I’m trying to clean for you.” (+1)

W(D): “I’m cleaning of course! I want everything to be perfect for when you get down here~” (+2)

G(A): Well, it’s the house I worked so hard for, so it is *my* business  
 G(B, C, D): Oh-Oh right…

Player opens trap door, finds KEY, and human remains (bones). KEY is for bathroom medicine cabinet, however this is not made clear to the character. Character can experiment using the key on door however will trigger misc dialogue.

When medicine cabinet is opened,

(Story element)- The guy ain’t taking his serotonin.   
On the medical canisters there are four numbers roughly scratched on ‘4562’ which relate to the combi-lock on the TV cabinet, finds hand-drawings from her children saying mommy and what not.

W: “These have been missing for weeks… how did he get them?”

G: “You… you weren’t supposed to find those… But I’m glad you found them, because they’re the last you’ll ever see of your old life.”

3 drawings, two of them are obviously just from kids, could give insight on character, so house, husband dog two daughters etc etc.   
 1 of them however is a crudely drawn vent done by ‘B’ with an arrow saying “find a way in!”  
 -Gas Hissing starts after the player has inspected this image long enough. Re-set.

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G: Why are you doing this to me? You’re breaking my heart Mrs Miller!

W: (Internal) How come he’s only calling me by my second name?

W(A): (Sarcastic) “Oh, how thoughtless of me. Let me consider your needs for a moment… Did your mom ever tell you it’s disgusting to kidnap strangers?” (-3)

W(B): Let me out of here please! I don’t love you. I don’t even know who you are!” (-)  
 W(C): \*Silence\* (-1)  
 W(D): “Only because I want to see you so much!” (+2)

G(A): You’re not a stranger to me… I’ll show you. (This can lead into kill dialogue)

G(B): Oh.. you may not love me now. But you will, I know it… I can be patient… I’ll wait.”  
 G(C): Don’t just ignore me Mrs Miller! I’m starting to get angry! Trust me, you don’t want to see me mad!”  
 G(D): Well, I suppose since you asked nicely… I could (If fawn chosen consistently. Then this leads to other kill dialogue)

During the blackout the cabinet has been screwed shut, there is a picture of your family on the table, there is a trail of muddy footprints leading away to the couch, which has also been screwed down. Option to crouch down to look under couch, can see screwdriver, but can’t reach or fit arm. Item needed.

Puzzles can be done in any order

Breaking the glass.  
There is a photo of W’s family on the table, G comments on it   
 G: Such a lovely family, I’m glad ours will be better though.

W(A): Don’t you dare talk about my family! (-3)  
 W(B): I don’t care what you think. (-1)

W(C): \*Silence\* (-)  
 W(D): (Lie) Yes, the family we have will be much better… (+2)  
  
 G(A): Watch your tone Mrs Miller! I’m really starting to not care for it…  
 G(B): Well, you will, soon enough.  
 G(C): Hehehehe  
 G(D): I’m glad you feel the same…

The player can inspect the photo, and there is a prompt to either

‘Remove photo’ or ‘Smash the glass’   
Remove photo is a red herring, and smashing the photo must be done when the cameras are not looking at you, this equips you with ‘smashed glass’ Will be used later to cut security wires on cameras.

Following the muddy footprints-  
If the player follows the muddy footprints it will lead them to a couch, which has also been screwed down now. With G commenting   
 G: “You were ruining everything so I had to make sure it would all stay in the same place.”  
 -Prompt to inspect under the couch.

The player can make out a highlighted screwdriver that has fallen out from under the couch. You cannot reach it however.

It might take some searching, but the player has to expertly time pulling the lampshade off from above the table and using the ‘lampshade wire’ they can reach screwdriver’

From here, the player has to cut one of the security camera wires, this will buy them an extra +10 seconds while G tries to figure out what is going on.

G: Oh, it appears a camera has broken… shame, I’ll see what’s going on… Wait… have you been tampering with them? Mrs Miller! MRS MILLER! (pause) I’m going to get my toolkit and fix it…”

In this time, the player has to go to the vent that was referenced earlier and use the screwdriver.

The player will have to crawl through the vent, the foot steps will get closer. They crawl

Into the ‘boiler room’, where there is also a camera, at this point G realises what is going on.

G: “Oh Mrs Miller I’m coming for you!”  
Intense music, run through long, dark hallway to get to a carpark where there is a fade to black and police sirens along with an outro text wall.

FIN

Optional puzzles.

Finding out who B ‘was’

In the shower, there is hair, obviously that of a woman. If the player pulls the hair out of the drain, attached to it there is a bobby pin, this bobby pin can be used to unlock the bedside table, which is the only lock it fits.

Once unlocked there is a second smaller lockbox inside, with a combi-lock on it (1234 books.)

—Tutorial—

Props/Items:

* BRICK
* WINDOW

Story/dialogue:

W wakes up on a bed in a motel room, there is furniture arranged intentionally (diagram is in ideas in discord). The TV is turned OFF and there is a BRICK across the room. G gives a crude explanation of how the cameras work (nonspecifically, this is also an introduction to his character).

G: I love how I get to watch you, it’s a shame though… on my salary, I could hardly afford to give you the respect you deserve. So, if you wouldn’t mind just standing… or sitting in the way of the cameras every now and then I’d love it. I can watch you at all times… from all angles…”

W can move around the room, however there are no props other than the brick in this setting, so are limited in actions. The BRICK should be highlighted, as something W can interact with. Curtains should also then be highlighted. Once W has interacted and they have opened, the WINDOW reveals a realistic looking picture of outside. W has internal dialogue to suggest hitting the WINDOW with the BRICK. The glass smashes, outside is revealed to W to be a picture. G outer and W inner dialogue here.

G: “Oh I worked so hard to make it perfect for us. This place is just like my mom’s apartment… You need to learn some respect, young lady.”

W(inner): ‘Who is this guy?’

Gas hissing noise triggered, blackout a few seconds after. End of Tutorial.

—ACT 1—

Props/Items:

CROCHET HOOK

WOOL

PAPER CLIP

NOTE

NAILS

Story/Dialogue:

W wakes up on the bed, G speaks.

G:”Did you really think I would be that careless? Silly billy. Don’t worry… I’ll still have you~.”

W

—ACT 2—

—ACT 3—