New New New Story (omfg)

* You are a "steampunk engineer" (is what you said to get the job) on a large airship
* You are grossly incompetent at planning, but believe you are the best
* smugglers have snuck unto the ship and are trying to steal something
* you try to stop them, but make everything worse
  + events
* you check up on the goods, but opening the door allows the smugglers to sneak in
* you try to pretend you will help the smugglers when they ask for your help and plan to sabotage
* one of your sabotages- you are asked to open a door, instead you make it impossible to open, but end up saving the smugglers from an ambush in the door and locking the ambushers in
  + Finale
* asdf

Dialogue:

Your Character (Y)

Other Character (O)

Y: Wait, how do I open this door?

O: How did you get this job?

O: you have to give energy to the bulb until it's enough to open the door

Act 1

Room 1- start in a cargo bay, 2 doors on either side of room (1 locked, 1 open), rather large room. Two dudes talking on catwalk, exposition.

Room 2- hallway blocked by dude,

DUDE- who are you?

BOB- How dare you insult me, have you never heard of the great Gelbin?

DUDE- You’re the new engineer?

BOB- Why, of course my good fellow!

DUDE- Whatever, look, theres a dude over on the other side of the ship needs your help or something

Room 3- cargo bay again, other door is now unlocked

Room 4- room with puzzle in it, 1 dude (murphy)

\*walk in text\*

MURPHY- oh! Oh! you must be the engineer. Come over here and press space to talk to me.

\*press space text\*

BOB- wha’cha want?

MURPHY- oh god. I broke it. I put too much energy in. I know im not suppose to touch it but it looked like so much fun

BOB-

MURPHY-

BOB-

MURPHY-

MURPHY-

Room 5- hallway with nothing of intrest

Things happen

Room X- large room with a sort of complicated

NEW (stay in orphanage)

Places: baby room (where they keep all the baby orphans in cribs), cafeteria, detention room, library, hallways, administer lounge (with roaring fireplace?)

Act 1

Scene 1: bedroom: One window. two other kids (3 including you) who don’t like you, whisper mean things when you get close. There is a bunk-bed near the window where there is light. Your bed is alone in the darkness. “These people are mean. Books are nicer. I’ll go find a book.”

Scene 2: hallway going to library: Washed out colors. No windows. 20 doors on each side of you, all rotted wood. Lights are every two doors. You go to the door at end of hallway, but it’s locked. So you have to find another way around.

Detour rooms (starting from the blocked hallway to the hallway behind the locked door.

* Room 2: ‘Empty’ Maintenance Room
  + has a door on the opposite side of the room as you that is connected to a puzzle
  + Tools and Parts (new and broken) are lying around the room
  + Dirty and Messy (not organized)
  + beat puzzle to move on
* Room 3:
  + another hallway (but small and with fewer doors)
  + maintenance hallway you would see in like a prison break movie
  + only 1 door is open
* Room 4:
  + another (larger) Maintenance Room
  + has 2 puzzles in it
  + perhaps put the janitor in this room
* Room 5:
  + another hallway (the last room before entering the large “main” hallway of the compound or whatever that leads to the thingy
  + 1 puzzle in here possibly

Scene 3: library and power goes out: A large silver vault-looking door is at the end of the hallway. After solving the puzzle, you go inside. There are 7 sets of rows (total of 14). Some dark oakwood furniture decorating the library with large windows on one side. The book is on one of the shelves. All books are grey except bright red book. You read one page before the power goes out.

Scene 4: The thunderstorm knocks out the power, so you have to leave the library. Travel to cafeteria (you’re hungry), evade patrols. The hallway leading to cafeteria is similar to the one leading to the cafeteria, but contains 30 doors on either side, making it longer than the last one. There are a few guards patrolling the area, and you must take power from the lights, making it dark, to sneak past them. Once you get to the cafeteria, you steal a candy bar from a shelf in the supply closet and head off. The cafeteria should look a lot like a middle school cafeteria--several rows and columns of long tables with chairs, a podium for the admins to make announcements, and the serving food area set into the wall. For a moment, the light from the stove allows you to read another page. But then it goes out.

Act 2

Scene 1: Now full, you head to the administer lounge to read by the fire place. You retrace your steps and turn down a different hallway that contains 10 doors on either side but all have chains with a padlock over them. Eventually, you come to a stairwell. All grey, of course. And the structure is like that of the stairwells at chechs. Once at the top, you travel past more padlocked doors and a few windows. A few more patrols are in the area and you have to hide in darkness to avoid them.

Scene 2: When trying to evade the guards, you are apprehended and taken to the detention room (looks like solitary confinement in prison). You have to figure out how to escape without any light. You hear a flutter and a moth flies around you. It says happy, positive things, flies outside, and unlocks the door for you. Now free, you follow the moth back to the admin lounge. Along the way, you encounter spiderwebs blocking the hallways. You push through them with impunity. Eventually a spider descends and is angry with your progress. It taunts you.

Scene 3: You ignore the spider and follow the hallway until you reach the infant room. There are 32 babies in this room, 8 in four rows. It needs to be dark for them to remain asleep and not wake anyone, so you must sneak past with little light. Quietly sneak through room without alerting and infants. While in the room, both the moth and spider start taunting/encouraging you. You tell them both to shut up because you need to do this on your own. You choose to continue. One last hallway stands between you and the fireplace--this one is particularly long and daunting. It looks extremely huge and the doors are way larger than you.

Act 3

Scene 1: navigate through a mire of puzzles and security down the giant hallway, even pushing through spider webs. You finally reach the fire, sit down, and open your book. You read another page. Then the admin head douses the fire and escorts you to your room.

Scene 2: Escape your room. Now back in your room, same as before, you need to escape. You solve a puzzle to escape through the window, and drop down onto the street below. It’s now sunny. You find a bench, and open the book. You read the last page.

Make short story about depression that your character reads.

Dialogue comments:

Kid 1: “Ew! He’s coming over here.”

Kid 2: “What’s so bad about him?

Kid 3: “Isn’t it obvious? Nobody wants him for a reason.”

\*All laugh\* (in room)

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Janitor: “Woah! Slow down, kid. Nearly gave me a heartattack! Why you out so late anyways?”

You: “I want a book.”

Janitor: “A’ight, but be careful. If you get caught, we’re both in trouble.”

You: “Thank you, sir.”

Janitor: “No problem. Oh! Hey, can you help me with this light? Not much of an electrician myself.  Can hardly see what I’m moppin’. I’ll give you something for your troubles.”

You: “Hmmmm. Okay.”

Janitor: “Woah! Why you out so late?”

You: “I want a book.”

Janitor: “Yeah, well I want a pony, but we can’t have it all, kid.”

You: “B-but I really want it.”

Janitor: “Get back to bed or I get the authorities to deal with you... Actually...if you help me with this light here, I may reconsider”

You: “Hmmmm. Okay.”

“Here you are, sir.”

\*The lights flicker on\*

“Wow! That sure is bright enough. Thanks for ya troubles, kiddo.”

\*The janitor lays a golden key in your hand. Maybe this will come in handy later\*

(If you go to the door before talking to the janitor)

\*Strange. The door seems to require a certain key. I should look around more\*

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“SSHHH! You hear that? That’s the weird kid. I think he’s outside. Pretend to be asleep so he doesn’t bother us.” \*snickers\* (through doorway; kids talking)

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“The new kid? Nobody wants him. His parents aren’t even dead...they just don’t want him.” (through doorway; kids talking)

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“I truly feel for his parents. Such a disappointment, that boy.  But why’d they send him to us? We don’t want him either.” (admin’s talking)

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Spider:

“You’ve failed at everything--quite amusingly I might add--what makes you think you’ll succeed at this?

“Oh, you do try. You really do. Shame you’re only digging deeper. Dig, dig, dig, boy...it’s all you’re good at.”

(after losing book) “Ooh, you poor thing. I did warn you though, didn’t I? I was just trying to spare you the pain.”

(not long after kids say that your parents didn’t want you.) “They’re right. I bet they don’t even remember you exist. After all, who’d want to remember you?”

Moth:

“They live for nothing but creating misery in others. Don’t listen.”

“What they say about you speaks more of themselves. Ignore them.”

“They will never shine as brightly as you. Don’t let them darken your light. Outshine them.”

“You haven’t failed. This is just one step of a journey. And you’ve already completed your journey--you just don’t realize it yet.”

“It was better to try with a chance of failure than to have never tried with a chance of success. It isn’t over.”

“You don’t live to shine for others, kid. Their lives may be dim, but let yours be bright. You shine for yourself, and allow your light to brighten the lives of others.”

“I know it’s hard, not being appreciated. People hate moths. But there is always someone who loves you.”

Janitor