

# Toll and Error

Click anywhere to begin

The final version will have a far better looking title screen than this!

## Booth View



Toll Price List  
(Click to expand  
Into the Booth  
View)

Picture of protagonists  
kid wearing  
eisteddfod  
purse on side  
of toll booth

## Desk View



Cl ed

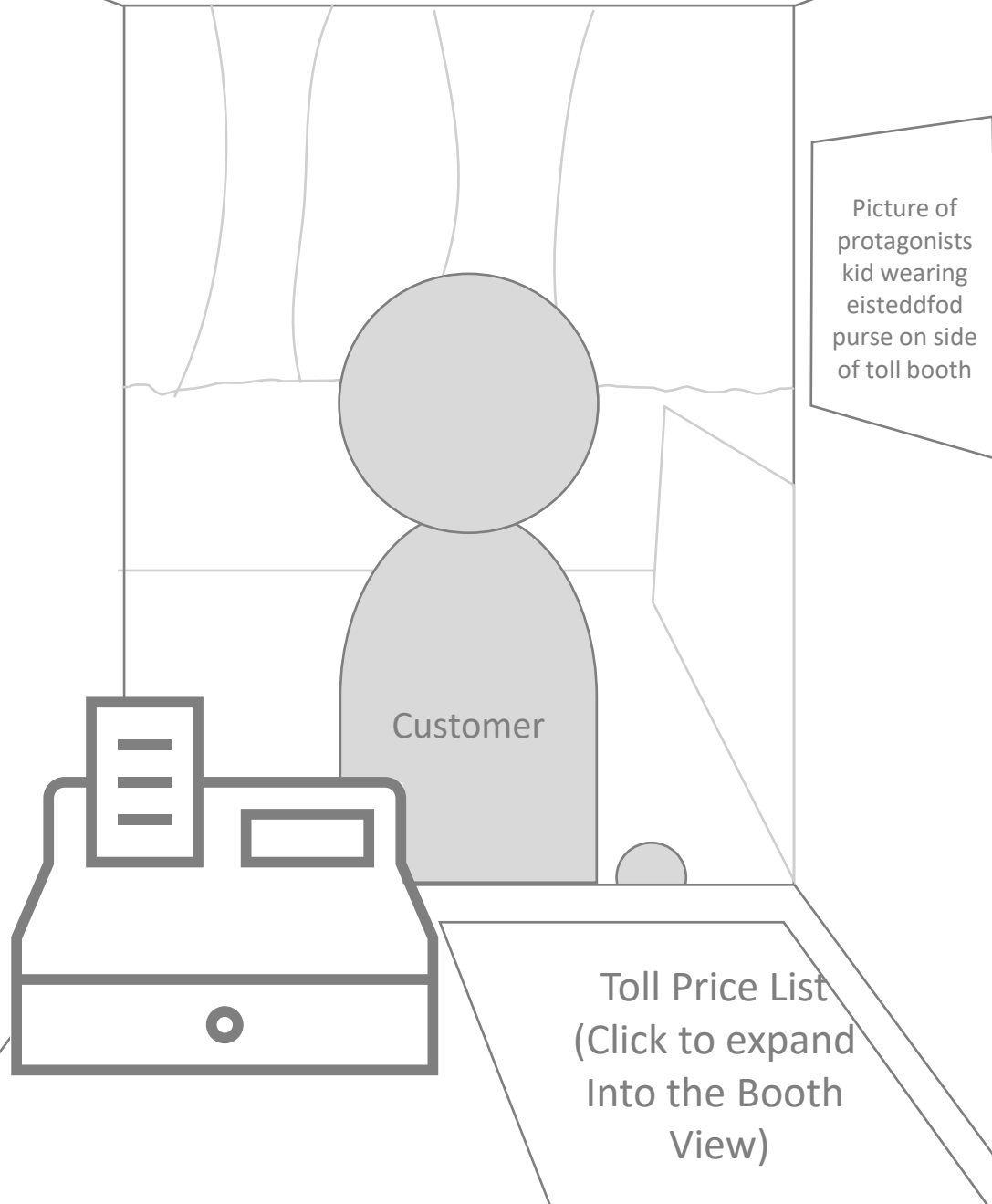
Open

GATE CONTROL

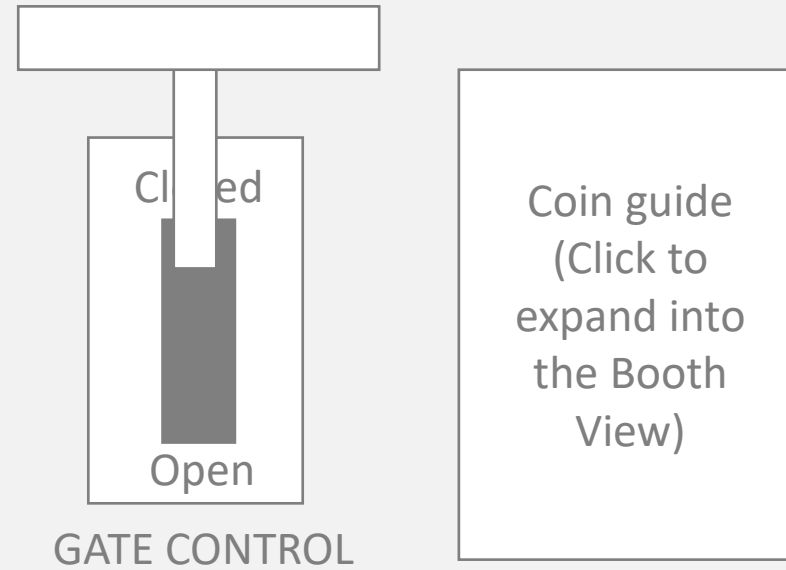
Coin guide  
(Click to  
expand into  
the Booth  
View)

## Dialogue View

## Booth View



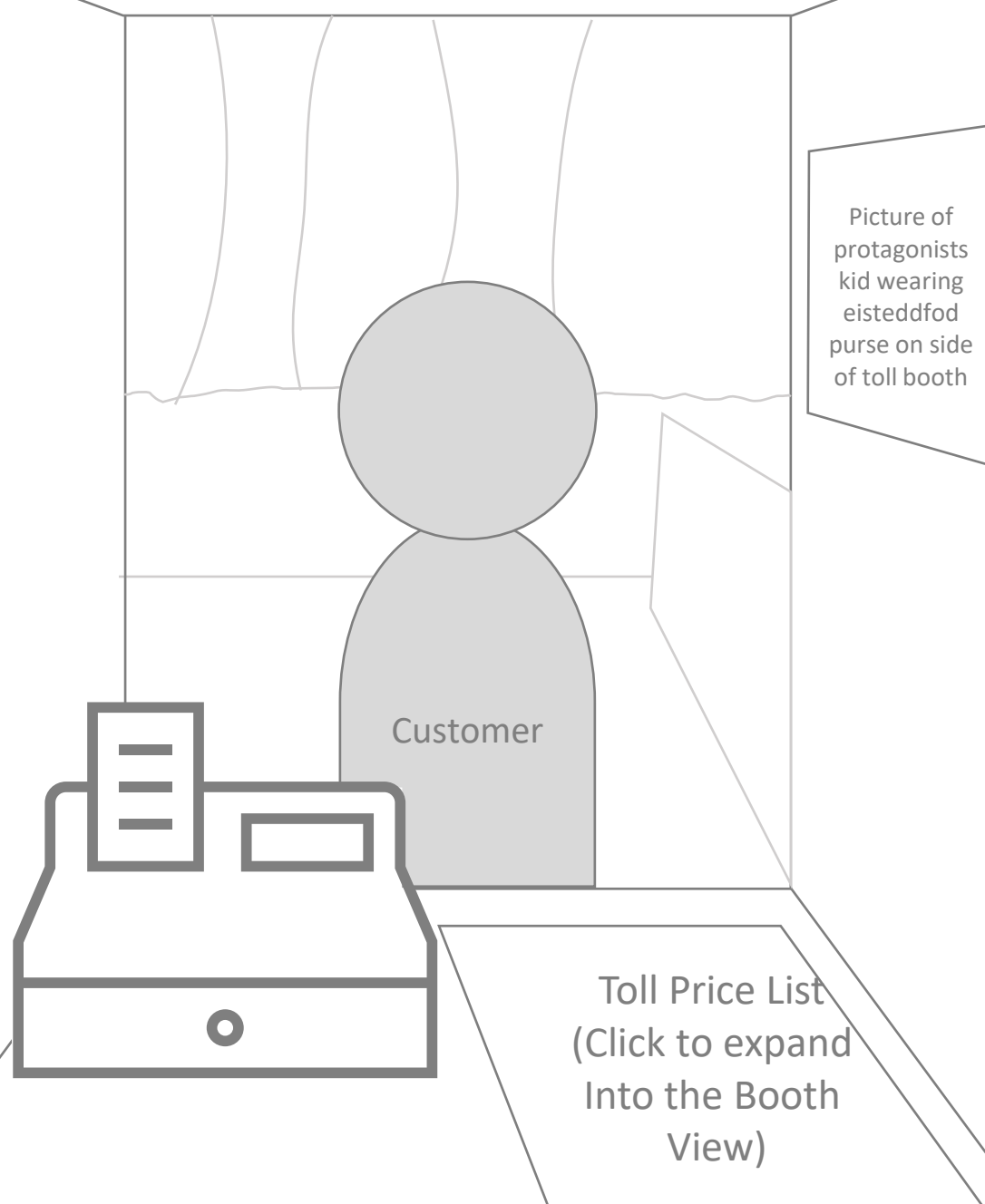
## Desk View



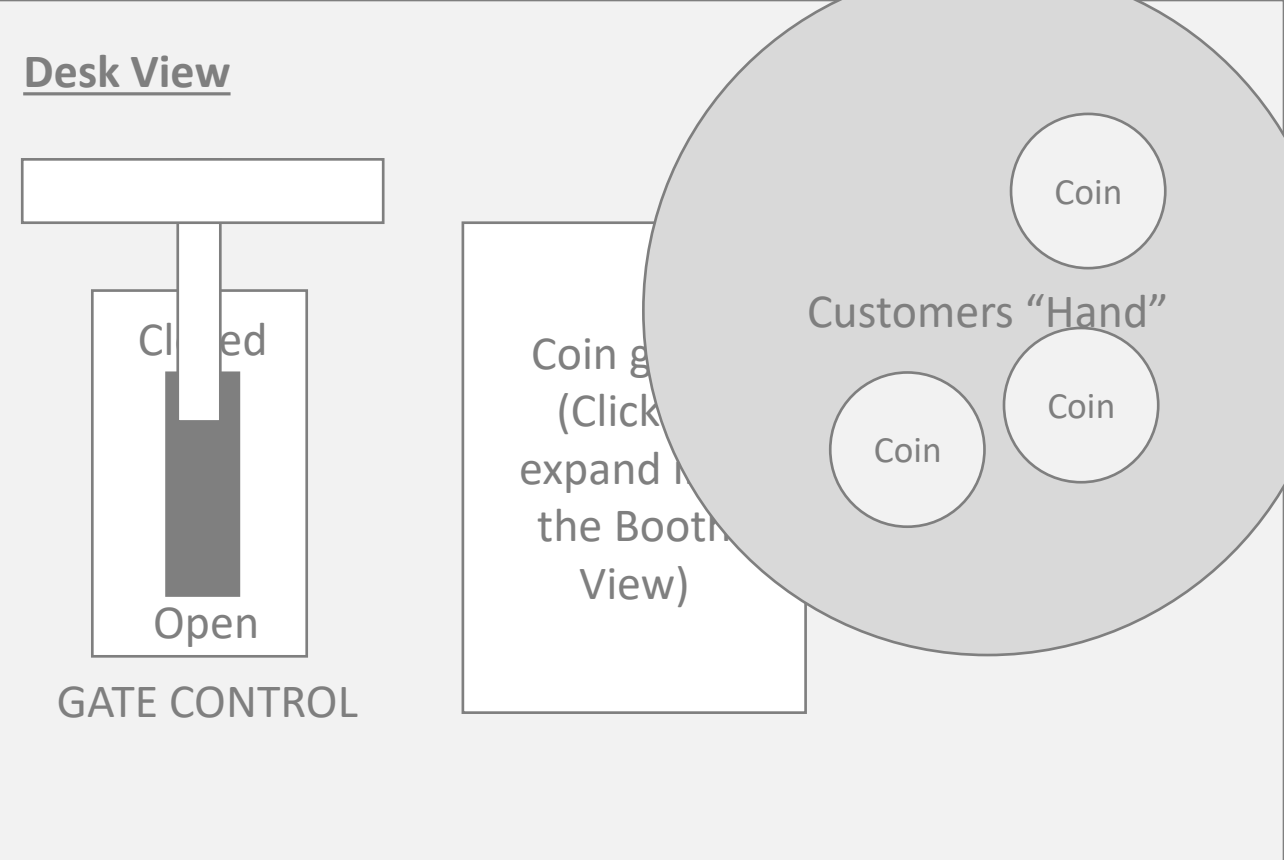
This is an example of dialogue coming from the Customer

This is an example of dialogue coming from the Player

## Booth View



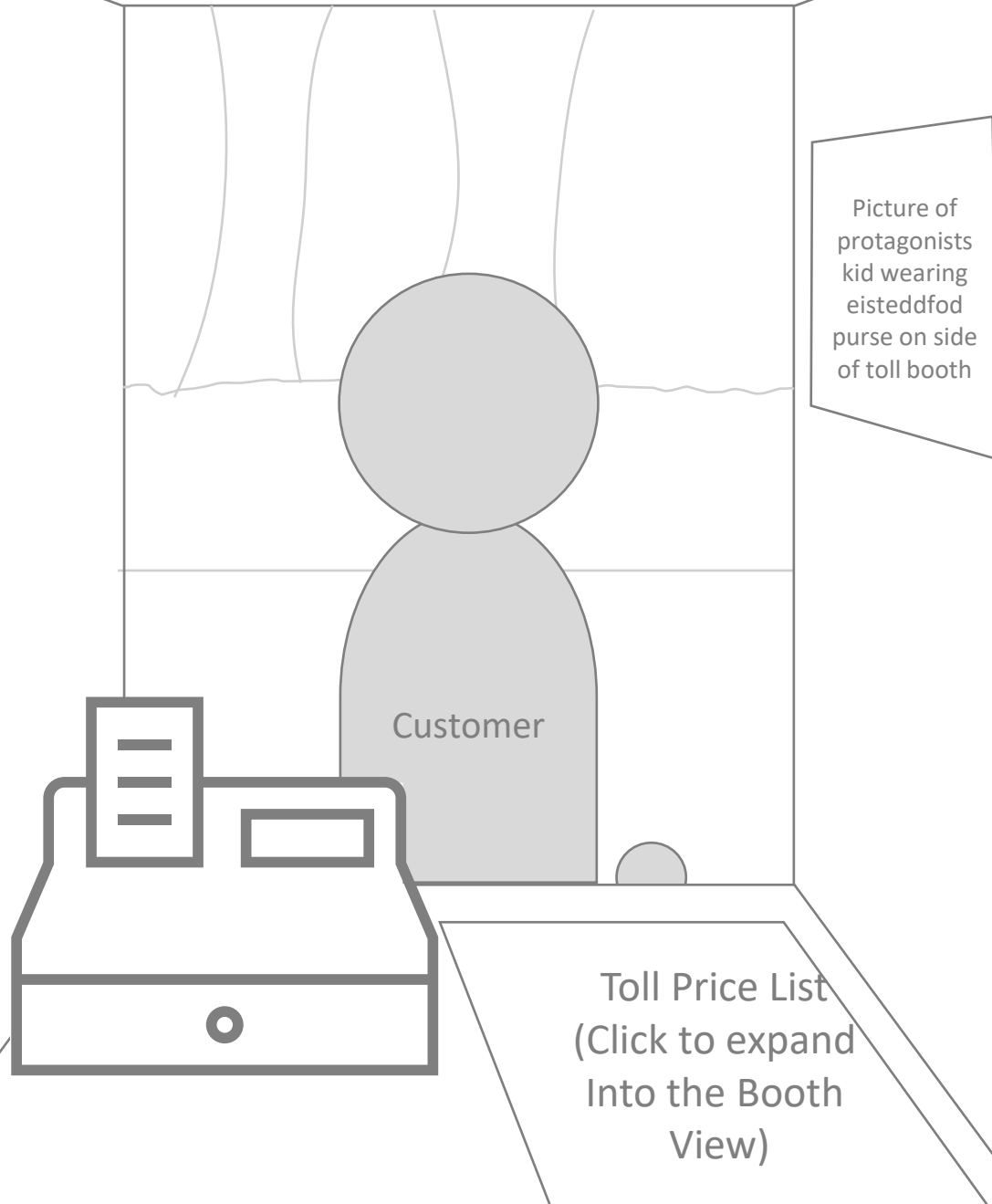
## Desk View



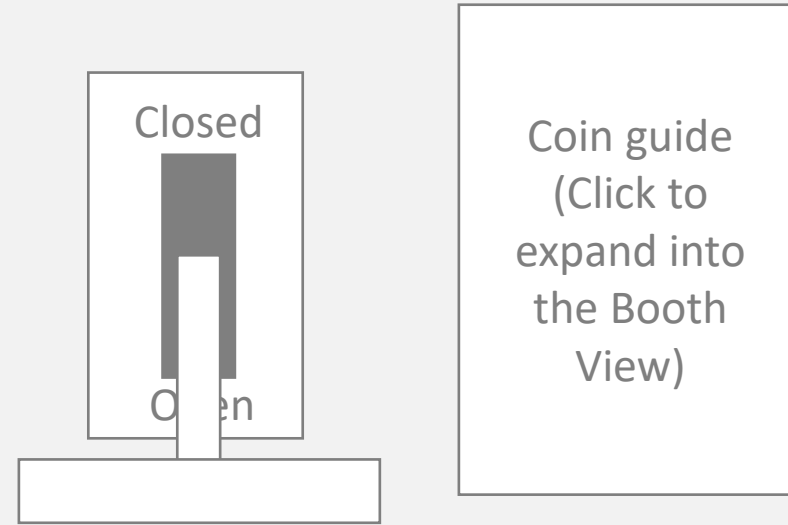
This is an example of dialogue coming from the Customer

This is an example of dialogue coming from the Player

## Booth View



## Desk View



This is an example of dialogue coming from the Customer

This is an example of dialogue coming from the Player

# Day X

The end of each day will be marked with a fade-to-black and a screen informing the player that the day is over and that they're going home, after some dialogue from the protagonist to the player (said as if the protagonist is talking to themselves) commenting on the time.

Alongside a short summary of the day from the players perspective, comically reminiscing on the day.

The font of this screen is yet to be decided, and the final line of the screen will never change, and always be...

You tuck into bed, switch off the light, and go to sleep.

This is where the images will be displayed

The end of the game will be a pair of short series of “comic book” images, presented like this. What set is displayed depends on what ending you get.