

The Inn

The player is John Grim; an FBI agent investigating a series of unexplained crimes. The last known location of one of his partners was near Bridge Town. As Grim drives along the mountain highway, he notices a sign that reads “Need to wet your whistle? Stop at Quinn’s Comfort Inn.”

Taking place in the 1950’s the story’s main location is Quinn’s Comfort Inn

Quinn’s Comfort Inn, a motel and diner known for its cool drinks and warm beds. Like most who drive through the mountain highway, you decide to stop at the inn to “wet your whistle” and mingle with other patrons.

Character’s within the Inn

Quinn: this stout and friendly fellow is the owner of the Comfort Inn.

Lily: a waitress and Quinn’s top assistant.

Waldo: a rather unpleasant dining patron.

Spud: the missing member of Grim’s FBI team.

Story

Quinn “Hello there stranger, my name is Quinn and welcome to the Comfort Inn.”

Grim: “Hello” At this point the player can ask Quinn a couple of questions such as “what are the rooms like”, or “how far is Bridge Town”.

When Grim asks “What are the rooms like?” Quinn will respond:

“Every room has a beautiful view of the Mountains and the ocean blue.”

“We have running water, clear as crystal. And we’re stocked with ale to wet your whistle.”

When Grim asks “How far is Bridge Town?” Quinn will respond:

“Continue heading east and look alive, because Bridge Town is about a two-hour drive.” “It’s going to get dark pretty soon, so unless you have incredible eyesight or you’re just a buffoon, I’d recommend staying here for the night and watch a cartoon.”

If Grim asks “Why are you rhyming?” Quinn will respond:

“No, I am not. My ways of communicating were an afterthought.”

When the player decides to leave Quinn’s conversation:

“Well, enjoy your stay at the Comfort Inn and if you need anything, just give me a ring.”

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The player can go the Inn's dining room to mingle with either Lily or Waldo.

Lily If the player talks to Lily the waitress:

"Hello there, my name is Lily. I will be your server. Can I interest you in the daily special?"

If the player asks "What's the daily special?" Lily will respond:

"It's on the menu."

If the player asks "Seen anything suspicious?" Lily will respond:

"Ha! I new you were a cop."

"Listen, I must have seen dozens of people today and they all looked suspicious."

Grim asks "Did anyone stand out?"

"A man came in this morning; he looked shaken out of his mind as if he hadn't slept for days. He sat at the booth and ordered an aspirin. Now, normally we don't give out aspirins but he looked like he could use one. Anyways, when I came back with his order, he was gone."

Grim asks "Did he mention his name?"

"Nope, but I could describe him. He had short grey hair, pale skin, and wore glasses. I'm not sure if this sounds like anyone your looking for."

If the player wants to leave Grim will say "I must go now". In turn Lily will respond:

"What, no tip?"

Waldo

If the player talks to Waldo:

"What do you want?"

If the player asks "have you seen anything suspicious?" Waldo will respond:

"The person I'm looking at right now."

The player can show their badge and say "I'm afraid you don't understand, I'm with the FBI" to which Waldo will respond: "Oh for God's-. Look if you're here about all those unpaid parking tickets, I told your buddy its in the mail."

If the player asks "Buddy?" Waldo will respond:

"You know, your cop friend who was in here ten minutes ago."

If the player asks "Did you see where he went?" Waldo will respond:

"Hell if I know."

If the player wants to leave Grim will say "Excuse me". In turn Waldo will respond:

"Whatever."

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After talking with the two, the player can explore the Inn.

Main floor

If the player decides to stay in the main floor they can check out Quinn's office, however the door is locked from the inside.

After the player discovers the hidden ladder in the basement:

They can go inside Quinn's office and they will find a ring of spare keys laying on top of Quinn's desk next to a phone. Once the player collects the keys from Quinn's room, the player can access every locked door in the Inn. If the player stays in Quinn's room they will discover a smashed bottle of chardonnay hidden underneath the office sofa.

Upstairs

If the player decides to go upstairs, the player can explore the bedrooms. The first two rooms are remarkably dull, the third room has an envelope filled with unpaid parking tickets, and the fourth room is locked. However, the fifth room has a pair of glasses on the nightstand and a hand written note that reads: "Today all your dreams come true".

After Exploring the other areas of the Inn:

If the player decides to return upstairs to unlock the fourth bedroom door; as soon as they head inside Grim will notice an unmade bed. If the player inspects the bed they will discover a police badge underneath the mattress and a book about ancient Egyptian deities. If the player inspects the book on the cover, there is a picture of a cat slaying a snake with fire. If the player lingers in the fourth bedroom, they will find a receipt for a waiter's costume inside a trash can.

Downstairs

If the player decides to go downstairs, the player can explore the wine cellar. In the wine cellar there are crates of wine and ale. Upon examination of the crates, the player will notice one has been recently open and there is a missing bottle of wine. Behind a shelf of bottles there is a hidden ladder that leads up to Quinn's private office, and at the end of the room there is a locked door.

After collecting the keys in Quinn's office, the player can return to the cellar and open the locked door at the end of the room. Opening the door reveals a cold room, filled with chilled beer, ice, and a half-frozen man with short grey hair and pale skin.

This is where the story resumes...

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Spud

When the player approaches the strange man in the cold room:

“John! Is that you? Help me! They’re crazy!”

If asked what happened or what’s going on:

“I don’t know. I was driving a long the highway, tailing a hot lead when suddenly a truck came out of nowhere coming right at me, and WHAM! I woke up in here. Where are we anyways?”

Before the player can respond, Quinn and Lily appear at the doorway.

Quinn and Lily

Quinn “Look what I’ve found Lily, fresh meat for our chili.”

If the player asks “You two are cannibals?” The two will respond:

Quinn: “Goodness gracious no officer, that act would be most improper.”

Lily: “You see... we’re tonight’s entertainment, and you are the menu.” (Chuckles)

If the player asks “Entertainment for who?”:

Lily “Apophis, the Lord of Chaos. Only the spillage of blood will unleash his evil upon our world, and you two cops will suffice.”

Suddenly Grim is knocked out from behind.

Climax

Suddenly the player finds that Grim and Spud are tied to a wooden stake in the middle of the Inn’s lobby. The two are surrounded by three “mysterious” figures chanting in gibberish, while wearing bathrobes covered in runic symbols.

Suddenly one of them (probably Quinn) starts shouting:

“On this day, you shall no longer be a cast away. Out of the blue, we present these two. Hoping to release your chain, and unleash endless pain!”

The others begin to chant: “Rain Pain!” “Rain Pain!”

Quinn: “Oh Great Apophis, bringer of chaos and blight, come forth and I shall be your acolyte!”

Quinn approaches the FBI agents with a large knife and bucket.

Quinn: “Accept our spill of blood in your glory, and together let us end this story.”

Quinn grabs a large pale filled with blood and tosses the contents at the FBI agents.

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The others continue to chant: "Rain Pain!" "Rain Pain!"

Suddenly, a flash of lightning strikes the Inn; causing a portal to open and a giant serpent-shaped cloud of smoke begins coming out.

Quinn: "Yes! YESSSSS! I have broken your chain, now SHOW ME THE PAIN!"

Upon request, Apophis devours Quinn and the other robed figures in one gulp. The serpent-shaped cloud disappears as the sun begins to come up over the horizon.

A blood soaked Spud turns to Grim "Well, now what?"

The End