Gameplay (so far)

Town is barbed wired off, car barrier with abandoned police car and emergency vehicles

Player gets in town, and while searching gas station, someone or something disables his car

Detective brings a pistol with him in his glove compartment. He stops at the barricades and gets out of his car. He goes into the gas station to have a look around and hears something outside. He goes back out, runs to his car to grab his gear and realizes that his gun and flashlight are gone, and there is a hole in his gas tank.

*Hospital is blocked off – later game arena. Player must figure out a way in (for whatever reason he finds out later)*

*Although cameras were not common in the 80s, this town had activity that the military took interest in, allowing the character to find recordings.*

VICTIM’S HOUSE

The detective goes to the victims house. Inside you find a diary stating that the victim sometimes just needs to get away from it all. The diary also states that the kid was bullied (but doesn’t state from whom). In the room, there is also an extensive collection of fishing poles.

*This implies the character goes fishing to get away from everything*. *This hints the player to find a fishing spot, being the only lake on the map.*

Blended into the room is a subtle cult symbol that they player will probably not notice. This symbol will appear later in the game, and the player will need to piece the clues together.

The diary also states that something along the following lines:

“Something strange happened at the general store today. I walked in to buysome **lures &** **bait** and there was a strange looking man standing at the door. He was just standing there. I acknowledged him and he didn’t say anything back. He just stared at me, and kept staring even as I left the store. I’ve never had a more bizarre encounter happen in this town before.”

GENERAL STORE

This directs the player to the general store. There the detective will find a recording that he must then figure out how to play. The recording is so old that his tape player has no way of seeing what’s on the footage.

*This will direct the player to the theatre.*

THEATRE

Once the player finds a device capable of playing the tape, the tape shows the interaction the victim described in his journal and shows the man as described in the victim’s diary. On the tape, after the victim walks out, the man keeps starting and eventually walks the other way (in the direction of the school).

*Below the cuff of his shirt, half of the symbol in the victims room is tattooed on his hand. This is so subtle that the average player should not notice.*

Additionally, there is another man in the background staring at the victim from across the street.

When the detective leaves the theatre, he notices that the road in the direction that the man took has now been blocked off and barricaded along with every other entrance onto Helen-Briggs Way. The detective mumbles to himself (so the player can hear, “I’ll have to find another way around. It’s getting dark soon. I’m going to need a flashlight.”

*The player needs to scavenge the neighborhood to find a flashlight.*

CENTER STREET INN

*The inn is not a mandatory location, but the player will be compelled to search it.*

Upon inspection, the player will find the Inn Keeper’s records in an old filing cabinet, which has logs of who stayed there and when. These records will help the player piece together some cult activity, who some of the members were, and where they may have gone.

One person who stayed in the inn stands out more than the rest. The inn keeper’s journal reads something along the lines of, “**[name]** seemed like a very weird guy. His schedule seemed fairly normal, but he just had weird behaviorisms. I mean, he pretty much had one expression on his face the whole time -serious-, and definitely was not a fan of small talk. He only stayed for one night and mentioned something about this being the wrong Inn. I mean, this is the only inn in town. There’s the inn behind the lake but that inn has been closed for over a decade. So what did he mean by that? He didn’t actually commit any crimes, he was just so weird, and game me a very strange feeling. I passed on a note to the local sheriff just to keep an eye on him. **[Sheriff’s name]** is a good friend anyway.”

The detective jots down this info in his journal, as well as make a comment like, “Weird guy huh? Might be just what I’m looking for.”

DOWNTOWN DISTRICT

The detective hears some nasty sounds coming from the downtown district. He still has no gun at the point, but has to go that direction in order to find his way past the barricade. He finds his way through one of the bars / restaurants in the Town Eatery onto Riverview Bluff, and from there onto Riverview Circle Drive where he can enter the Court House.

COURTHOUSE

In the courthouse, the detective finds some prosecution records. In the list of crimes, one of the names that come up is the same person that the inn keeper made a special note of. The detective also finds a list of verdicts of linked people who were found innocent of various crimes. The crimes themselves, however, have been whited out or torn from the pages. The detective says, “Why would someone want to hide the crimes of innocent people? Maybe they weren’t so innocent, and something corrupt is going on here.”

POLICE STATION

SCHOOL

When the detective enters the school, he searches the maze of hallways and staircases until he finds the remains of the old janitor. Left in one of the pockets of his suit, there is a note that he had written to his mother.

*The note says,* “It’s nice to hear from you, mother. I know there is better work I could be doing, but getting work takes time. Truthfully, I like it here. The job is very relaxing and I have a lot of time to think. But there is a certain area of the school that stops my peace in its tracks. I have gotten to the point long ago where I refuse to clean this area. I get nothing but bad feelings, like something demonic is in the air. The closer I get to the room, the worse the feeling gets. I haven’t told anyone I refuse to clean it or anything, but no one goes down there anyway so I doubt they’ve even noticed. What they don’t know can’t hurt them, right? It’s only sweeping after all. Strangely, I get the exact same feeling when I’m working at the old power plant. It’s such a distinct feeling that there’s no way I can confuse it with something else. While the power plant is pretty secure (as it should be), there’s an area that no one really knows about where anything could potentially get in. It really bothers me when I have to work night shifts. Sometimes I swear I hear things and all I want to do is leave… hopefully quit that damned place. Love you mom, I’ll write you again soon.

The detective finds the room the janitor was writing about. There is seemingly nothing off at first, but upon inspection he finds a secret entrance into a hidden room. In that room there is a sacrificial altar made of bones surrounded with old candles, strange symbols and dried blood. Hanging on the wall above the alter is a human body with its head cut off, and a deer head stitched on in its place. The body had been embalmed so that the smell couldn’t permeate the school. It was also left cut open so its organs could be removed. Branded into his body was the same symbol found around the altar. Most disturbingly, the body still had the old remnants of a [unisex] school uniform.