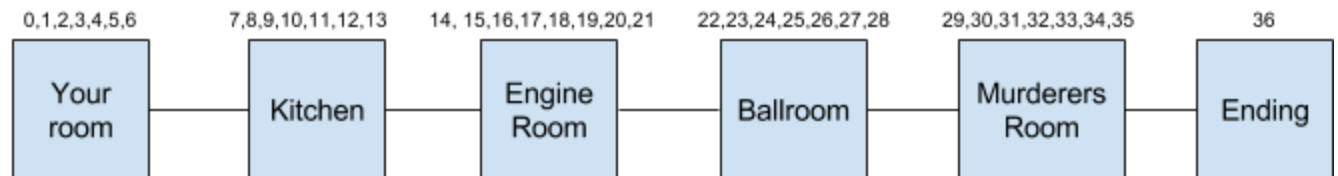


## Murder: a nautical tale



In this game you will use abilities gained after your death to help the investigating detective solve the mystery.

Disclaimer: The detective is bad at his job he needs a lot of help :)

Opening text:

It is the autumn of 1923, and you are on a cruise ship touring the atlantic ocean. One night, you meet a friendly stranger in the ballroom, and agree to retire to your room for afternoon tea. You are enjoying pleasant conversation and delightful foods when suddenly your new friend pulls out a knife and lunges towards you. In the panic, you manage to grab your cake fork and plunge it into the man's side in an attempt to defend yourself, but alas, as you look down you see that his knife is already deep in your stomach.

You awaken, looking over your corpse and your murderer from above, and watch on as your killer begins to cover the evidence. He takes the fork you used from your hands, and locks it away in an inconspicuous drawer in the corner of your room. You follow him, as he returns his knife to the kitchen, where, in a rush, he leaves it in the sink amongst other dirty cutlery. Finally, he drags your body down to the Engine rooms, where he finds a storage cupboard containing a pulley system which operates a revolving circuit of shelves. He stashes your body on a shelf, and maneuvers them until your body is out of sight.

A few hours after your grizzly murder, the ship detective is alerted of your absence from dinner. He sets out to find you, but you know that your body is hidden, as are the clues pointing to the attacker. You come to realise that your ghostly form holds a new potential you didn't notice at first.

You unlock three new abilities:

The power to push something

The power to possess a moving object

The power to draw someone's attention to a specific item

index	0									
text	The detective first moves to investigate your room and see if there are any clues to your disappearance. You realise you could use your powers to guide him towards the first clue; the cake fork you used in defense, locked in a drawer in the corner of the room.									
choices	<table><tr><td>text</td><td>index</td></tr><tr><td>Push the chest of drawers</td><td>1</td></tr><tr><td>Possess the lock to unlock</td><td>2</td></tr><tr><td>Illuminate the chest of drawers</td><td>3</td></tr></table>		text	index	Push the chest of drawers	1	Possess the lock to unlock	2	Illuminate the chest of drawers	3
text	index									
Push the chest of drawers	1									
Possess the lock to unlock	2									
Illuminate the chest of drawers	3									

index	1	
text	Your push moves the chest of drawers, catching the detective’s attention, but without further commotion he goes back to searching for clues.	
choices	text	index
	You realise you didn’t successfully draw the detective's attention to the fork	7

index	2	
text	The lock makes a satisfying click as it unlocks.	
choices		
	text	index
	Push the drawer open	4
	Illuminate the drawer	5

index	3	
text	The detective notices the antique chest of drawers and reminisces about the time he spent round his grandma's house, realising he was distracting himself he returns to searching for clues.	
choices		
	text	index
	You realise you didn't successfully draw the detective's attention to the fork	7

index	4	
text	The drawer slides open revealing its contents.	
choices		
	text	index
	Illuminate the fork inside the drawer	6

index	5	
text	He notices the drawer and the unusual engraving on the front, he wonders if this chest was made by Niles Tool Works in America.	
choices		
	text	index
	You realise you didn't successfully draw the detective's attention to the fork	7

index	6	
text	He notices the fork inside the drawer and the blood stained onto it. This must be a clue, he thinks to himself, and stashes it into an evidence bag.	
choices		
	text	index
	You successfully drew the detective to the clue	7

index	7	
text	You realise you can use your powers to guide the detective towards the relevant rooms. The next clue is hidden in the kitchen, the knife used to stab you. The knife is soaking in the water with the other cutlery from preparing the dinner for the guests. The water has become bloody from when the knife was dropped carelessly inside.	
choices		
	text	index
	Push the knife away from the others in the sink	8
	Possess the plug to drain the sink	9
	Illuminate the bloody water in the sink	10

index	8	
text	You push the knife but it just sinks back to the bottom and gets lost amongst the rest of them.	
choices		
	text	index
	You realise you failed to draw the detective's attention to the murderer's weapon	14

index	9	
text	You drain the sink and with it the blood that was tinting the water red.	
choices		
	text	index
	You realise you failed to draw the detective's attention to the murderer's weapon	14

index	10	
text	You draw attention to the water inside the sink, the detective notices and decides to walk over and investigate the fact that there is an unusual amount of blood for a standard kitchen.	
choices		
	text	index
	Push the knife away from the others in the sink	11
	Possess the plug to drain the water from the sink	12

index	11	
text	You push the knife but it just sinks back to the bottom and gets lost amongst the rest of them.	
choices		
	text	index
	You realise you failed to draw the detective's attention to the murderer's weapon	14

index	12	
text	The sink drains slowly, revealing the cutlery inside. The knife remains hidden under all the other cutlery.	
	text	index
	Push the knife away from all the others in the sink	13

index	13	
text	With the knife revealed, the detective notices the abnormally large knife and the red tinge to the blade. This may be evidence as well, he decides, placing it into an evidence bag.	
choices		
	text	index
	You successfully drew the detective to the murder weapon	14

index	14	
text	You guide the detective to the engine rooms, where your body is stashed on a high shelf in a storage cupboard.	
choices		
	text	index
	Push the door to the cupboard	15
	Possess the shelving system to tip your body off and onto the floor of the cupboard	16
	Illuminate the door to the cupboard	17

index	15	
text	You open the door to the storage cupboard.	
choices		
	text	index
	Possess the shelving system to tip your body off and onto the floor of the cupboard	18
	Illuminate the doorway	19

index	16	
text	Your body falls off of the shelves, landing heavily on the floor of the cupboard, blocking the doorway. The detective decides to investigate the commotion, but upon discovering he can't open the door, he gives up and walks away to continue his investigation.	
choices	text	choices
	You realise you failed to draw the detective to your body.	21

index	17	
text	You draw the detective's attention to the cupboard, which sparks memories of the empty closet in his grandma's house where he would make forts as a child.	
choices		
	text	index
	You realise you failed to draw the detective to your body.	21

index	18	
text	Your body falls from the shelves, landing heavily on the floor of the cupboard.	
choices		
	text	index
	Illuminate your corpse	20

Index	19	
text	You draw the detective's attention to the ajar cupboard. He walks over to investigate.	
choices		
	text	index
	Possess the shelving system so it tips off your body	21



index	20	
text	He sees your corpse as he approaches the cupboard. Upon further inspection of your body, he discovers a deep stab wound in your stomach *requires clue 2* which matches the knife you lead him to find in the kitchen.	
choices		
	text	index
	You successfully lead the detective to find your corpse.	22

index	21	
text	Your body falls heavily onto the floor of the cupboard, landing at the detectives feet, in shock he jumps backwards slightly. Upon further inspection of your body, he discovers a deep stab wound in your stomach *requires clue 2* which matches the knife you lead him to find in the kitchen.	
choices		
	text	index
	You successfully lead the detective to find your corpse.	22

index	22	
text	You next lead the detective to the ballroom where one of your friends, who saw who went with you to your room, is dancing. She could lead the detective to your killer. However the ballroom is packed and it is impossible for the detective to see her.	
choices		
	text	index
	Push her apart from her group	23
	Possess the chandelier's hook to make it fall	24
	Illuminate the mass of people dancing	25

index	23	
text	She stumbles apart from her group, slightly shocked she regains her balance and walks back towards them. There are too many people in the way for the detective to even notice the commotion.	
choices		
	text	index
	You realise you failed to get the detective to talk to your friend	29

index	24	
text	You release the system on the chandelier and it falls to the floor. Everyone jumps back in surprise as it crashes down, the room in disarray, giving the detective a clear sight line to your friends group.	
choices		
	text	index
	Push her apart from her group	26
	Illuminate the group she is in	27

index	25	
text	You draw his attention to the huge crowd of people in front of him. He thinks to himself, “Wow, this ballroom is absolutely packed, I didn’t even know there were this many people on the ship.”	
choices		
	text	index
	You realise you have failed to get the detective to talk to your friend	29

index	26	
text	She stumbles apart from her group, as she is about to trip over backwards the detective, without even really thinking, moves to catch her.	
choices		
	text	index
	Illuminate her	28

index	27	
text	He notices the extravagant group of people all looking concerned about the now destroyed chandelier in the centre of the room. The detective sighs with relief that no one was hurt in the commotion.	
choices		
	text	index
	You realise you have failed to get the detective to talk to your friend	29

index	28	
text	The detective grabs her just in time to stop her falling, and as she is regaining her balance he notices that he saw you and her together earlier in the night. He decided to ask her about it, she says she remembers you leaving with a man called Christopher Oxford. The detective decides it's time for a little chat.	
choices		
	text	index
	You successfully lead the detective to your friend	29

index	29								
text	<p>The detective strides confidently up to the door of Christopher Oxford and knocks loudly. The man who recently stabbed you opens the door with a small smile on his face and a clean pressed white shirt. "How can I help you?"</p> <p>"I'm here looking for clues regarding the disappearance of one Mary Norman"</p> <p>"Oh really, I was with her just a few hours ago, is everything ok?" he enquires in a concerned voice.</p> <p>"I'm just here to investigate, is it ok if I come in?"</p> <p>"Of course."</p> <p>The detective strides past him into the room.</p> <p>You know that to incriminate him you need to reveal the wound you left on his side with the cake fork.</p>								
choices	<table> <tr> <th>text</th><th>index</th></tr> <tr> <td>You can push his toiletries off the shelf</td><td>30</td></tr> <tr> <td>You can possess the tap and make it explode</td><td>31</td></tr> <tr> <td>You can illuminate the side of Christopher's body</td><td>32</td></tr> </table>	text	index	You can push his toiletries off the shelf	30	You can possess the tap and make it explode	31	You can illuminate the side of Christopher's body	32
text	index								
You can push his toiletries off the shelf	30								
You can possess the tap and make it explode	31								
You can illuminate the side of Christopher's body	32								

index	30	
text	The loud crash in the bathroom causes the detective to pause and investigate the bathroom instead. Christopher walks in and starts picking up the toiletries that are cluttered all over the floor.	
choices		
	text	index
	You can possess the tap and make it explode water over Christopher	33
	Illuminate the side of Christopher's body	34

index	31	
text	The tap explodes and sprays water all over the bathroom. In surprise the two men walk over to the bathroom, and Christopher, making sure to not get his shirt wet, manages to stop the spraying water.	
choices		
	text	index
	You realise you failed to get the detective to notice the wound	36

index	32	
text	The detective notices the clean press of the shirt and the fact that it must have been changed recently, but decides not to investigate further.	
choices		
	text	index
	You realise you failed to get the detective to notice the wound	36

index	33	
text	The tap explodes and water drenches Christopher, making his shirt go transparent, revealing the wound you left earlier with the cake fork.	
choices		
	text	index
	Illuminate the wound on Christopher's side	35

index	34	
text	The detective notices the clean press of the shirt and the fact that it must have been changed recently, but decides not to investigate further.	
choices		
	text	index
	You realise you failed to get the detective to notice the wound	36

index	35	
text	The detective notices the new wound on Christopher’s side *requires first clue* “That matches the fork that was hidden in Mary’s room!” The detective exclaims.	
choices		
	text	index
	You successfully lead the detective to wound on his side	36

## Index 36 - ending screen:

### No clues

\_\_\_\_\_:The detective still believes you're missing and has no idea where you could have gone. As the cruise has come to an end and he has found no clues or leads, he is forced to abandon the investigation, leaving your murder unknown and unsolved.

### One clue

1 \_\_\_\_:As you've only led the detective to one of the clues, the bloody cake fork, he still believes you're missing, although suspects that something more sinister may have happened to you. Nevertheless, with no other clues or leads to follow, he is forced to abandon the investigation, leaving your murder unsolved.

\_ 2 \_\_\_\_:As you've only led the detective to the bloodied knife in the kitchen, he still believes you're missing, and with no further clues, there is nothing to suggest that there's anything unusual afoot. With no other clues to look into, he is forced to abandon the investigation of your disappearance.

\_\_ 3 \_\_\_\_:You've only led the detective to your body. As a result, he knows that you've been murdered, but has no other clues to lead him to suspect anyone. As the cruise has come to an end and there are no other leads to follow, the detective is forced to abandon his investigation into your murder.

\_\_ \_ 4 \_\_\_\_:You've only led the detective to the man you were last seen with, but as neither your body nor any other clues have been discovered, he doesn't suspect anything sinister has occurred. As the cruise has come to an end and there are no other leads to follow, the detective is forced to abandon the investigation, leaving your murder unsolved and your killer to walk free.

### Two clues

1 2 \_\_\_\_:You have led the detective to both the bloody cake fork and knife. These are suspicious, and leads him to suspect that one or both of them has been used as a weapon, and are involved in your disappearance. However, with no suspects, other leads, or body, there is nothing else for him to look into, so he is forced to abandon the investigation, leaving your disappearance unsolved and allowing your killer to walk free.

1 \_ 3 \_\_\_\_:You have led the detective to the bloody cake fork and to your body. Therefore, he knows you have been murdered, and suspects that the cake fork had something to do with your murder, but has no other leads to point him to a suspect or murder weapon. With no other clues to follow, he is forced to abandon the investigation, leaving your murder unsolved and allowing your killer to walk free.



1 \_ \_ 4 \_ : You've led the detective to the cake fork and the person you were last seen with. He still doesn't know that you have been murdered but he suspects something is afoot. However without proper evidence he can not arrest the man so he gets away scot free.

\_ 2 3 \_ \_ : You've led the detective to both your body and the knife that was used to kill you. He knows how you were murdered, but by whom... Without further evidence he must drop the case and allow it to go cold.

\_ 2 \_ 4 \_ : You led the detective to the murder weapon and the last person you were seen with, however, without significant links between the two, the detective dismisses it without further questioning.

\_ \_ 3 4 \_ : You have led the detective to your dead stashed body and the last person you were seen with, which is enough evidence to hold him for questioning. After many hours of intensive interrogation he has to be let free on the basis that evidence was not conclusive.

\_ \_ \_ 4 5 : You've led the detective to the man you were last seen with and the wound you inflicted upon him. However, after a calm explanation from your killer, the detective decides to move his investigation back to trying to find you. After a few more questions regarding where you could of gone, he excuses himself to look again.

### Three clues

1 2 3 \_ \_ : You've led the detective to the bloody cake fork, the bloody knife, and your hidden body. From this he knows that you have been murdered, what weapon the killer likely used, and that you put up a fight in self defense, so the culprit likely has a wound. However, with no clues that point him towards a suspect, he has no idea who could have killed you, allowing your killer to walk free.

1 \_ \_ 4 5 : You've led the detective to the cake fork you used in self defense, the man you were last seen with, and the wound you inflicted on your killer. He suspects that your killer played a sinister role in your disappearance, but as he hasn't discovered your body or the murder weapon, he doesn't realise that you are dead. He holds the man in custody for his connection to your disappearance, but with no further evidence to prove that he did anything to you, the detective is forced to allow him to walk free.

1 2 \_ 4 \_ : You've led the detective to the cake fork, the knife, and the man you were last seen with. As he hasn't discovered he body, he is unaware that you are dead, and without seeing the wound you inflicted on your attacker with the cake fork, he cannot clearly link him to your mysterious disappearance. Despite suspecting the man knows something about what happened to you, with insufficient ties between him and the other clues, the detective is forced to release him, allowing your murderer to walk free.

\_ 2 3 4 \_ :You've led the detective to the knife, your body, and the last person you were seen with. He knows you have been murdered, has found the murder weapon, and suspects that the man you were last with played a role in your murder. The man is detained for suspicion of murder, but with no clues that directly tie him to your death, the detective has no choice but to let him walk free.

\_ 2 \_ 4 5 :You've led the detective to the knife, the person you were last with, and the wound you inflicted on him with the cake fork. Without finding the cake fork, the detective has no reason to suspect him being involved with your disappearance, so continues to investigate other leads.

\_ \_ 3 4 5 :You've led the detective to your body, the person you were last seen with, and the wound inflicted upon them with your cake fork. The detective decides to arrest him on suspicion of your murder. However, after intensive questioning in custody, the detective decides that he wasn't involved, so allows him to go free.

Four clues

1 2 3 4 \_ :You've lead the detective to the cake fork, the knife, your body, and the last person you were seen with. This is enough evidence to cause the detective to hold your killer for questioning. All the clues point towards him being the murderer and the detective decides that this is sufficient proof that he murdered you. You caught your murderer! You can now peacefully pass to the afterlife, with no more unfinished business keeping you in the mortal realm.

1 2 \_ 4 5 :You've led the detective to the cake fork, the knife, the last person you were seen with, and the wound you inflicted on your killer. However, as he hasn't found your body, he is unaware that you are dead. The rest of the evidence is enough for him to suspect that the man caused your disappearance, and probably assaulted you, leading him to arrest him, albeit for a far less serious crime than the one with actually occurred. His punishment is far less severe than it should have been considering the circumstances. By the time the ship gets to dock the smell of your body attracts attention and all the pieces are put together. His sentence changes drastically from prison to the death penalty.

1 \_ 3 4 5 :You've led the detective to the cake fork, your body, the last person you were seen with, and the wound you inflicted on your killer with the cake fork. Despite not having the murder weapon, the detective concludes that this is sufficient evidence to prosecute the man for your murder. Once back on dry land, he is sentenced to the death penalty for his crime, and your soul is free to move onto the afterlife.

\_ 2 3 4 5 :You've led the detective to the knife, your body, the last person you were seen with, and the wound you inflicted on him. From this evidence, the detective realises that your killer is guilty, and is able to prosecute him for your murder. Once back on dry land, he is sentenced to the death penalty for his crime, and your soul is free to move onto the afterlife.

Five clues

1 2 3 4 5 :You've successfully led the detective to all of the clues! He is able to prosecute your murderer, and once the boat docks again, your killer is sentenced to death for his crime. With no more unfinished business trapping you in the mortal realm, you are free to move on to the afterlife, leaving your soul at peace. NOICE

Artwork:

