Characters

* Player (enter your own name)
  + A realistic, rational person. A bit sad.
* Vinh (meaning: glory)
  + Daring, a bit brash. Loves creepy stuff. Depending on the choices made throughout the game, he will offer himself to be used in the engineer’s experiment.
* Alex (meaning: protector of mankind)
  + Timid and does not want to go anywhere near the house but does it for the others. Very kind and generally cheerful girl. Wouldn’t hurt a fly.
* Kiyoko (meaning: child of a happy generation)
  + Appears to be a teenager as well but is actually in her 20s. A mad genius who wants to make a joy machine. It uses the same methods used by Robert Heath and Jose Delgado, which involve electrodes and remote control of the brain. She regrets not finishing the experiment right the first time so that her parents could use it. She makes it her goal to make others happy instead.
* Kiyoko’s brother (deceased)
  + Suffered from depression (or some other disease that Heath/Delgado tried to treat with the electrotherapy). Engineer first tests it on him with the promise that he will be happier, but it goes wrong and he dies from overstimulation.
* Kiyoko’s parents (deceased)
  + Kiyoko primarily wanted to make her parents happier. They did not really love each other and fight sometimes. Her mother had depression. Her mother ends up committing suicide after her son dies and her father abandons her.

Endings

1. Death (Various ways to die)
2. You and your friends are used in experiment. (if you don’t fill the requirement for ending 4 nor 3)
3. You escape alone. (Other two volunteer - if you don’t consult your friends enough but picked up knife and screwdriver)
4. You and your friends escape. (Kill Kiyoko and remove key from her stomach - if you picked up the knife and the screwdriver)
5. Secret ending (everyone lives) (if you go down to the basement)

Plot

The player and the two NPC friends decide to go to the abandoned house, which is rumored to be haunted. People in town have reported screaming from the area. The player is skeptical about the existence of supernatural beings but Vinh convinces them to look at the house. Upon entry the door is locked so they must look through the house to find a key. After being unable to find the door key on the first floor, the player and friends look through the first floor by themselves to find something to break the locks on the stairway with. On the second floor, they find a girl who also appears to have been wandering the house. She says someone left her here but when she went to escape the locks were put up. She joins the other three in looking around the third floor. They still fail to find the door key, but solve the puzzle to find the attic key. In the attic, they find a fully functioning laboratory. The girl tries to trick them into sitting in the contraptions. The player and friends discover she actually lived in this house with her family a decade ago but has been isolated ever since. There are various ways to end the game.

Rooms

Key:

**Interactive objects**

*Items that can be picked up*

Items needed to observe to progress

***Dialogue/Plot Event***

Basement

* Laundry room. Memoirs of the family.
  + Secret ending obtained by finding the basement

First Floor

There is a lock connecting to several chains on the stairway. You cannot find the key. (Find a sledgehammer in a toolbox, which has a combination padlock. You cannot knock down the front door. It’s layered with steel. The windows are stuck and made of maxi glass.)

* Foyer
  + 2 spiderwebs, 1 spider
* Living Room
  + Couch
  + Armchair
    - 2 ticks crawl onto your hand
    - If you touch it again you die
* Dining Hall
  + Table
  + 4 Chairs
  + Fireplace
    - 1 spider
    - If you crawl in, you die
  + **Painting**(s)
    - ***2 formal paintings (parents, brother), 1 child’s painting (Kiyoko)***
    - # chairs
    - # books
    - # arachnids
  + Kitchen
    - **Toolbox** (Code: 777)
      * *Sledgehammer*
      * *Crowbar*
      * *Screwdriver*
    - Fridge (empty)
    - Sink
    - Drawers
      * *Knife* (only found if you look a second time)
* Bathroom
  + Toilet
  + Mirror
    - stuff
  + Bathtub
    - **Drain** (is something here?)
  + Spiderwebs
    - 1 spider
* Library
  + Soft chair
  + Shelf 1
    - 3 golden spined books
    - ***A science text about Jose Delgado***
  + Space (death)
  + Shelf 2
    - 2 golden spined books
    - ***A children’s tale***
  + Shelf 3
    - 1 golden spined book
  + Desk
    - Chair
    - Diary, which has a golden spine
      * ***Kiyoko’s brother’s spiraling depression***
    - Encyclopaedia open to a page about scorpions (2 photos)
      * If you touch it you die
  + Door to Basement (it’s partially hidden)
    - You can only enter if you come back from the 2nd floor
    - After finding Kiyoko

Second Floor - I will write the specifics of this one as I go...

* Kiyoko’s bedroom
  + You can only get the key from this room after saying the correct thing to Kiyoko (conversation prompted after finishing puzzle in brother’s room)
  + **Attic Key**
  + Joint bathroom
    - (*clue for puzzle*)
* Brother’s bedroom
  + (**puzzle)**
  + ***The characters find Kiyoko here.***
* Parents’ bedroom (has two beds)
  + (*clue for puzzle*)
  + Parents’ bathroom
* Computer Room
  + ***Read about scientist Robert Heath***
  + **Loose ceiling tile**
  + (*clue for puzzle on computer screen*)

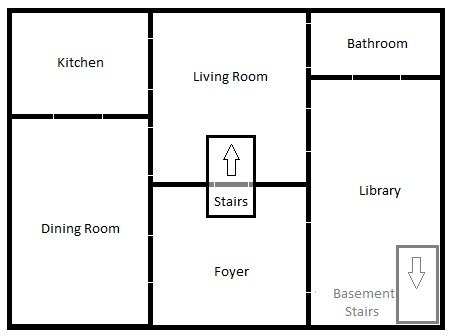
Attic

* Laboratory and a cot. Kiyoko sleeps up here. Doesn’t keep her own room clean to keep the impression that it is an abandoned place.

Swain, Frank. “Remote / Control.” *How to Make a Zombie: The Real Life (and Death) Science of*

*Reanimation and Mind Control*, Oneworld Publications, London, 2013, pp. 113–141.

First Floor



Second Floor

