The Unnatural History Museum

Game Guide

Nick Boren Photography ©

Alex Yang, Courtney Stuart, Dani Garcia-Pozo, Michael Monoc, Sophie Belnap

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Premise

The Protagonist

The player moves through the game as the protagonist, a college student in the Pacific Northwest with a niche major in American folklore. One day near the end of the semester you come across a flyer with an ad for a job opening. It's a security guard position, based in a museum dedicated to all things cryptic and mythological. You were looking for a summer job anyway, and this sounds like the perfect way to spend your summer.

The Setting

It is 1983 when the protagonist arrives for their first shift at the Unnatural History Museum. The museum is tucked away in the misty woods of Spoons, Oregon. However, not everything is as it seems. When you arrive for your first night shift, you can't find your new boss, the eccentric Mr. Nogard, anywhere, and as night approaches, you can't shake the feeling that something isn't quite right with the museum... When the sun finally sets, you learn that it's all a front...in reality, the museum is a sanctuary for cryptids! Now you must explore this new space, solve puzzles, and aid the cryptids in various quests, all the while trying to juggle your responsibilities as the one and only security guard! And will you find friendship (and, perhaps, even love?) along the way?

Critical Path

Main Characters
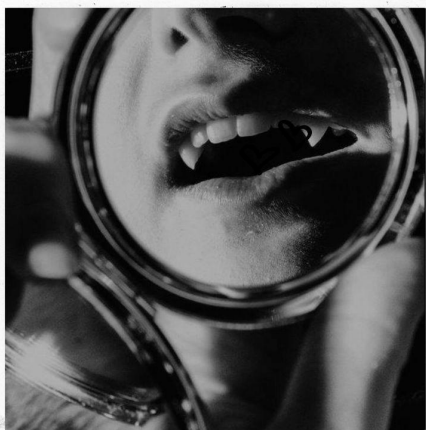
Victoria Mae

Victoria Mae

Vampire from the antebellum South, grew up on wealth, manners, and transatlantic accents. Struggles with vanity and modern cultural relevance.

Pearl

Born in Atlantis, Pearl ran away from home after struggling with fitting in. Help her discover her true value outside of her identity as a mermaid.

Pearl ♡♡

Josh

Just your average bigfoot, Josh is a forest dwelling being with a penchant for carpentry. More than anything he desires a deeper connection with others.

JOSH

Em

The museum's elusive mothman, Em is elusive and mysterious, and more than anything craves the warmth that can only be achieved with proximity to bright lights.

✦⋆ mothman ✦⋆

Side Characters

Nogard

Your boss, he communicates with you through only slightly cryptic letters.

Chimera

A living statue on the first floor who believes she's been slighted by history

Alfred

Victoria Mae's butler, and companion. Alfred doesn't seem to understand volume

Fur-Bearing Trout

A barbershop quartet of fish in Pearl's pond. What are they doing in saltwater?

Jackie

A Jackalope who bounds around Josh's forest habitat, companion to the resident bigfoot

Complications

Dialogue

The player must navigate dialogue with the creatures of the museum in order to build relationships. Some dialogue options will aid in that quest, some will be damaging. To successfully build relationships the player will need to distinguish these options, and choose options that suit their goals.

Puzzles

Puzzles connected to each cryptid provide opportunities for players to earn larger quantities of relationship points. Puzzles vary in what is required to complete them successfully. Some are location based, others are verbal puzzles.

Conclusions

Positive

If the player is consistently successful in the accumulation of relationship points through dialogue, puzzles, or a combination, they will be able to further pursue a relationship with a chosen cryptid.

Negative

If the player does not collect enough relationship points they will face consequences from Nogard for being an insufficient and unfriendly employee.

User Interface
&
Navigation

Set Up

To play the game, download the zip file and open it. There will be items inside that file, another folder labelled "assets" and an html file. Click the html file to run in browser.

Twine Format

Twine is navigated through hyperlinks embedded in the page. Simply click on links to move through the story. Some links are ways to move through the museum, others represent dialogue options.

Backpack

The backpack is a list of every item the player has in their inventory at a given moment. It can be viewed by clicking the "backpack" button on the side menu

Save Files

Save files allow the player to come back to their game at a later time without losing their progress. There are two types of saves within the game. To save within one session simply slick the "save" button on the side menu and then chose an empty slot. Click "save" to mark your place. You can save up to 8 times throughout the game. These saves are only able to be accessed as long as the game is open in browser.

To save more substantially the player can save to their computer by clicking "save to disk" at the bottom of the save screen. This downloads an html file that can be uploaded at any point by clicking "load from disk"

Citations
&
Credits

Citations

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Credits

Alex Yang - Researcher, coder

Courtney Stuart - Writer

Dani Garcia-Pozo - Writer

Michael Monoc - Coder

Sophie Belnap - Researcher, Narrative Designer