RECESS: Confidential [SAMPLE WALKTHROUGH]

**Scene**:

You are a fourth grade student standing in the your Elementary School Hallway during recess. Just before you were released for recess, your teacher announced that the class gerbil had gone missing. She was extremely upset by this and threatened the class with detention for the rest of the week if no one came forward to confess. The bell rang before anyone could speak, so everyone ran out to the playground. You joined them in the initial sprint but as you ran out you noticed that no one else seemed to take the situation seriously, so you take it upon yourself to solve this untimely crime. You need to find out who committed the crime, why he or she did it, and bring that information to your teacher in the classroom by the end of recess. If you fail, everyone in the class will get detention. If you succeed, only the guilty party will get detention. If you do extremely well, everyone will get a pizza party (with the exception of the guilty party).

**HALLWAY PRINT**:

The hallway has access to every room but some are locked. The doors you can see lead to [The Classroom], [The Gym], [The Nurses’ Office], [The Playground], [The Science Lab], [The Teachers’ Lounge], & [The Cafeteria].

Your options:

1. Enter The Classroom
2. Enter the Gym
3. Enter the Nurses’ Office
4. Go outside to the playground
5. Enter the Teacher’s Lounge
6. Enter the Science Lab
7. Go into the Cafeteria

**YOU SELECT OPTION A**

As you enter the classroom, you pass a class roster. You look around the room and take in the environment. An alphabet banner lines the ceiling, you see rows of desks, and books on bookshelves. As you look in greater detail you can see your teacher sitting at her desk reading a book quietly. In the back corner of the room, you see the gerbil’s empty cage. Sitting in the desk next to it, you see Jeremy Townsend, a shy boy in your classroom that prefers to stay inside during breaks and solves puzzles.

Your options:

1. Examine the EMPTY CAGE
2. Examine the STUDENTS’ DESKS
3. Examine the TEACHER’S DESK
4. Talk to JEREMY TOWNSEND
5. Talk to the TEACHER
6. Examine the CLASS ROSTER
7. Go back out to the hallway

If a) You walk over to the empty cage and see that the cage door has indeed be left open. You notice stuck on the wire, a PIECE OF TYE-DYED CLOTH.

If b) You find gerbil food in Lucy Zastophil’s desk.

If c) As you walk towards the teacher’s desk to examine it, she looks up at you and gives you a cold stare. You shy away.

If d) You walk over to Jeremy Townsend and strike up a conversation.

1. **USER**: Hey Jeremy, do you know stole the gerbil?

If a) **JEREMY**: I do {USER}! If you beat me at Tic-Tac-Toe, I’ll tell you. Do you wanna play? (Y/N):

**USER**: Y

*GAME START*:

If player win ->  **JEREMY**: Congratulations! Here is the information you seek.

**YOU RECEIVE A NOTE FROM JEREMY WHICH READS:**

**“I SAW LUCY ZASTOPHIL OPEN THE CAGE AT 9:42”**

If player lose -> **JEREMY**: Sorry. Try again?

**USER**: N

**JEREMY**: Ok, have a nice day.

1. **USER**: Sorry to bother you, I’ll leave.

If b) **JEREMY**: Ok, have a nice day.

If e) You walk over to the teacher and strike up a conversation.

**TEACHER:** “Hello {USER}, how may I help you?

1. **USER**: I know who stole the gerbil.

If a) **TEACHER**: Oh, already? Tell me.

1. Adam Jacobs
2. Bryce Balin
3. Becky Barnett
4. Jered Kropholler
5. Tanner Laramie
6. Jessica Nathenson
7. Red McGuffin
8. Jeremy Townsend
9. Judy Wrench
10. Lucy Zastophil
11. **USER**: May I have a hall pass?

If b) **TEACHER**: I’m sorry, {}. No.

1. USER: Uh, sorry to bother you. Nevermind

If b) **TEACHER**: Oh alright. Enjoy your reccess.

If f)

CLASS ROSTER:

Adam Jacobs

Bryce Balin

Becky Barnett

Jered Kropholler

Tanner Laramie

Jessica Nathenson

Red McGuffin

Jeremy Townsend

Judy Wrench

Lucy Zastophil

If g) You leave the classroom.

**YOU TRY ALL THE OPTIONS AND KNOW THAT LUCY STOLE THE GERBAL BUT YOU DON’T KNOW WHY YET. YOU END BY SELECTING F) AND GOING BACK OUT INTO THE HALLWAY.**

**HALLWAY REPRINT**

**YOU SELECT OPTION B TO ENTER THE GYM**

**GYM PRINT**:

As you walk into the gym, you are immediately hit by the smell of sweat and bleach. You hold back your breath and examine the room. You don’t see much of consequence aside from the wooden floor, bleachers, & basketball hoops.

Your options:

1. Explore gym
2. Leave gym.

**YOU SELECT OPTION B**

**HALLWAY REPRINT**

**YOU SELECT OPTION C TO GO THE NURSE’S OFFICE**

**NURSES OFFICE PRINT:**

You enter the Nurse’s office to find it vacant. Surrounding you is a sterile environment of gauze, disinfectant, and charts. A lone plastic skeleton stands resolute in the corner. A sick note rests unattended on her desk.

Your options:

1. Examine the note

If a) NOTE READS

10:00 AM - Please excuse Tanner Laramie’s tardiness today. He was at the dentist’s office.

1. Leave the Nurses Office

If b) You leave the Nurse’s office.

**YOU EXAMINE THE NOTE AND THEN SELECT B TO LEAVE.**

**HALLWAY REPRINT**

**YOU SELECT D TO GO OUT TO THE PLAYGROUND:**

The door’s to the outside world gust open to the warmth of daylight… and freedom. You want to relish in the glory of the sun but you remember your task at hand and look around. You see your classmates enjoying themselves in blissful ignorance (or perhaps knowing guilt) that one of their classmates is guilty of a crime most heinous. Off to the side of the playground you see the sixth graders playing cards amongst themselves in the shade of the willow tree.

Your options:

1. Examine the playground
2. Talk to the sixth graders

a) **USER**: Hey sixth graders, do you know stole the gerbil?

If a) **SIXTHGRADER**: No. But I do know who had access to the cage. If you beat me at Blackjack, I’ll tell you. Do you wanna play? (Y/N):

**USER**: Y

*GAME START*:

If player win -> **SIXTHGRADER**: Congratulations! Here is the information you seek.

**YOU RECEIVE A NOTE FROM SIXTHGRADER WHICH READS:**

Gerbil Crew: The following students have keys to the gerbil cage to help take care of it.

Jered Kropholler

Tanner Laramie

Jessica Nathenson

Red McGuffin

Lucy Zastophil

If player lose -> **SIXTHGRADER**: Sorry. Try again?

**USER**: N

**TICTACTOE**: Ok, have a nice day.

b) **USER**: Sorry to bother you, I’ll leave.

If b) **SIXTHGRADER**: Ok, have a nice day.

1. Go back inside

If c) You leave the warmth of the day to re-enter the prison of school.

1. Talk to Lucy Zastophil

If d) You walk over to Lucy Zastophil and see that she is wearing a tie-dyed shirt which has the word “PETA” on the front.

1. **USER**: Hello Lucy, Did you take the gerbil?

If a) **LUCY**: I’ll never tell.

1. **USER**: Nevermind.

Additional options for other students. Maybe put some of them in gym instead.

Adam Jacobs

Bryce Balin

Becky Barnett

Jered Kropholler

Tanner Laramie

Jessica Nathenson

Red McGuffin

Jeremy Townsend

Judy Wrench

**YOU SELECT B:**

**HALLWAY REPRINT**

**YOU SELECT C TO ENTER THE TEACHERS’ LOUNGE:**

**TEACHERS’ LOUNGE PRINT:**

IF PASS NOT AWARDED YET:

You are treading in dangerous waters. You sneak quietly towards the door to the teacher’s lounge and look at the sign on the door.

NO STUDENTS ALLOWED WITHOUT HALL PASS

You decide not to tempt fate and step into the hallway.

IF PASS AWARDED:

You enter the teacher’s lounge with full confidence in your abilities. With your hall pass, you are invincible. You are slightly disappointed that there are no teachers present so that you can prove your abilities. Alas, you get past this and continue on. You look around to see run down furniture covered in coffee stains. A half-eaten birthday cake rests on the counter in the back and you feel like you spied a mouse nibbling on it before scurrying off. On the tables in front of you is an opened letter.

Your options:

1. Eat the cake

If a) You’re disgusting!

1. Read the letter

If b) LETTER READS

Mrs. Crabtree, I must profess my utmost fear for our dear gerbil’s life. Red McGuffin is a boy of questionable character and I have seen him antagonise dear Lemiwinks on multiple occasions. If you let him take him home for the weekend, I fear that he may not make it back to school on Monday alive.

1. Leave the room

If c) You leave the teacher’s lounge.

**YOU DO NOT YET HAVE THE TEACHER’S PASS SO YOU ARE UNABLE TO ENTER THE ROOM. YOU MUST GET A PASS FIRST**

**HALLWAY REPRINT**

**YOU SELECT F TO ENTER THE SCIENCE LAB:**

**SCIENCE LAB PRINT**:

You try to quietly open the door to the Science Lab but it creaks open with a groan. You cringe hoping that no one heard, but unfortunately Ms. Frizzle heard your noisy entrance. She welcomes you into the room where you step past rows of blacktop desks, erlenmeyer flasks, vials, and an assortment of other alarming things.

Your options:

1. Talk to Ms. Frizzle

a) **USER**: Hello Mr. Jones, could I have a Hall Pass?

If a) **Ms. Frizzle**: I will you can pass this quiz. Do you want to take it? Y/N

**USER**: Y

*GAME START*:

If player win -> **Ms. Frizzle**: Congratulations! Here is your hallpass.

**YOU RECEIVE THE HALLPASS**

If player loose -> **Ms. Frizzle**: Tough luck. Try again? Y/N

**USER**: N

**Ms. Frizzle**: Okay, I’ll see you around.

b) **USER**: Sorry to waste your time, I’ll be going now.

If b) **Ms. Frizzle:** Okay, I’ll see you around.

1. Leave the room

If b) You go back into the Hall Way

**YOU PLAY THE GAME AND GET THE HALL PASS. YOU THEN SELECT B) AND GO BACK TO THE HALLWAY.**

**HALLWAY REPRINT**

**WITH HALL PASS IN HAND, YOU RE-ATTEMPT THE TEACHERS’ LOUNGE. YOU GET IN AND GET THE SECRET LETTER LEFT ON THE DESK. AFTERWARDS, YOU STEP BACK INTO THE HALLWAY. FROM HERE YOU DECIDE TO ENTER THE CAFETERIA.**

**CAFETERIA PRINT:**

The smell of today’s lunch greets your nostrils: pizza. Your mouth waters but your time is limited. You look around and see that the cafeteria is empty save for a few cooks working tirelessly in the background preparing the day’s meal. You look for things relevant to your case and only see small handwritten sign near the cook’s station.

Your options:

1. You read the sign

If a) THE SIGN READS:

STUDENT ALLERGIES:

Bryce Balin - Peanuts

Judy Wrench - Olives

Becky Barnett - Gerbils

1. You leave the room

If b) You go back out to the hallway.

**NOW WITH ALL THE INFORMATION YOU NEED AND ALL PLACES EXPLORDED YOU GO BACK TO THE TEACHER AND WIN YOUR PRIZE**