Scene 1: “Takeoff”

Balloonist: \*Yawn\*

[scene fades in from black]

Balloonist: Good morning Tiddles!

Tiddles: \*happy merp\*

[sun rises into view]

Balloonist: Gosh, what great weather for a ballooning. Maybe I’ll actually make it to work today.

[player gains control of character, is able to turn lights on and off (useless) and move between rooms]

[phone rings]

Balloonist: Huh, this is an early time to call. I wonder who that could be?

[player must move to the kitchen to answer the phone]

Balloonist: Hello hello, this is your good morning fellow!

Phoneline: Hello. We need you at the factory today, a new job has just come in.

Balloonist: Ah, a new job. Exciting I hope. What’s it about?

Phoneline: I’ll tell you when you arrive. And you **must** arrive today, so fly carefully!

Balloonist: Alrighty, I’ll be there!

[phone clicks]

Balloonist: Phew! Sounds like an exciting day is in store, ay Tiddles?

Tiddles: \*happy meow\*

Balloonist: Haha, you said it! Looks like we’re in a hurry though, best get moving.

[player must collect items from around the house and take them outside to the balloon]

Balloonist: Alrighty Tiddles, all set?

Tiddles: \*happy meow\*

Balloonist: Great! Let’s go!

[player now learns the balloon controls: tether, un-tether, ascend, descend, and wind direction]

[player must take off and navigate wind to take them north towards the factory]

[scene is now fixed to travel mode]

Scene 2: “The Farm”