

Cinemáticas

Expresiones (diseñados por Nanxi Qin)

Protagonista



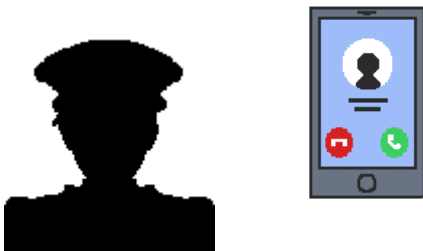
Rival



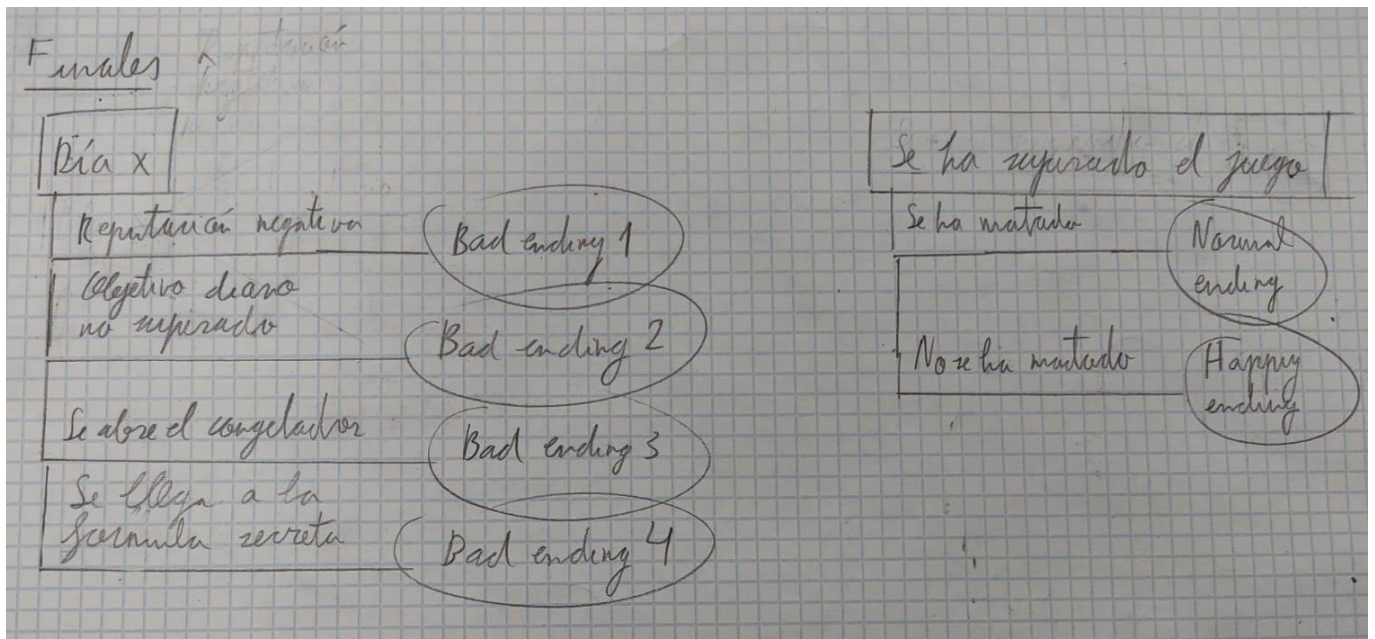
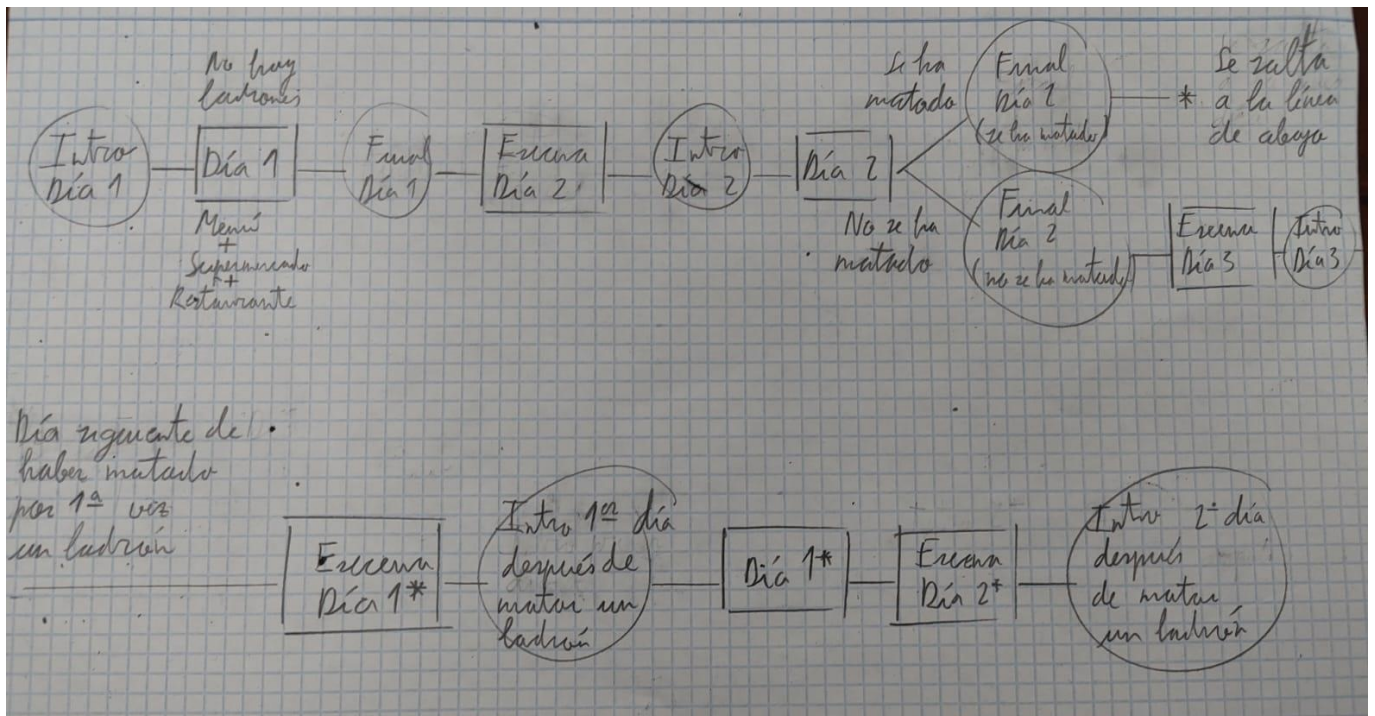
Padres



Otros



Flujo



Introducción Día 1

Diseño: NANXI

Programación: NANXI

Lugar: Casa

Interlocutores: Protagonista, padres

PROTAGONIST: Hi, mom, hi, dad.

PARENTS: ... (No response)

PROTAGONIST: Tomorrow is the restaurant's grand reopening. I have butterflies in my stomach, I hope everything goes well. I have taken up this business for you, it was your dream for me to inherit it after all.

PARENTS: ... (No response)

PROTAGONIST: I know there's still a lot of work left to do, I'm also aware that it looks nothing like it did before, but I'll make sure to work hard until it does.

PARENTS: ... (No response)

PROTAGONIST: All I want is to make you guys happy, I want to make you two proud.

----- *FUNDIDO EN NEGRO* -----

Today is the day of the inauguration, I hope everything goes well. I'll make sure to notify my pops' old friends. They were all really excited about this, so they'll surely come to say hi.

Final Día 1

Diseño: — no hace falta —

Programación: **JIANUO**

Lugar: Casa

Interlocutores: Protagonista

Wow, this was way more exhausting than I thought it would be. This must have been tough for my parents... Poor them, the things they had to leave behind because of me...

Introducción Día 2

Diseño: **MARÍA**

Programación: **JIANUO**

Lugar: Casa, restaurante, despensa

Interlocutores: Protagonista, rival

(The phone is ringing; the protagonist picks it up)

PROTAGONIST: Hello? Who is this?

RIVAL RESTAURANT'S OWNER: Hi, -protagonist's name-.

PROTAGONIST: Who is this?! How do you know my name?

RIVAL RESTAURANT'S OWNER: You can ask your parents, I'm sure they will remember me.

PROTAGONIST: Why? Do you want anything from them?

RIVAL RESTAURANT'S OWNER: Have they not talked to you about me? Did they think I would have forgotten about your dear restaurant after all these years?

PROTAGONIST: I know you; I know the type of guy you are. My parents have told me everything about you.

RIVAL RESTAURANT'S OWNER: You know what I want then, I'm also sure you know I'll do anything to get my hands on it, should you not give it to me willingly.

PROTAGONIST: You have really underestimated me if you think you'll break me the same way you broke my parents. I will never yield to the likes of you! I will never close this place down!

RIVAL RESTAURANT'S OWNER: That is exactly what your parents said at first, look at how that worked out for them.

PROTAGONIST: Come for me then! You do not scare me! Come a...-!

(RIVAL RESTAURANT'S OWNER hangs up the phone).

Who does he think he is!? How dare he try to mess with ME! Whatever, I need to calm down. Mom, Dad, I hope I don't do anything I'll regret later...

// SE PUEDE QUITAR LO QUE HAY DEBAJO

PROTAGONIST: (After the thieves appear) What was that noise?! What's going on in the pantry?

PROTAGONIST: (After going to the pantry and approaching the intruder) What are you doing here!? Get out! (THE PROTAGONIST shoves intruder 1)

PROTAGONIST: (Going towards intruder 2) You too! Go away! (THE PROTAGONIST kicks intruder 2) Mom, Dad, I don't think I'll be able to control myself. I need to breathe.

PROTAGONIST: (Going towards intruder 3) What are you doing here!? I thought I told you to never come back! (THE PROTAGONIST slams the intruder into the ground and starts hitting him until he goes away) Mom, Dad! I'm not sure I'll be able to tolerate this any longer.

PROTAGONIST: (A fourth intruder appears, THE PROTAGONIST decides to kill him): YOU ARE NOW GOING TO LEARN THE CONSEQUENCES TO YOUR ACTIONS, YOU SHOULD HAVE NEVER COME HERE (THE PROTAGONIST throws the intruder into the ground. They start slamming the intruder's head into the floor until a thin string of blood springs from his head) Huff, huff... What have I done!? I killed him... What am I going to do now? The freezer. Yeah. I'll hide

him there. Wait, maybe I could... No, no. That would be madness. I don't know what to do... The restaurant comes first... The intruders will be the main dish.

Final Día 2 (se ha matado a un intruso)

Diseño: — no hace falta —

Programación: **JIANUO**

Lugar: Casa

Interlocutores: Protagonista, rival

What have I done!? What are mom and dad going to think of me? I'm sure they'll be angry at me, but it's not like I can lie to them, that would disappoint them. I'm sure they'll understand I'm doing this for them.

ANSWERING MACHINE FROM RIVAL RESTAURANT'S OWNER One of my employees hasn't come back. I don't know what you've done with him, but I'll be sure to make you pay if you've hurt him. Watch your step, you will not be safe in that "restaurant" of yours.

Final Día 2 (no se ha matado a ningún intruso)

Diseño: — no hace falta —

Programación: **MATT**

Lugar: Casa

Interlocutores: Protagonista

Ooof... I didn't think he would be serious about his threats. It doesn't matter though, let them come, I'll kick them all out. I'll do this for mom and dad, the restaurant will be open, I'll make sure of it.

Introducción Día 3 (no se ha matado ningún intruso)

Diseño: **JIANUO**

Programación: **JIANUO**

Lugar: Casa

Interlocutores: Protagonista, padres

PROTAGONIST: Mom, dad, today was a tough day. Our rivals have threatened me. I wanted to hurt them so badly, but I held back, for you. I promised I would never hurt anyone or anything again.

PARENTS: ...

PROTAGONIST: I know this was the right choice. I hope I can continue to keep my word, no promises though...

PARENTS: ...

PROTAGONIST: The business is going well. If I can keep this up, I'll soon be able to renovate the place.

PARENTS: ...

PROTAGONIST: Don't worry, I won't completely change it, I'll just upgrade it. I'll make sure it keeps its identity; this place is yours after all.

Introducción primer día después de haber matado un ladrón

Diseño: NANXI

Programación: NANXI

Lugar: Casa

Interlocutores: Protagonista, padres

PROTAGONIST: Mom, dad, I wasn't able to hold back. I promised you I wouldn't hurt a living being ever again, but I broke my promise.

PARENTS: ...

PROTAGONIST: It was for a good reason. You two loved the restaurant, it was so important to you, I need to protect it.

PARENTS: ...

PROTAGONIST: Family always goes first, it's what you taught me... I had to cross the line, it was for a good reason, I can't let the restaurant close.

PARENTS: ...

PROTAGONIST: I Will do as I promised, I won't let anyone laugh at this place... Not while I'm alive.

Introducción segundo día después de haber matado un ladrón

Diseño: NANXI

Programación: NANXI

Lugar: Casa

Interlocutores: Protagonista, padres

PROTAGONIST: Mom, dad, I wanted to talk to you about all the murders. I know what I'm doing is wrong, but at least their body will have a purpose even after their death.

PARENTS: ...

PROTAGONIST: I know, I know, killing people is bad. Do you really think I feel no remorse?

PARENTS: ...

PROTAGONIST: Don't complain so much, it was thanks to them that I learned how to cook.

PARENTS: ...

PROTAGONIST: Look, I know you won't understand me, but I'm sure you'll be grateful down the line. You taught me family always comes first, so I will do anything to keep this family going.

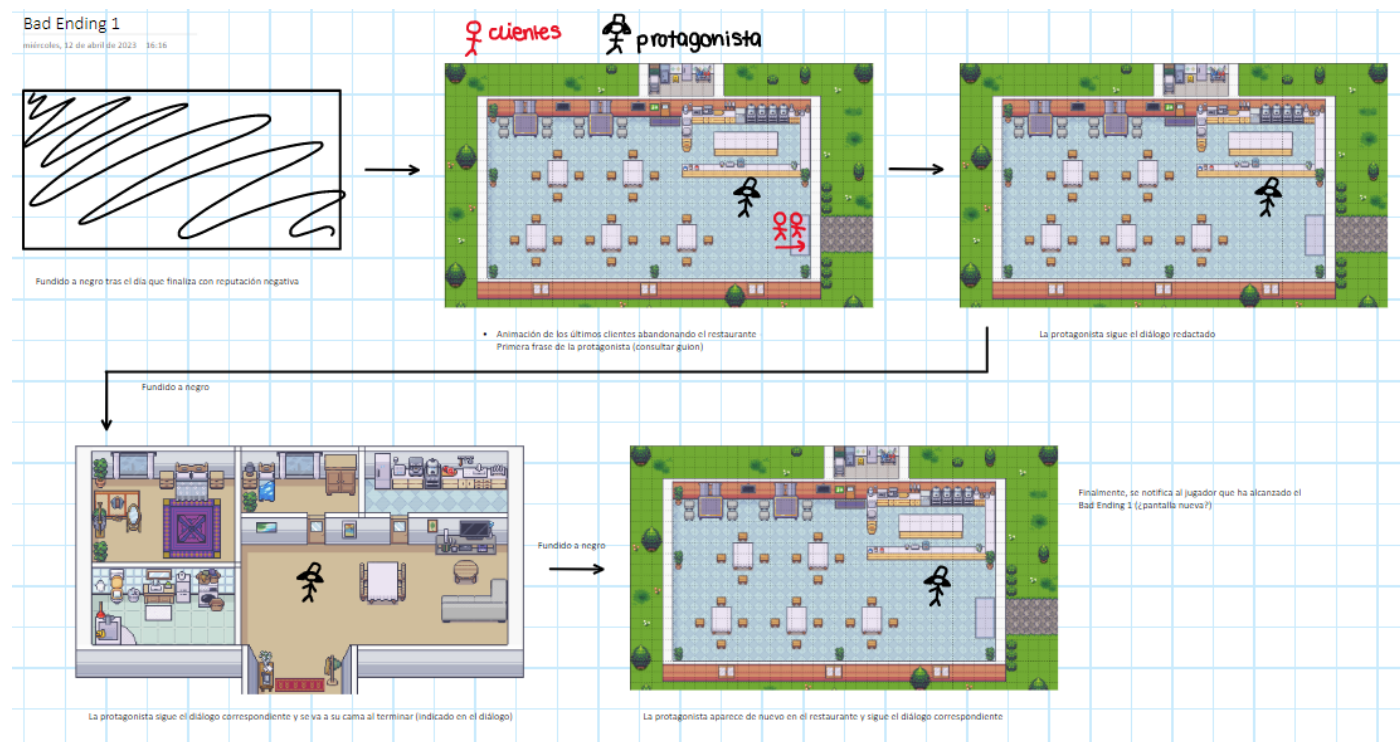
Bad ending 1 (reputación negativa)

Diseño: **MARÍA**

Programación: **JIANUO**

Lugar: Restaurante, casa

https://ucomplutense-my.sharepoint.com/:o/g/personal/marsache_ucm_es/Eh9O_VTQII5Ap9J2DuMpLuIBCwG-Z55WqSzPyhQhfis0uA?e=bdCIWn



Interlocutores: Protagonista, rival

(El último grupo de clientes abandona el local.)

PROTAGONISTA: (Mirando a los clientes) Where are you going? Are you done already? Please, come back!

PROTAGONISTA: (“De cara a la cámara”) Oh... No... What have I done...?

PROTAGONISTA: Calm down, maybe it’s not that bad. Tomorrow will be a whole new day.

(La PROTAGONISTA vuelve a casa. En la próxima escena, la PROTAGONISTA aparece en casa. Poco después, comienza a sonar el teléfono.)

PROTAGONISTA: (Tras coger el teléfono) Hello?

DUEÑO DEL RESTAURANTE RIVAL: Long time no talk... I hope you still remember me.

PROTAGONISTA: You again!? Leave me alone already!

DUEÑO DEL RESTAURANTE RIVAL: Calm down, I won’t waste your time. I just called to check on your business.

PROTAGONISTA: Why? Are you jealous?

PROTAGONISTA: My business is going incredibly well. A lot of clients come to try my food, and they always leave smiling happily.

DUEÑO DEL RESTAURANTE RIVAL: Really...? I'm not sure about that...

PROTAGONISTA: What are you talking about?

DUEÑO DEL RESTAURANTE RIVAL: Somebody told me your restaurant sucks. People who try eating there never come twice, and your reputation is just getting worse.

PROTAGONISTA: (En silencio por un momento) ...

PROTAGONISTA: Haha! Do you think you're going to make me feel bad by saying a couple of stupid phrases? Don't make me laugh...

PROTAGONISTA: My restaurant is succeeding. Life's good, I'm not going to let you ruin my project.

PROTAGONISTA: And stop calling me!

(La PROTAGONISTA cuelga el teléfono.)

PROTAGONISTA: How annoying...

PROTAGONISTA: Well, I should rest. Tomorrow is going to be a busy day.

(La PROTAGONISTA se va a descansar.)

(La PROTAGONISTA aparece en el restaurante al día siguiente. Tras unos instantes, se da cuenta de que no ha entrado ningún cliente en todo el día.)

PROTAGONISTA: What is happening...? Why is no one coming?

PROTAGONISTA: (Mira a su alrededor, como buscando a alguien.) ...

PROTAGONISTA: Maybe that annoying bastard was right... Maybe this is the end...

PROTAGONISTA: Dad... Mom... I've let you down...

PROTAGONISTA: I failed at trying to give the business another go...

PROTAGONISTA: I'm sorry... I'm so sorry...

PROTAGONISTA: ...

PROTAGONISTA: I guess I'll have to close the restaurant again.

(Aviso de que se ha alcanzado el BAD ENDING 1.)

Bad ending 2 (no se ha conseguido el objetivo diario de dinero)

Diseño: MUXU

Programación: MATT

Lugar: Casa, Restaurante

Interlocutores: Protagonista, banco, padres

(La PROTAGONISTA se queda tras el cierre de ese día en el restaurante. Es de noche. Se encuentra tras la caja registradora.)

PROTAGONISTA (*scared*): Oh, no. Oh, f*ck.

PROTAGONISTA: It's not enough money. I won't be able to pay my mortgage.

PROTAGONISTA: I failed.

PROTAGONISTA: After all the work and effort I've put on rescuing my beloved restaurant...

PROTAGONISTA: Is this the end?

PROTAGONISTA (*furious*): Even though I had to sell my kidney it wasn't enough!!!

PROTAGONISTA (*furious*): I hate capitalism.

PROTAGONISTA: Well... there's little I can do now. I'll go home by now.

(Mientras hace el recorrido desde la caja registradora hasta la entrada del restaurante, hay un fundido en negro. Se cambia de escena. La PROTAGONISTA aparece abriendo la puerta de casa desde fuera y entrando. Sigue siendo de noche. Entra en la habitación de sus padres. Se coloca a los pies de la cama.)

PROTAGONISTA (*sad*): I'm so sorry, Mom and Dad, I can't afford to pay the loan to the bank.

PROTAGONISTA: Despite selling my kidney and some of your organs too, I failed.

PROTAGONISTA: ... I'm going to rest. Good night, parents.

(Fundido en negro. La escena queda totalmente en negro. Se escuchan sonidos de pájaros que indican que es de día.)

TELÉFONO: (*haciendo un sonido de vibración*). * RING * * RING *

PROTAGONISTA: ...

TELÉFONO (*insistentemente*): * RING * * RING * *RING *

PROTAGONISTA (*furious*): (*sonido de descolgar el teléfono. A la misma vez que lo descuelga:*)... ... !!! Shut up!!

BANCO: Pardon?

PROTAGONISTA (*anxious*): Oh... eh... sorry...

BANCO: We remind you of your past due loan.

BANCO: We may proceed with the foreclosure of your establishment.

BANCO: Good morning, miss.

TELÉFONO (*sonido de fin de conversación*): * CLICK *

PROTAGONISTA (*shocked/surprised*) : ...???

PROTAGONISTA: NOOOO!!!

PROTAGONISTA (*crying*): My restaurant, my beloved restaurant.

----- SI SE HA MATADO -----

(Nota: Si se ha matado se añade esta línea y se continúa abajo. Si no, se salta esta sección y se continúa abajo)

PROTAGONISTA (*anxious*): AND THE CORPSES! THEY'LL FIND ALL THE CORPSES!!! Oh no, I'm doomed.

(Vuelve a aparecer de fondo la casa, ya de día. La protagonista se encuentra mirando hacia la puerta de salida, en medio del recibidor.)

PROTAGONISTA: I must hurry or I will lose all that's important to me.

(Se cambia de escena al restaurante. Sigue siendo por la mañana. La PROTAGONISTA se encuentra delante de la puerta del restaurante, por donde suelen entrar los clientes.)

PROTAGONISTA (*manic*): If it can't be mine, it won't be anyone else's.

(El restaurante se prende en llamas mientras de fondo suena una risa siniestra. Fundido en negro mientras sucede lo anteriormente descrito.)

(Aviso de que se ha alcanzado el BAD ENDING 2)

Bad ending 3 (se abre el congelador)

Diseño: MUXU

Programación: MATT

Lugar: Casa, despensa

Interlocutores: Protagonista, policías, ladrón

IMPORTANTE QUE EN LA CONVERSACIÓN SE DESCUBRA QUE LA PROTAGONISTA FUE QUIEN MATÓ A SUS PADRES

(Esta escena salta tras un sonido que indica que se ha abierto el congelador y un ladrón ha descubierto un cuerpo.)
(Se muestra la despensa, donde aparece un LADRÓN frente a la nevera abierta. Se puede ver la sangre dentro y en el suelo. La PROTAGONISTA no está.) (Se enfoca solamente a la nevera, el ladrón y alrededores.)

LADRÓN: !!!!!!!

(La cámara se mueve para enfocar la entrada a la despensa, donde aparece la PROTAGONISTA, quieta y de espaldas al jugador.)

PROTAGONISTA (scared): ...oh ...no

(Breve pausa) (La cámara hace efecto de reducir zoom y enfoca ahora a toda la despensa).

PROTAGONISTA (anxious): You saw nothing, right?

LADRÓN (very scared): ...

PROTAGONISTA (maniac): I'M GOING TO KILL YOU!!!

(El LADRÓN corre hacia la salida de la despensa, la PROTAGONISTA le sigue. Siguen el recorrido siguiente:)



(La cámara hace un enfoque al LADRÓN empezando a correr. Luego, hace lo mismo con la PROTAGONISTA. Después vuelve a la posición normal que enfoca a toda la despensa. Ambos personajes siguen cada uno su ruta. El LADRÓN se cae en la X de su recorrido. A la vez, la PROTAGONISTA se detiene en la X del recorrido verde y saca un cuchillo. Empieza a sonar música metal con fuego y llamas, como en el trailer. Justo ahí, el LADRÓN se levanta y sigue corriendo, siempre más adelante que la PROTAGONISTA. Ella le sigue hasta que ve que el LADRÓN ya ha salido a la calle y se detiene en el círculo verde. A los segundos empieza a sonar una sirena de policía. Aparece un POLICÍA que entra a la despensa apuntando con una pistola a la PROTAGONISTA.)

Sin acabar aun

Bad ending 4 (se accede a la fórmula secreta)

Diseño: **MARÍA**

Programación: **MARÍA**

Lugar: Despensa, casa

Interlocutores: Protagonista, noticias televisión, dueño del restaurante rival

https://ucomplutense-my.sharepoint.com/:o/g/personal/marsache_ucm_es/Eh9O_VTQII5Ap9J2DuMpLuIBCwG-Z55WqSzPyhQhfis0uA?e=CJymhK

Nota: cada línea de diálogo debe ir por separado a la hora de mostrarse por pantalla.

(En la despensa. Aparece el ladrón alcanzando la vitrina con la fórmula secreta.)

PROTAGONISTA: (Entra en la despensa, estando demasiado lejos como para detenerlo.) Stop! Don't move!

LADRÓN: (Hojea el libro con la fórmula secreta, junto a la vitrina.)

PROTAGONISTA: I told you to stay still!

(La PROTAGONISTA trata de acercarse, pero el ladrón escapa rápidamente.)

PROTAGONISTA: Hey! Come back here, you thief!

PROTAGONISTA: Damn... He's already gone.

PROTAGONISTA: ...

PROTAGONISTA: I should go back to work... I hope my clients are not alarmed... I was kind of noisy...

(La PROTAGONISTA abandona la despensa. Fundido a negro.)

(Se informa textualmente al jugador: "Por la noche, unos días después...")

(Aparece la PROTAGONISTA en su casa, viendo la televisión.)

TELEVISIÓN: Up next, local business news!

TELEVISIÓN: Today we will be talking about a restaurant that has been succeeding lately.

PROTAGONISTA: !!!

TELEVISIÓN: Its charismatic owner gave us the chance to share a lovely interview with him.

TELEVISIÓN: Welcome to our program!

DUEÑO DEL RESTAURANTE RIVAL: It's a pleasure.

PROTAGONISTA: WHAT!?

PROTAGONISTA: (Hablando mientras suena la televisión de fondo.) This can't be true... How did he get there...? My restaurant is much more successful...

DUEÑO DEL RESTAURANTE RIVAL: We finally made it.

DUEÑO DEL RESTAURANTE RIVAL: All of these years trying new recipes and techniques have finally paid off.

TELEVISIÓN: What a wonderful place!

TELEVISIÓN: Without a doubt, this is a restaurant worthy of its fortune.

PROTAGONISTA: But... That place... Is completely brand new.

PROTAGONISTA: ...

PROTAGONISTA: Wait a minute... That book in the back...

PROTAGONISTA: ...

PROTAGONISTA: (Horrorizada.) That's my recipe book!

PROTAGONISTA: That book is my parents' hidden treasure!

PROTAGONISTA: Having that book in his possession, he will discover all of my family's cooking secrets...

PROTAGONISTA: Is that the reason why his restaurant is succeeding now...?

PROTAGONISTA: It can't be. That doesn't mean anything. That book won't make him better than me.

PROTAGONISTA: I've been cooking those dishes for a long time... I obviously do it much better!

TELEVISIÓN: And that's all! Please, say goodbye to the most wealthy and prosperous business in the city.

PROTAGONISTA: What a liar... My restaurant is so much better than that.

PROTAGONISTA: (Se levanta y camina hacia el armario de su habitación hasta posicionarse frente a él.) I'll check the bills...

PROTAGONISTA: (Revisando sus cuentas.) ...

PROTAGONISTA: It can't be...

PROTAGONISTA: The number of customers that come to my restaurant has been declining... Just like my income...

PROTAGONISTA: Then... What was announced on TV was true...?

PROTAGONISTA: No...

PROTAGONISTA: I can't give up yet!

PROTAGONISTA: I have to keep going! I'll do it for my parents!

PROTAGONISTA: (Sonriendo con determinación.) I won't let them down.

PROTAGONISTA: I'll prepare everything for tomorrow.

PROTAGONISTA: (Cogiendo cosas del armario.) ...

PROTAGONISTA: I have... no money left...?

PROTAGONISTA: Oh, no...

PROTAGONISTA: So this is the end... Dad, mom...

PROTAGONISTA: I'm sorry...

(Aviso de que se ha alcanzado el BAD ENDING 4.)

Normal ending (se ha pasado el juego y ha matado)

Diseño: MUXU

Programación: JIANUO

Lugar: Casa

Interlocutores: Protagonista, padres

(La PROTAGONISTA, cansada, entra a la casa después de varios días de trabajo ininterrumpido. Se para justo después de entrar, de espaldas al jugador. Resopla y se ríe histérica. Después, se dirige a la habitación de sus padres.)

PROTAGONISTA: Mom, dad... I've finally done it. After all...

PROTAGONISTA (*proud*): I'm proud of myself, everything's fine now.

PROTAGONISTA (*maniac*): I can now tell that those ENVIOUS and CRUEL thieves, who worked for the ones that wanted our precious and perfectly-preserved secret formula, are ALL dead.

PADRES: ...

PROTAGONISTA (*furious*): And because of that, I'm now able to show you that this formula we've been talking about is just blank. It's not the same formula you used to know...

PROTAGONISTA: ...that was trash, a mere useless piece of paper so I threw it away before the great reopening of the restaurant.

PROTAGONISTA (*maniac*): I burned it into ashes!!!

PROTAGONISTA: I fooled everyone into thinking it was important so they would come for it and then...

PROTAGONISTA: I would KILL them and use them as a secret ingredient.

PROTAGONISTA (*maniac*): That is the real secret.

PADRES: ...

PADRES:

PROTAGONISTA (*scared*): Why don't you say something?

PROTAGONISTA (*still scared*): Are you mad with me??

(La PROTAGONISTA se pone nerviosa, pegando un pequeño saltito; luego, camina 4 pasos rápidos hacia la izquierda, otros 4 también rápidos a la derecha y se detiene, mirando en esa misma dirección.)

PROTAGONISTA (*still scared*): Did I do something wrong? Do you still love me?

(Vuelve a ponerse en movimiento, esta vez hacia abajo lentamente, 3 pasos y se detiene. Se queda mirando en esa dirección.)

PROTAGONISTA (*furious*): ... Do you mean you are disappointed with me? But... WHY???

PROTAGONISTA (*Confused*): I don't get it. Should I have killed more people?

PROTAGONISTA (*surprised*): Or...

(Se gira y avanza hasta posicionarse justo a los pies de la cama de sus padres.)

PROTAGONISTA (*furious*): Are you saying you are no longer by my side?

(Avanza hacia la izquierda y hacia arriba, esta vez para posicionarse junto al lateral de la cama de sus padres y se gira hacia ellos.)

PROTAGONISTA (*sad*): I thought I could trust you. I guess I was wrong.

(Después de esa última frase, sale de la habitación de los padres y se dirige a la entrada de la casa. Abre la puerta y se queda parada mirando hacia el exterior. Un haz de luz se cuela por la apertura, reflejándose en ella y dejando tras de sí una larga sombra siniestra.)

PROTAGONISTA (*without any expression*): Stupid mannequins.

PROTAGONISTA: I should have made you not just to resemble my parents but to talk just like them.

PROTAGONISTA (*sad*): Mom, Dad, I miss you so much. I wish you were here now.

(Sale de la casa y cierra la puerta. Al poco rato suena la bocina de un coche y unas ruedas derrapando al frenar. La escena se va fundiendo en negro a la vez que en un momento dado suena un sonido típico de accidente por atropello).

(Aviso de que se ha alcanzado el NEUTRAL/NORMAL ENDING)

Happy ending (se ha pasado el juego y no ha matado)

Diseño: **MARÍA**

Programación: **MATT**

Lugar: Casa

Interlocutores: Protagonista, padres

https://ucomplutense-my.sharepoint.com/:o/g/personal/marsache_ucm_es/Eh9O_VTQll5Ap9J2DuMpLuIBCwG-Z55WqSzPyhQhfis0uA?e=iO5uNR

Nota: cada línea de diálogo debe ir por separado a la hora de mostrarse por pantalla.

Nota: el género masculino usado para nombrar a los trabajadores (camareros, guardias...) ha sido escogido con el único fin de nombrar a personajes no tan significativos. En ningún momento se pretende discriminar u ofender al usar únicamente el género mencionado anteriormente. Gracias por su comprensión.

(Fundido a negro tras el día en el que se han terminado de superar los días necesarios y no se ha matado a nadie.)

(La PROTAGONISTA aparece dormida en su cama al día siguiente [animación de dormir]. Acto seguido se levanta de la cama y se acerca a la ventana para mirar a través de ella.)

PROTAGONISTA: Another wonderful day ahead.

PROTAGONISTA: The sun is out, the birds are singing... And it looks like it's warm outside!

PROTAGONISTA: ...

PROTAGONISTA: If I'm right, I should already have enough money to improve the restaurant...

PROTAGONISTA: Luckily, I will be able to hire waiters!

PROTAGONISTA: I still cannot believe I'm fulfilling my dream...

(La PROTAGONISTA se acerca a la puerta de la habitación de sus padres.)

PROTAGONISTA: (orgullosa) Mom! Dad! Did you hear that?

PROTAGONISTA: I knew I would make it... Hahah!

(Siguiendo escena: en el restaurante, aparece una animación de la zona de la barra y cocina aumentada (vista más cercana). Un(a) camarero(a) se acerca a la barra y recoge un plato para ir a servirlo. Mientras, la PROTAGONISTA cocina algo.)

(Siguiendo escena: en el restaurante, aparece una animación de dos de las mesas del restaurante aumentadas (vista más cercana). En ellas se ven dos grupos de clientes y, en una de ellas, un camarero sirviendo la comida. Poco después, aparece el camarero que recogió anteriormente el plato y lo sirve a la mesa contraria a la antes mencionada.)

(Siguiendo escena: en la despensa, aparecen dos guardias alrededor de la fórmula secreta.)

(Siguiente escena: aparece el restaurante al completo. Hay muchos clientes repartidos por las mesas de la estancia, además de tres camareros y la PROTAGONISTA. El local está decorado con guirnaldas y globos.)

PROTAGONISTA: Thank you all so much for coming to the restaurant's reopening.

PROTAGONISTA: I hope you are enjoying the food. We prepared everything with lots of love!

PROTAGONISTA: I wouldn't have been able to make it without all of your visits.

PROTAGONISTA: Thank you for coming to eat here. I hope you don't get tired of doing so!

PROTAGONISTA: Well, I won't bother you anymore. Enjoy your meal!

(Suenan aplausos y la escena acaba con un fundido en negro.)

(Aviso de que se ha alcanzado el HAPPY ENDING.)