**Script.**

The player begins the game from the first person perspective of the mc staring out from the prow of the ship into a blizzard, the wind ramps up.

Sailor: Brace for impact!

Sailor: You’d best join the captain on the bridge now sir.

Player objective: Join the Captain on the bridge

The player must travel up the metal stairs and along the gantry to reach the bridge of the ship, this is the players first introduction to movement this is hindered by the waves crashing over the sides of the ship threatening to wash away the PC.

Introduction to Hiding mechanic.

The threat generated from the waves will force the player to hide in storage rooms while the wash subsides this will teach the player that person size hiding places are interactive. It will also introduce the player to peeking through the crack or keyhole to check it is safe.

Once the player joins the captain on the bridge.

Captain: Get below deck and ensure the cargo is secure.

MC: Sir!

Captain: Take my direct steam lift, the doors sometimes a little stiff.

Player Objective: Take the steam lift to the hold and ensure the cargo is secure.

Introduction of stuck door mechanic

When the player reaches the door they find it stuck and will have to repeatedly hit a button to free up the handle. When the player enters the steam lift a cloud of steam will be issued to indicate the lifts departure and it will travel down.

As the player opens the door at the bottom having to repeat the same procedure as with the one above, they emerge into the cargo hold the hold consists of a long corridor with storage nooks along the side a large door at the end of the hall is slightly ajar there is another passage to the left with a closed door at the end. As the player moves down the hall tension is built using sounds of movement getting louder as you approach the gas lamps begin to flicker as you reach the door as you peer into the room the artefact is in the centre its broken box and chains discarded on the floor, glowing a deep crimson red a scamper flickers across the room in two blinks of darkness as the lamps flicker and go out a noise from the scamper and a look to let the player know they have been noticed.

Introduction of Scampers Stare

The players view is transfixed on the scamper as it moves towards them they must break free of the influence of the scamper to be able to slam and lock the door. Loud bangs come from the other side of the door

Player Objective: Return to the Captain via the steam lift.

as the player reaches the lift there is a massive crash followed by everything flying around the room then there is two loud crashes as other parts of the ship are broken in the collision.

Player Objective: Find another way to communicate with the Bridge.

The player can then proceed to the door to the left of the storage hold door this door will require the same sort of treatment as before with the steam lift doors.