**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

Introduction to Movement controls.

Once the player joins the captain on the bridge.

Captain Mandrake: My Nautical compass is on the fritz again.

MC: Sir!

Player Objective: Calibrate the nautical compass.

Introduction of Repair Puzzles.

Once the compass is repaired the captain speaks again.

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

MC: Sir!

Captain Mandrake: 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 with the iceberg.

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 to open.

As the player enters the next room the intercom crackles into life with the voice of the captain

Captain Mandrake: Birch do you read me? Report!

MC: Reporting sir, I am situated outside the cargo room, The steam lifts are inoperable.

Captain Mandrake: Is the Cargo secure!

MC: it is now sir, but when I arrived the door was unlocked and something was inside I’ve secured the door and trapped it inside.

Captain Mandrake: Good work soldier, however many of the ships systems are offline we are stranded until the ships systems are up and running again it also mean we can’t get to you if we need. You must bring them all back online The first system that is offline is the bilge pumps it is vital that these are brought online to drain the lower levels of water and gain access to the engine and other vital systems.

MC: Yes Sir understood.

The player is directed towards the bilge pump engine level