What Happened Johnson

For PC
Rating: R

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Story and Gameplay

Game Story

Some scouts disappeared in the mountain. You, a journalist named Johnson, have to make a newspaper article about them. You will need to make an investigation in the mountain and try to find all of the scouts, whatever happened to them. But you will soon realize that they all are dead. You need to put all the pieces of the mystery together and understand what happened.

BURNT - OUT SCOUTS PLAN FETE

The 5th Knox Scout Group will hold a carnival and fete at Maguire Park, Boronia, from 9am to 9pm on July 20 to raise funds to rebuild their scout hall which was recently destroyed by fire.

Among the many attractions are a Ferris-Wheel, a Moonwalk, a trampoline, books, comics, balloons and plant stall as well as a White Elephant-Jumble Sale.

There will be a decorated bike competi-tion with two attractive prizes, one for the winning boys and one for the best girl's bike.

Everyone can enter this competition and the entry fee is only 25c payable on the day and judging will start at 12 noon at the car-nival.

The committee is negotiating further attrac-tions including a judo demonstration, mini train and dodgem cars.

Refreshments will also be available with ham-burgers, hot dogs, fairy-floss, tea, coffee, soft drinks, cakes, lollies etc.

Unlike major disasters, where publicity and public support is plentiful, all fund-raising in this case is done the hard way. The committee is still seeking further help with some of their stalls. Donations of any kind are most welcome.

By donating it to the jumble sale you may well not only support the rebuilding of the scout-hall but you also make another happy buyer.

Any further information is available from the com-mittee members by ringing one of the following numbers: Mrs Pat Lawson (Secretary) 762 2775, Mrs Joan Morse 231 1119, Mrs Francis Bell 729 9137, or Frits Tiekink (President) 231 2271.

Our photo shows section of the fire-destroyed hall.

Game Play

In *What Happened Johnson*, the player have to walk in the wild near the scouts camp, and try to find clues to understand each death. To do that, the player have a notebook composed of two different parts:
- The first one with 3 columns, one already filled with the name of all scouts missing, and two others empty, that the player must fill with keywords. Those two columns represent the place and reason of death of each child. A keyword is unlocked when the player find clues about a place or a reason of death of a child.
- The second one is a recap of every information you have, basic information on each scout you had before starting the investigation, and every clues you found during the investigation.

There are 10 scouts missing, and you need to search about all of them to make the best article and have the best ending possible, but some troubles can happen, in this wild forest some beast prowl and you are just a journalist that cannot fight but can only run. The game will have a day and night cycle, and the beast will only appear during the night.

If you die, another journalist who's also named Johnson will go searching for the scouts, and you will play this new Johnson, but you have to search for the notebook which contains all of your previous information. When you pick up the notebook, you will get back all the unlocked keyword, but one line will be stained by some blood that will make it impossible to read and thus won't be considered good at the end of the game.

When you think you ended your research, you can go back to your car and leave this place to see if you're a good journalist or not.

Character

In *What Happened Johnson*, you play as Johnson, a journalist that needs to investigate in some forest. Your boss ask you to do this job and because it's your first one, he will judge you by the quality of your report, that's why Johnson is ready to take a lot of risk, if necessary, to make a good article.

During the game, when you found a clue, self-remarks will appear informing the player of some information about the investigation but also about Johnson.

Johnson is not a hero, just some journalist that tries to do his job, so he will sometimes have funny lines and sometimes more serious or concerned remarks.

Game Play

The game is a puzzle game with some features of an adventure game.

The player must explore the world to find clues, and collect them; then he must deduct of them what happened. To help him, he have a notebook that compile all of his information. He must also take care of the bear during the night (the bear attack on sight), it will have some routine pattern so if the player pay attention, he can easily avoid it.

There is only one story, but the player may not finish the game in only one try. Because in the game, you must find information about all the ten disappeared scouts. To finish the game, the player will have to use a lot of information to assemble them and recreate a good story.
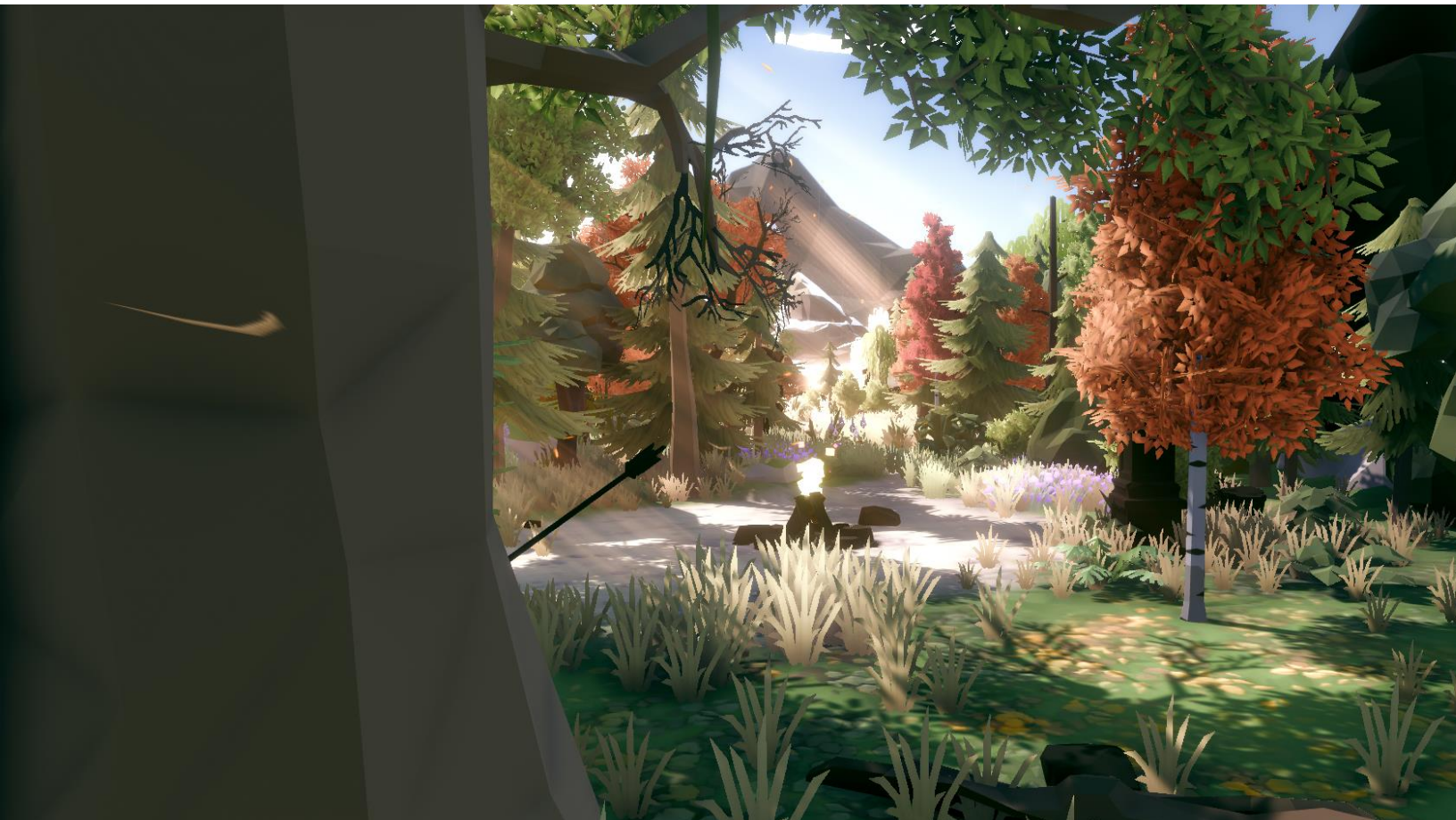
Game world

The action takes place in a world very similar to ours, but more precisely in a forest. The main characteristic about that forest is that it contains different types of environment: basic forest, swamp mountain, a river, and some glades.

But, in that forest also live some wild animals, that will appear during the night. The player has no other choice but to avoid them.
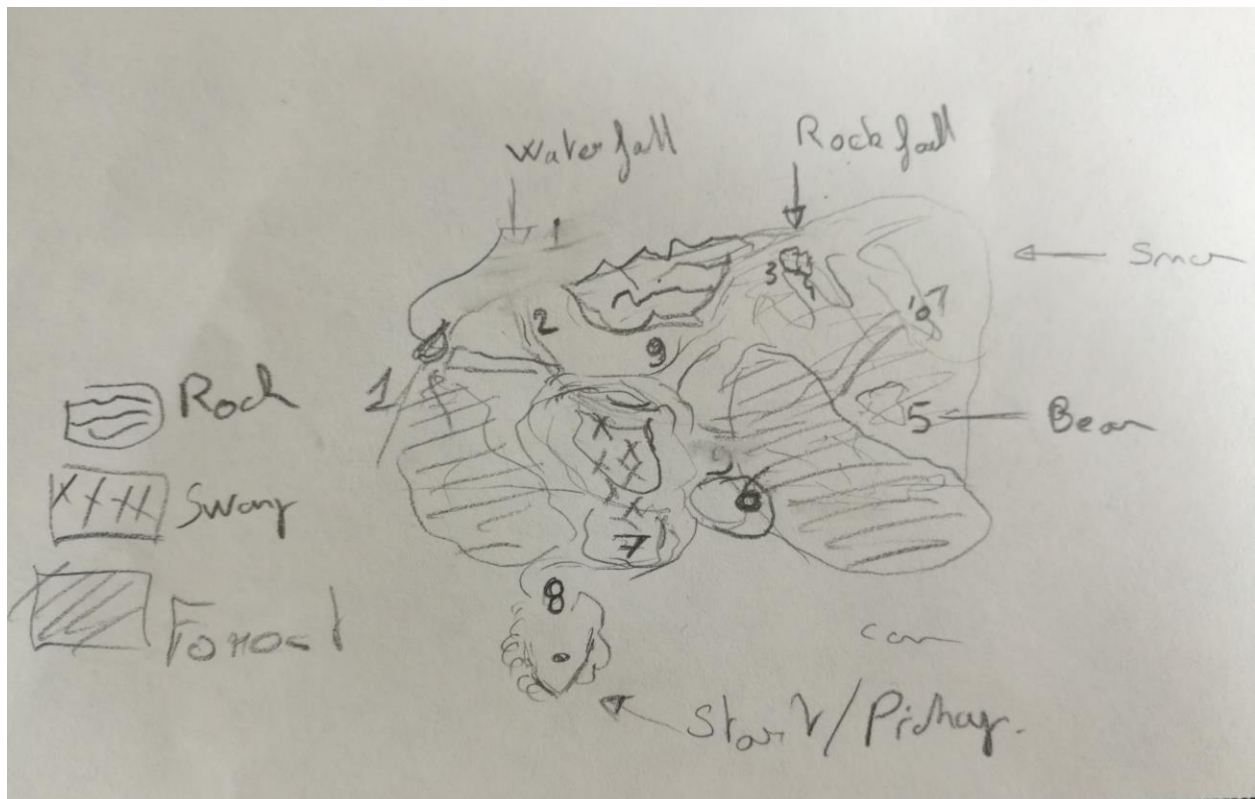
Game Experience

The general feeling of the game will be thrilling because the player is investigating some crime scenes, but there will be some humorous or horrific events throughout the gameplay, created by the different moods of the environment and the Johnson's remarks.

When the game starts, the player will hear the voice of his boss asking him to investigate the scout camp, and will finished with the famous "What happened Johnson ?".

The music will mostly consist of ambience sounds that will differ from one environment to another. The forest will have a calm, peaceful vibe, the swamp a more thrilling, horrific mood and the mountain a rough and dangerous tone.
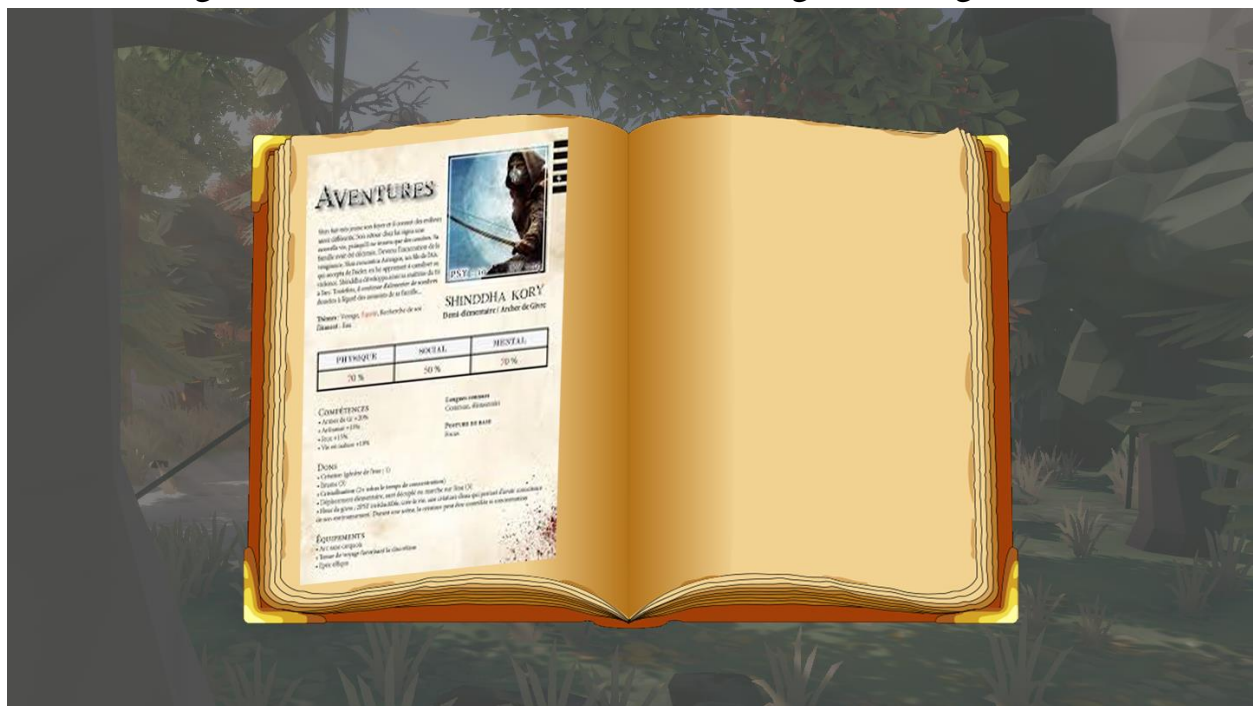
A basic sketch of the notebook interface

Game Play Mechanics

The main mechanic is collecting the clues: when Johnson find a clue, he can collect it. When he does so, the clue will appear in his notebook, so he can review it anytime and anywhere he want.
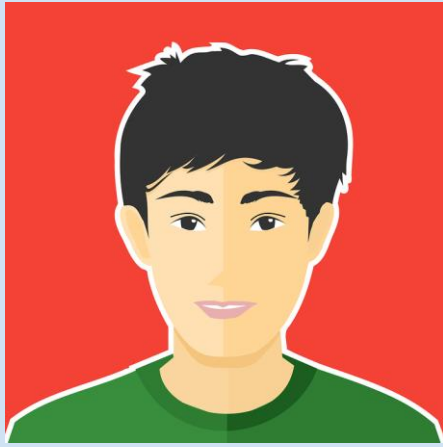
Map
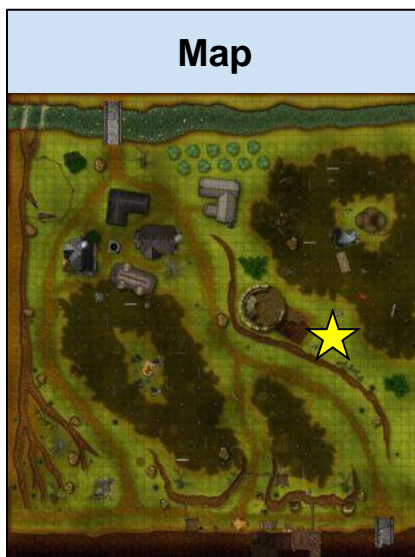
Clue: bloody knife

There is still some blood on the knife, probably someone was gravely wounded by it, there must be some blood trail somewhere near ...

The notebook will also contains information about each of the scout; those information are here from the beginning of the game.

Sam Deygoute

Age: 23
Sex: Male
Height: 167cm
Astrological Sign: Taurus
Foot Size: 7.5 (american size)

Comments from the parents:
"He is a dare-devil, I always worry about him when he goes play outside"

His notebook will also permit him to make supposition about each death, after finding different clues he will unlock some keywords (example: after finding a bloody knife he will unlock the keyword "stabbed"). In this second part of the notebook, he must, for every scout, find the location and reason of death. He will have to complete a table with the unlocked keywords.

Scout name	Location	Cause of death
Sam Davgauts		
Jess Pairson		
David De		

Clues	
Location	**Cause**
Cliff	Stabbed
Waterfall	
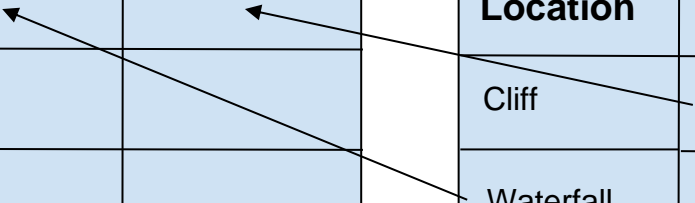
Enemy

There will be only one enemy; a bear lives in the forest. During the day he will stay in its lair, but during the night he will move in the map. When he sees the player, he will start chasing him. The player cannot fight back, he must only escape for the time being and continue the investigation when he gets rid of it.

If the bear catch Johnson (the player), he will die. Another journalist will come to replace him, this new journalist can get back every information the previous journalist had collected if he can collect the notebook on his predecessor dead body, but one entry on the final table will be forever stain by blood and thus the player will have a lower score at the end of the game.

Controls

Previous page — Next Page
Y — Open/Close the notebook
Move — B — Cancel
A — Interact / Accept
Look around