

## 1. Opening Cutscene

Music from a radio fades in on a black screen. As Ivan speaks the hum of the road slowly drifts in.

Ivan: Mel, I understand that, but there's nothing to worry about.

Mel: But you told me that you pass up vague cases for a reason. There's a lot of nutcases out there Ivan...

nutcases with a lot of money.

Ivan: Look, I trust my gut, and my gut says its legitimate. A lot of people pay a lot of money to keep things hush hush, and that's exactly what this is.

Mel: You don't even know where you're headed. You've never been in that country bef-

Ivan: Mel, I'm fine.

Mel: Well... I'm not. You should be here! With Joseph... and me.

Ivan: I'm doing this for you. We need this-

Mel: No, you need this. You need to "redeem yourself", but you don't Ivan! I love you...

Ivan: Mel, I'm sorry-

Mel: No you're not. Call me back when you are sorry.

\*hangs up

Ivan sighs

Ivan: That could have gone better.

The car pulls to a stop.

Ivan: But there's little use in turning back now anyway.

Ivan shuts off the radio and gets out of the car and shuts the door.

End opening cutscene

## Scene 1 - The location

We fade into a small road with some trees in the surrounding area. Ivan stands next to his car, parked off the road. Ivan and his car sit on one side of a hill directly in front of him. The road continues over the hill.

Ivan: There's nothing here. Maybe I'm meeting my employer in person? I better call him to let him know I made it.

Player is free to wander, pop up text to display movement (WASD). Additionally, Ivan's phone icon appears in the corner with a flashing screen, letting the player know that they need to contact Hudson.

The player can refuse to contact Hudson until they get to the first house. Ivan will refuse to enter the home unless he contacts Hudson.

[Ivan: I'm not going any further until I figure out what's going on here.]

If Ivan wanders the forest for too long:

Ivan:[Sarcastically] Trees, grass, dirt... highly suspicious.

If Ivan discovers the town before calling:

Ivan: What the ...? What is going on here?

(if the player still doesn't call Hudson and walks towards the town)

Ivan: Maybe Mel was right.

Ivan calls Hudson (player should still be able to move while talking)

If player discovered town:

Hudson: Hello, Mr. Emery -

Ivan: Look, you've got some explaining to do sending me here.

Hudson: I see you passed your specified location.

Ivan: I want answers now.

Hudson: So do I Mr. Emery .

If player has not discovered town:

Hudson: Hello, Mr. Emery. Have you arrived?

Ivan: Yes, I'm at the location, but there's nothing here. You better start talking or I'm walking.

Hudson: And lose your paycheck? I highly doubt that Mr. Emery .

Ivan: Just tell me what's going on here.

If player discovers town during conversation, interject this:

Ivan: What the...?

Hudson: Mr. Emery ?

Ivan: What is this place?

Hudson: All things in good time.

CONVERGE HERE:

Hudson: We need you to investigate an incident for us. It would seem someone may be sabotaging our interests, and we need to protect them accordingly. You are to find the saboteur.

Ivan: Sounds vaguely familiar to many of my cases, but perhaps that's because you're being extremely vague Mr.?

Hudson: Call me Hudson.

Ivan: Ok, Hudson, did someone sabotage your orchard? Because I see nothing but trees.

Hudson: Please, follow the road over the hill, and I'll be glad to brief you further.

Ivan: I was told this assignment had a medium danger risk. What danger would I be in exactly?

Hudson: Don't worry Mr. Emery. So long as you follow our instructions, no harm will come to you.

Ivan: That didn't exactly answer my question.

---Ivan sees town (initiate interruption dialogue, then continue)

Hudson: Your target is rather conspicuous.

Ivan: Let me guess that power plant?

Hudson: Correct. An "accident" occurred there recently. We need you to investigate the town and find who is responsible.

Ivan: This still doesn't seem like a private eye type of job Mr. Hudson.

Hudson: We are running our own investigations, Can I count on you to do that?

Ivan: If you're willing to pay me what you promised.

Hudson: if all goes according to plan, you will be paid. \*door slams in background\* Excuse me for a moment. \*further away\* What?

Ivan: Hudson... there's still something you're not telling me.

Hudson: \*mumbles from a distance then he returns to the phone\* Mr. Emery, Here is where I must take my leave. Call if you discover anything of note.

Ivan: Hudson, wait! \*hangs up and scoffs\* Well, here goes nothing.

## **Scene 2 - The Town**

### Objectives:

Inspect Sign/Warning:

Marlton? City of Promise... this looks new.

Warning... nuclear radiation? What the? I'm calling Hudson.

[player won't move forward in fear of radiation poisoning]

Ivan: Are you trying to get me killed?

Hudson: Have you found any leads?

Ivan: Yeah, I've got a lead: you're trying to get me killed!

Hudson: Ignore the signs. There's no radiation outside the plant. find a hazmat suit before you enter.  
Next time you call, it better be interesting.

Hangs up

Ivan: I'll tell you what's interesting!

Inspect Bike:

Not even chained up...

Joseph has a bike like this.

[can honk a horn?]

Inspect Car:

No one could be in that kind of a hurry.

Whoever owns this must be coming back here... or at least I thought they'd come back.

Inspect Flyer:

Energy of the future.

Grand opening ceremony?

Does this mean the plant is new?

Comments:

If there's no radiation...

Where is everyone?

Sees door cracked on house -

Is this some kind of horror movie?

Hello?

The bolt is broken... not by force, just rotted.

New coats of paint can't hide bad infrastructure.

### **Scene 3** - The House

Inspect Letter:

Employee acceptance...

The date on this letter is from a few months ago.

Inspect new TV:

I don't even have a TV like this!

Is this HD?

Inspect Refrigerator:

Oh God! The smell!

Inspect Note:

An estranged father? Sounds a little too close to home.

Lady, give the guy a break.

Inspect Picture:

Daddy's new job

Guess this isn't a horror movie. The picture isn't nearly creepy enough.

Ivan can call Hudson after all items are examined:

Hudson: Mr. Emery ? Do you have something for me.

Ivan: This place... it's a ghost town.

Hudson: How... observant of you.

Ivan: Are you kidding me? Is this place filled with radiation or not?

Hudson: \*sigh\* It is perfectly safe. We were forced to evacuate the town in order to better investigate without any trouble.

Ivan: Wait, so you forced people out of their homes?

Hudson: Not in so many words, there was already mass panic about the situation. This gives them time to calm down, and gives us time to see what really happened here. We-

Ivan: Sure. I haven't found much, other than the city seemed happy about the new plant.

Hudson: Mr. Emery, you must understand, you've only hit the tip of the iceberg. Based on your records I assumed you'd be further in your investigation.

Ivan: Look, I told you that case wasn't-

Hangs up

Ivan: \*sighs\* fine. I guess I've got the place to myself.

END DEMO

Not all of these are required to complete the demo, but some of them are, before you can call Hudson again.