

BACKGROUND

The main character is presented as a detective who is following a serial murderer, who has been last spotted at an abandoned theme park.

The player starts at the Entrance Plaza of the theme park, though he can't go back as he sneaked in but all the exits are closed, and an entrance ticket is needed to unlock it.

MAP

(you can check the map, to understand the explanation better)

From that position the player can move either to the train station or to the main street. If the player heads to the train station, he'll find a train, which can only work if the power is activated in addition to the player possessing a train ticket (in that case, the train will take you near the very end of the map).

Otherwise, if the player decides to head down the main street, he'll be able to go forward to the end of the street, or rather go into the shop or the haunted house. If the player gets into the shop, he'll find a NPC vending machine, where he will be able to take a flashlight as a gift as well as possibly buying a train ticket, if he has enough money (obtained in the haunted house), or rather break the machine, if he possesses a crowbar (found at the Ferris wheel). If the player gets to break it, he will be able to take a lever from the broken pieces.

If the player chooses to go to the Haunted House, he will find himself in a dark room. If the flashlight is activated, the player will be able to explore the room, and if the player has already obtained the lever, he will be able to use it to restore the power. He can also obtain money. On the other hand, if the player hasn't activated the flashlight, or has no flash light to begin with, he will be stabbed by someone coming from the shadows.

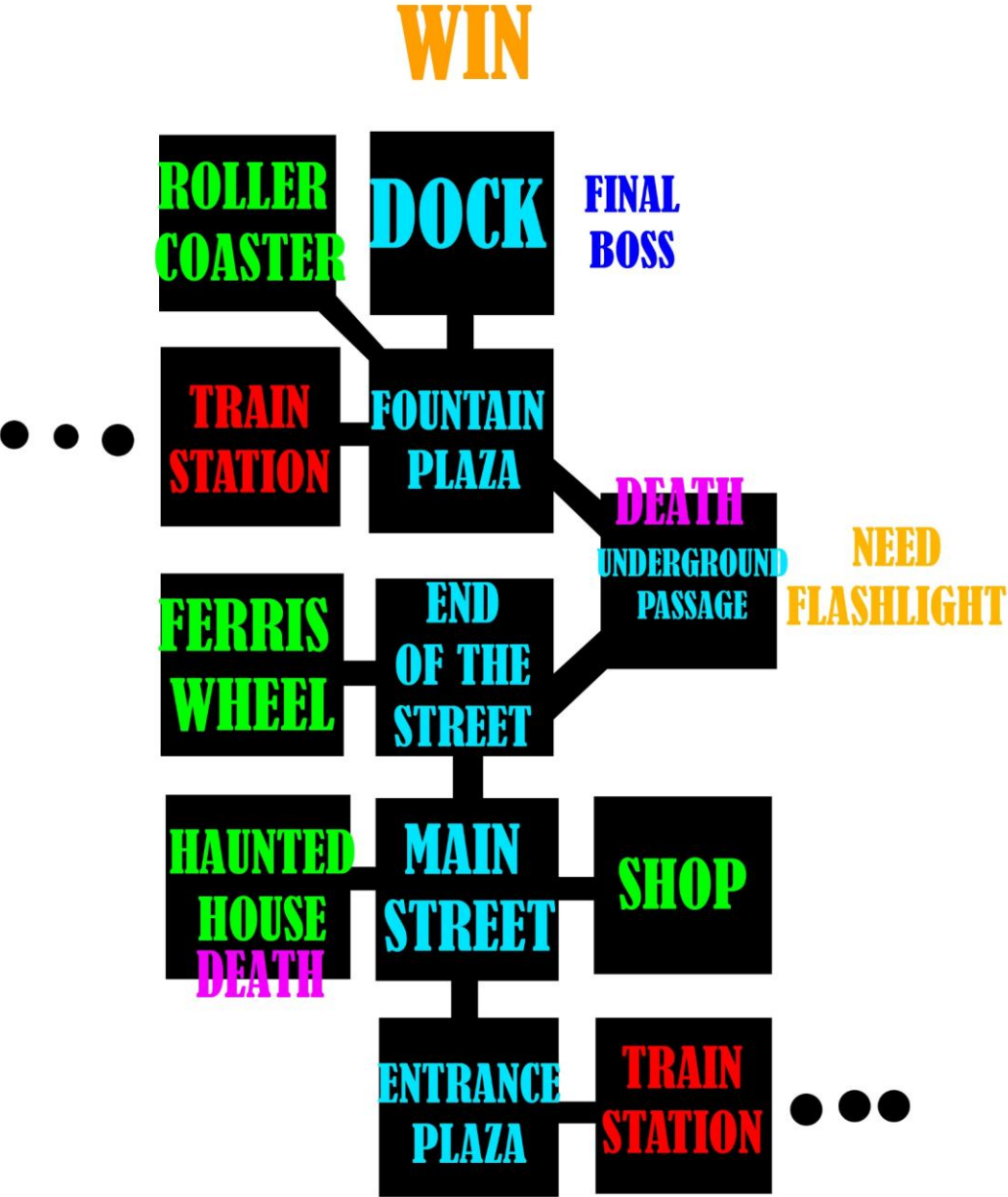
Alternatively, if the player decides to move forward, he will be able to go to the Ferris Wheel (where he will get a crowbar, if the power is off, and handcuffs if the power is on) or rather go through the underground passage. The player will need to activate the flashlight to go through the underground passage, otherwise he will be stabbed through the shadows.

Once the player gets through the passage, he will get to the Fountain Plaza, where he will be able to go to: the Train Station, the Roller Coaster, and the Dock, where there is a boat which can be used to scape, if the player has the key to unlock the captain's room.

If the player decides to go to the Roller Coaster, and the power is on, he will be able to ride on it. If it's not, he won't be able to ride it. In both cases, if he investigates deeply, and owns a crowbar, he will be able to obtain a sharp dagger.

If the player goes to the Dock, he will be cornered by the murderer. If the player has no weapon, he will be killed. If the player has the crowbar (or the sharp dagger), he will be able to kill the murderer. If the murderer is killed, he will drop the key, and the player will be able to escape, but he will have no clues about the strategy and allies of the murderer. A message will be left on the screen, asking the player if he /she believes that's the true ending.

However, if the player got the handcuffs, he can handcuff the murderer after fighting him, and as a result, the player will obtain the key. If this is done, the player will have accomplished the true ending, where he can gather all the information through the captive murderer himself.



LIST OF ITEMS AND NPCS:

- Crowbar
- Flashlight
- Handcuffs
- Lever
- Train ticket
- Sharp dagger
- Vending machine
- Certain amount of money
- Vending machine (NPC)
- Murderer (NPC)

ESPECIAL FEATURES

The game will have more than one ending, one which can be obtained easily, and the true one that can be obtained after playing a certain amount of time.

Activating the power will activate some features in other rooms, like obtaining the handcuffs in the Ferris Wheel, or riding the Roller Coaster, or riding the Train.

There is no need to kill the enemy to complete the game, as you can arrest him, if you fight well.

WIN / LOSE CONDITIONS

The player will be able to beat the game if he has a flashlight and a crowbar, or a sharp knife, and gets through the map without being killed.

The player will get the true ending, if he gets the flashlight, takes the crowbar, breaks the vending machine and takes the lever, activates the power, gets the handcuffs, and arrests the murderer.

The player will be killed if he goes to the underground passage or the haunted house without any light. He may die as well if he meets the murderer without a crowbar or a sharp dagger.