

[William and Dakota rush to the scene of the incident, heading west to the art museum. On their way, the sky begins to engulf the sunset with a blanket of dark drapery.]

Dakota: It's a little bit hard to drive when it starts to get dark. I wonder what happened? The road seems soundless and I can only hear our sirens.

[A slow shaky camera effect is perceived in first person by the player, playing as William; the thump of William's heartbeat pulsating can be perceived loudly by the player and the siren more silently than normal in the background, as Dakota drives their way through the darkness.]

William(anxious): It may be our guy. We're not going to catch him tonight. He purposely leaves patterns for us, an invitation to play with him. This person did a lot of planning just to grab our attention.

<Player can choose: A1. Open your book. A2. Tell Dakota to stop the car. A3. Keep Quiet>

A1. The player is shown profiles of killed men and women around their 40's.
<go to A2>

A2. Dakota stops the car and William stumbles out. <go to A3>

A3. The camera fades to black and goes to the next scene

[Maya and Eli arrive in the arts museum of Moriarty, just in time for lunchtime]

Eli: You go look around, while I look for your mother.

<Player is given an option, playing as Maya: B1. Go look around for paintings. B2. Go to Cafeteria (Switches to Eli). B3. Explore the museum>

B1. You look at a surrealist painting that looks very morbid.

[Female wearing a red fedora]: I've seen this painting multiple times and every time I see it, I feel like it's trying to tell me something new. It's exhilarating and quite the experience. I find it very fascinating (She applies her red lipstick then leaves, having the echoes of her heels amplified throughout the vast space of the corridor as she walks away) <go to C1>

B2. [You switch to Eli, found sitting in the museum beside Miranda]
Miranda (talking on the phone): I have the paperwork ready. I've finished talking to our lawyer and I think we're about ready to adopt Cynthia... Yes... So what does that

entail? So, you'll be in the office... (Miranda is busy and the player is forced to walk around the museum <go to B1>)

B3. You get to explore the museum. In one of the rooms you find a hall composed of different type of mirrors. Casting the reflections of Maya in multiple representations. Some silhouettes vary immensely from one another, being able to be perceived as an entirely different person. (After exploring the museum<Go to B1 or B2>)

C1. [Play as Maya, found sitting inside a darkly lit auditorium, wherein an event is held. The speaker can be perceived talking in the stage of the auditorium and the spotlight is forced on him; the player can view the speaker in first person and is allowed to leave the auditorium anytime]

Speaker: What's really fascinating is that every time I make a specific structure for creating a story and when everything is planned out, somewhere along the line I think of something interesting to add. Then I realize I don't have enough time to add that to my story. So, for the sake of handing something in, I just wing it and write as fast as I can. I find it more interesting that way. One problem I have is that sometimes when you add something new to the story, it adds so much complexity. All the character progressions and specific branches have to be rewritten from scratch just to add this interesting thing in the story. It's so bad that if I was my own employer, I probably won't hire myself since I can never stick to the documentation, and I'd end up forcing my employer to an early retirement from multiple anxiety attacks. [Laughter from the crowd]

[The sun has completely faded and the darkness has overshadowed any signs of sunlight, while shadows hang oppressively low and immobile, floating seemingly lifeless. William and Dakota arrive at the art institute museum. The first person point of view of the player is restored to normal, playing as William. The scene is barricaded by bright yellow police tape, and multiple police officers, guard the establishment preventing entry for anyone, as well as enforcing museum visitors to stay and be interviewed within an established perimeter.]

Police Officer: Our victim's profile is Miranda Clark. She is single and in her 40's. Her body is displayed in the middle of the hallway in the east side of the museum. She's sitting in a throne naked. I think you have to see this for yourself. The museum is empty and we have no power. [Police grants entry in the museum]

[The museum is quiet and empty as William and Dakota approach the scene. No person can be seen except William and Dakota. The museum is surrounded by darkness only lit vaguely by the pale moonlight. The sound of pendulum swinging can be heard throughout the darkness and only lifeless statues populating the hallway.]

Dakota: I don't know if this is still reality...

William: Just as I thought, our guy is starting to get desperate. It's how our guy is saying, "I'm exposing who this person truly is" in a homicidal way.

[Miranda's body is displayed on a throne, naked and lifeless a cultivated pallor. Knives of the same size, have impaled the crown of her head in a circular fashion.]

<The player can collect evidence and investigate the scene further D1. Take Photos D2. Investigate the body >

D1. [The player takes a photo of the scene, and in one of the photos depending on who took the photo, the player can see the reflection of William or Dakota while they were collecting evidence. <Go to D2>]

D2. [The player comes up close to the dead body. The camera switches to second person point of view as the dead body and William's face can be seen in the screen.]

William (looking at the audience): If I were the serial killer, how would I go back in time to narrate this sequence of events as a story?

Radio: [Attention officers, I've found a girl in one of the rooms. I'm heading to the lobby with her.]

[The player plays as Eli again. Waking up from unconsciousness. The camera switches from second person to first person as he stands up. He looks at his surrounding and he finds himself in the mirror hallway. The player can see Maya.]

[The player 's only option is to walk towards a central mirror in front of Eli, towards Maya. The player would realize that the reflection they see of their own is Maya's, while playing as Eli. Looking around at the other reflection, the player can see the silhouette of the female wearing a red fedora]

Eli: What the fuck?

[A dolly zoom happens, and Eli is seen in a second person point of view as he stumbles down to his knees and passes out.]

[The door behind opens and the light flashes to penetrate through darkness, reflected around the room by the mirrors...]