

Captive Horror: Murder Mystery

Written and developed by Jaylen Kweme

This is where I will write the actual story which will be pasted into python. After finishing this, I will only have to code the story paths, add the story elements into the proper parts of the code, and add the finishing touches to the game, and I will be done with the project.

Exposition:

city of London 1908, you are 23.

Player and your friend have a celebration of becoming the city's youngest and best detective and cop duo despite your disabilities, player learn about disabilities and close relationship with friend. News interviewer for the papers, to set up prompt for name of you and friend's name, along with your pregnant wife.

Its 1912, Time is skipped 4 years, and you are in own office room as a top detective in the police force. Crime has been down since you and your friend have put fear in the city but there has been a strange uptick in girls going missing. You receive an anonymous call from the serial killer (unknown to you) that you should keep watch on the nearby high school for something that is about to happen. The call hangs up and you alert your buddy that something is going to happen. Panic erupts in the pd building and many officers start on foot and by horseback to the school, to find a girl's corpse on the playground, wearing normal clothing but with all hair on her body missing. Everyone is shocked and you order the cops to make a crime scene.

3 chapters, Finding out more about the girl, going around the city to find more info, plot twist revealed at end of chapter 3.

Killer and motive:

Killer is the assumed-dead older brother of your childhood friend. He got bullied and hates society. you were in year 9, 1896 when you were 15 and he was 20, along with your friend, and the tragedy of your past was committed by him because your dad, also a cop, was investigating his plan to kidnap and murder his bullies.

Killer lives in a shack deep in the woods, main target is now women and he now kidnaps and kills for sadistic enjoyment. Brother provides stuff for him, and has made the woods off-limits under the pretense of "law enforcement" to protect him. He mainly kidnaps women that his brother finds and allows to enter the woods to do drugs with, and that is why women go there with him and why he is able to get away with what he's doing. Also hes very attractive so it just works too.

Assistant's Method

Assistant (name now decided to be Inspector Arthur Kominski) obviously starts relationships with girls and gives them drugs and drinks to lure them to the woods. But how does he get these drugs as a cop? Easy. He struck a deal with the head of the underworld drug deal that he could have the entire territory of London if he gave him just a cut of his revenue and kept his mouth shut. The deal had existed for months, but at some point he started asking the head dealer for some drugs. He used these drugs to bribe the principal to trade drugs for information on different girls in the school, as well as to make it easier to lure girls in the woods. He never revealed his identity to the principal but he did to the drug dealer. Also, even the head dealer is afraid to enter the woods because of the things he has heard going on in there.

Girl and circumstances of murder:

The girl is 16, beautiful, lives in a not well off family and goes to the high school that is pretty close to the police station, and started work as a bartender at the local pub. She had a strained relationship with her parents and younger brother which got worse as she started her new job. She was normally good in school but her grades started to slip when she began working, and she started drinking and doing drugs to cope with the stress. One day, she meets an attractive man at the bar who invites her in secret to drink and do drugs with her. He happens to be the assistant, whose brother is the murderer. Weeks go by, and eventually she trusts him enough to go deeper into the shack, where she meets her end by the assistant's brother. For some reason, the older brother thinks he is untouchable and places her body near the school's sports field.

You:

A tragedy that happened when you were in 9th grade, which was committed by your assistant's older brother, left you paralyzed and with an injured right eye. This tragedy resulted in the death of your father as well. Nobody knew, your father has been secretly suspicious of the brother of your childhood friend because of his psychopathic tendencies, but he didn't want to bring drama into both families by saying anything about it. You and the younger brother grew up as friends, and became much closer after the tragedy that happened because the younger brother also knew the family and also helped you overcome your disabilities.

Now in present day 1912, you are married and have a son. Your wife doesn't like the assistant much and tells you but still keeps her composure around him because she knows how much he means to you.

Every Suspect's True Motives:

Headmaster Whitcombe: was getting drugs from the risky passage, now getting drugs from Kosminski in exchange for information on students. Had some idea about the situation but wasn't an accomplice besides that. The list you find in the bad ending and good ending was written by him.

Mr. Finch: was caught by the victim being unfaithful to his wife, improved her grades to avoid being exposed. Although he spent a bit of time alone with victim to avoid suspicion, he had nothing to do with the murder case.

Evelyn: Was covering for victim, tells parents that she was getting help. Relationship with victim was becoming strained due to her relationship with Kosminski, and increase of drug usage. Felt extremely guilty for the events, didn't want to get in trouble.

Samuel: Had nothing to do with the case, but wrote to victim's little brother Peter, asking about sister's schedule. Tried stalking her but could never figure out where she was.

Pre-story:

Locations:

- Police station Name: *Briarstone Police House*
 - Your Office Name: *Inspector Clarke's Office*
 - Assistant's Office Name: *Inspector Kosminski's Office*
- School Name: *Harrowford High*
 - Principal's office Name: *Headmaster Whitcombe's Office*
 - Teacher's Office Name: *Mr Finch's Office*
 - Teacher's Room Name: *Mr Finch's Room*
- Street near school Name: *Pennyworth Lane*
 - Store near school Name: *Cobb's General Store*
- Victim's house Name: *The Harrow's Residence*
 - Victim's Room
 - Brother's Room
- Victim's Job Name: *The Lion's Den*
- Back Alley Name: *The Risky Passage*

Characters:

name

location

desc

sus

dialogue

accuser

to accuse: if (whichever npc) is accused = false:

run accuse function.

accuse function:

if accused =

- ***Player***
 - *Name: Edwin Clarke*
 - *Story Character*
- Assistant
 - *Name: Arthur Kosminski*
 - *Story Character*
- Assistant's Brother
 - *Name: Aaron Kosminski*
 - *Story Character*
- Victim
 - *Name: Lillian Harrow*
 - *Story Character*
- Principal
 - ***Name: Headmaster Reginald Whitcombe***
 - ***Suspect 1***
- Male Teacher
 - ***Name: Mr. Tobias Finch***
 - ***Suspect 2***
- Victim's best friend
 - ***Name: Evelyn "Evie" Moreland***
 - ***Suspect 3***
- Male, Has crush on victim
 - ***Name: Samuel Atwell***
 - ***Suspect 4***
- Female Acquaintance to victim
 - *Name: Beatrice Holloway*
 - *NPC*
 - *Location: School*
- Female, not very fond of victim
 - *Name: Clara Redford*
 - *Location: School*
- Male, victim's former love interest
 - *Name: James Calder*
 - *Location: School*
- Woman on street
 - *Name: Mrs. Agnes Loxley*
 - *NPC*
 - *Location: Street near school*

- Store owner on street
 - *Name: Mr. Alfred Cobb*
 - *NPC*
 - *Location: Street near school > Store*
- Female Employee at shop
 - *Name: Mary Henshaw*
 - *NPC*
 - *Location: Street near school > Store*
- Homeless guy on street
 - *Name: Will "Old Willy" McGann*
 - *NPC*
 - *Location: Street near school*
- Victim's Mom and Dad
 - *Names: Mr. and Mrs. Thomas and Rose Harrow.*
 - *NPCs*
 - *Location: Victim's House*
- Victim's Brother
 - *Name: Peter Harrow*
 - *NPC*
 - *Location: Victim's house*
- Victim's Coworker
 - *Name: Ada Merriweather*
 - *NPC*
 - *Location: Victim's Job*
- Victim's Manager
 - *Name: Mr. Lionel Ashcombe*
 - *NPC*
 - *Location: Victim's Job*
 - *Dialogue: My name is Lionel Ashcombe, but call me Lionel.*
- Back Alley Ruffian
 - *Name: Percy*
 - *NPC*
 - *Location: Back Alley*
- Underground Drug Dealer
 - *Name:*
 - *Story Character*
 - *Note: Maybe a challenge where you have to knock on the door a certain number of times in order to gain his trust.*

Pre-game:

The year is 1908, and the once gloomy city of London is the liveliest it's been in decades. You take a deep breath as your eyes pass over the crowd of people gathered to celebrate you, and continue to revel in your success. 'I wish Dad was here to see this', you think to yourself.

[press enter to continue]

You are currently sitting in a wheelchair next to the mayor of London, along with your assistant and best friend of many years, and your to-be wife, who has been pregnant for some time now. The mayor has decided to hold a celebration for you, the top detective in the city, along with your assistant, to celebrate the massive drop in crime since your time as a detective.

[press enter to continue]

The mayor takes your hand. "I award this medal to Detective Edwin Clarke to honor his efforts in keeping this city safe. Thanks to him and his assistant, Inspector Arthur Kosminski, crime in the city is the lowest it's been in years. Lets take a moment to celebrate this momentous occasion!" The crowd erupts into applause. You shed a tear, looking back on how far you've come. Although you are wheelchair-bound, you still stand proud.

...

[press enter to continue]

4 years later, 1912

You find yourself in a scenario that is normal to you now. You sit in your office, as the top detective in London and not much to do. Of course, crime is still a problem but it is much less than it was before. You take a look at the time: 11:30. Almost time for lunch. Doesn't look like it though; you look out of the window to see an gloomy overcast.

Loop

You take a look around your desk.

Interactive items

[Choose item to inspect, press 9 to continue]

1- Picture of you and your dad on desk

You pick up the small framed picture of you and your dad. This picture was taken when you were in year 9, and it is the last picture

that was ever taken of you and your dad together. Your dad was killed in a burglary a few weeks later, the same incident that left your legs paralyzed and your right eye permanently injured. He, also a former cop, was your motivation to continue his legacy.

2- Picture of assistant, wife and son on desk.

You pick up the small framed picture of you, your wife, son, and assistant. These are the most important people in your life. Your assistant, Arthur Kosminski, also your best friend from childhood, has been there for you since the tragedy that took your right eye and ability to walk. Now, you are both the most famous detective and cop duo in the city.

3- Phonebook

You pick up the old phonebook on your desk. It has seen many interrogations in its time. An essential item for your line of work.

4- Old newspaper framed

You look at the paper from 4 years ago:

“Celebration for famous detective and cop duo in townsquare”.

You look at the print of you, the mayor, your assistant, and your pregnant wife. Although it is now 1912, it still feels like yesterday. You take another glance at your assistant, with his full head of hair, straight nose, and strong, clean jawline. He was 23 at the time of that paper, and with age he has grown elegantly into his looks. There's no point getting jealous, that's how it's always been, you think to yourself.

5- Recent newspaper about slight uptick in missing girls. woods have been closed off by police in response.

You look at a paper from a few weeks ago:

“Uptick in missing schoolchildren, woods closed off in response”

This has been a problem for a few weeks now, but the real cause of that problem is the increase in illegal drugs in the city. This problem has grown over the past 3 months, and a few schoolchildren have gone missing, presumably doing drugs in the woods. Kominski ordered for

the woods to be closed in order to prevent this from happening.

9- Continue

There's a knock on your door. One of the normal cops is here, with a letter in his hands. "It's for you", he says. "You're going to want to see this."

The letter reads: 'AT NOON, EXPECT THE UNEXPECTED AT HARROWFORD HIGH'. It's 11:45. You tell the cop to knock at your assistant, Inspector Kosminski's door, and to sound the emergency alarm. You must make it to Harrowford High before noon.

...

[press enter to continue]

Silence fills the air. A crowd of officers, students and teachers alike has gathered around the schoolyard at Harrowford High, slowly taking in their new reality:

The body of a young schoolgirl, no older than 16, dead.

She wore normal clothes for a girl her age, just a pink dress. She laid on the ground, unmoving and with visible bruises on her neck, arm and legs.

[press enter to continue]

This is clearly a murder, Kosminski mutters. He had a tendency of stating the obvious, something you found slightly annoying but got used to eventually. This time, however, you were more understanding of this quirk of his. Somebody murdered this young girl, and brought her body here.

You snap out of the trance and order your officers to establish a perimeter around the schoolyard.

Something must be done about this, and fast.

You are approached by Headmaster Reginald Whitcombe, headmaster of Harrowford High. He has a solemn look on his face. He takes your hand, then your assistant's, and begins:

'Hello, Detective Clarke and Inspector Kosminski. Please allow me to assist your investigation, I will support you in every way'

possible. And what a tragedy this is, for a student of mine to be killed in such a grotesque manner.'

[press enter to continue]

You and Kosminski exchange a quick glance, silently acknowledging the situation at hand.

'After she is identified, please prepare a list of people that were close to the victim. We will start our investigation at your school tomorrow', you decree.

'Understood, Detective. And I wish you the best of luck'

...

[press enter to continue]

It's night. You and your assistant are in your office, You sit in your wheelchair, watching Kosminski as he paces the room, thinking out loud:

'I already told the doctors to speed up the autopsy report, and we already have the identity of the victim, so now all we need is the list from the principal, right?'

'We'll start as early as possible tomorrow, and get a solid list of suspects. We'll need any leads we can get,' you respond.

'It's been so long since we've had a case like this, huh? Who knows what the motive is?' Kosminski ponders. He stops pacing, and gives you a worried glare.

[press enter to continue]

'Don't worry, Arthur. We'll solve this case like we always have.'

You wheel over, and give Kosminski a reassuring pat on his arm.

'Let's get that list from the Headmaster tomorrow and start the investigation'.

...

[press enter to continue]

DAY 1

(Location: Harrowford High, Headmaster Whitcombe's Office)

You and Kominski are now in the Headmaster's room.

He hands you a folder containing two papers.

'That folder holds two papers: A list of students and teachers who were close to the victim, as well as the victim's name, a quick profile and image. Her name was Lillian Harrow.'

'A tragedy, I tell you. I wish you both the best on solving this case.'

'Thank you, Headmaster,' you reply. 'Lets begin our investigation, Arthur.'

[press enter to continue]

** Item obtained** Headmaster Whitcombe's List

** Item obtained** Victim Profile (Lillian Harrow)

[press enter to continue]

You both look down at Whitcombe's List...

===== WHITCOMBE'S LIST =====

Mr. Finch's Office:

- Mr. Finch (Male. Victim's teacher)

Mr. Finch's Classroom:

- Evelyn "Evie" Moreland (Female, Student. Victim's best friend)
- Beatrice Holloway (Female, Student. Friend of victim)

Library:

- James Calder (Male, Student. Former love interest of victim)
- Clara Redford (Female, Student. Not very fond of victim)

- Samuel Atwell (Male, Student. Rejected by victim)
-

‘Let’s interrogate everyone here and narrow it down to 4 suspects’, you say.
‘Jot down what everyone says on that notepad of yours.’

‘Alright,’ Kosminski responds.

‘So, where shall we begin?’

What i need for this part: possibly a class called npc. As well as a system for remembering if you have visited a location and removing it from possible choices. Also, a system where the assistant writes notes for every npc’s lines and you can read the notebook if you want to reread what an npc said.

Loop

Where should you go?

1 - Mr. Finch’s Office

2 - Mr. Finch’s Classroom:

3 - Library

4 - Headmaster’s Office

[i for inventory, 0 for menu]

CODING TOMORROW, WRITING EVERYTHING TODAY. DON’T THINK ABOUT THE CODE, JUST WRITE THE BRANCHES AND ENDINGS, AND I CAN CODE, FINALIZE AND PLAYTEST TOMORROW.

Loop ### (*Location: Mr Finch’s office*)

Who should you question?

1 - Mr. Finch (Male. Victim’s teacher)

[i for inventory, 0 for menu]

Mr. Finch’s dialogue:

[

“Hello Officers, and what a tragedy this is indeed.””,

“I knew Lillian personally; she was a great student, and worked hard to improve her grades in my class. Lillian began working at The Lion’s Den to support her family, so her attentiveness in my

was decreasing. However, she came to me for help and so we worked together to bring her marks right back up to where they were originally.””,

“I was proud of her; she was a brilliant student and brought a positive energy. I can only imagine how her parents are taking this right now.’

‘Any useful information for us?’ Kosminski asks?’

”,

“The only piece of information that I suppose could be useful is that Lillian and her best friend, Evelyn, have had a falling out recently. I’ve observed it myself, and I’m sure other students would agree with me. I don’t worry myself with the dynamics between students usually but anyone who knew them would agree that they were extremely close.””

]

(Location: Mr Finch’s classroom)

Loop ### Who should you question?

1 - Evelyn “Evie” Moreland (Female, Student. Victim’s best friend)

2 - Beatrice Holloway (Female, Student. Friend of victim)

Evie’s Dialogue:

“”*sob* I can’t believe this would happen! Who could imagine? Lily, murdered?”””,

“”If only you knew how close we once were. I can’t imagine how her mom feels right now.”””,

“”I always tried, tried my very best to be there for her, and to tell her she doesn’t need to carry the entire world on her shoulders, but she never listened to me. Officers, if there’s anything I can do to help please tell me.”””,

Beatrice’s Dialogue:

‘This is just unbelievable. Honestly, and I knew Lillian well too. It’s sad of course, but honestly I’m not surprised.’

‘She has been going through a lot, so I can imagine that she probably got roped into some trouble with some group, or something, I suppose. Many people could have done it in this school, if that’s what you’re looking for.’

‘Personally, the principal has been acting off for the past few weeks. And did you see his reaction? Definitely suspicious, he was obviously acting! ’

‘And another thing, Samuel from another class definitely could have done it too! He got rejected by Lillian over a month ago now and he still hasn’t gotten over it! He wasn’t even there yesterday, nowhere to be found, of course. Probably in the library, where he loves to be. You should both look into him; even if it’s not him, you’ll find out something for sure.’

** New suspect ** Headmaster Reginald Whitcombe

** New suspect ** Samuel Atwell

(Location: Library)

Loop ### Who should you question?

1 - James Calder (Male, Student. Former love interest of victim)

2 - Clara Redford (Female, Student. Not very fond of victim)

3 - Samuel Atwell (Male, Student. Rejected by victim)

James’ Dialogue:

‘Hello Officers, I’m glad you’ve chosen to question me, because I know a lot about Lillian and have quite a bit of information to give you.’

‘Personally, I can’t help but suspect Evelyn, her former best friend; I’ve seen both sides of their fallout: Evelyn fancied me first, but word got around that she was flirting with me. Guess I’m that irresistible, huh?’

‘Anyway, I fancied neither of them, since I despise involving myself in drama. Since then, they haven’t talked nearly as much. And look what’s happened now!’

‘Anyhow, I’m glad I could be of help to you both. You’re welcome.’

Clara's Dialogue:

'Hello Officers. And for the record, even though I hated Lillian, I never would have wanted this to happen to her.'

'Honestly, I had a lot of respect for her; for such a dunce she was quite passionate when she wanted to be. And I heard she was working herself to the bone before she passed - truly a sad situation.'

'Alright, enough of the sappy stuff. It was definitely Mr. Finch. I mean, as passionate as Lillian is, going from failing in his class to having almost perfect marks? No amount of 'help' can explain that.'

'My personal theory is that she was having relations with him to improve her grade, and he silenced her before he got found out by his wife. Or maybe it was a blackmail situation? Well either way, let it be known: when it turns out to be him I called it from the start.'

'And, well just look at her! Even if I'm wrong it's definitely a possibility.'

** New suspect ** Mr. Finch

Samuel's Dialogue:

'Uh h-hello officers, n-nice to meet you. I'm s-sso very sad to hear about Lillian, she was s-such a wonderful soul.'

'If you are looking for a s-suspect, I think you should look into Mr. Finch. It should be mathematically imp-possible to get perfect marks in his class, especially Lillian. Of course, she's brilliant; she is wonderful, but it is mathematically imp-probable.'

'ALSO, YOU SHOULD DEFINITELY SUSPECT james calder
(*he whispers, as his eyes dart around worriedly, realizing
that james is also in the library*).

I mean just look at that guy... he's absolutely full of himself.'

All dialogue options are done, now you leave the school and go to the street near the school.

You've completed your objective and narrowed the suspects down to 4 people. Now, you and Inspector Kosminski decide to question people around Pennyworth Lane, the street closest

to the school, where students commonly congregate after class.

You can easily gather more information, and interrogate someone who is close to the scene. Somebody is sure to have seen something.

Loop, Pennyworth Lane

What should you do?

1 - Enter Shop (*Cobb's General Store*)

2 - Enter Back Alley (*The Risky Passage*)

Mrs. Agnes' Dialogue:

'Good evening, officers. Awful business, truly awful.'

'I don't know the girl personally, but I *do* know I've seen the

Headmaster skulking about places he's got no business being.

Late evenings. The Risky Passage, sometimes. Looking nervous,

like a man who fears being recognized.'

'Could be nothing... but men don't haunt alleys without reason.'

(append pennyworth interact if not there)

Homeless Man's Dialogue:

Old Man Willy rocks back and forth, muttering to himself, before suddenly fixing his gaze on you.

'THE WOODS! THEY TOOK HER INTO THE WOODS!
DETECTIVE! LED HER IN LIKE A LAMB!'

He turns to Inspector Kosminski. 'TRUST NOBODY, NOT EVEN YOUR OWN FAMILY!'.

'My family's dead,' Kosminski responds, coldly.

(append pennyworth interact if not there)

You enter Cobb's General Store. A familiar scent fills your nose.

Loop, Pennyworth Lane, Cobb's General Store

What should you do?

- 1 - Talk to store owner (*Mr. Alfred Cobb*)
- 2 - Talk to employee (*Mary Henshaw*)
- 3 - Leave Shop (append "Cobb's Store" to pennywrth interact)

Mr. Cobb's Dialogue: (cobbInteract = true)

Mary's Dialogue: (maryInteract)

(when len pennyworth interact = 3)

'I think we've gathered enough information here',
Kosminski says. 'Lets visit the victim's house,
and see what leads we can find there.'

...

[press enter to continue]

```
# (Location: Harrow's Residence)
myPlayer.location = "Harrow's Residence"
```

You arrive at the Harrow's residence. It's a very humble, single story home.

Kosminski knocks, the door opens, and you are greeted by three sorrow faces: Mr. Thomas Harrow and Mrs. Rose Harrow, the parents of the victim, and Peter Harrow, her little brother.

Mr. Harrow starts:

'Thank you so much for investigating the passing of our daughter. We want to help find whoever did this, please

let us know what we can do to help you both.'

'Mrs. Harrow continues: 'We've seen that she'd been stressed for a while. She had been coming home late every night, and her excuse was that she was getting help from her teacher. We had been suspicious of her lying to us, but her best friend Eve has supported her stories, and we trusted her enough to believe her.'

'Yeah, she's never in the house anymore' Peter maintains.
'The only time we ever saw her recently is when she decided that she's done enough "studying" to come home. Sometimes she wouldn't even come home at all. I was starting to worry about her, and now this has happened. It almost doesn't feel real.'

...

You exchange a quick glance with Kosminski. It may be too soon to interrogate her family about this situation, you think to yourself. You slightly nod your head along with him, confirming that this unspoken thought was mutual.

'Thank you so much for your time,' you declare to the Harrow family. 'Don't fret, we will find whoever did this to your daughter and bring them to justice in no time.'

...

[press enter to continue]

(Location: Pennyworth Lane)

myPlayer.location = "Pennyworth Lane"

It is now late in the evening, and the closing of the first day of evidence gathering. You and Inspector Kosminski are walking past Pennyworth Lane on the way to the police station. You cross paths once again with Old Willy, the homeless man who commonly rests on this street. This time, he seems to have fallen asleep, indecently exposing himself to the rest of the citizens walking by.

'Arrest him already!' a passerby shouts. 'We've had enough of Old Willy already.'

Kosminski scoffs, and turns to you.

Choice:

Should you arrest Old Willy?

1 - Yes

2 - No.

(yes dialogue) ‘Probably for the best. He’s causing a disturbance.’

(Old Willy is dragged away.)

‘YOU’LL SEE!’ he shouts.

(no dialogue) Kominski hesitates, then shakes his head.

‘I’ll never understand you, Edwin.’

You continue on to the police station.

...

[press enter to continue]

(Location: Briarstone Police House, Your Office)

myPlayer.location = “Briarstone Police House, Detective Clarke’s Office”

It’s now nighttime, and you and Inspector Kosminski sit across from each other at a table in your dimly lit office.

‘Lets choose one suspect out of the current 4 to interrogate,’ Kosminski suggests. We will be able to force them to reveal some information that can get us closer to our goal.’

Loop

Who should you interrogate tommorow?

1 - Mr. Finch (Male. Victim’s teacher)

2 - Evelyn “Evie” Moreland (Female, Student. Victim’s best friend)

3 - Samuel Atwell (Male, Student. Rejected by victim)

4 - Headmaster Whitcombe (Male, Headmaster of Victim’s High School)

####

‘Sounds good’, Kosminski says. ‘Well, let’s get some rest.’

...

DAY 1 COMPLETE

COMMENTS

BETWEEN the arrest path and non arrest path, I think the dialogue should pretty much be the same but just the homeless thing should be different. If I have time and it would work, then yeah I could do that. But yeah okay now go.

#####

DAY 2 ARREST PATH

Mr. Finch path (*Forced bad ending*)

Before the interrogation, you are forced into dialogue with the homeless man, and he essentially says that he has seen someone that looks exactly like Kosminski lead a girl into the woods before. Kosminski denies the accusation but knows he is in a bit of trouble. You ignore him, but your suspicion of your assistant is slightly raised now.

Today marks the second day of investigation. You and Inspector Kosminski prepare to interrogate your current lead suspect, but are interrupted by a familiar voice.

Old Willy sits in the nearby holding cell, slumped against the brick wall. His eyes are locked onto Inspector Kosminski.

‘YOU’, he croaks. ‘IT WAS YOU, NEAR THE WOODS, WASN’T IT?’
He points - directly, and unmistakably - at Inspector Kosminski.

Kosminski stiffens, clearly uncomfortable. ‘Ignore him, Edwin. He’s insane.’

Old Willy laughs loudly. ‘WITH THAT GIRL, RIGHT? YOU CAN’T RUN FOREVER.’

‘That’s enough,’ Kosminski snaps. ‘Now shut your mouth until our interrogation is over.’

‘Alright,’ you announce. ‘Let’s bring in our suspect.’

Mr. Finch's interrogation:

[

Mr. Finch sits rigid, hands folded, eyes red-rimmed.

'I swear, Detective. On everything I hold dearly. I only gave her a bit of a boost; it was through her hard work that she was able to achieve such high marks in my class.'

'But to go from where she was at to perfect marks overnight?' you say.

Finch exhales shakily.

'She begged me for help. I stayed late - tutoring only. I never touched her.'

Kosminski leans in. 'Then why did she lie to her parents?'

Finch swallows. 'I would never lie to you both. But there are some things I simply cannot say.'

Please, take this. You should be able to find out what you need here.'

]

gives item to lead you to victim's job (story item, unusable. unique to suspect)

[insert item description]

(Location: *The Lion's Den, Victim's Job*) ## There are two people to talk to here, Mr. Lionel Ashcombe, the victim's manager. As well as Ada Merriweather, the victim's coworker.

[insert Lionel Ashcombe dialogue]

[insert Ada Merriweather dialogue]

Talking to Ada and the manager will unlock a challenge here to get an incriminating clue for Mr. Finch (still coming up with this).

[insert ideas for challenge, maybe a code to decode or puzzle to solve in a text based game]

(Location: *Harrow's Residence*) ## The parents are going to tell you that the Peter, the victim's brother has something to say.

[Insert mr and mrs harrow's dialogue]

talk to the brother

[insert peter harrow dialogue]

there is a challenge from the brother to get a letter that is incriminating Samuel for essentially stalking Lillian before her death.

[insert challenge or hint to decode in order to gain item, challenge unique to bad ending.]

gain item from peter

[insert item description, contents of the letter]

Kosminski goes into Lillian's room to get a love note written by Lillian that incriminates himself, you force him to give it to you but he refuses.

[insert the story for this happening]

(Location: Police Station) ## You get to decide the most suspicious to you in order to bring them in to the station tomorrow (Samuel or Mr. Finch)

[insert the story for this happening]

(Location: Police Station, Kosminski's Office)

After you make your suspicion, you are forced to go into Kosminski's office. There is an open safe and you see the note written by Lillian, along with a list of girls names and pictures that the older brother Aaron wants Kosminski to lure to the woods next. Kosminski sees you, knocks you out kidnaps you and kills you with your family in the woods.

[Insert the story for this happening]

[FORCED BAD ENDING]

Samuel Atwell Path (*Forced bad ending*)

Before the interrogation, you are forced into dialogue with the homeless man, and he essentially says that he has seen someone that looks exactly like Kosminski lead a girl into the woods before. Kosminski denies the accusation but knows he is in a bit of trouble. You ignore him, but your suspicion of your assistant is slightly raised now.\

[insert story of this interaction]

Samuel's dialogue:

[insert samuel dialogue]

gives item to lead you to victim's job (story item, unusable. unique to suspect)

[insert item description]

(Location: The Lion's Den, Victim's Job) ## There are two people to talk to here, Mr. Lionel Ashcombe, the victim's manager. As well as Ada Merriweather, the victim's coworker.

[insert Lionel Ashcombe dialogue]
[insert Ada Merriweather dialogue]

Talking to Ada and the manager will unlock a challenge here to get an incriminating clue for Mr. Finch (still coming up with this).

[insert ideas for challenge, maybe a code to decode or puzzle to solve in a text based game]

(Location: Harrow's Residence) ## The parents are going to tell you that the Peter, the victim's brother has something to say.

[Insert mr and mrs harrow's dialogue]

talk to the brother

[insert peter harrow dialogue]

there is a challenge from the brother to get a letter that is incriminating Samuel for essentially stalking Lillian before her death.

[insert challenge or hint to decode in order to gain item, challenge unique to bad ending.]

gain item from peter

[insert item description, contents of the letter]

Kosminski goes into Lillian's room to get a love note written by Lillian that incriminates himself, you force him to give it to you but he refuses.

[insert the story for this happening]

(Location: Police Station) ## You get to decide the most suspicious to you in order to bring them in to the station tomorrow (Samuel or Mr. Finch)

[insert the story for this happening]

(Location: Police Station, Kosminski's Office)

After you make your suspicion, you are forced to go into Kosminski's office. There is an open safe and you see the note written by Lillian, along with a list of girls names and pictures that the older brother Aaron wants Kosminski to lure to the woods next. Kosminski sees you, knocks you out kidnaps you and kills you with your family in the woods.

[Insert the story for this happening]

[FORCED BAD ENDING]

Evelyn Moreland path (*Neutral good ending*)

Homeless man is asleep. Bring in Evelyn for interrogation.

[insert story]

Evelyn's Dialogue:

[insert evelyn dialogue]

Gives item that will allow you to enter the risky passage (wearable, not unique to suspect)

[insert item description]

(Location: The Risky Passage) There is a code to get in,

[insert challenge of decoding the code],

and there after talking to Percy [insert Percy dialogue],

you get an incriminating item of the principal (story item, unusable) [insert item description]

(Location: Harrow's Residence) ## The parents are going to tell you that the Peter, the victim's brother has something to show you

[Insert mr and mrs harrow's dialogue, global]

but there is a challenge to get a note that is incriminating of Evelyn, [insert challenge]

talking how about some relationship drama is causing them to split up. You go outside to discuss with and console Mr and Mrs. Harrow. [insert dialogue]

Kosminski goes into Lillian's room to get the love note addressing himself and destroys it, without you seeing.

[insert story for this happening].

(Location: Police Station) ## You get to decide the most suspicious to you in order to bring them in to the station, and you get to decide if you want to arrest them or the other (Evelyn or Headmaster Whitcombe)

[insert dialogue]

Headmaster Whitcombe path (*Neutral good ending*)

Homeless man is asleep. Bring Whitcombe in for interrogation.
[insert story]

Headmaster Whitcombe's Dialogue

[insert whitcombe dialogue]

Gives item that will allow you to enter the risky passage (wearable, not unique to suspect)*
[insert item description]

(Location: The Risky Passage) There is a code to get in,
[insert challenge of decoding the code],

and there after talking to Percy [insert Percy dialogue],

you get an incriminating item of the principal (story item, unusable) [insert item description]

(Location: Harrow's Residence) ## The parents are going to tell you that the Peter, the victim's brother has something to show you
[Insert mr and mrs harrow's dialogue, global]

but there is a challenge to get a note that is incriminating of Evelyn, [insert challenge]

talking how about some relationship drama is causing them to split up. You go outside to discuss with and console Mr and Mrs. Harrow. [insert dialogue]

Kosminski goes into Lillian's room to get the love note addressing himself and destroys it, without you seeing.

[insert story for this happening].

(Location: Police Station) ## You get to decide the most suspicious to you in order to bring them in to the station, and you get to decide if you want to arrest them or the other (Evelyn or Headmaster Whitcombe)

[insert dialogue]

DAY 2 NOARREST PATH

Mr. Finch path (*Neutral Bad Ending*)

Bring Mr. Finch in for interrogation:
[insert story]

Mr. Finch's dialogue:
[insert Mr. Finch dialogue]

gives item to lead you to victim's job (story item, unusable. unique to suspect)
[insert item description]

(Location: *The Lion's Den, Victim's Job*) ## There are two people to talk to here, Mr. Lionel Ashcombe, the victim's manager. As well as Ada Merriweather, the victim's coworker.
[insert Lionel Ashcombe dialogue]
[insert Ada Merriweather dialogue]

Talking to Ada and the manager will unlock a challenge here to get an incriminating clue for Mr. Finch (still coming up with this).

[insert ideas for challenge, maybe a code to decode or puzzle to solve in a text based game]

(Location: *Harrow's Residence*) ## The parents are going to tell you that the Peter, the victim's brother has something to say.
[Insert mr and mrs harrow's dialogue]

talk to the brother
[insert peter harrow dialogue]
there is a challenge from the brother to get a letter that is incriminating Samuel for essentially stalking Lillian before her death.
[insert challenge or hint to decode in order to gain item, challenge unique to bad ending.]
gain item from peter
[insert item description, contents of the letter]

Kosminski goes into Lillian's room to get the note, you see it happen and are a bit suspicious don't say anything because you still trust him at this point.
[insert story of that happening]

(Location: Pennyworth Lane) As you walk back to the police station, you are forced into dialogue with the homeless man, and he essentially says that he has seen someone that looks exactly like Kosminski lead a girl into the woods before. You are walking with him, and Kosminski denies the accusation but knows he is in a bit of trouble.
[insert story of that happening]

(Location: Police Station) ## You get to decide the most suspicious to you in order to bring them in to the station, and you get to decide if you want to arrest them or the other (Samuel or Mr finch)

(At this point Kosminski has already decided to kidnap your wife and son)

[insert story of that happening]

Samuel Atwell Path (*Neutral Bad Ending*)

Bring Samuel in for interrogation.

[insert story]

Samuel's dialogue:

[insert dialogue]

gives item to lead you to victim's job (story item, unusable. unique to suspect)

[insert item description]

(Location: *The Lion's Den, Victim's Job*) ## There are two people to talk to here, Mr. Lionel Ashcombe, the victim's manager. As well as Ada Merriweather, the victim's coworker.

[insert Lionel Ashcombe dialogue]

[insert Ada Merriweather dialogue]

Talking to Ada and the manager will unlock a challenge here to get an incriminating clue for Mr. Finch (still coming up with this).

[insert ideas for challenge, maybe a code to decode or puzzle to solve in a text based game]

(Location: *Harrow's Residence*) ## The parents are going to tell you that the Peter, the victim's brother has something to say.

[Insert mr and mrs harrow's dialogue]

talk to the brother

[insert peter harrow dialogue]

there is a challenge from the brother to get a letter that is incriminating Samuel for essentially stalking Lillian before her death.

[insert challenge or hint to decode in order to gain item, challenge unique to bad ending.]

gain item from peter

[insert item description, contents of the letter]

Kosminski goes into Lillian's room to get the note, you see it happen and are a bit suspicious don't say anything because you still trust him at this point.

[insert story of that happening]

(Location: Pennyworth Lane) As you walk back to the police station, you are forced into dialogue with the homeless man, and he essentially says that he has seen someone that looks exactly like Kosminski lead a girl into the woods before. You are walking with him, and Kosminski denies the accusation but knows he is in a bit of trouble.

[insert story of that happening]

(Location: Police Station) ## You get to decide the most suspicious to you in order to bring them in to the station, and you get to decide if you want to arrest them or the other (Samuel or Mr finch)

(At this point Kosminski has already decided to kidnap your wife and son)

[insert story of that happening]

Evelyn Moreland path (*GOOD ending*)

Bring in Evelyn for interrogation.

[insert story]

Evelyn's Dialogue:

[insert evelyn dialogue]

Gives item that will allow you to enter the risky passage (wearable, not unique to suspect)

[insert item description]

(Location: The Risky Passage) There is a code to get in,

[insert challenge of decoding the code],

and there after talking to Percy [insert Percy dialogue],

you get an incriminating item of the principal (story item, unusable) [insert item description]

(Location: Pennyworth Lane) You walk by the homeless man again, as he is shouting nonsense. You tell Kosminski to go by himself to the Harrow's residence and talk to the homeless guy. He says that he has seen someone that looks exactly like Kosminski lead a girl into the woods before, and that something bad is going on in the woods. He tells you to go to the 'Risky Passage' to talk to the main drug dealer to confirm. (Here! Take my jacket, the hood will conceal your identity enough, although the wheelchair may be an issue. You'll find 'im in the "Risky

Passage". If you walk - or roll - far enough you'll see a baby blue door with iron bars for windows. You can't miss it."

[insert story of this happening]

Item obtained Old Willy's Jacket (wearable)

[insert item description]

(Location: The Risky Passage)

You traverse through the Risky Passage, with Old Willy's hooded jacket. You spot a couple people glare at you suspiciously but you continue on anyway. You spot the door that Old Willy mentioned: the door is indeed baby blue, but a large amount of the paint has chipped away revealing the wood behind it.

[press enter to continue]

You knock once. No answer.

You knock again, with a bit more force. You hear footsteps approach the door. A voice speaks from behind the door - low, guarded and testing:

"Who goes there? Only those with resolve unbreakable,
And courage that outlasts the years,
May earn my ear.
Speak the name of the one thing on this earth
That shatters not,
Endures forever,
And I shall open the door."

(input is diamond)

The door creaks open. You see the face of the man who goes by 'Shard': a pale man, with dark hair, sunken eyes and a scraggly beard - he musn't get that much sunlight, you think to yourself. However, he has quite an impressive physique; as expected, considering his line of work.

'Don't panic, I'm not here to detain you. If you cooperate with my investigation you will avoid all jail time'.

You remove your hood. Shard steadies his gaze, taken aback by this revelation but ultimately calm and composed.

‘I assume you’ve come to question me about your assistant, Detective Clarke,’ Shard mutters calmly.

[press enter to continue]

‘I’ve come to the realization myself of the truth of these recent killings. A few months ago, a strange man introduced himself to me, telling me that he could offer me the entire territory of London if I gave him a cut of the revenue I make selling drugs. Of course, this was unbelievable at first, but he gave me a good enough reason to believe him, by revealing his association with the Police House.’

‘Of course, I agreed. And to my surprise, he was telling the truth. I started to hear from my street dealers that they run into much less hassle compared to previous times. However, recently this hasn’t been the case. Eventually, the man began to ask for a portion of the drugs that I sell instead of my revenue. My street dealers are running into more trouble again, and the woods are blockaded by officers.’

[press enter to continue]

‘Then, word starts to spread that something is amiss in the woods, which is causing even the roughest officers and strongest street dealers to avoid it. And of course, the increase in missing girls, and the recent event that happened. I began putting the pieces together in my head, because who else would be able to influence the actions of the police force so efficiently besides a top Inspector? And since he can stand on his own two feet, it couldn’t have been anybody else but Kosminski.’

‘I know you’ll have no reason to believe me, but even I have some sympathy for the young woman who was murdered recently. And from what I heard she may have been a customer in the future, so I have some investment in this as well.

(Location: Briarstone Police House, Inspector Kosminski’s Office)

You waste no time, taking apart every file cabinet and drawer in his office. You must find the truth before he returns. Papers fly across the room, and framed pictures of the man you once entrusted your life to are toppled over. Out of the corner of your eye, you see the safe on the far corner of his desk is slightly ajar. You open it with worried anticipation, and grab the only item that lays within it.

Item Obtained Whitcombe’s List of Female Students.

Headmaster Whitcombe path (*GOOD ending*)

Bring Whitcombe in for interrogation

[insert story]

Headmaster Whitcombe's Dialogue

[insert whitcombe dialogue]

Gives item that will allow you to enter the risky passage (wearable, not unique to suspect)

[insert item description]

(Location: The Risky Passage) There is a code to get in,

[insert challenge of decoding the code],

and there after talking to Percy [insert Percy dialogue],

you get an incriminating item of the principal (story item, unusable) [insert item description]

(Location: Pennyworth Lane) You walk by the homeless man again, as he is shouting nonsense. You tell Kosminski to go by himself to the Harrow's residence and talk to the homeless guy. He says that he has seen someone that looks exactly like Kosminski lead a girl into the woods before, and that something bad is going on in the woods. He tells you to go to the 'Risky Passage' to talk to the main drug dealer to confirm. (Here! Take my jacket, the hood will conceal your identity enough, although the wheelchair may be an issue. You'll find 'im in the "Risky Passage". If you walk - or roll - far enough you'll see a baby blue door with iron bars for windows. You can't miss it.)

[insert story of this happening]

Item obtained Old Willy's Jacket (wearable)

[insert item description]

(Location: The Risky Passage)

You traverse through the Risky Passage, with Old Willy's hooded jacket. You spot a couple people glare at you suspiciously but you continue on anyway. You spot the door that Old Willy mentioned: the door is indeed baby blue, but a large amount of the paint has chipped away revealing the wood behind it.

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Item Obtained Whitcombe’s List of Female Students.