**Narrative Design Doc: *The Pine Barrens***  
Team Antique Christ

09/16/14

**Setting**

The New Jersey Pine Barrens

August 29th, 2008

**Scenes**

1. Vehicle (Exterior)
2. Forested Crossroads
3. Cranberry Bog
4. Sewer System/Netherworld Gate (Exterior)
5. Sewer System/Netherworld Gate (Interior)
6. Devil’s Den

**Characters**

1. Main Man
2. Golden-Haired Girl
3. Red-Eye
4. The Phantom Doctor
5. Jersey Devil

**Description**

A New Jersey man is lured to the Pine Barrens by a golden-haired girl who propositions him over an online dating app. Upon reaching the back roads of Clifton, NJ, the man’s car breaks down and he is forced to seek help. The man attempts to contact the authorities using his smartphone, but unfortunately, he doesn’t have service in the heavily wooded area he’s exploring. He does manage a correspondence to the golden-haired girl, but curiously, his messages no longer send after the first one.

The man is startled by the appearance of a ragged African-American man wearing a doctor’s uniform. Just as this happens, a text arrives from the golden-haired girl advising him to be wary of the locals. The doctor offers to help him find his way, and the player is offered a choice. At a nearby crossroads, the road splits left and right. The golden-haired girl recommends that he utilize a shortcut coming up on the right (the gates to hell), while the doctor explains there’s something he’ll need in the bog to the left. The man is noticeably suspicious of the creepy doctor.

Following the left path of the road, the player arrives at a cranberry bog. While this area does not lead forward, it contains some interesting environmental backstory and a key item needed to move onward at the gates of hell. The silhouette of the jersey devil is sometimes hidden in the background of this area.

Following the right path of the road, the player arrives at a drainage system blanketed in graffiti. If an attempt to enter the sewer (labeled gates to hell) is made, the player comes into contact with Red-Eyed Mike, a ghoulish man that seems to be guarding the entrance. While conversing with the man, hints are made as to what items may be necessary to either barter access or distract Mike from his post. The correct items can either be found in this scene or back at the site of the crash.

Upon gaining entrance, the player walks through the tunnel as the golden-haired girl explains it will lead him towards the closest populated town (a shortcut). Deep in the sewer, the doctor appears again in front of a heavily padlocked door. He advises that the player not attempt to gain access, but the golden-haired girl continuously insists. Unlocking the gate requires puzzle solving, including combining items and using the man’s phone.

When the door is finally unlocked, the man enters a dank room bloodied with the carcasses of livestock, wild animals, and the potentially discoverable body of the golden-haired girl. The sounds of a violent commotion can be heard from above/outside. At the far end of the room, the man stumbles upon the site of an ancient ritual. The doctor appears again to warn that the devil is coming. If the player grabbed the item from the cranberry bog, they can now escape to safety. However, if the player followed the golden-haired girl’s directions, their only option is to continue to obey—which in this case begins to come together as performing the ritual. At this point the girl has begun to shed her disguise, and actively encourages the player to quickly engage in the act or suffer death at the hands of the devil himself.

The player is killed if they do not complete the ritual before the appearance of the jersey devil. In the event that the summoning is completed, the golden-haired girl’s body is reanimated and she watches attentively as the man is devoured by the beast.