**Narrative Design Doc: *The Pine Barrens***  
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**Scenes / Locations**

1. Vehicle (Exterior)
2. Forested Crossroads
3. Cranberry Bog
4. Gates of Hell (Exterior)
5. Gates of Hell (Interior)
6. Devil’s Den

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 at what items may be necessary to either barter access or distract Mike.