# Level 2

## Script

Ivan walks in.

\*grumbles\* this \*mumbles\* no power… gotta climb up in the dark… \*mumbling\*

He is in a room and moves around

words

Checks the door

*First Interaction with the door: Fiddles with the lock* \*grunts\* “Jammed”

It’s jammed

Second Interaction: *kicks door* \*grunts\* “I don’t have time for this”

Third Interaction – *\*curses\* kicks door \*grunts\** pause “Door seems pretty weak… I can probably kick it down”

**If the player walks away**

Ivan walks away from the door after first interaction – “Door seems pretty damaged; I can probably pry it open. Where did I leave that crow bar…?”

Ivan walks away from the door after 2nd interaction – “Maybe I can find that crowbar, but the hinges seem pretty weak… Maybe I can kick it”

Ivan interact with the right spot – “Found it, lets crack this thing open”

Interacts with a wrong spot first – \*sounds of scrounging around\* “It’s not here…” \*grumbles\*

Interacts with a 2nd wrong spot – “no… I should just kick it down… I can fix it later”

Interacts with a spot he has already check – “no… still not here. I wasn’t blind then and I’m not blind now.”

He either has to kick it down (animation optional) by interacting with the door multiple times, or gets a crowbar item (using the same mechanic as the last level) and pry’s the door open (animation optional).

“The right tool for the job!”

“Knew a good kicking was all it would take”

Either way, forcing the door open knocks down a heavy box on a cabinet near the door. The crate falls onto a pick and breaks it open. Gas/Steam fills the room.

“Fuck! No! Not now! \*pause\* Shit!”

The steam cloud emitters activate across the room, can be a cascading effect so that it doesn’t all activate at once.

Walks into the room: “I can’t see a thing…”

**While walking through the gas/fog**

If he kicked the door down – “Should have just looked for the bloody crowbar…”

“I should have fixed that door weeks ago… Alex would have gotten me off my ass.”

“There is a valve in the back… I think I can shut this off… I need to be able to see the lock on the door to get upstairs… I always mess up like this now that she is gone.”

“There has just been so much work since she’s been gone… Since I got back from…” \*emotional breath\*

“I guess I would have had time to… if She was still around.”

“She didn’t have to go so soon… Who am I, now that she’s gone? Can I keep going like this without her? I’ve been making so many mistakes…. I just…”

Ivan needs to walk to the shut off valve at the end of the room

“There… the steam/gas should clear up…”

Once he has found the valve, he needs to find something in the room to remember the code to the door at the end of this room.

**If Ivan Wanders away from the door/or interacts with it for the first time –** “Shit… forgot the code… I had it written around here somewhere…”

**Finding a code piece –** “Here’s something… or at least part of it. The page is torn”

**Finding a code piece –** “This looks like the first part… can’t quite make out the rest of it on here”

**Finding a code piece –** “Damaged by the steam… I can only make out the last bit”

**Finding a code piece –** “This is… one of the numbers not sure which though… the ink ran.”

**While wandering**

“I really… should know this code after all these years… Alex would have to write it down for me every time I need to get back up here.”

“And we changed it a bunch of times too… She kept trying to find one I could remember, but all that chopping and changing…” \*chuckles\*

“I think we settled on day… something really important to us… Was it her birthday? Was it Connor’s? Ahhh! It was something else, we changed it.”

After unlocking the door Ivan enters the room with a staircase.

0529…hmph, Our wedding day…

He reflects after unlocking the door, he seems tired.

“That was some work… I can take a break here… Nothings on fire yet so what’s the harm. “

## Room 1 Story Dialog

Idea – This room has a bunch of Conner’s old stuff. As well as some fishing equipment. Ivan can start talking about it after interacting with a couple things while looking for the crowbar.

“Conner seemed to be doing well for himself back at home… well… the mainland.”

“I remember bringing him here for the first time.”

“He said he wanted to be here with us forever. How they grow up.”

“I wish we could have lived in the moment forever. At that age you can be their whole world.”

“But we all grow up. We knew we could never keep him here forever. He needed to find his own place in the world.”

But my son of all people… He should know why this place is so important to me… was so important to Alex.”

“I remember this… I ordered this just for him.”

“I wanted to teach him to fish, like my old paps did.”

“He has so much ahead of him in life… In charge of his own shipping company now. At east he isn’t traveling… I can always visit him on the mainland whenever I go back".

“I can’t just leave this all behind. It’s too many memories.”

“I am the keeper of this lighthouse. I have been for years and I can bloody well do this job on my own.”

“What would I be if I went back home… would he forgive me for the things I said?”

## Room 2 – After the steam has been cleared

The room is for general storage, Ivan founds a tiny step ladder he fixed up for Alex, he can start talking about it.

“I remember this... I broke it one day trying to reach the top of the shelf.” (Small step up latter object)

“Alex asked me to fix it… she used it way more than me.”

“I tried to just add a new support to it… broke within a week.”

“We made such a big fight out of this…”

“I ended up doing it her way… has lasted 8 years since” **chuckles**

## Room 3

If the player decides to wait around. There is a painting on the wall of his home town.

“I remember this town… when I was a lad.”

“I remember the day I met Alex, she was the baker’s daughter. I was fetching some bread for my ma”

“Her family didn’t like me at first… My dad worked at the docks and my mom would clean homes… We were too different they said…”

“My family was never well off but neither was hers. When I got a job at the navy though… that came with some respect.”

“Her parents saw me differently after that.”

“I guess its just how it works in these small towns. They wanted what was best for her.”

“To tell you the truth… I was terrified of fighting in the war. When ol’ Ferdinand died and they offered me this post… It was a blessing.”

“and I got to stay with her, bringing her here to live out our days”

“Her family was livid though” **chuckles**

“But that’s how things go, I guess. I was taking their daughter away to some tiny island off the coast…”

“We had a good life… didn’t we Alex.”

“I still think about you every day.”