# **Level 2**

Key:

* event, or current objective
* **\*onomatopoeia\***
* “Spoken or thoughts word”
* *Method of triggering:*

## **Script**

Ivan walks in the room.

On Scene Load: “**\*grumbles\*** this **\*mumbles\*** no power… gotta climb up in the dark… **\*mumbling\***”

Checks the door

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

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

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

*Ivan walks away from the door after 1st 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.”

### Story Stuff for this Room

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.

*Interacts with old toys (rocking horse):* “I remember bringing him here for the first time.”

*Finds Old Fishing Equipment:* “I wanted to teach him to fish, like my old paps did.”

*Walks away after Interaction with either object:* “He said he wanted to be here with us forever. How they grow up.”

*After interacting with an object or waiting a few moments:* “I wish we could have lived in the moment forever. At that age you can be their whole world.” Pause “But we all grow up. We knew we could never keep him here forever. He needed to find his own place in the world.”

*Any other time in the level if he had interacted with the toy:* “Conner seemed to be doing well for himself back at home… well… the mainland.” pause “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" Pause “But my son of all people… He should know why this place is so important to me… was so important to Alex.”

*After a while if the son of all people line is played*: “What would I be if I went back home… would Conner forgive me for the things I said?”

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).

*Uses Crowbar:* “The right tool for the job!”

*Uses Kick:* “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.

*After the box falls:* “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, walks in for the first time* – “Should have just looked for the bloody crowbar…”

*Enters a Dialog Trigger Zone:* “I should have fixed that door weeks ago… Alex would have gotten me off my ass.”

*Enters 2nd Dialog Trigger Zone:* “There has just been so much work since she’s been gone… Since I got back from…” **\*emotional breath\***

*Enters a 3rd Dialog Trigger Zone:* “I guess I would have had time to… if She was still around.”

*Enters 4th dialog trigger zone:* “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… I wish Alex was here.”

*After 4th Dialog Zone, some time after:* “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…”

*Interacts with the valve:* “There… the steam/gas should clear up…”

Interacts with the door before turning off the steam: **\*fiddles with lock noise\*** “I can’t see a thing!”

Interacts with the door after turning off the steam or walks past the door after turning off the steam: “Shit… I don’t remember the code… What did Alex change it too? We had it written down somewhere…”

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.

*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.” Pause “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\*** pause“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.”

### Story Stuff for this Room

*If Ivan interacts with a banged up, but very sturdy little two step ladder:* “I remember this... I broke it one day trying to reach the top of the shelf.” Pause “Alex asked me to fix it… she used it way more than me.” Pause “I tried to just add a new support to it… broke within a week.” Pause “We made such a fuss out of this…” pause “I ended up doing it her way… has lasted 8 years since” **chuckles**

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

0529…**hmph**, Our wedding day… of course”

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. “

### Story Stuff for last room

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.”