

## **Locations Menu:**

1. Diner
2. Motel [unlocked at 10 points]
3. Hollands [unlocked at 20 points]
4. Lyle Country Club [unlocked at 30 points]
5. Mansons [unlocked at 60 At least points]
6. Pearl's Taxidermy [unlocked at 70 points]

## **Potential suspects**

- 1) Arthur (the actual killer)
- 2) Waitress (Abby)
- 3) Pearl (taxidermy lady)
- 4) Robert (Town weirdo that everyone thinks is the killer, but he isn't) (from holland crime scene)
- 5) Someone
- 6) Someone (to make it not easy to guess)

## Beginning of Game (Diner, late at night)

[green: general prompt, no user input required] \*include **Press any key to continue.** at the end.

[yellow: prompt that will expect user input]

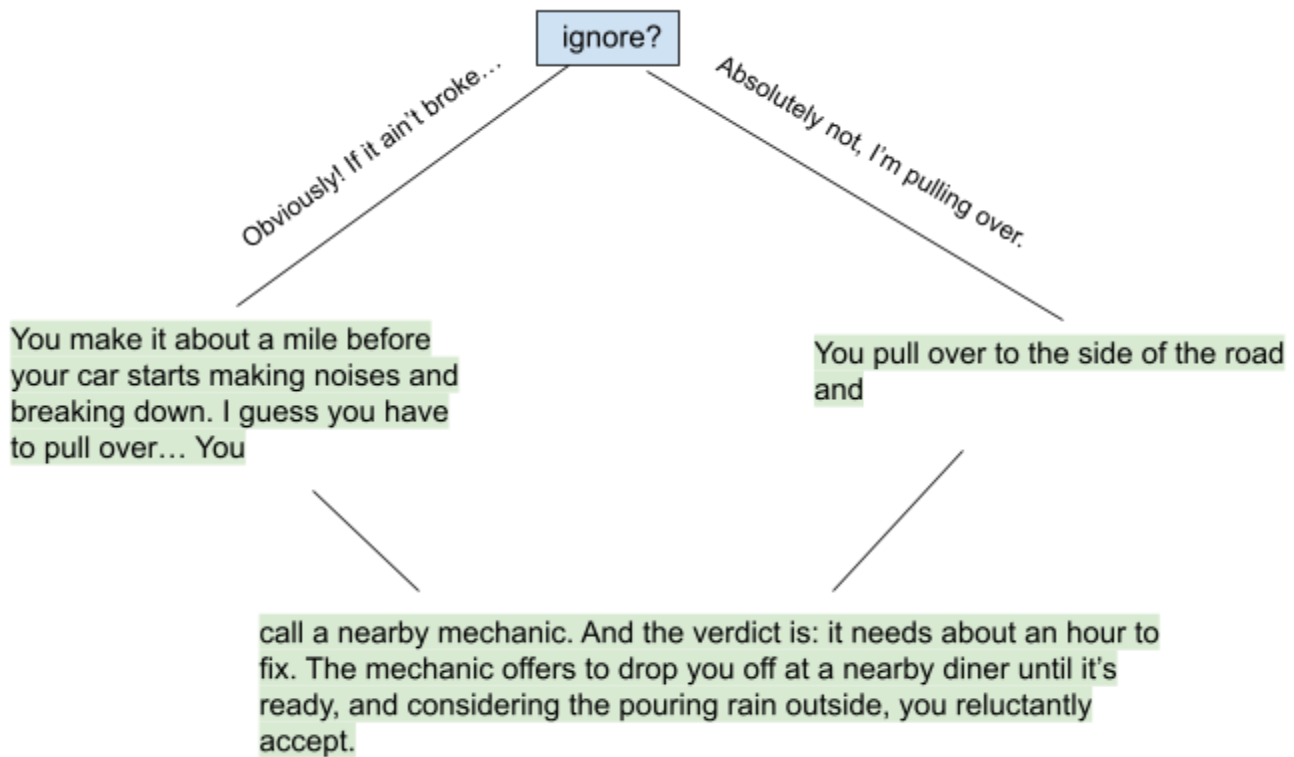
***User points currently: 0***

It's a stormy October night. You just got the week off from work to have a little "self-exploration" vacation in some small town a few hours from the city. You had never heard of a town by the name of [TOWN NAME] prior to today, but after a long discussion with your coworker about anything and everything horror related, you learned that [TOWN NAME] has quite the reputation for being home to multiple serial murders. Being the true crime cinephile you are, you figured it was the perfect getaway spot.

**Press any key to continue.**

That's weird. Your car is making noises it probably shouldn't be. Maybe we can ignore it?

Type 1 to ignore, 0 to pull over.



You walk into the diner. It's relatively empty, yet it has a very cozy feel to it. That might just be because it's freezing outside, though... The few souls lingering around all have their attention turned to the TV. A sports game maybe...?

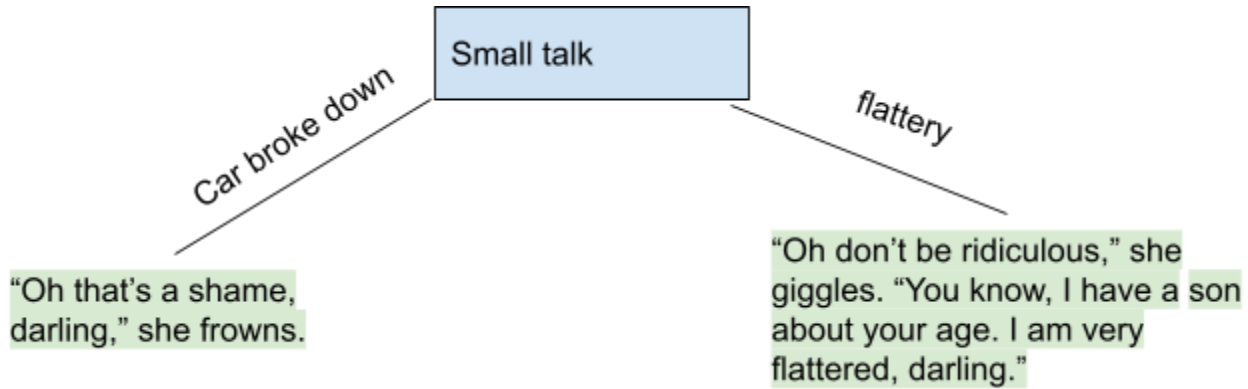
Nope! Murder. You only catch bits and pieces over the sound of the rain outside. Charitable wealthy couple found dead... home invasion... missing teeth? That can't be right. Whatever, not the most urgent thing right now. It's freezing, and a hot drink might warm you up. You make your way to the booth, and the waitress notices you.

"Hey there, sugar, my name's Abby," she smiles. "What can I get you?"

Type 1 for a black coffee, or 0 for hot chocolate.

"What brings you to a town like this in the pouring rain?" She asks as she prepares your drink.

Type 1 for "My car broke down a few miles back", or 0 "You".



"Here's your [INSERT DRANK HERE]," your drink is placed in front of you. The waitress turns to tend to the other customers before you stop her and ask about the news on the TV.

"Oh, that." She's frowning. "Poor folks. The Hollands were well known around here. My son works at the country club they'd visit often, nice folks. Tipped him well."

"What happened to them?"

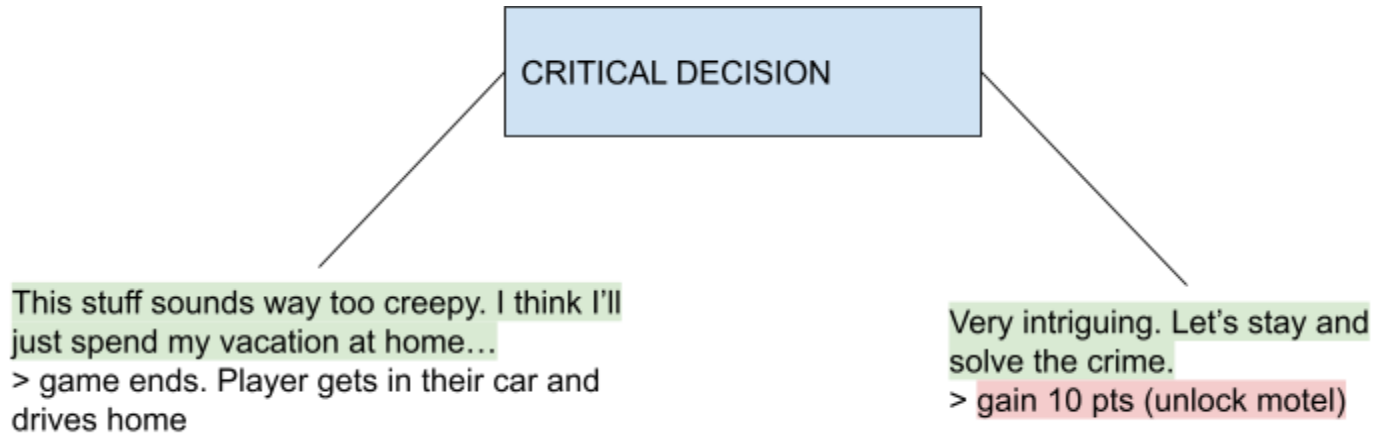
"Nobody had seen them in a week, apparently. Mr. Holland was meant to be golfing with his buddy yesterday but didn't show up," she takes your empty mug and wipes the counter. "Mr. Holland never misses golfing. Guess his buddy thought the same 'cause he sent someone to his house to check up on him but the poor thing found quite a nasty scene."

"They were both missing several teeth. Pretty gnarly stuff." You grimace. So, you didn't mishear anything earlier. That's unfortunate.

"Anyways, it's getting late now, sugar," you notice that the diner is now empty, save for you and the waitress. "We've got hot pancakes in the morning, don't be shy to come on down then."

You smile at the waitress. Pancakes do sound nice. You leave the waitress a tip and make your way outside. Interesting. The rain has stopped completely.

Your phone buzzes. The mechanic. You make your way down the block to pick up your car.



IF MOTEL IS UNLOCKED:

Output menu [if they're already at a location, output error msg]  
Should look like:

**Locations Menu**

1. Diner
2. Motel

## MOTEL (\* clue object)

[green: general prompt, no user input required] \*include **Press any key to continue.** at the end\*

[yellow: prompt that will expect user input]

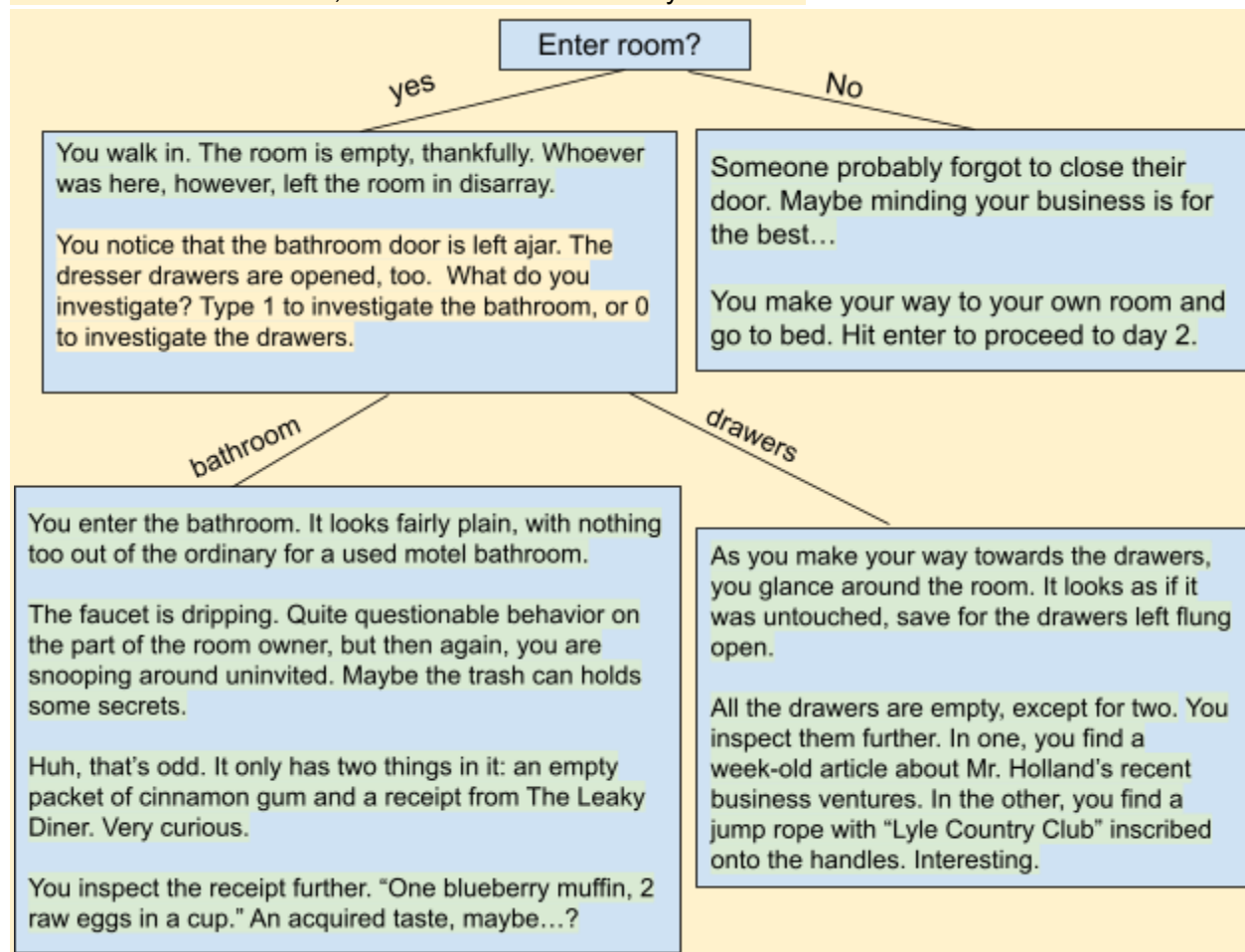
You arrive at the mostly deserted motel and make your way up the creaky stairs. Time to find your room, number 204.

201.

202.

203. You suddenly get a strong whiff of bleach. That's odd. This one's door is left ajar. And your room is just past it...

Enter 1 to enter the room, or enter 0 to continue to your room.



Room **clues: (+ 10 points)** (Note : add more clues)

- Door: dnd sign
- Bathroom (trashcan) : empty packet of gum, discarded note order a blueberry muffin and \*exactly two raw eggs in a cup
- Drawer: you find an article about one of the recent murder victims (abt one of their careers)
- Bed: band-aids,
- Night stand: packet of cigarettes, a half eaten cinnamon bun (ants crawling around)

## Day 2:

Another day. Where do you want to go?

Display menu:

**Diner** [purpose: unlock Hollands location, and clue that Arthur works at the Leaky Diner]

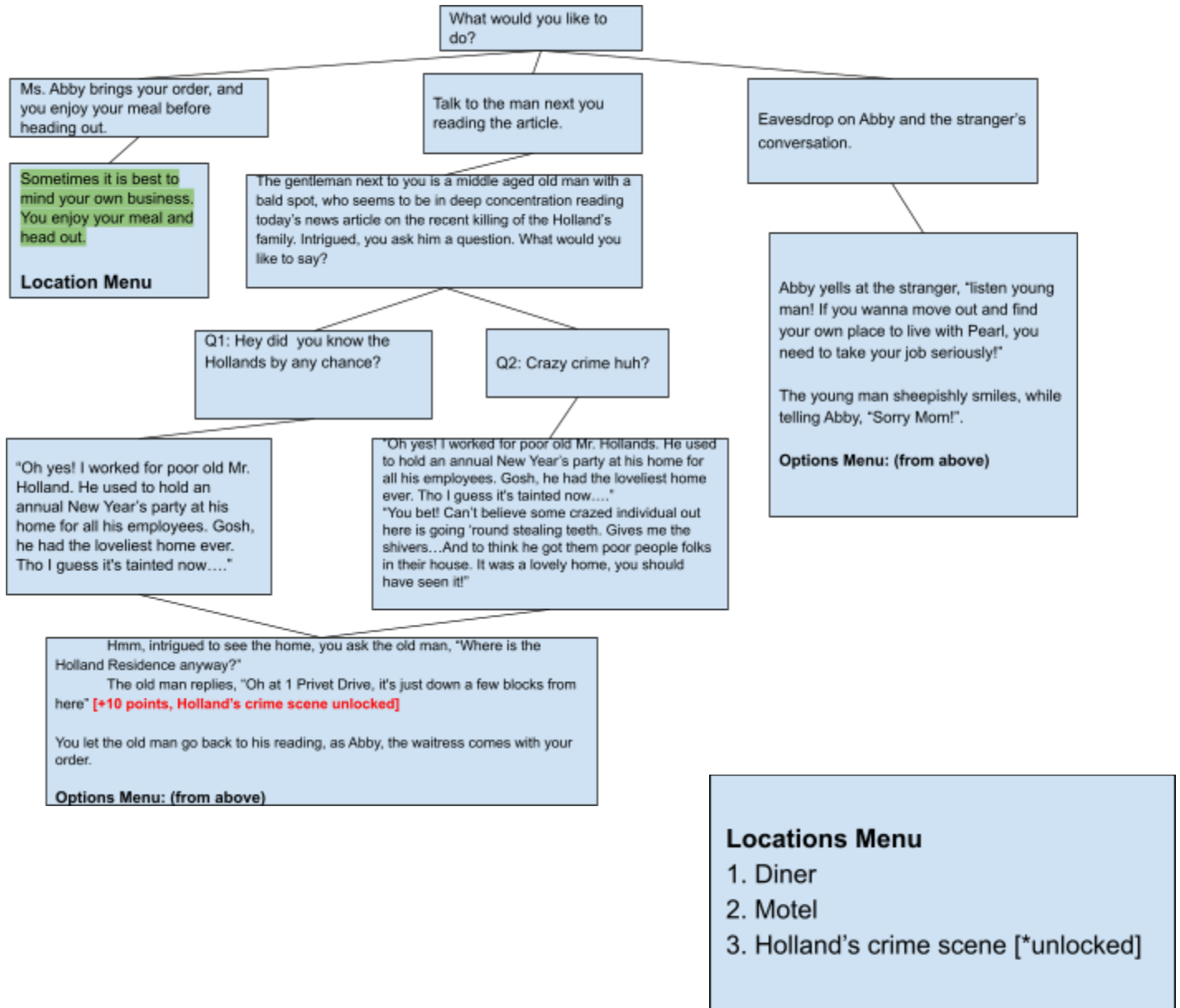
You make your way to the diner for some fuel. As you sit down at the bar, Abby, the waitress from yesterday comes with the menu.

"Glad to see you decided to stick around [insert name], what can I get ya today?"

You look at the menu, and decide to order:

- 1) A cinnamon roll
- 2) Black coffee

As you wait for your order, you look around. It's a bit slow in the morning, but you see someone walking into the diner and Abby seems to be angry with them. You also happen to see that you're sitting next to a gentleman who seems to be reading the news about the recent killings.



## Crime Scene #1: The Hollands (possibility for 20 pts here, country club unlocked w only 10)

You arrive at the neighborhood of the Hollands. You're a few blocks away, but you might as well be at the heart of the action with all the commotion you're hearing. There's police tape surrounding the Holland mansion and the street is swarmed with both reporters and curious bystanders.

You make your way over to the crowd. They're chattering to each other and themselves, all theorizing about what possibly could have happened.

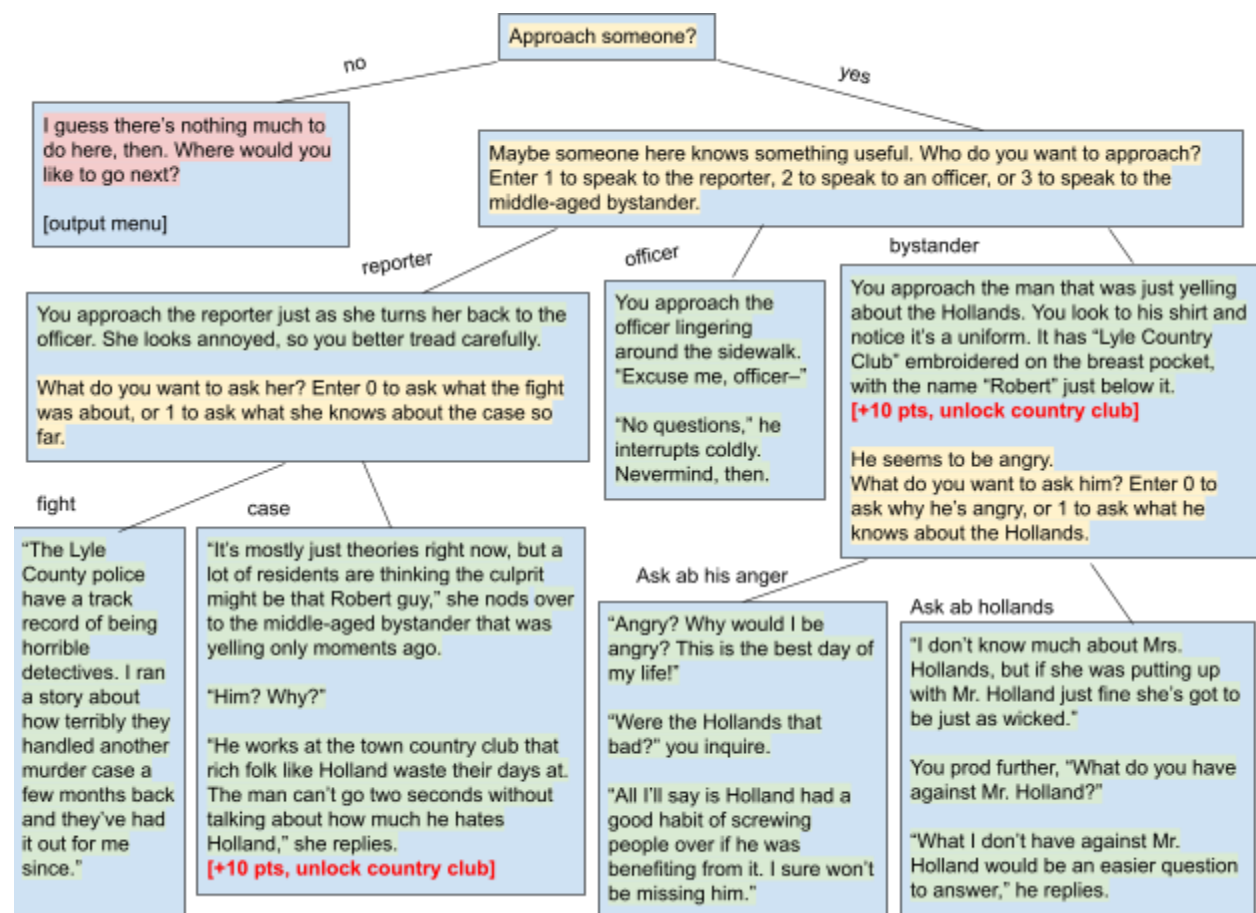


"I bet you it was one of the maids. I'd do it too if I worked for Holland of all people. The guy's a crook," shouts a middle-aged man to your left.

You survey the crowd. Most people seem to be concerned. Fearful, even. There are officers littered around the scene, attempting and failing to quell the crowd's hysteria. You notice one woman in particular, wearing a reporter's vest, arguing with one of the officers.

Would you like to approach someone?

Enter 1 if so, or 0 if you would like to leave.



### Locations Menu

1. Diner
2. Motel
3. Holland's crime scene
4. Lyle Country Club [\*unlocked]

## Lyle Country Club

You arrive at the Lyle Country Club. It doesn't look all that busy today. Would you like to approach someone?

Enter 1 if so, or 0 if you would like to leave.

If they enter 0: I guess there's nothing much to do here then. Where would you like to go next?  
[output menu]

You approach the crew member. His tag has "Dylan" embroidered right under the country club's name.

"Hello, there!" He greets you with a smile. "How can I help you today?"

"Do you know a Robert that works here?"

"Robert? Yeah, poor fella got laid off last week. He's got a bit of a temper, so he sorta lost it and yelled at one of our patrons. He was a regular, so my boss did not like that. You might've heard of him with all the news lately, Mr. Holland. It's a real shame what happened, he was well-known around here."

"Were the Hollands close with anyone here?"

"Oh yeah, they were really close with the Mansons. That was of course until they died a few months back. I heard it was a strangulation. Such a shame."

[+10 pts]

"I heard the Hollands came here often. Do you know anything about them?"

"I sure did. They were regulars here. Mr. Holland had his favorites. He doted on my coworker, Arthur, he could've told you more about them but he hasn't been coming to work lately..."

"What do you know about arthur?"

"Not all that much, to be honest. The fella is pretty shy and reserved. He's my boss's favorite, I know that 'cause he's the only one with the keys to the sports equipment room."

[+10 pts]

### Locations Menu

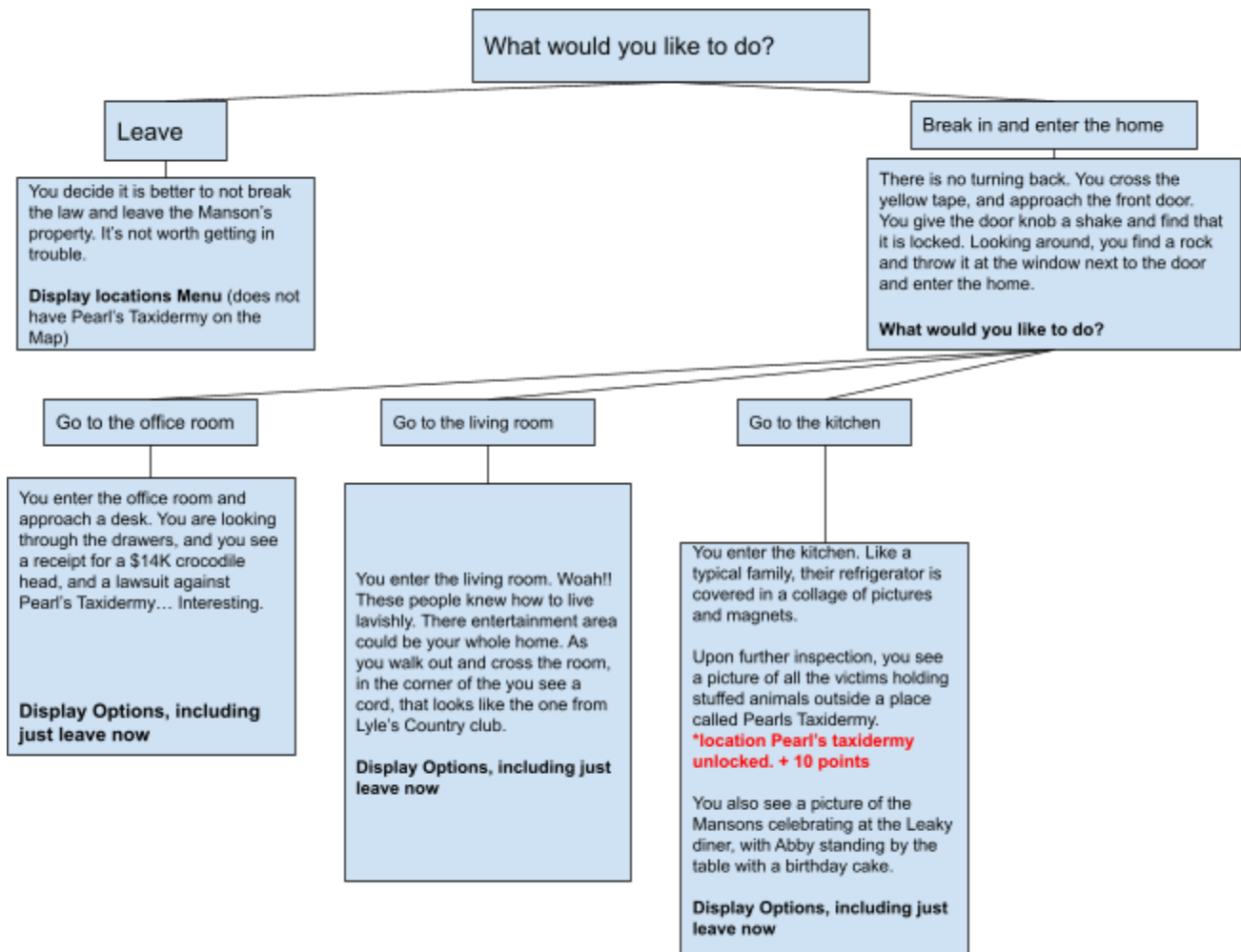
1. Diner
2. Motel
3. Holland's crime scene
4. Lyle Country Club
5. Mansons [\*unlocked]

## Crime Scene #2: The Mansons

As you make your way to the Manson's home, you see a giant house. You can tell that the property was once a beautiful home of someone clearly with a high socioeconomic status. But now, it is covered in yellow crime scene tapes with a withered garden as no one has been around to clean up or maintain the property any longer.

What would you like to do?

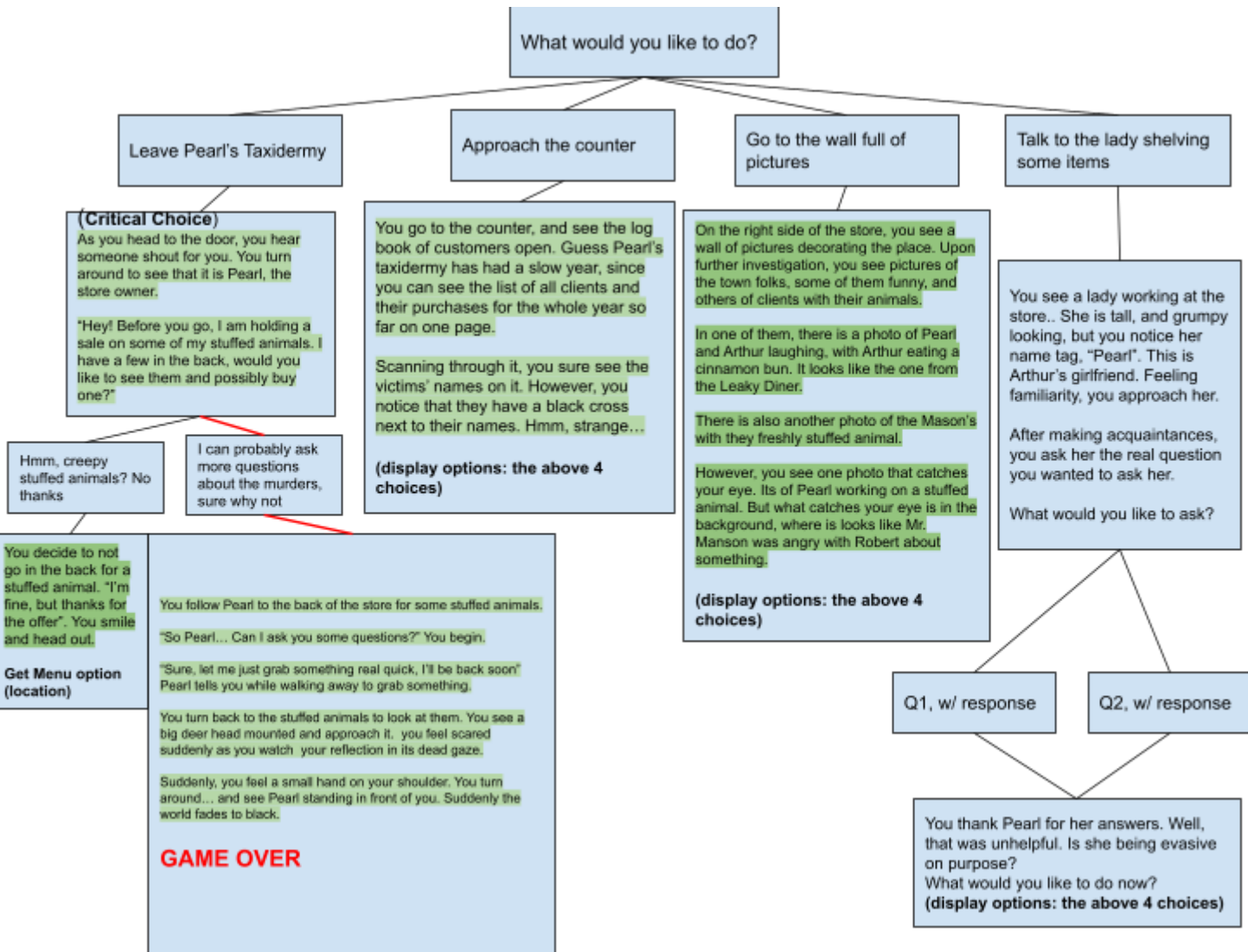
Choices:



## Pearl's Taxidermy

You make your way into Pearl's taxidermy shop. The air feels stale, and you feel as though the beady dead eyes of the mounted animals along the walls are watching your every move. While the place is unsettling, curiosity gets the best of you. After all, the victims had purchased a stuffed animal from here... could there be any possible connections at this place?

### \*Choices:



### Q1: What was your relationship with the victims like?

Pearl's response: Oh, I wouldn't say I was close to 'em or anything. They were just typical rich folks buying taxidermies and what not.

### Q2: Man this crime is just bizarre! By chance, do you know anyone in town fascinated with teeth or something?

Pearl's response: "hmm, you are right, that is pretty weird. But I don't know, we got a lotta odd folks around here, I mean, we are in Florida after all."

