

Canary

Story

Cave Entrance (interior)

Player Inventory: Suit (armor), .44 Magnum (weapon), 1x switchblade (melee weapon), 1x pocket-watch (accessory), 12x .44 rounds, 1x med-kit, 1x notepad, 1x walkie-talkie, 2x pack of cigarettes (restores 20% sanity), 1x flip-top lighter, 1x car keys, 1x purse, \$50 USD

Player Healed Points = 0 (internal variable to track ending)

Player Wounded Points = 0 (internal variable to track ending)

Player sanity = 100%

Francis: Randy? Randy? This walkie-talkie keeps cutting out. Maybe this wasn't the best idea.

Randy: Damn, I can hear you just fine.

Francis: D-did that cat just talk?

Randy: What are you talking about?

Francis: *shouting* Oh god, that cat just talked! Why the hell is your voice coming out of a cat?!

(Player loses 5% sanity)

Randy: Francis, calm down. This is completely unlike you. What's going on down there?

Francis: No, you're just, you're... you're a cat.

Randy: Boss, are you sure you aren't seeing things? That doesn't make any sense.

Francis: Dozens of people disappearing into the same cave and never coming back out doesn't make sense either.

Randy: Well, there are worse walkie-talkies. Keep me updated.

School Hallway

(Player loses 1% sanity)

Francis: It looks like I'm in some kind of school now. Any luck on that lead I gave you?

Randy: Yeah, I called in some favors. Science doesn't know about any kind of gas that could cause you to hallucinate like this. I'm looking into building permits for the area, but nothing so far. Sorry boss.

Francis: Damn. How can that be?

Randy: I'll be right here. This cat has a mind of its own, so...

Francis: Alright. Keep me updated. Let's see what this... "cave" has in store for us next.

(Game control given to player).

[shadowy figures fill the hallway. There are several doors the player can enter. Bell rings.]

The Classroom [Bullying]

Goal of room: to remember and reconcile the bullying Francis encountered in school over her sexual orientation. Strength of memory causes Francis to question herself and the route she should have taken in life. Reconciling her submissive and rebellious selves ultimately provides her validation, and finishes the room.

Teacher: You're late again.

[laughing sound effect]

Teacher: Class is starting. Take your seat.

(Player loses 1% sanity)

[Talk to teacher:]

Teacher: I said, class is starting. I'm so sick of your impudence.

Francis: Sorry, I thought my size would be enough of an indicator, but I'm not a student. Francis Hartman, Private Eye. I'm looking into the disappearances of several people. Your name wouldn't happen to be, um, Lila McClain? Alisha Davis? Jennifer Smith?

Teacher: I see you're still experiencing delusions. It's gotten so bad you can't even remember my name. I'll be phoning your parents and leaving a note for administration.

(Player loses 1% sanity)

[Talk to any of the students first time:]

Students: I saw you.

Francis: Stop pulling my leg. I've never seen you before, kid.

Student: You don't remember us? That's so disappointing. Say hi to Kara for me.

Francis: Shut up, you brat. I don't know anyone named Kara.

[laughing]

Student: Give her a big smooch from all of us.

(Player loses 1% sanity)

[Second time:]

Student: Don't you love us? Aren't we good enough for you?

Francis: You don't seem to love coherent sentences, so I can't say I care about any of you at all.

Student: You're always so selfish.

Francis: I literally just met you.

Student: No, Francis. We met twenty years ago. You really are crazy, aren't you?

(Player loses 1% sanity)

[Third time:]

Francis: Have any people come by here? Catherine Lowell? Viktor Davis?

Students: You're the only one who's ever been here.

Francis: Neither you nor the teacher have ever been here? Stop lying.

Students: You never left, did you? Just stay with us. The outside world is too ugly.

Teacher: Class is starting. Anyone who continues to talk will be sentenced to detention.

Francis: Is this a school or a courtroom?

Teacher: Sit down.

(Player loses 1% sanity)

[Fourth time:]

Teacher: Every day you ignore me, defy me. You shouldn't even be in this classroom, you don't even know how to read. Two plus two is too difficult of an equation for you. I'm changing the class's lesson for today. It's the most important lesson you'll learn in your whole life: ritual sacrifice. The first step is to cut off the sacrifice's limbs, and then flay them.

[Class begins to scream, transform into monsters, and attack Francis]

(Player loses 10% sanity)

(Fight scene. If player wins, they can leave the room and continue the plot. Francis gains one Wounded point.)

[Option two: sit down.]

[Teacher starts pacing.]

Teacher: It's time to start our class for today. That'll be Francis 101.

Students: Do we have to?

Teacher: As you grow up, you'll have to deal with people like her. You'll think you're free, that you've moved into a nice, sane neighbourhood where people don't have gross perversions. But they'll always creep in. They're everywhere.

(Player loses 1% sanity)

Students: Can't we just kill them?

(Player loses 1% sanity)

Teacher: They're too smart for that. There are hidden supporters in the government, elements that support these freaks.

Francis: I'm leaving. ...Why can't I move? What the hell did you do?

(Player loses 1% sanity)

[Some of the students turn into wraiths.]

Teacher: Look at her. She won't grow her hair out.

Students: Gross.

(Player loses 1% sanity)

Teacher: She won't wear skirts.

Students: Monster.

(Player loses 1% sanity)

Teacher: She kisses other girls.

Students: Freak.

(Player loses 1% sanity)

Francis: At least I don't have to hate everyone else to feel good about myself.

Teacher: But there are ways to deal with these people.

(Player loses 1% sanity)

Francis: If you don't want me here I can just leave.

Teacher: You trap them in the system. Schools, jobs, make it so they die if they leave.

(Player loses 1% sanity)

Francis: I have my own job. I don't need any of you brats.

Teacher: Then you ignore them. Act like they don't exist. Talk over them. Only say hi if you're forced to.

Students: Yes!

(Player loses 1% sanity)

Teacher: If they force you to talk, and they will, then you force them into silence. Insult them.

Point out all the reasons they don't deserve to exist.

(Player loses 1% sanity)

Francis: Shut up. You're all so small-minded-

Teacher: If anyone dares to associate with them, attack them too. Don't play with them at recess. Don't share notes with them, or school materials. Force them to join the horde. Force them to conform.

(Player loses 1% sanity)

Students: Conform!

Teacher: As you grow up, don't hire them. Don't work with them. Attack them. If you do it in secret, the police won't care.

Students: Attack!

(Player loses 1% sanity)

Teacher: Keep going until she's dead. Either kill her or let her kill herself. We're going to have a break, so Francis will have the opportunity to make things easy on us. That would be very polite, Francis.

Students: Go kill yourself, Francis.

(Player loses 1% sanity)

[Fade to black, and fade into a featureless room with no students or teacher. Preferably a black abyss over which the player and NPCs walk, if NWN can do that. Two Francis' + the player character are on this map, inside Francis's mind. On the left is Conformant Francis, in a dazzling sexy dress, and on the right is Skeleton Francis.]

The player must convince both Francises.

When Speaking to Conformant Francis

Player: Who... are you?

CF: I'm YOU, Francis! Don't I look great?

Player: You look... not me.

CF: That's because you're awful, Francis! Have you ever met anyone else like you?! No! All of society can't be wrong, right?!

P: But... That's not true. There's Jesse, and that girl from my school, and...

CF: But they're both DEAD! You wanna know who's alive?

[A man in a suit appears.]

CF: JOHN SMITH! He's rich, and beautiful, and amazing! We're married!

P: That's gross, that's, that's not me. He looks awful. Does he even talk?

Man: I'm John Smith! Here's money!

CF: ISN'T HE GREAT?!?!?

P: You're not me.

CF: I am! I'm your BEST VERSION! I'm rich, everyone loves me! Next week, I'm going to a gala, and a fundraiser, and a wedding! Let's go! Aren't you excited?!

P: Stop pretending to be me. I hate all of that stuff. If you're me, you hate all of that stuff.

CF: But I'm happy! The death threats and bullying have stopped! I'm not suffering anymore!

Voices: (We'll accept you! We'll embrace you!)

A. Player: "If I turn into you, I'm gonna bully myself for having awful taste in everything."

B. Player: "And that seems worth it to you?"

Player Choice A

(Player fails to persuade CF, loses 5% sanity)

Conformant Francis: "Say what you will, but I'm not bullied anymore! I don't contemplate death to escape things anymore!"

E. Player: "You're lying."

F. Player: "Oh, please, like a bunch of ankle-biters could wear me down like that."

Player Choice E

(Player succeeds two levels of persuading CF, gains 3% sanity)

Voices: (She's accepted! She's part of us!)

CF: "No! This is the absolute truth!"

P: "What do you like about your husband?"

CF: "He... He's... gorgeous!"

P: "How?"

CF: "Um, well, he's, um, his suit's really nice!"

P: "Listen to yourself. Every word, every inch of you, it's pure bullshit."

CF: "But he has money!"

P: "To spend on social gatherings and clothes you don't want?"

CF: "..."

P: "You're not happy. Do you dream about him at night? Does he make your heart race?"

CF: "Well... I'm... Not perfectly happy. But things could be worse."

P: "Could they?"

CF: "I could be alone and poor, in a stupid office solving other people's problems."

P: "But you'd be happy."

CF: "I'd die."

P: "Would you rather live a garbage life or die happy?"

CF: "No... You can't be..."

P: "Listen to yourself."

Conformant Francis: "I... I sold joy for safety. I'm not happy. I'm not me."

(Player succeeds argument, go to Correct Ending)

Player Choice F

(Player fails to persuade CF, loses 5% sanity)

Conformant Francis: "Then why are you here?"

Player: "I'm investigating several missing persons -"

Voices: (Just conform! Become us!)

Conformant Francis: "No, why are you seeing me right now? Why are we even having this conversation?"

Francis: "I-I..."

CF: "I'm so disappointed in you."

(Player fails argument, go to Incorrect Ending)

Player Choice B

(Player succeeds one level of persuading CF, gains 3% sanity)

Conformant Francis: "We've BOTH already changed ourselves to fit in, right!? We say our Ps and Qs, we're polite, flattering, we abide the law."

Player: "I'm only polite when I want to be. But you? You're constantly simpering and running after the approval of everyone. That's not who I am."

CF: "Do you even know who you are?"

P: "I'm a Private Eye. I'm confident, I'm assertive, I make my own way in life. I do what I want."

None of our classmates had to give up who they are. Why the hell should we? Fuck that."

CF: "Really? That's what you think? Do you remember Suzanne Johnson? Kathleen Mullin? Barbara Mehlenbacher?"

F: "They don't remember me, why should I remember them?"

CF: "Suzanne is married with three children. She wanted to be a sailor when she grew up, but now she's trapped in the suburbs. Kathleen wanted to be a lawyer, but she's stuck as a secretary in the waiting room. Barbara wanted to be a cop, now she's a grade one teacher."

F: "That's their problem. Nothing stopped them from doing what I did."

CF: "Really? Your Father was never around, and your Mother was almost as rebellious as you. They didn't have that. They had to conform or give up everything. You don't get to judge them."

Francis: "That's not fair, they treated me like shit, it's not the same at-"

Conformant Francis: "Life isn't fair. What do you expect to do about it?"

C: Player: "Inflict my pain on them. Let's see how long they sing their petty little tune when they can't be themselves."

D: Player: "I won't let them win. I only have one life and I'm not letting others dictate how I live it."

Player Choice C

(Player fails to persuade CF, loses 5% sanity)

Conformant Francis: "These are children, and you want to inflict intense emotional trauma on them. An eye for an eye makes the whole world blind? I'm hurt too, but becoming the very thing we hate isn't the answer. You know that."

Francis: "One day! One day in my shoes and, and, and-."

CF: "You create a dozen new people as jaded and hateful as you are."

(If first wrong choice, go back to Player Choice B. If second wrong choice, player fails argument, go to Incorrect Ending.)

Player Choice D

(Player succeeds one level of persuading CF, gains 3% sanity)

Conformant Francis: "But without them, life is meaningless!"

Francis: "Without sycophants and liars? Without hypocrites and bullies? I don't have time for them."

CF: "You have to make time, or society will, society will-"

Francis: "There's no way society could do anything that would make me as unhappy as you are."

CF: "Shut up! I'm perfectly happy, I have a husband and a kid and money and prestige and friends-"

Francis: "That's what makes society happy. Not you."

CF: "Y-You... Shut up! I'm happy! I'm... so... happy..."

Francis: "Really?"

CF: "...He's so ugly. That little brat is so needy, screaming and shouting, gimme this, gimme that. When's the time for me? Francis has just disappeared into this wretched, insignificant life...."

(Player succeeds argument, go to Correct Ending)

Incorrect Ending

Voices: (Join us! Embrace us!)

Conformant Francis: "No, safety is better than happiness. Your way's only going to hurt more people. This way, living with society, I can make a difference. People take me seriously."

Whatever you are? You're a joke. Besides, I'm not gonna lose sleep over whether or not someone comes and finally punishes me for my sins.."

Francis: "No, you have to be the change you want to see in the world, you have to-"

Distorted Voice (see Shodan): "You test my patience, insect."

(Player gains 1 Wounded Point (internal variable to track ending))

(Player loses an additional 5% sanity)

[Conformant Francis fades away]

Correct Ending

Voices: (She lied to us! Cut her from our fold!)

Francis: *Bitter laugh* "I know people who thought like you lot. We called them Nazis. They decreed who could be loved, who could live, who could be worshipped, and anyone who didn't fall into their neat little box wound up in a mass grave."

Conformant Francis: "I remember. We fought them together."

Francis: "It never changes, does it? All the pain, the panic of battle, our friends dying beside us. Just so we could come back home to our own little tyranny."

Voices: *angrily* (She insults us! She rejects us! How dare she?!)

Conformant Francis: "I want to be me. I'm so... tired of lying. All the time. It never ends. But... Will I ever be accepted?"

Francis: "I accept you. You're part of me. As long as we accept each other, nothing else matters."

(Player gains 5% sanity)

(Player gains 1 Healing Point (internal variable to track ending))

[Conformant Francis fades away]

Distorted Voice (see Shodan): "Yes, that's it."

When Speaking to Skeleton Francis

Player: "What... are you?"

Voices: (She's a witch! Burn the bitch!)

Skeleton Francis: "I'm you. The true you, the one that you really want to be. I rebelled. I revelled in discarding all that they valued. I treated them with the same contempt they showed me."

Francis: "I thought that's what I was doing... What happened to you? You don't look like me at all."

Skeleton Francis: "Well, I'm dead, aren't I? That's what you wanted, isn't it? But there was something so therapeutic in flaunting my sexuality, in completely rejecting the worthless notions of others trying to define me."

Francis: What do you mean by that? Complete rejection?

SF: I murdered anyone who disagreed with me. I held rallies, I burnt buildings, I blackmailed. Anything for the cause. This society needs to be burnt down and built anew.

Francis: What if you destroy things so much that they can't be rebuilt?

SF: Then maybe this world deserves to burn.

A. Player: "You're lying to yourself. That's never what this was about."

B. Player: "Would you do things the same way again?"

Player Choice A

(Player succeeds one level of persuading SF, gains 3% sanity)

Skeleton Francis: "What do you mean?"

Francis: "It sounds like this was a form of revenge to me. I mean, couldn't you have kept true to yourself without being so aggressive?"

Skeleton Francis: "Obviously. What else am I supposed to do? This is the only weapon I have. You've seen the shit they've put us through. I had to do something."

C: Player: "Keeping a low profile is easier, and you'd still be alive."

D: Player: "So should we become the very thing we hate?"

Player Choice C

(Player fails to persuade SF, loses 5% sanity)

Skeleton Francis: "Aren't you giving them what they want by keeping a low profile? Fading into obscurity? No one cares about you if you go away, if they don't have to look at you. But death? That grabs them. That forces them to pay attention."

(If first wrong choice, go back to Player Choice B. If second wrong choice, player fails argument, go to Incorrect Ending.)

Player Choice D

(Player succeeds one level of persuading SF, gains 3% sanity)

Skeleton Francis: "I'm nothing like them. I did nothing wrong other than being born. If they don't suffer like we have, then they'll never understand."

Francis: "You idiot. That solves nothing. They'll just hate us even more, and now they'll have a reason to. If you're going to act like this, reject any possible peaceful solution, bring nothing but pain, maybe you deserve to die."

SF: "No, I have to make them pay attention, I have to-"

Francis: "We both know that won't solve anything. My way is slower, my way is more painful, but at least there'll be a world left in the end."

(Player succeeds argument, go to Correct Ending)

Player Choice B

(Player fails to persuade SF, loses 5% sanity)

Skeleton Francis: "Yeah, I would. I died, but people will notice. There'll be monuments to me, maybe I'll even get my own day. This society has become so toxic it's even poisoned the kids against us. We'll never get change unless we act."

E: Player: "Doing nothing is just as powerful."

F: Player: "You might not get the change you want."

Player Choice E

SF: "Yeah, that's how you do things, isn't it? What a waste of space. Your business is going to tank, and now you're gonna die alone in this cave like everyone else."

F: "No, that's wrong, that's-"

SF: "Please, do nothing. Do nothing and die."

Player Choice F

SF: "What are you talking about? All change is good."

F: "If there's no world to come back to, you haven't changed anything."

SF: "Of course I have, everyone's dead. That's a pretty big change."

F: "Boring. That's just another form of giving up. And besides, you haven't burned anything to the ground. You just died."

SF: "And someone else will pick up the torch-"

F: "No they won't, because you're a fucking idiot. They'll see that you died, they'll see that you failed, and they'll run in fear. But live your life, live freely, and you set an example. You show people that they can live."

SF: "But death is easier."

F: "Easier? EASIER? That doesn't sound like you. I'm disappointed, really. When have we ever done what's easy? Challenge yourself. Understand these people, and interact with them."

SF: "So... Difficult..."

F: "I'll help you. Every step of the way."

SF: "...thank... ...you..."

Incorrect Ending

Voices: (Kill her!)

Skeleton Francis: "No, I'd rather be free and dead than be such a failure to the cause."

Francis: "This isn't a cause, it's a suicide mission, it's-."

Distorted Voice (see Shodan): "Just heal already!"

(Player gains 1 Wounded Point (internal variable to track ending))

[Skeleton Francis fades away]

Correct Ending

Voices: (frustrated murmurs)

(Player gains 5% sanity)

Francis: "There's so much we can do if we work together."

SF: "But that's hard. I, I just want to burn it. I'm so sick of trying."

F: "It'll be hard, but if anyone can do it, it's you. You just have to live."

Skeleton Francis: "This hate in my heart is so heavy. But if I don't fight, if I just live... I need to gain followers."

F: "Those kinds of followers will only hurt you. "

SF: "Without people like them, though, without revolutionaries... Will I ever be accepted?"

Francis: "I accept you. You're part of me. But this isn't the path I want to tread."

(Player gains 1 Healing Point (internal variable to track ending))

[Skeleton Francis fades away]

Distorted Voice (see Shodan): "Well done, insect."

[Fade to white]

[Fade into classroom]

[All the children and teacher are now wraiths. They hiss in anger.]

Teacher: "My, Francis has been deep in thought for a long time. Maybe she's finally worked up the nerve. Conform or die. What will you choose?"

Correct Endings:

Francis: "Neither.

Teacher: "Wh-What? That's not an option! Shut up and sit down, right-"

Francis: **"None of you have any understanding of anything beyond this pathetic mudhole. I don't need any of you. You wouldn't know a lead if it hit you in the face. I guarantee any of you trying to shoot a gun would blow your own hand off. Go fuck yourselves."**

Teacher: "Don't talk to children that way, Francis."

Francis: "I'm talking to them the same way you spoke to me, *teacher*. Bye."

(Player can move.)

Teacher: "N-No. Sit down. Take your lesson."

Francis: "I don't need any of you anymore."

Teacher: "Sit down right now, or I'll, I'll-"

Francis: "You'll what? You can't do anything to me anymore."

(Player can attack students or leave.)

[If left alone, as Francis leaves:]

Teacher: "We're always watching. If you're going to skip class, don't forget your homework. Make sure to prepare one of your organs for us to eat by next class."

[Laughing. Everyone disappears.]

Incorrect Ending:

Francis: "Sh-Shut up and leave me alone! I hate you, I hate you all!"

Teacher: "So mature. I can see you've learned so much."

Francis: "I'll kill you all!"

Teacher: "Still viewing violence as a valid answer to your problems. So disappointing, No, no, this won't do at all. I'm putting this in your report."

[Leave or attack.]

Bathroom [Guilt]

Point of room: Francis can't save Lisa, remembers who Lisa is. Lisa is an old flame of Francis, who was obsessed with detective films. It was this that ultimately ended up drawing Francis to being a PI, though she doesn't remember who gave her the idea. Goal of room is to remember Lisa, and reconcile memory of her in some fashion.

What is player input? Some kind of chase could be used to facilitate story here? Need some conclusions on Lisa's character.

[crying noise.]

???: Hey Fran.

Francis: "I... think I know that voice? H-Hi.

???: "You don't... remember me? You promised me you'd never forget!"

Francis: "Of course I remember, um... Li... Li-sa. Lisa."

Lisa: "You'd better remember. Don't even joke about something like that."

Francis: "What're you doing here? You're..."

Lisa: Agatha Christie. Come on, let me read you a passage.

Francis: "Wait a minute that's... No, no, no, not that, stop it, stop reading our book, you're not even real, NONE of this is real, don't pretend like you know her!"

Lisa: You're a real detective now, Francis. I'm so proud of you. Your life is just like one of these novels. Back then, you could never guess who the criminals were. But now that you're an adult, it's all different, huh? So tell me, whodunnit?

Francis: I couldn't finish it. Not after what happened."

Lisa: "I know. You've kept our relationship alive a long time, blanketed in protective layers within your mind. I need to ask you one last favor, Fran. Finish our book. Finish it for yourself, and for me."

Francis: "If I do that, our relationship will be dead. Our memories together will end. Why? Why make me remember all this?!"

Lisa: "I haven't talked to you in a long time, Francis. I miss poring over mysteries with you. But that incomplete story you've carried around with you? You're waiting for another chapter that can never come."

Francis: "Maybe I prefer it that way."

Lisa: "Only happy stories deserve endings, huh? You invested so much in us. Let's finish our story. Isn't that what detectives do?"

Francis: "I won't let you go. I... I love you."

Lisa: "I've waited so long for you to say that. I love you, too. That's why I want to leave you with good memories, not bad ones."

[The door locks with a click. A book appears in front of the stall door in a small burst of magic.]

When Player picks up the book

Francis: "It all ended with a sickening sense of certainty, in a place stripped of both dignity and the basest of respects. Four things drew my attention; the smashed mirror, makeup smears on the basins, the joint on the floor, and the stall door."

Lisa: "You can do this, Francis. I believe in you."

(Player may now interact with the mirror, the basins, the joint, and the stall door.)

When Player interacts with mirror

Francis: "The mirror had been s-smashed. Someone had struck the glass with great force. Blood marred the impact site. The dame had many enemies. Perhaps they had planned a hit. I needed more evidence of a struggle."

Lisa: "I always thought someone had it in for her."

(If first evidence: wraiths appear in room)

(If second evidence: Lisa cries out in fear)

(If third evidence: Ghosts move towards Lisa)

(If fourth evidence: Lisa leaves with the ghosts, go to Correct Ending)

When Player interacts with Basins

Francis: "Makeup smears marred the basin. Someone had been crying, and it caused the makeup to run. Probably the dame's tears."

Lisa: "What if the killer had an emotional backlash?"

Francis: "Good catch. That's certainly possible."

(If first evidence: wraiths appear in room)

(If second evidence: Lisa cries out in fear)

(If third evidence: Ghosts move towards Lisa)

(If fourth evidence: Lisa leaves with the ghosts, go to Correct Ending)

When Player interacts with joint

Francis: "The devil's powder. The dame had a drug history, and this was potent stuff. Where'd she get her hands on it? Did her dealer come to extract payment?"

Lisa: "Rude! I didn't have a drug problem!"

(If first evidence: wraiths appear in room)

(If second evidence: Lisa cries out in fear)

(If third evidence: Ghosts move towards Lisa)

(If fourth evidence: Lisa leaves with the ghosts, go to Correct Ending)

When Player interacts with stall door

Francis: "The door was the clincher. It showed no evidence of forced entry. It was still barred from the inside, and there was little to no visible blood."

(If first evidence: wraiths appear in room)

(If second evidence: Lisa cries out in fear)

(If third evidence: Ghosts move towards Lisa)

(If fourth evidence: Lisa leaves with the ghosts, go to Correct Ending)

Incorrect Ending

Trigger: If player leaves through bathroom entrance

Francis: "I can't, Lisa, I'm sorry. Our relationship lives on inside me. I can't be the helpless witness again."

(Player loses 10% sanity)

(Player gains one Wounded point)

Correct Ending

Francis: "You hated the way they treated us, Lisa. One day, after your parents threatened to kick you out, you lit up in the bathroom. You couldn't even look at yourself, and smashed the mirror in anger. Worried sick about you, I came in to find you messed up. You said you never loved me. That we couldn't be together, that we had just been a phase."

Lisa: "I'm sorry... Francis. I didn't know what else to do."

Francis: "No. I buried you to forget. I went to war to find death and came back alive. Even when I became a private eye I couldn't remember what gave me the idea. I'm a coward, Lisa."

Lisa: "No. You're... my detective."

[Fade out with Francis sobbing in the bathroom]

(Player gains 5% sanity)

(Player gains 1 Healed point)

Lab: [Career/Glass Ceiling]

Point of Room: Discussion of Francis' trauma regarding her career - having to fake her own death in order to prevent being killed when her sex is exposed when a soldier, and difficulties getting taken seriously as a Female Private Eye.

Teacher: Ok class, form groups.

[Talk to students:]

Students: You're not joining our group.

(Player loses 1% sanity)

[Talk to teacher:]

Teacher: Oh, all the groups have been made already. That's what you get for being late to class. You'll have to do the experiment on your own.

Francis: I don't go to school here, I'm investigating-

Teacher: I don't care about your little detective games, Francis. Go do your work.

(Player loses 1% sanity)

Francis: There are people who've disappeared-

Teacher: I will fail you. Go do your work.

(Player loses 1% sanity)

[Francis has to collect some vials.]

Teacher: Have you even started your assignment? The titration needs to be done by the end of class or I will fail you.

Francis: There's no more vials or equipment-

Teacher: Just do your work.

(Player loses 1% sanity)

Player Attacks Everyone

[Everyone turns into wraiths.]

(If Francis attacks everyone, takes 1 Wounded point)

(Francis sanity - 10%)

Player Leaves

[Everyone turns into wraiths.]

Teacher: "Detectives belong to movies. Do something practical. Without science, math, you're just an idiot who's going to die in a dumpster."

(Francis sanity - 1%)

Francis: "I've been doing pretty well."

Teacher: "You're behind on your rent, this is your first client in months and you're not going to make it out of here alive, let alone solve the case. So shut up and learn something useful for once."

(Francis sanity - 1%)

Francis: "I'm the best detective this side of NYC. You're wrong. You always have been, and I'm calling you out on the bullshit you peddle to students."

Teacher: "That's not you, though. You're not even yourself anymore. You let the real you die in the war, and now you're just living a half life."

Francis: "No. The fake life? That's what I was living before I died."

(Francis sanity + 5%)

(Francis gains 1 Healed point).

[Francis leaves.]

Precursor to the End

In the school hallway, once each of the three rooms has been completed.

Distorted Voice (see Shodan): "It's time."

[Door at end of hallway unlocks and opens now.]

[Randy Cat runs off down the hall, and through the new door.]

Francis: "Hey! Randy, what the hell's gotten into you?"

Final Room: Altar of Despair

[Francis steps into the next room. As she walks through the mist, she comes across one body after another.]

(Each body can be examined, and on each body is a wallet or some other identifying feature.

Francis matches faces and confirms that each of the people she is looking for is la killed.

Matching each body to a victim checks them off in Francis' journal.)

[halfway through the room, Francis comes across Randy Cat in a pool of blood. Bodies lie scattered around him.]

(Player loses 3% sanity)

Francis: Randy? What have you done.

Cat: Do you feel better now, Francis?

Francis: What? Why would you ask that now?

Cat: That stuff sounded... pretty traumatic. I had no idea you'd had such a hard time, boss.

Francis: I didn't say anything about what I went through... Look, let's get out of here. Wanna go to Byrne's for a drink??

Cat: Well, normally yeah, but, y'know, we really should finish up what we're doing here first.

F: Byrne's? You're fine with going there after we're done?

Cat: Yeah, of course, like usual.

Francis: Byrne is Randy's Mother's maiden name, I've never heard a bar called that in my life.

Who are you, really?

(Player loses 3% sanity)

(Distorted laugh)

(Distorted Voice) "Cat": Well done, Sherlock. I was wondering how long it would take you to figure out our little game.

Francis: Don't play games with me.

(Distorted Voice) "Cat": Such impudence. Don't presume to lecture me on table manners, worm.

Francis: Table manners? You aren't going to eat me!

Remaining dialogue in scene changes based on ending.

Good Ending

Francis successfully endures and comes to terms with part of her trauma. Her character takes a lighter, more-optimistic turn. These changes are slight but definite, rather than a character overhaul.

Trigger: Healed points > Wounded points

(Distorted Voice) "Cat": *laughs* You still think you're in control, don't you? I don't have any use for you anymore..

Francis: W-what?

(Distorted Voice) "Cat": Your pain, I can feel it filling every pore of me, it's so satisfying. I've healed you, forced you to confront all those festering wounds you thought you had suppressed. But now, you can't feed me any longer.

Francis: What? How? That's impossible!

(Distorted Voice) "Cat": That's my power. I'm trapped in this stupid cave and you insects just can't shut up, your melodrama never ends, it just keeps washing over me like an itch. So I scratch it.

Francis: Itching? You call murder "itching"? How did killing them help?

(Distorted Voice) "Cat": I didn't kill anyone. Each of those insects took their own lives. What a waste of good food.

Francis: Why are you telling me all this?

(Distorted Voice) "Cat": For my amusement. I've lived longer than the childish pastime you call "recorded history." It gets so droll without changing things up a bit.

Francis: Fuck you. Stop toying with me.

(Distorted Voice) "Cat": You can leave now. You can't feed me any longer. But, I must congratulate you. You're the first insect to survive my healing process. Are there more like you? I'm still rather... peckish.

Francis: Who are you really?

(Distorted Voice) "Cat": Why do you ask? You can no better understand ME than dirt understands you. If you wish to learn the truth, keep walking towards me. But even a cockroach like you won't survive my true form. Consider this your only warning.

(Cat bursts apart in a spray of blood and gore.)

(Player loses 10% sanity.)

(Player may leave now or keep walking forward to see the creature.)

If Player walks forward, after some more bodies, the monster comes into view, surrounded by bodies and mist.

Francis: *screaming hysterically* Oh God, what the hell is that!? What is that. You... this can't be real!

(Player loses 50% sanity)

(Distorted Voice) "???": Foolish insect, I warned you.

(If player sanity is at or below 0, go to Francis going insane in Bad Ending)

Francis: I - I... I...

(Distorted Voice) "???": Impressive. You haven't completely lost yourself, insect. What now? Come to slay the beast have you? You can't hurt me. Your role has come to an end, and you know it.

(Player loses 5% sanity)

(If player sanity is at or below 0, go to Francis going insane in Bad Ending)

Player can either run, or attempt to fight. If the player is within range of the Alhoon, they take 3% sanity loss each turn. The Alhoon is takes minimal damage from weapon attacks.

Designed so the player cannot possibly win this fight.

Cave Entrance (Exterior)

[Francis walks slowly out of the cave.]

Randy: Francis! Are you ok? The walkie talkie stopped working and I had no idea what happened and-

[Francis raises her gun at Randy]

Francis: Hold it. Who are you?

Randy: Whoa, calm down boss! What the hell's gotten into you?!

Francis: I said, who are you? What's the bar we always go to?

Randy: I - I'm Randy, I work with you? We've worked together for years? We go to O'Reilly's? What the hell, are you ok?

[Francis lowers her gun and smiles]

Francis: So... It's really you?

Randy: Boss... are you okay? What happened in there?

[Francis walks forward and gives Randy a friendly embrace]

Francis: Let's get out of here.

Randy: What about the disappearances?

Francis: All dead. I'll tell you everything once we're far away from here. O'Reilly's? First round's on me.

Randy: Sure thing, boss.

Francis: Randy... thank you. Did I ever tell you why I became a Private Eye?

Neutral Ending

Francis successfully endures the cave, but does not heal. She leaves, traumatized and in need of drink, but takes solace in Randy's friendship.

Trigger: Healed and Wounded points are equal.

(Distorted Voice) "Cat": *laughs* Did you really think you were the one in control? Besides, I've already had my fill.

Francis: W-what?

(Distorted Voice) "Cat": Your pain was delicious, but I've grown tired of you. I've tried to heal you, but you refuse to heal. You're just as weak as the rest of them.

Francis: That doesn't make any... is that what you did with the others? Killed them once you got bored of toying with them?

(Distorted Voice) "Cat": Those insects took their own lives. How wasteful.

Francis: Fuck you. Stop toying with me.

(Distorted Voice) "Cat": You fool. You've learnt nothing. Get out of my sight.

Francis: Who are you really?

(Distorted Voice) "Cat": If you wish to learn the truth, keep walking towards me. But even a cockroach like you won't survive my true form. Consider this your only warning.

(Cat bursts apart in a spray of blood and gore.)

(Player loses 10% sanity.)

(Player may leave now or keep walking forward to see the creature.)

If Player walks forward, after some more bodies, the monster comes into view, surrounded by bodies and mist.

Francis: *screaming hysterically* Oh God, what the hell is that!? What is that. You... this can't be real!

(Player loses 50% sanity)

(Distorted Voice) “???”: Foolish insect, I warned you.

(If player sanity is at or below 0, go to Francis going insane in Bad Ending)

Francis: I - I... I...

(Distorted Voice) “???”: Impressive. You haven't completely lost yourself, insect. What now?

Come to slay the beast have you? You can't hurt me. Your role has come to an end, and you know it.

(Player loses 5% sanity)

(If player sanity is at or below 0, go to Francis going insane in Bad Ending)

Player can either run, or attempt to fight. If the player is within range of the Alhoon, they take 3% sanity loss each turn. The Alhoon is takes minimal damage from weapon attacks.

Designed so the player cannot possibly win this fight.

Cave Entrance (Exterior)

[The cave vanishes behind Francis. She stops to catch her breath.]

Randy: Francis! Are you ok? The walkie talkie stopped working and I had no idea what happened and-

[Francis raises her gun at Randy]

Francis: Not another step. Who are you?

Randy: Whoa, calm down boss! What the hell's gotten into you?!

Francis: Tell me! What's the name of the bar we always go to?

Randy: I - I'm Randy, I work with you? We've worked together for years? We go to O'Reilly's, why on earth are you asking that now?

[Francis lowers her gun.]

Francis: It's really you, isn't it?

Randy: Fran... are you okay? What happened in there?

Francis: The cave's gone now. Let's go.

Randy: But the disappearances? All the-

Francis: They're all dead. Let's go home, Randy. I need a drink.

Randy: Boss?

Francis: I'll be okay, thanks Randy. I just can't stay in this damned place any longer.

Bad Ending

Francis is not able to mentally endure the trauma of her past, and goes bat-shit crazy. Randy is hinted at a bad end as well. 'cause you know, bad endings are never good.

Trigger: Wounded points are greater than Healed points.

(Distorted Voice) "Cat": *laughs* Did you really think you were the one in control? Besides, I've already had my fill.

Francis: W-what?

(Distorted Voice) "Cat": Your pain was delicious. I tried to heal you, but you don't care do you?
You're just as weak as the rest.

Francis: My past is none of your damn business!

(Distorted Voice) "Cat": Oh, but it is. Healing people is my power. I'm trapped in this stupid cave and I just feel this mortal angst washing over me like an itch. So I scratch it.

Francis: You mean the others? How did killing them help?

(Distorted Voice) "Cat": I didn't kill anyone. You killed them, remember?

Francis: What the hell are you talking about?!

(Distorted Voice) "Cat": Just like you killed Randy.

Francis: Wh-what are you talking about!? What did you do to Randy, you bastard?

(Cat bursts apart in a spray of blood and gore.)

(Player loses 10% sanity.)

[Francis walks forward as if in a daze.]

Francis: *screaming hysterically* Oh God, what the hell is that!? What is that. You... this can't be real!

(Player loses 50% sanity)

(Distorted Voice) "???": Foolish insect.

Francis: I - I... I...

(Distorted Voice) "???": Ah, yes! Feed me your sorrow, your confusion, your suffering!

Francis: Ha... haha... ahahahahahahaha!

[The screen goes dark and a single shot rings out. Francis commits suicide.]

Cave Entrance (Exterior)

Randy: Boss? Are you still in there?

[Randy walks towards the cave entrance as the game ends].

Journal Entries

The Cave

This is really far out of my neck of the woods, but I can't turn down the pay. I've been asked to investigate a cave said to be the source of a number of rumors and sightings. More troubling is the disappearance of at least a dozen people over the past year. All local rescue attempts have failed.

Something really weird is going on in this cave. It feels oppressive, like a weight on my chest, and for some reason, I keep jumping at shadows. I never jump at shadows.

It looks like I've stepped into some kind of school. That's impossible! There must be something strange in the air causing me to hallucinate.

There's a locked door at the end of the hall. How do I get it open?

I must be hallucinating. I stepped into what appeared to be an active classroom, and the teacher there treated me like a child. Am I losing my mind?

There's a bathroom here as well, and I keep hearing this strange voice. Something tells me if I can find the source of the voice, I'll find an explanation for this madhouse.

Only one more room to investigate.

I found the source of all this. I have no idea what it was, or what it wanted, apart from some crap about "feeding on people's pain." If I tell anyone about this, I'll just get myself committed to the loonie bin. I don't care about the pay anymore, I just want to get the hell out of here.

Chasing Shadows

I need to find Catherine Lowell and Viktor Davis. They disappeared recently, so there's a good chance they're still alive.

It looks like there's some kind of old school set up down here. Did the disappeared set up a camp down here? Are Catherine and Viktor among them? Why? Is something preventing them from leaving?

None of the people here claim to know who Catherine and Viktor are. Are they covering up for someone?

I found Catherine. She's dead. I'll have to write her family the bad news.

Viktor's dead as well. What killed them? Was it the other kids?

Catherine and Viktor both went insane and killed themselves inside this damned place. Something here seems to be forcing people to relive old traumas. But no one would ever believe me.

Lost in the Abyss

Where am I? I guess there's nothing else I can do for now but talk to the other two here with me. They look eerily familiar.

One of them claims to be me, but some weird version of me. What about the other one?

I spoke to both the strange versions of myself.

[If correct ending] I've found myself again.

Playing Detective

Lisa wants me to play detective with her. I need to investigate the mirror, the sinks, the drugs on the floor, and the stall door. But if I do so, she'll die.

I've investigated the mirror.

I've investigated the sinks. Poor Lisa.

I've examined the drugs on the floor.

I checked out the stall door. If only I'd known...

Lisa's gone, again. She said she had to go, for both of us. I don't understand.