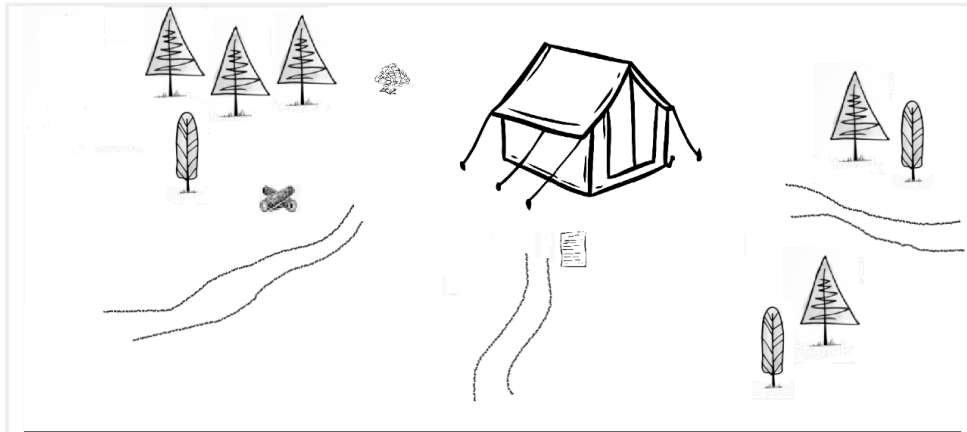


LOST IN VLS



SCRIPT

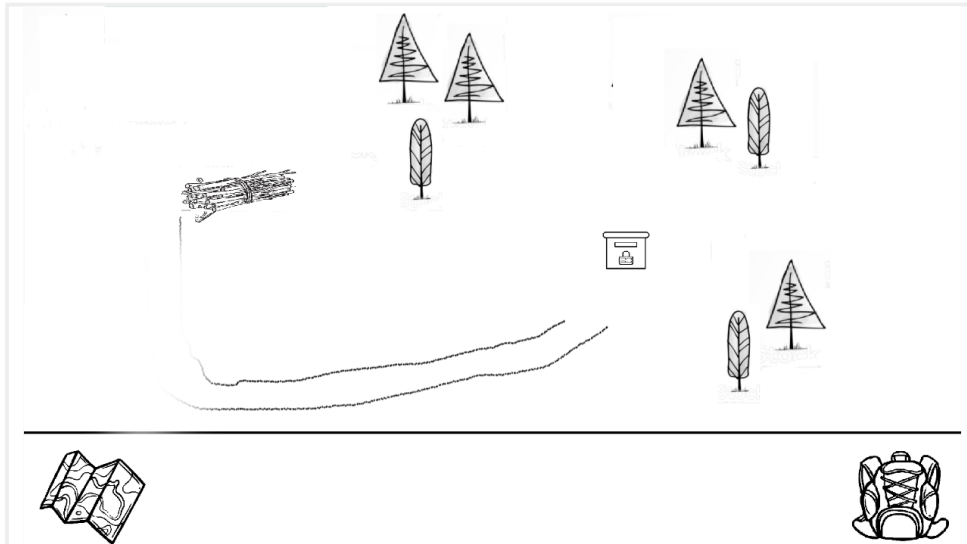
1

After the introduction video the player goes outside the tent and finds he/she is alone and everything is missing beside his/her empty backpack. The first thing that can be seen outside the tent is a message left by the friends that explains what is going on and what the player has to do. Then the player can start looking for objects and clues. At first clicking on the trails will not get the player anywhere, Then the player needs to find the map under the rocks and then he/she can choose a path. There is a clue for the next item on the trees. Clicking the tent the player has to solve a mini game to close the tent and be able to carry it around.

ACTION

To search for items and clues the player can:

- click on the note on the ground (to open friends's message);
- search under the rocks and finds part of the map;
- click on the trees on the top left corner to see a clue for screen 2;
- click on the tent to play minigame of folding the tent;
- go on one of the two allowed trails in screen 2 and 3.



SCRIPT

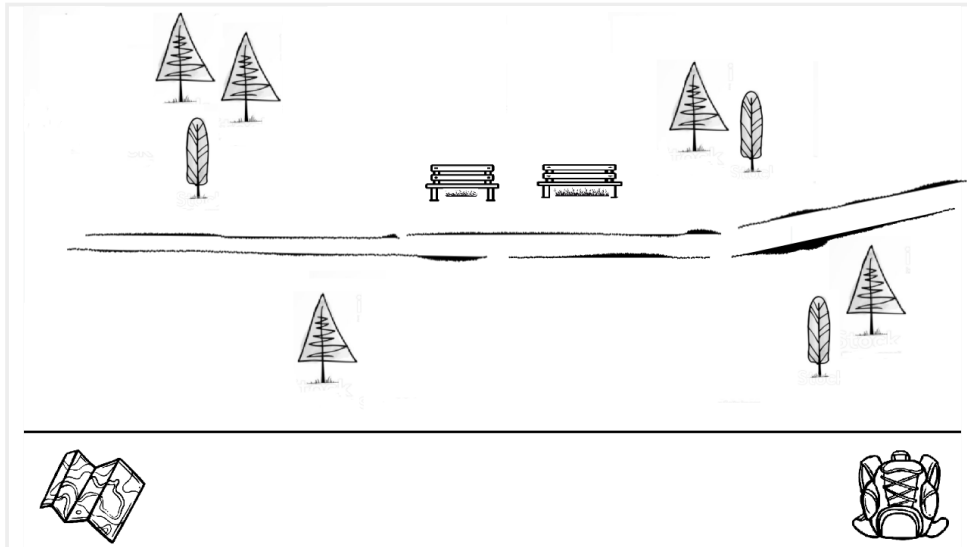
2

The player chooses path a, which brings the player to a clearing. In the clearing there is a box with a code lock. If the player has already discovered the code in screen 1, he/she can insert it and open the box, if not the box will stay closed. Inside the box there is scotch tape to use to attach together pieces of the map. At the end of the clearing there are blocks of trees that block the player from going on. There is a note under the trees but the player is unable to remove it with his/her bare hands. If the player has the garden trowel (found in screen 3) he/she can use that to dig up the item which is another part of the map. Player has to go back to first scenario.

ACTION

To search for items and clues the player can:

- click on the box and open it if he/she has the solution (found on the trees of screen 1);
- go near the block of trees. He/she cannot take the note from under the trees with bare hands;
- can take the piece of the map under the trees if he/she has the garden trowel(screen 3);
- go back to screen 1.



SCRIPT

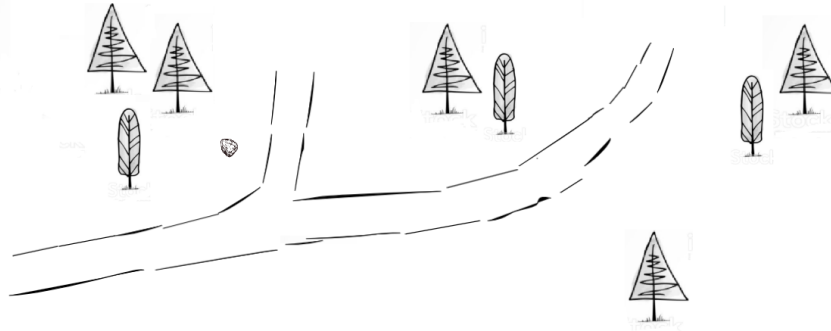
3

Player chooses trail b. Trail b is a simple trail surrounded by trees but on the side there is a bench under which there is a garden trowel. On a tree on the path it is possible to see that a piece of the bark has been removed and then reattached but it is not possible to remove it with bare hands, pocket knife is needed (found in screen 5). Once the bark is removed player sees that there is nothing underneath. Player can move forward or go back to screen one.

ACTION

To search for items and clues the player can:

- click on the bench and retrieve the trowel:
- click on the trees in order to examine the one with the clue but is unable to remove it manually.
- remove the bark if he/she has obtained the pocket knife (screen 5);
- go forward (screen 4) or go back (screen 1).



SCRIPT

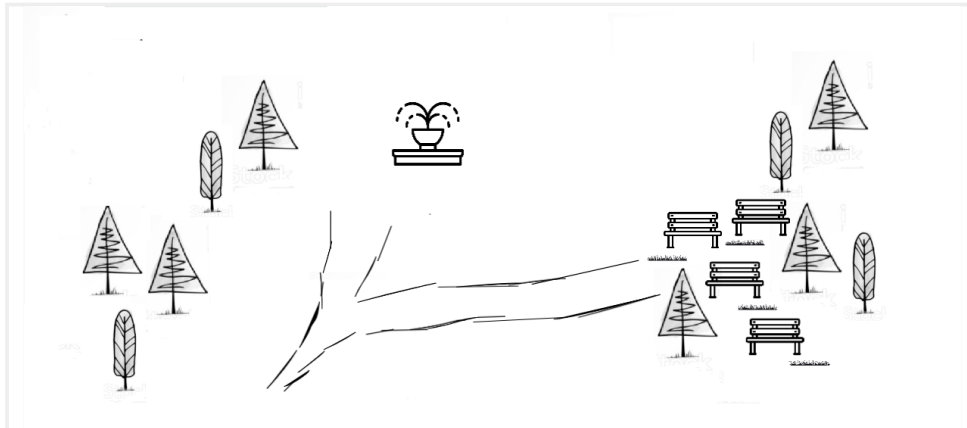
4

Player is in another trail scenario and continues to look for clues. He/she can see that there is something stuck on top of a tree (a compass) but is unable to reach high enough to get it. To get it, it is necessary to obtain the tree branch (screen 6). On the side of the road there is a rock that can be picked up. The trail ends in a crossroad that leads in two different directions. Looking at the map it is possible to see that the right path takes to a rest area while the other path brings toward the end of the trail for the first step of the trail. The player can choose on which direction to go

ACTION

To search for items and clues the player can:

- try to reach the top of the tree but is unable.
- pick up the rock ;
- try to throw the rock at the object on the tree but he/she is unable to land a hit.
- get the compass from the tree if he/she has the tree branch (found in screen 5);
- choose to move forward (screen 5 or screen 6) or go back (screen 3).



SCRIPT

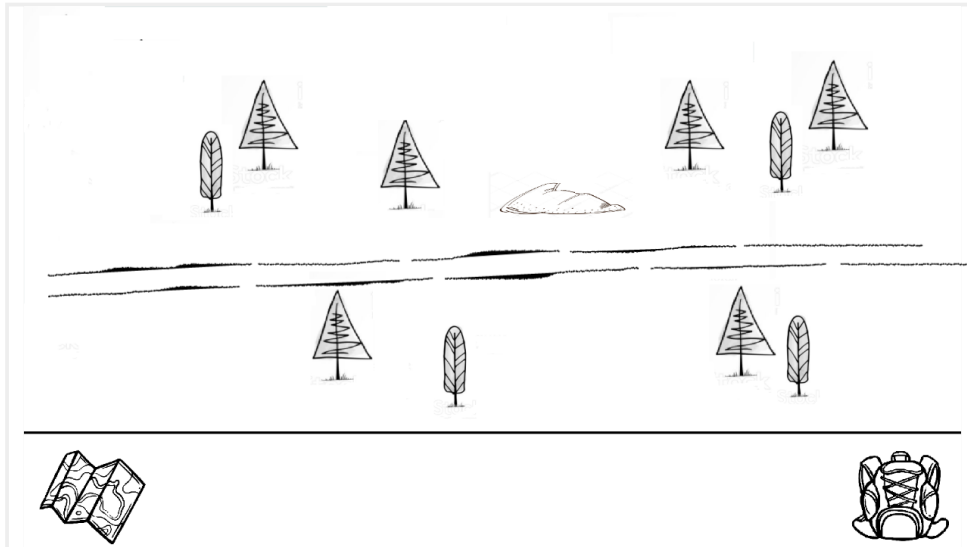
5

Player chooses the path that leads to the rest area, where he sees some benches and a fountain. The water on the fountain is very clear and the player can see on the bottom of the fountain his/her pocket knife. On one of the benches the player can see his water bottle. Player can only go back to screen 4.

ACTION

To search for items and clues the player can:

- go look into the fountain and take the pocket knife;
- click on the bench to obtain the water bottle.
- fill the bottle with water.
- only go back to screen 4.



SCRIPT

6

The player moves forward and sees a trail and a tree with a broken branch that can be removed using the pocket knife as a scalpel and the stone as a hammer to break it completely off the tree.

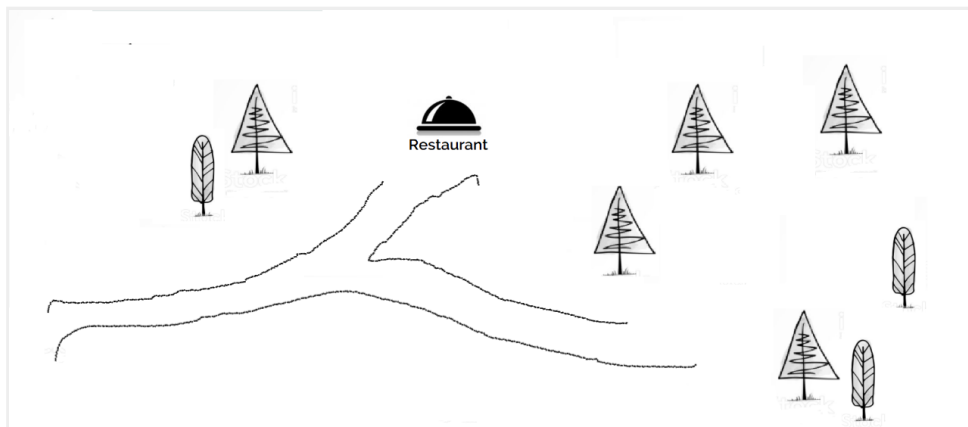
The player can see a heap of land that can be uncovered to reveal a pouch with some money and a note from the friends that the money can be used to buy food for the next day.

The player can move forward or go back.

ACTION

To search for items and clues the player can:

- select the tree brach and break it using the pocket knife and the stone.
- dig up the bag with the garden trowel.
- move forward (screen 7) or go back(screen 5).



SCRIPT

7

The player arrives to the resting area for the night. In front of him there is a place to eat and a camping space where he/she can set up the tent. End of level 1.

ACTION

To search for items and clues the player can:

- click on the restaurant and use money to obtain food
- reach the open area and play mini game to unfold the tent.