

Tell me or comment if there's any ideas, objections or suggestions

Dialog

Player Thinking / Dialog

interactive objects

people

-- quest objective

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## People Sprites needed

Main Char

walking: **sideways**

running: **sideways, upwards (back to the screen)**

standing: sideways & from behind (when ringing the bell, maybe when looking to the car, the cupboard etc...)

grabbing upwards with back to the cam

French guy

idle animation: **sideways**

Person in a hurry

running animation -> running up and down the hall **sideways**

Foreigner

walking animation: **sideways**

Mother &

daughter

those two probably could just sit on the bench if that makes it easier. **Front**

Receptionist

sitting behind the desk **Front**

Guy at the bus station

sitting: **Back ?**

2 Walkers (NOT the zombie ones, sorry ;) )

walking slowly: **sideways**

Jenny the penpal girl

walking: **sideways, front**

running: **sideways, upwards (back to the screen)**

looking left and right

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## Introduction

*Recently, my penpal Jenny stopped answering to my letters and emails.  
Actually, her last few letters were quite short and kind of weird, so I grew worried about her. I even found out her number and tried to phone her, but she wouldn't pick up on me.  
When my last letter got returned, I decided to check what's going on and booked a flight for her home city Paderborn.*

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## At the Airport (evening)

### **Interactive stuff: + initial dialogue**

French guy

Person in a hurry, running up and down the hall

Foreigner

Mother with daughter sitting on the bench

doors to the restroom

- I don't need to go to the loo right now

*when searching for the bus schedules* - I doubt I'll find the bus schedules in there

bench to sit on

- I'm not tired, I sat the whole flight

*when searching for the bus schedules* - no schedules over here

flight schedules

- I'm pretty sure I won't have to take a plane to the hotel.

*when searching for the bus schedules* - these are no bus schedules

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## Dialogue starting the scene

*Finally I've arrived at the airport! Now all I got to do is find out how to get to my hotel.*

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-- find out how to get to your hotel

-> ask people about it

- Excuse me! I need to get to the "Holiday Inn" in the city. Do you have any advice for me on how to get there the fastest?

- **French Guy:** Sorry, je ne speak anglais.

*...eh? gracias, no problemo.*

- Person in a hurry (interrupting your question) : Sorry I'm in a hurry.

*What an unfriendly person.*

=> Person in a hurry leaves the hall.

- Foreigner: I'm not local, sorry. Maybe ask the guy over there.

*Hgnh, thank you anyway.*

-> Mother with daughter sitting on the bench: I think you have to take the bus, the Holiday Inn should be near the Heartbleed Hospital, although I don't know what bus line passes by there.

*Damn, where can I find the bus schedules...*

*Thank you-*

*\*bows down to pet the girls head\**

*What a lovely blonde beauty you are, like one of my porcelain puppets. <3*

-> Search for the bus schedules

- Excuse me (again), I'm searching for the bus schedules, have you seen these by any chance?

- French Guy: *...I think there's no point in asking this one.*

- if still there: Person in a hurry (interrupting your question) : Sorry I'm in a hurry.

*What an unfriendly person.*

=> Person in a hurry leaves the hall.

- Foreigner: Hmmm...Yea I think I've seen those somewhere in the hallways... maybe try near the restrooms or the entrance.

=> bus schedules are located on one side of the airport hall doors

**\*\*screen with different bus schedules, clicking the right one will continue the quest\*\***

*Okay, let me see... the woman said the hotel is near the Heartbleed Hospital...*

**\*\*player has to click on the right schedule\*\***

wrong schedule:

*- no this doesn't seem right.*

*- This one doesn't stop at the Hospital.*

right schedule:

*- there it is, line 86- aaaand the last one for today is gone already. Damn this!*

=> finds out it's too late to take the bus

- black fade-

## At Jenny's house (night)

### **Interactive stuff + initial dialogue**

front door

-> triggers scene

Windows

- most blinds seem closed.

Window with open blinds

- this window is the only one with open blinds

entrance to the toolshed

- scary and dark and lots of tools inside.

car

- considering the tools and tyres lying around here, I assume this won't go anywhere anytime soon.

crowbar

*before the search for tools is initiated* - many stuff lying around

Trees/bushes?

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dialogue introducing the scene

*and thus I went by cab...and decided to drop by Jenny's house directly.*

*So let's see if she's home <3*

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- ringing the doorbell (front door), no one opens up. no lights

*Mhh, most blinds are closed and it seems as if there's no lights- maybe she's sleeping already.*

*Rrrrring. RRRRRRRRRRRRRRRing!*

*Ring ring ring ring banana phone...*

*RRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRRing!*

...

*She's not opening. I'd better take a look inside.*

(Tries to open the door. It seems locked.)

*Lemme see if there's any open windows or doors.*

-- Search for a way inside

possible Dialogs when clicking on windows / doors

*This won't open*

*No chance, these are closed tightly.*

*F\*\* this sh\*t - \_\_\_\_ -*

-> find a window with open blinds

*I think the window behind these blinds is open! I'll try to break them open so I can enter here...I'd search for a tool I can use for that.*

- search for something to break open the window
- > find tools in the toolshed (screwdriver, hammer, broom, pliers...go crazy with ideas)
  - Maybe this one will work!
  - Let me pick this up!
  - I'll try this out.
  - I'll take this one with me.
- these won't work when used on the blinds
  - Damn it, this one isn't working.
  - Well, this was a bad idea...
  - Wait, why did I even bother picking this up?
- > find a crowbar on the ground near the veranda /or/ under the carport
  - What about this one? Let me try.
- => use crowbar on the blinds to break them open
  - Crrrrks....Crrr--WHAM!
  - Finally, this worked!

## Inside the house



### Interactive stuff

- Sink in the bathroom

*a clean sink with a tidy mirror cabinet...*

*I need to shave.*

- Staircase to the basement

*It's dark down there...Unfortunately, I doubt she's gone there.*

- TV in the living room

*She got an harddisk connected to the TV! Unfortunately, I have no idea where the remote control is.*

- Fridge in the kitchen

*Not much in here...but a couple of cute photographs of her with her two dogs on the fridge door. <3 It's been quite some time tho since they passed away.*

- Pet Bowls with name labels Kite and Black Rose in the kitchen

*She never removed the bowls, she really loved her dogs- they even had name labels on the bowls.*

- Bed in the bedroom

*She didn't make her bed, that doesn't seem to be like her at all.*

- PC in the bedroom or the living room

*Well, I assume she's not pulled a Tron on us.*

- some strawberries that are already molding on the dining table in the kitchen

*- urgh these strawberries nauseate me.*

- used dishes in the sink

*- These dishes look like she's been away for a couple of days already.*

- open cupboard in the bedroom with clothes all over the place (maybe camera scroll over the place when entering the room, followed by the statement?)

*- This room looks like she left in a hurry!*

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-> entering through the bathroom

Dialogue starting the scene

*- Whee, I'm excited to discover what her place looks like! <3*

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-- search for Jenny

=> when you have visited every room (basement included?) and found the rotten strawberries and/or the dishes (+ the cupboard if that's not an automatic discovery), the quest objective is complete, triggering a dialogue:

*- It seems like she was in a hurry to leave here, I wonder where she did take off to. Maybe I find some clues where she went if I look around one more time.*

-- find out where she might have gone

-> use her PC

**\*\*Login Screen with Password Protection\*\***

*Maybe I should take a look at her last actions on the internet.*

*Of course it's password protected... -\_-*

*let me see if I can figure it out nevertheless.*

*B.R. ...well that's easy! Black Rose, one of her dogs."*

-> pet bowls

=> dogs name = password "Black Rose"

=> find some google maps searches for hotels in Bielefeld in the cache as well as the website of the bus operator.

*I guess that's all I can find out today, I should return to the hotel now and get some sleep. I'll continue to follow her trail tomorrow after breakfast.*

## **Back at the hotel -at the reception- (The next morning)**

### **Interactive stuff**

Desk with the receptionist

-> triggers dialogue

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### **Dialogue starting the scene**

*Well then, let's see if I can track her down <3 If she took the train, she probably went to the train station. I'd simply ask the receptionist, he might know the bus schedules by heart or have a list.*

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### **-- Talk to the receptionist**

*Good morning! I wonder if you could help me out.*

*Geez those glasses look horrible. They're reminding me of hipster puns.*

*\*mumbles\* What can I do for you?*

*I want to continue my travel in the direction of Bielefeld by bus and I wondered if you could tell me which bus I need to take to get to the main bus station.*

*Oh my god. This isn't helping!*

*Ah, what you're searching for is called "Zentralstation".*

*Ah thank you! Can you tell me which bus I'd take?*

*Here we go...what do you call a hipster with a speech impediment?*

*Just check the schedules at the bus stop, most of the buses stop there.*

*Thank you very much!*

*That's right, a mumblr! Bwahahaha.*

**BFBS Radio Germany broadcast** *\*music plays\*...tib tib tiiib Newstime!*

*Last night, a single-family home burned down in the Riemeke quarter. According to local police the fire was probably caused by a malfunctioning power supply. The house owner apparently obliviously left the house without shutting down his PC, so fortunately there were no victims.*

*...Damn it. Thank god I took one of the pictures from the fridge with me.*

## **At the bus station**

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### **Dialogue starting the scene**

*...6 more minutes until the bus arrives \*yawn\**

***\*character walks up and down and mumbles\****

*Hickery Pickery, in a row*

*Where will this young man go?*

*He'll go east, he'll go west,*

*never ever give it a rest.*

*He'll go whisper, he'll go shout*

*he'll go find the girl's hide-out.*

*Hickery Pickery, Hickery Pickery*

- black screen -

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## Bielefeld

...two hours later

Bielefeld shopping street

Time for some window shopping <3

If she's here, I might be lucky and bump into Jenny.

\*starts to walk along some shops\*

suddenly, a shops' doors open right in front of the PC and a girl leaves the store

\*\* char jumping backwards a bit\*\*

Oh my gosh! Speak of the devil~

Finally! I found her <3 <3

\*\*Jenny walks away in the opposite direction\*\*

She's walking off! I'd better follow her and see where she goes!

\*\* Jenny looks around and sees you coming after her\*\*

\*\*she starts running as you follow her and start running too\*\*

\*\* she gets into a side road as you catch up and grab her\*\*

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*Eena, meena, mona, mite,*

*Bascalora, bora, bite,*

*Eggs, butter, cheese, bread.*

*Stick 'n' stones, Jenny's dead.*