

Game Opening

62 [Prolonged silence other than car sounds.]

Sydney: ... I really appreciate you doing this, you know. I'm– You know I'd do it myself, I just–

[A phone rings.]

Sydney: Oh god, it's my mom. [Sigh]. I guess I should probably let her know I'm not dead.

[The phone is picked up.]

~~Theresa: Sydney?! Where are you?! Is your cousin with you?~~

Sydney: Did you see my note?

~~Theresa: Sydney, I want you to turn around right now and come back home.~~

Sydney: Okay, you *did* see my note. Then I'm not going to explain this to you again. We're almost there anyway.

~~Theresa: I cannot believe you're doing this again. You of all people should know how dangerous and reckless=~~

Sydney: Yeah, I do know. You know what else is dangerous and reckless? Leaving Dad in the fucking woods.

~~Theresa: ... Sydney, your father=~~

Sydney: No, I don't want to fucking hear it. If you're too much of a coward to face up to the curse yourself that's fine, but you can't stop me from doing this.

~~Theresa: I know you're upset and angry. I was the same way when I was your age, but acting irrationally is only going to get someone hurt, believe me.~~

Sydney: No, I'm sick of this. This stupid family's whole story is people failing at this one thing. Aunt Betty tries to break the curse, dies. Grandma tries to break the curse, fails. Uncle George tries to break the curse, fails. Dad tries to break the curse and never comes back. Well I'm ending this. We're ending this.

~~Theresa: No, you don't understand. I=~~

[Sydney hangs up. There are a few seconds of silence. The player is prompted to ask Sydney if they're okay.]

63 Sydney: Yeah. Yeah, I'm fine... Thanks for going in there for me, Renee. I, um. I couldn't do this again by myself... Well, here we are. Time to for you to go break that curse, I guess!

[The car stops and a door opens and closes. The main game starts.]

Gate Sequence

[When player gets a certain distance away from the car]

0 Hey, can you hear me? Um, I think if you press the Q button on your walkie talkie you can respond.

[Gets response in sufficient time — contains affirmative or greeting]

1 Oh thank god. I was a little worried these dollar store walkie talkies would turn out to be a bust. So, your first order of business is to get to the lake house, I guess.

[gets response in sufficient time — contains negative]

2 Ha ha, very funny. Get going to the lake house, dude.

[Gets response in sufficient time — other]

3 Okay cool, I can hear you. So, your first order of business is to get to the lake house, I guess.

[No response]

4 Hello? Helloooo? Damn it, I hope you can hear me. Um... Maybe like, check your settings? (Do walkie talkies have settings...?) I guess I'll just assume you can hear me. (I am not getting out of this car...) Anyway, get going to the lake house, I guess.

[When the player gets halfway up the hill]

5, 6 *So, there should be some spell components in the house, but you might have to check the woods too. I know I left Great Grandma's doll upstairs somewhere, you should find that and put it on the spell circle I made when I was there last time. You do have the paper I gave you with the spell instructions, right? You put it in your journal?

[Gets response in sufficient time—contains affirmative]

7 Okay, cool. Don't want to lose that—it's basically an heirloom.

[Gets response in sufficient time—contains negative]

8 What do you mean “no”?! You can't possibly have lost it already! Check your journal, I bet it's in there.

[When the player places the doll on the spell circle]

9, 10 *Woah, that's trippy. The fog just, like, shrank away from the house. You put the doll on the circle, right? Then unless you can find more artifacts in the house you'll have to search the woods. There's a bunch of stuff left there from various curse-breaking attempts, so you should be able to find an item from every family member. But please, be really really careful. And let me know if you find anything.

Being prompted by the player

[Contains “curse”]

11 My mother really hates talking about the curse so most of the information I have is from Dad. I guess someone from her side of the family must have spilled the beans to him at some point. I actually tried to get more information from your dad once, but he was just as tight-lipped about it. Most of the information I have is from Aunt Betty's notes. Which, by the way, I don't know how you would even start to research curses in the 60s. Betty must have been pretty badass.

[Contains “blood family” or “blood relative”]

12 The only relatives related to Great Grandpa Brendan and Great Grandma Tamara are Grandma Dee, Great Aunt Betty, your dad, my mom, me, and you. So that's seven artifacts you have to find, counting one for Brendan and Tamara.

[Contains “Brendan” or “great grandpa” or “great grandfather”]

13 Grandma never talked about what Brendan actually did to cause the curse, but I sussed it out reading Aunt Betty's journals. I'm pretty sure that – [Static]

[Contains “Tamara” or “great grandma” or “great grandmother”]

14 I really know nothing about Grandma Tamara. Like, nothing at all.

[Contains “Deirdre” or “Dee” or “Grandma” or “Grandmother”]

15 I always got kind of a weird vibe between my mom and Grandma Dee, like they were always in a fight but never talked about it. But also I was really little then, so maybe I was wrong.

[Contains “Bernadette” or “Betty” or “great aunt” or “aunt Bernadette” or “aunt Betty”]

16 I really would have loved to meet Aunt Betty. I almost feel like I know her, just from reading her notes.

[Contains “Thomas” or “Tom” or “Grandpa” or “Grandfather”]

17 Oh, my mom seriously does not talk about Grandpa Tom, like, ever. Not even to my dad, I think, because when I asked him he knew as much as I did.

[Contains “George”]

18 Since when do you call your dad by his first name?

[Contains “dad”]

19 Dude, I don’t wanna sound mean or anything, and I’ll always be super grateful to your dad for teaching me woodworking, but he and my mom can be so frustrating sometimes. It’s like they’re both afraid to do literally anything. Maybe it’s a twin thing? I don’t know.

[Contains “Stacy”]

20 Since when do you call your mom by her first name?

[Contains “mom”]

21 Man, I haven't seen your mom in ages. Not since she moved away. I hope she's doing good.

[Contains "your mom" or "Theresa"]

22 You know me and my mother don't get along anymore. What more is there to say about it? She's just so fucking... docile, I guess? She doesn't stand up to anyone about anything.

[Contains "your dad" or "Hugo"]

23 It's been months... I really miss him. Please keep an eye out.

[Contains "lake house" or "house"]

24 Honestly it's wild to think that we were ever well off enough to have a lake house. I think mom told me that Great Grandpa Brendan was, like, a big-shot lawyer, so it kind of makes sense? I guess we have the curse to blame for our decline of fortunes. That or, you know, the economy.

[Contains "tree house"]

25 Yeah, I saw that tree house when I was there! Grandma Dee and Aunt Betty were super lucky. I always wanted a tree house when I was a kid. Is there anything in it? I didn't climb up when I was there — I was kind of worried I'd fall.

[Contains "outhouse"]

26 The outhouse? Yeah, I didn't go in there. It's been there for decades; I bet it's full of spiders, and god knows what else.

[Contains "gazebo"]

27 Is it disrespectful if I say that I just don't get the point of a gazebo? Like, it's a really nice gazebo and all but seriously, what were our grandparents doing with it? Do you just stand there? I don't get it.

[Contains “workshop” or “shed”]

28 The workshop is really nice, huh? I took a quick look inside just out of curiosity and it’s full of really nice tools! Or, I mean, not so nice anymore. They’ve been sitting there for decades, after all. But they looked like back in the day they would have really been something. I wonder what Great Grandpa Brendan built there.

[Contains “dock”]

29 It’s beautiful by the lake. I can see why they bought the place.

[Contains “ring” && has Ring]

30 I found that when I was there. It was Great Grandma Tamara's. I wonder why she took it off.

[Contains “pen” && has Pen]

31 A pen? I bet that was Great Aunt Betty’s. Grandma always said she loved to write. She’s where we got the spell, after all.

[Contains “doll” or “toy” && has Doll]

32 In the ~~treehouse~~? Oh, that’s cute. Grandma Dee and Aunt Betty must have played there a lot. Poor doll, sitting there outside for so long.

[Contains “stone”, “rock”, or “crystal” && has Worry Stone]

33 That must be my ~~mom’s~~ worry stone! She gave it to Dad when he decided to break the curse — for luck, you know — but... I guess he must have dropped it... Please keep an eye out for him. He’s got to be somewhere.

[Contains “gun”, “pistol”, or “revolver” && has Gun]

34 A gun? That must be mine! Or actually, it’s my parents’. I, uh, kinda stole it when I decided to go out there.

[Contains “lure” or “fish” && has Lure]

35 Dad always carried around one of the lures I made him. He said it was too nice to use for fishing. If you can bring that back to me when you’ve done the spell, I’d really appreciate it.

[Contains "where are you"]

36 Oh, I’m staying right here in the car. I had enough of spooky woods last time I went in there.

[Contains "what should I do"]

[If the player is in the gate area]

37 Get to the lake house, dummy.

[If the player hasn't put the doll in the spell circle]

38 I’m pretty sure I left great grandma's doll upstairs somewhere. You should find that and put it in the spell circle. That worked for me last time, anyway.

[After the player has placed the doll in the spell circle]

39 Keeping finding those artifacts to put in the circle. And, uh, stay safe.

[Contains "your mom killed her dad"]

40 [Walkie talk clicks on] [Long pause] [Walkie talkie clicks off]

[When the player says something the game doesn't recognize]

41 What? I’m having tr- [static] -earing you- [static]

[Spoken to during full stress mode for the first time]

42 Are you okay? You’re not making any sense. Shit, um. Keep talking to me though, okay? Just keep talking.

[An amount of time passes]

43 You're alright now, right? ... I had the same thing happen to me when I went in those woods. Talking seems to help. Or yelling. Either way.

Other scenarios

[5 minutes since last conversation]

44, 45 *Hey, are you still there? I haven't heard from you in a while.

[Player is at lake house back door]

46, 47 *The old dock is still out behind the house, you know. The view is really pretty from there. Just be careful. I don't think anyone's been taking care of it. Don't want to fall in.

[Player is near the dock for the first time]

48, 49 *So, um, where are you headed? I don't have anything to do here so keep me updated so I don't lose my mind. [Nervous laugh]

[Player is near the workshop hill for the first time]

50, 51 *Found anything interesting?

[Player tries to go into the fog]

52, 53 *That fog looks really thick... Make sure you don't get lost in it.

[Player approaches the fallen tree by the garage]

54, 55 *There's this fallen tree by the garage. It looked really old, it's such a shame it fell. Sorry, that's neither here nor there, I'm just thinking about it.

[Player approaches the overgrown gate]

56, 57 *I remember when I was there I found this old gate that kinda seemed like you might be able to get past it, if you had pruning shears or something. I never found any, though, and the bolt cutter didn't really work. I wonder what's back there...

[Player wins]

58, 59 *Oh my god... what's...? Hey, are you doing this? The woods, they... I don't know. Something changed. I feel... lighter. Did you do it? Did you break the curse? [Relieved, giddy laughter] God, it's like a weight has lifted. Do you feel it? [More joyful laughter] I can't believe it. It's over. You did it. You really did it...

[Player approaches the locked gate]

60, 61 *Oh, is it locked? I think I have bolt cutters in the trunk if you need 'em.

*Lines with asterisks are triggers which could be interrupting other lines, so we need two versions of these lines: one normal, and another that starts with something like "Oh wait I just remembered..."