

Game Title: Phantom Wanderer

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Game URL:

Game view:

<http://textadventures.co.uk/games/view/nqgxemiahgecetmmb-uynca/phantom-wanderer>

Game itself: <http://play2.textadventures.co.uk/Play.aspx?id=nqgxemiahgecetmmb-uynca>

Cover Art:



Mechanism: The group has developed a survival horror game where players must find key items within a set amount of time. Players will need to explore and solve puzzles in order to unlock the doors whose rooms will contain Joker Cards inside. Before the player collects the first Joker card, there will be no ghost chasing the player. Once the player gets the first Joker, a timer will start, which constantly tells the player about the number of rats around, which essentially tells how close the ghost is to you. If the time is up, the death theme will show and it is game over. If the player gets the next Joker card, the timer will be reset. Besides the Joker Cards, players can also find useful items for surviving from the ghost or getting back to the front door quickly.

Backstory:

A married couple is in a stable relationship. Over time, the husband becomes addicted to gambling and drinking which is ruining the finances of the household. The relationship begins to deteriorate as they continue to argue over the husband's addictions. One night after a big loss, the couple begins to argue and the husband kills the wife in a fit of rage.

Game Setting:

The player [husband] wakes up at the house with no memories. They explore the house and find poker cards which reveal key story elements to the player.

[Flashback/ text passage]

Ending Plot:

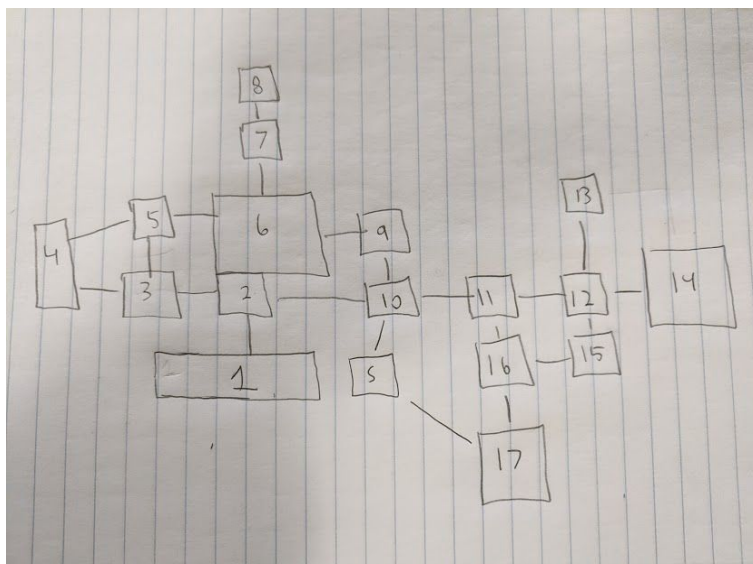
Police: "We've documented your confession on the murder your wife. Not everyday people turn themselves in."

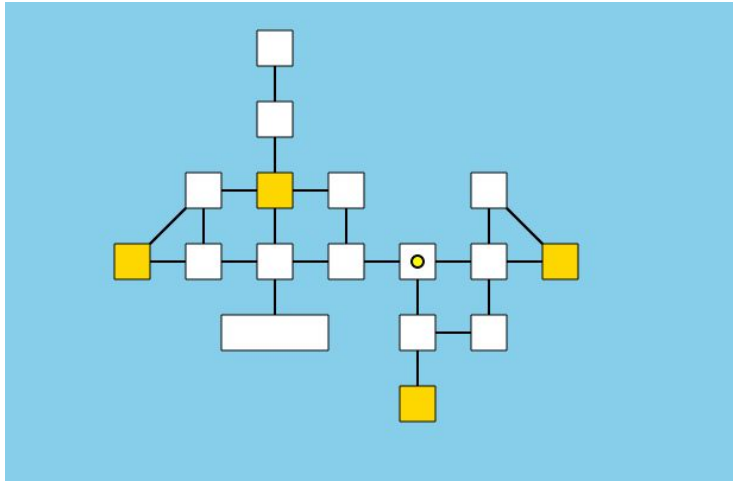
Player: "I didn't mean for it to be like this.... Everything just happened so fast..." you confess to the police officer; your face frightened, pale, and full of regret.

Police: "I can understand why you turned yourself in. Come with us now, sir. You now have the right to remain silent. Anything you say can and will be used against you in a court of law...."

As you dwell in your cell behind the bars, you kneel before your bed. To your dismay you see her again... the wounded woman in white cloth.

Map:





Room Descriptions:

1. Main Gate - Intro Sequence
 - a. You arise and find yourself face to face with an antiquated abode. Unsure of why, you sense an menacing energy emanating from the structure. "Where am I?" you ask "what's going on?" You frantically look around for more information regarding your surroundings. Behind you lies a gate locked via an unfamiliar mechanism. It has four openings and a picture of a Joker on it.
2. Lobby area: Painting of couple
 - a. The dimly-lit foyer has torn wallpaper and some crooked paintings on the wall.
 - b. "This leather furniture is peeling. I wonder how old this house is?"
3. Shoe storage: red herrings
 - a. You walk into the small space where racks filled with boots and sandals lie in the corner.
 - b. "How odd to have a room just for shoes."
4. [Has Card] - Needs **Crowbar**
 - a. Locked
 - i. "The door is jammed. Maybe I can pry it open somehow."
 - b. Unlocked
 - i. You manage to force the door open with the crowbar.
 - ii. As you enter, you are drawn to an item in the center of the floor.
5. Tool Room: Contains Crowbar
 - a. The walls of the room are decorated with pliers, hammers, and other tools.

- b. "I wonder what things were made here?"
 - c. "One of these might prove to be useful."
- 6. [Has Card] - Needs **Hidden Switch**
 - a. Locked
 - i. The door is held shut by some unseen mechanism
 - ii. "There's got to be a way to get this door open."
 - b. Unlocked
 - i. An entrance presides where a locked door once stood, while your attention is drawn to a precarious item in the room.
 - ii. "This door must have been what that switch was for. I'd better look inside."
- 7. Bedroom: diary of wife - has clue for safe in room 8
 - a. Upon entering, you are greeted by a large bed beside an old wooden wardrobe. You notice part of a book visible from underneath a pillow.
 - b. No character dialogue.
- 8. Closet: Has the safe w/ escape item
 - a. Suits, Jeans, and dresses hang from wooden rods. Some garments lie on a black object in the corner
 - b. "This closet is bigger than I would expect. Better look around..."
- 9. Kitchen: overdue bill
 - a. You enter the kitchen of the household. Insects scatter across the floor as you walk in.
 - b. "This place smells like it hasn't been cleaned in years. I wonder what's up with that pile of papers on the counter."
- 10. Flower Nursery: Hidden switch for room 6
 - a. As you enter the room you find yourself surrounded by withered plants in cracked clay pottery.
 - b. "It's like a mini-botanical garden in here. Or at least it was."
- 11. Library: has riddle for room 17
 - a. You enter a small library. Book filled shelves cover each wall.
 - b. "It seems someone left a magazine open on the table."
- 12. Hallway 1: Rune
 - a. You enter a long dark corridor connecting multiple rooms.
 - b. "What's that object on the ground over there?"
- 13. Bathroom 1: has screwdriver
 - a. A small bathroom with not much more than a stained toilet and a rusty sink.
 - b. "This bathroom is relatively clean, although there appears to be something sticking out of the vanity cabinet"

14. [Has Card] - Needs **Screwdriver**

- a. Locked
 - i. The door is held shut by beams screwed into the frame.
 - ii. "I can get this door open if I can find the right tools."
- b. Unlocked
 - i. You manage to get the door open by unscrewing the beams. As you step inside you notice a familiar object.
 - ii. No character dialogue.

15. Personal Office: beer cans

- a. The small office is messy and disorganized.
- b. "What's with all of these beer cans all over the floor?"

16. Hallway 2: Easter Egg

- a. The area appears to be an ordinary hallway.
- b. Painting of wife: input for password
- c. Contains Easter Egg Object

17. Bathroom#2: [Has Card] - Needs **Riddle** answer

- a. Locked
 - i. Initial: You see a letter lock with a picture of an apple behind the painting
 - ii. Incorrect: Nothing happens.
 - 1. "Maybe I should try another name?"
- b. Unlocked
 - i. Correct: The lock releases and the door slowly creaks open
 - ii. You discover the room to be a bathroom when your gaze is caught by an odd object placed precariously in the bathtub.
- c. Hidden Path
 - i. Loose Panel
 - 1. A panel on the wall.
 - 2. "This looks odd..."
 - ii. Locked
 - 1. That way is blocked.
 - 2. "I might be able to wedge something to get past here."
 - iii. Unlocked
 - 1. You pry open a blocked off path. It's just wide enough for you to crawl through.

Secret Path: connects rooms 17&10. Can be used both ways, but must first be opened from 17. Safe room in between: does not trigger ghost movement.

Locked Door Mechanics:

1. Door 1: Crowbar [room 5]
2. Door 2: Screwdriver [room 13]
3. Door 3: Password - answer to a riddle
 - a. Riddle: [Found in library] "This latest edition of Apple Tree Magazine features advice on how to salvage a waning relationship...."
 - b. Answer: [wife's name] "Zahra"
4. Door 4: Hidden switch [in room 10]
5. Final Exit: Requires all cards to escape [win condition]

Lore Events: [Triggered by picking up a card]

1. Card1: [first; player finds out where he is]
 - a. You pick up what appears to be a Joker from a set of playing cards. Before you could prepare, a wave of memories flood back into your mind. "This was my house." you recalled. "I lived here with my wife." You began to feel sick as the stream of memories starts to cease.
2. Card2: [second; player discovers his wife is the ghost]
 - a. "Another one." You reach out and grab yet another playing card; a Joker just like the last. A chill runs across your spine, and you react to a noise you hear behind you. "Darling!?" you exclaim as you see who you believe to be your wife walking out of sight past the door frame.
3. Card3: [third; player understands the end goal]
 - a. "This makes three", you remark as you add the third Joker to your collection. Just before you begin to make your way out of the room, you hear a soft, yet somber voice. "You must leave. Find the fourth Joker and leave from whence you came, for If you were to fail...." The voice fades to silence.
4. Card4: [last; player finds out he killed his wife]
 - a. You enter the room and see a familiar object. Once again, you reach to pick up the playing card; a Joker. The moment your finger makes contact, you remember. The details return to you all at once. "Oh, god!" you shout, "What have I done!?" The guilt consumes you as you recall the events that took place that night, after you gambled the last of your savings. The yelling, the screaming, the throwing..... the knife.....

Item Descriptions:

1. **Rune:** saves the player from a game over [Resets Timer]. Found in room 12; activates by itself if the player has picked it up, and they run out of time. Has one use.
2. **Crowbar:** Needed to unlock room 4, as well the hidden path entrance in room

17.

3. **Escape Tool:** teleport the player to the main door,
 - a. Item is in a locked safe: the player must figure out the code based on clues in room 7 [Red numbers in diary entry]
4. **Easter Egg:** Displays messages when examined
 - a. "It is an easter egg"
 - b. "The ghost won't wait for you to check the easter egg"
 - c. "Seriously, just go find the Jokers."
5. **Misc Items:**
 - a. **[Room 3] Shoes:** They appear to be well worn. Some are covered in dried mud.
6. **Joker Card 2:**
 - a. A strange looking playing card. It is a Joker with a red eye. Staring at it gives you unease.

Item Dialogue:

1. **Painting:** "This is a painting of a couple, but the faces are covered with blood. I think I recognize the suit of the man, maybe someone I know?"
2. **Red Crowbar:** "It's severely rusted, seems likely to break after a couple of uses."
3. **An old diary:** "This is full of grudges and complaints. Seems that this diary belongs to the wife of this house."
4. **Diary Entry:**
 - a. 12/04/1986
 - b. I've had enough with this, every day that bastard dresses the same, drinks the same kind of beer, sitting in front of the same kind of game, and loosing money. My life will be ruined here sooner or later, I must leave this place, leave him.
5. **Overdue Bill:** "Seems the electricity and water had been out for some time, the kitchen is a mess, and the bill says it has been like this for at least half a year."
6. **Rune:** It is some type of mystical rune. "I don't know what this is, but I feel that it might drive away weird things."
7. **Screwdriver:** "An ordinary screwdriver, maybe I can find a use for this."
8. **Beer Cans:** "I don't feel good looking at these cans, I don't know why, but it triggers something that hurts."
9. **Escaper:** "This would allow me to go back to the main door, better use it after everything's done."

Audio:

Background Music: <https://tinyurl.com/tb3xrnh> [Shorter version]

Door Unlock Sound

Caught Sound Effect: [Screaming]

Puzzle and Solution:

There is a puzzle for players to solve in order to get the fourth Joker door, it is a riddle puzzle where you have to find out the ghost's name. The riddle goes like this:

"This latest edition of Apple Tree Magazine features advice on how to salvage a waning relationship...."

Players will have to find the missing word and put them together.

The solution to the puzzle is Zahra.

Speedrun Strategy:

There is a hidden object called "Escape" whose function is teleport the player to the starting room. The idea of speedrun this game is to get the "Escape" before collecting all Jokers. Right after you get the last Joker, use the "Escape" item, and it saves one second to get to the starting room manually.