

Note

Basically, everything that is in third person is in a **text box**, and everything in second person is in the Control Bar. So, for example, "Elina sneezes" would be a **text box**, while "You sneeze" would be in the Control Bar.

Act 1

At the pond

First, all NPCs are at the pond. There are two **sprites**: Aate standing on the right, the rest grouped up on the left. In the Control Bar:

"You arrive at the pond. Everyone is commenting on Aate's attempt at fishing with a homemade fishing rod. Some comments are positive, some skeptical."

The **sprite** with the group of people fades out. If player clicks on Aate, a **text box** will read:

"Aate asks how you are and whether you like fishing or not."

This opens dialogue options in the Control Bar (refer to the list at the bottom of this document).

Aate's reactions, in a **text box**, to each in this situation:

1. "He nods."
2. "He seems pleased and tells you a fishing story. Then he starts whistling."
3. "He talks to you excitedly about the hare trap he has laid in the woods."
4. "He tells you that the Juhani he knows is more interested in ice hockey." *
5. –

*Number 4 grants **Juhani Final Hint**.

Outside the cabin

On return from the pond, there are two people outside the cabin. Two **sprites**: Elina sitting on the right, Tuomo standing on the left.

If player clicks on Elina, a **text box** will read:

"Elina hints that you might not want to go inside the cabin."

This opens dialogue options in the Control Bar (refer to the list at the bottom of this document).

Elina's reactions, in a **text box**, to each in this situation:

1. "She responds curtly by saying she is used to not eating." *
2. –
3. –
4. –
5. –

*Number 1 grants **Elina's Eating Hint (Annika dialogue)**.

If player clicks on Tuomo, a **text box** will read:

“Tuomo enters small talk with you while he is chopping wood.”

This opens dialogue options in the Control Bar (refer to the list at the bottom of this document).

Tuomo’s reactions, in a **text box**, to each in this situation:

1. “He divulges that he has broken into the camp’s pantry.”
2. “He guffaws at your mischief but does not want you to get into trouble.”
3. “He says we would likely get caught going near the camp now.”
4. “He thinks you mean Aate. Unlike the Prodigal Son, he says, Aate has an abusive father.” *
5. –

*Number 4 grants **Aate Final Hint**.

Cabin front view

On return from the pond, there are still no NPC **sprites**, but a **text box** will read:

“Go away!”

Cabin back view

On return from the pond, Juhani and Annika are lying in bed under blankets. This is one **sprite**. If player clicks on it, it is recorded in player choices, and a **text box** will read:

“Get outta here!” *

*Grants **Blanket Hint (Elina dialogue)**.

Outside the cabin again

On return from being shooed out of the cabin, Tuomo has vanished, and only Elina’s **sprite** remains, seated on a bench as before.

If player clicks on Elina, a **text box** will read:

“Elina smiles at you with one side of her mouth.”

This opens dialogue options in the Control Bar (refer to the list at the bottom of this document).

Elina’s reactions, in a **text box**, to each in this situation:

1. “She responds curtly by saying she is used to not eating.” *
2. –
3. –
4. “She shares with you the origin of the blankets: Tuomo robbing houses in the area.” **
5. –

*Number 1 grants **Elina’s Eating Hint (Annika dialogue)**.

Number 4 grants **Tuomo Final Hint.

Act 2

Outside the cabin

Juhani and Annika are sitting on the left-hand side bench, each a **sprite**.

If player clicks on Juhani, a **text box** will read:

“Juhani greets you casually with a ‘What’s up’.”

This opens dialogue options in the Control Bar (refer to the list at the bottom of this document).

Juhani’s reactions, in a **text box**, to each in this situation:

1. “He waves it off by saying that Aate will figure everything out.”
2. (If player has used Juhani Final Hint) “He feigns a casual shrug and follows you.” *
2. (If player has not used Juhani Final Hint) “He laughs your suggestion off.”
3. “He looks at you funny, asks you to sit down and have some blueberries.”
4. “He is clearly caught off guard, as he freezes and looks around himself nervously.”

* Number 2 **puts the player in Cabin front view**, with a new Juhani **sprite** inside.

This is a special event, like a prelude to an ending, in which Juhani dialogue has only one option:

3. “You persuade him to alert the camp authorities to our location.”

After the player clicks on it, everything fades out and the **Juhani Ending** screen is displayed.

If player clicks on Annika, a **text box** will read:

“Annika greets you surprisingly timidly. She offers you blueberries.”

This opens dialogue options in the Control Bar (refer to the list at the bottom of this document).

Annika’s reactions, in a **text box**, to each in this situation:

1. “She smiles sweetly.”
2. “She raises her eyebrows with some exaggeration.”
3. “She enters gossip mode, saying Elina is an anorectic martyr whose biggest problem is that she wants to be a writer.”

At the pond

Act 3

Control Bar options for NPC dialogue:

Aate:

1. “You tell him that you are fine.”
2. “You tell him that you like fishing.”
3. “You ask him if he is not hungry.”

4. (If player has opened Codex 1) "You ask him about Juhani and the Seven Brothers"
5. (If player has received Aate Final Hint) "You tell him he is running away from his father."

Elina:

1. "You ask her if she is not hungry."
2. (If player talks to her in Act 2) "You tell her that society is escapism."
3. (If player talks to her in Act 2) "You tell her that this is escapism."
4. (If player has clicked on the blankets) "You ask her about where the blankets came from."
5. (If player has received Elina Final Hint) "You ask her if she does not want to become a writer."

Tuomo:

1. "You ask him if he is not hungry."
2. (if player has selected number 1) "You ask him to teach you how to do it."
3. (If player has selected number 1) "You ask him to show you the way back to the camp."
4. (If player has opened Codex 2) "You tell him that you think you spotted the Prodigal Son story."
5. (If player has received Tuomo Final Hint) "You remind him that the cabin belongs to all of us and none of us."

Juhani:

1. "You ask him if he is not hungry."
2. "You ask him to come speak with you in the cabin for a moment."
3. "You persuade him to alert the camp authorities to our location."
4. (If player has received Juhani Final Hint) "You provoke him by inquiring about the hockey game he was supposed to partake in today."

Annika:

1. "You thank her for the blueberries."
2. "You make a face and say you are sick of eating nothing but berries."
3. (If player has received Elina's Eating Hint) "You ask her why Elina is used to eating little."