

Describe a gameplay connection from 2 locations using the template below:

Synopsis:

The year is 2019. You are a young and ambitious video blogger named Vera. Your main occupation is uncovering stories about ghosts in old houses. You receive a message from a friend of yours who wants to buy a mansion. But she is confused by the story told by the watchman of this house - he tells about the ghosts that started in the house and advises not to buy. Once inside the house, we encounter some kind of evil, but as we pass, we understand that all this was arranged by the watchman who did not want the house to be sold.

**Location.1.** A conversation with a friend. Arriving at the place and searching for a house. The friend leaves, but leaves the rubber 01\_ **gloves** \_04

**Location.2.** We get to the territory, inspect the yard.

**Location.3.** Garden and garden house. In it we find 03\_ **herbicide** \_04 and 03\_ **pipidaster** \_05.

**Location.4.** Grand staircase:

**Task** Get inside.

**Zoom with a flashlight.** There is a 04\_ **lantern** \_04 on the path, sparks fly from the lantern. Next to it lies 04\_ **screwdriver** \_04 - pick it up. Put on 01\_ **gloves** \_04 and untwist the flashlight, take out 04\_ **a ring** \_05 from there, twist the flashlight 04\_ with a **screwdriver** \_04. After that, the sparks stop flying.

**Zoom with a baby carriage.** You can't see anything in the dark. We use 04\_ **lantern** \_04 and see a baby carriage filled with various objects.

**HO:** looking for pairs: baby socks, lolly pops, handkerchiefs, cars, word study cards, two torn pieces of a family photo, two pieces of a broken rattle.

We get a rattle +. When using "+" we get 04\_ key \_04.

We get 04\_1 half \_ photo \_06 and 04\_2 half \_ photo \_06.

**Zoom with stairs. WOW:** The rose bushes near the stairs suddenly grow and tangle up the stairs.

We see a crow stuck in a tangle of branches.

**MG:** We use 01\_ gloves \_04. We get a playing field with 12 sectors in which you need to rotate the sectors with branches to connect them into one branch (like the game of Pipes). We get 04\_ tiara \_05.

We use 03\_ herbicide \_04 for the bushes and open the door 04\_ with the key \_04.

### **Location.5. Lobby:**

**Task:** Explore the lobby in search of a guard.

**Zoom in on the statue between the stairs in the lobby.** We use 04\_ ring \_05 and 04\_ tiara \_05. The statue will return and open the **HO**.

**HO:** This is a large dressing room with three female mannequins in the middle. Clothes are tangled on them and on hangers. A photo of the dressed mannequin is attached to each mannequin. It is necessary to properly dress the mannequins.

After completing the task, we get 05\_ basket \_06, 05\_ mouse \_06 and 05\_ glass\_for\_photo \_07.

**Zoom with the door to the kitchen.** The door is covered with webs. We use 03\_ broom\_for\_web \_05. We get 05\_ a lump of \_glue \_05, but the door is locked. We use 05\_ key \_05.

**Zoom with a pile of old books.** There is a pile of old books near the bookcase in the lobby. When interacting, **MG** opens.

**MG:** Arrange the books so that the picture on the bindings has meaning and is "whole". We get 05\_ key \_05.

We glue 04\_1half\_of\_photo \_06 and 04\_1half\_of\_photo \_06 using 05\_ glue \_glue \_05 and get 05\_ photo\_of\_family \_07. There are portraits of the family on the orderly bookcase, but there is no such thing as 05\_ photo\_family \_07.

**Location. 6. Kitchen:**

**Zoom1.** Taming a wild cat. 05\_**basket**\_06 and 05\_**mouse**\_06

**Zoom2.**

**Zoom3.**





**Location. 7. Office on the 1st floor:**

**Zoom1.**

**Zoom2.**

**Zoom3.** Wardrobe. we use 05\_**photo\_family**\_07 and  
05\_**glass\_for\_photo**\_07

**Reasons why the caretaker does not want to sell the house (the  
selected option has been highlighted)**

<b><i>Come up with a reason why the watchman did not want the house to be sold.</i></b>	<b><i>Think about how you would expose the guard in the future (after these 2-locations).</i></b>
	
 He is the real owner of this mansion, who lost the ability to age long ago	Find a private room with portraits of the owner. There will be different years and centuries in the portraits, but the person is young and one and the same (eg Godric Black 1624, Godric Black 1781, Godric Black 1895, Godric Black 1991) 

<p>He is the lost brother of the last owner. The second child from twins. Similar but not identical.</p> <p>✓</p>	<p>In Location.7 of the mansion, we glued and inserted into a frame a photo of a family with small twins with a signature. Later, documents from the hospital and the orphanage were found in the gatehouse, confirming the relationship. There should be a clipping on the wall with an article about the police looking for a lost brother.</p> <p>✓</p>
<p>He is a ghost. And in fact, there is no guard at this mansion, because its terrible legend scares away all criminals.</p> <p>✓</p>	<p>Find a family crypt near the mansion. And in the crypt, in one of the niches, there is an urn with ashes. On the urn is a photo of the "watchman" and the inscription "Rest in eternal sleep - Godric Black - 1915-1995".</p> <p>✓</p>
<p>He knows the legend about the treasures that are hidden in the castle.</p> <p>✓</p>	<p>After a quarrel with the guard's exposure, a leaf from the family archive will fall out of his pocket (at the top of the page is the inscription "Black family archive", at the bottom - the page number). Riddles that hint at the presence of a treasure in the mansion will be written on this sheet. With this paper, I will go to the study, find the family archive book and compare the torn edges. Flipping</p>

	<p>through the archive, I learn more information about the treasure.</p> <p>✓</p>
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