

THE BURLAP:
The Design Document for the Video Game *The Burlap*

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by

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DEDICATION

I would like to dedicate my thesis to my great-grandfather, Rev. Ruben L. Archield Sr. (Granddaddy). Even though he was not able to see me reach this point and watch me graduate, I know he would be proud of where I am and where I am going.

I would also like to dedicate my thesis to my parents, Africa Archield and Troy Cupit, who allowed me to ramble at them about the entire process about this game. I am also grateful to all of the now obvious problem solving that they helped me reach with different plot points within the game.

To my friends who sat through the different breakthroughs that I had that came out of nowhere during this process, I dedicate this to you.

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ABSTRACT

This thesis presents a design document for the original video game *The Burlap*. The game follows the fall of a recently retired police officer who tracks clues to find his missing niece, taken by a cult who call themselves “The Order of the Burlap.” In unlocking the secrets of the cult, he succumbs to his pride. The strategy adventure game is a dark exploration of the power of cults to shape human behavior and offers multiple endings to encourage replayability. The design document contains a summary of the story, profiles of the characters with illustrations for five key characters, full walkthroughs for two levels of the game, and descriptions of the art style and myths that fuel the game and its conception.

I. OVERVIEW OF GAME

Story Beats

Intro Cinematic

Revealed that Evan's niece is missing

Introduction of backstory elements for Evan

Investigate Eliza's bedroom

Dissuaded from investigating

Start researching

Go to Library

Go to mystery house

Discover cult

Join cult

Manipulate Liz Rosenberg

Blackmail or Seduce Mildred Moore

Schmooze Mark Greenwood

Manipulate Jose Lockwood

Coerce George Jordan

Misslead Mark Greenwood (2nd time)

Persuade Humphrey Haslett

Confront Frank Franklin

Final ending sequence

Game Mechanics

Trust meter:

The trust meter is what makes the NPCs trust the PC and gives a higher or lower percentage of certain endings. An example would be if the player at the beginning doesn't answer the door but answers the phone, that will lower the trust meter, making a bad ending more likely. If the Player continues to make poor decisions, such as approaching a bunch of children at a park while under suspicion of child kidnapping, the chances of a good ending are even lower. One of the decisions that can have a great impact is telling your friends in the department that you are going undercover. When infiltrating the cult, certain NPCs will automatically have the player on a lower trust score and part of the player's goal is to raise that meter.

The player does not see a meter or anything to reflect their actions. They only know if they go and play the game a different way. This allows for larger replayability.

Clue discovery:

There are multiple kinds of clues and multiple ways to find them: physical (notes, letters, drawings, pictures, bottles), verbal (talking to someone and they say something or don't say something), and stored knowledge (books in the public library, information found on the internet). For physical clues, the player must go to specific locations and search around to locate what can be found. Verbal clues are determined by how much trust an NPC might have in the PC. Some of these clues can only be found by talking to certain people after certain periods. Stored knowledge is found by using the computer at home or in the library. At home, certain websites can be attained that can't be used in a

library. The books in the library are also useful to find more information on local history and records.

The player has a way to review clues by looking at a cork board in Evan's apartment; here all clues will be linked with red string to show any kind of correlation. The player will have the ability to manipulate these clues at will. It is only once all the clues in each section are found that the clues will stay put and not be allowed to move.

If the player has arranged other clues in the right order on the corkboard, then more items will stick out when in the clue-finding mini-games (physical and stored knowledge).

People Puzzle Arrangement:

This is what brings the clue discovery and the trust meter together. In the game, the PC must ally and backstab seven NPCs in a certain order to maneuver themselves to the top of the ranks. This is accomplished by discovering items and information, and either handing over said information or blackmailing other characters to get to the top. It is this mechanic that the PC determines their ultimate fair in the game. Certain dialogue will appear with a faint gold highlight when it is about something another NPC said that is pertinent to the game. This allows the player to come back to the game without fear of forgetting information as well as allowing the obvious option to peruse other avenues.

Sleep/Going to Bed:

The purpose of sleeping in the game is to progress the days forward and to have a save point. This will also function as the way to explain failing and going back; it will be

perceived as a dream and thus not having happened. The player will also be required to sleep to progress certain parts of the gameplay as not everything can be done in one day.

II. Overview of Mythology

Inspiration: The inspiration for The Burlap came from an image that I drew back in 2015. From there, I just imagined what would cause a creature like him to exist. After much thought and rewriting, I came to what is known as the Order of the Burlap.

Origin Story: When Frank Franklin was younger, he was always acting out, as most children do. It was on a day when his father had had enough that his father told him the local legend of The Burlap. The Burlap is a creature who takes children and sticks them in a barrel; they are never seen again. Scared by what his father has told him, and not wanting to be taken, Frank convinces his brother to get into a barrel in the woods near their house. Frank rationalized that if he offered up his brother, then he would be on The Burlap's good side and the creature wouldn't take him.

After sealing his brother inside, Frank realized that many things that had previously been hard for him or not within his metaphorical grasp were suddenly attainable. His mother was able to cut back on work. His father became kinder to him. Even strangers seemed nicer to him. His family was no longer poor and were able to move out of the neighborhood that they had lived in all his life. With his life changing for the better, Frank concluded that The Burlap was able to help those who helped him.

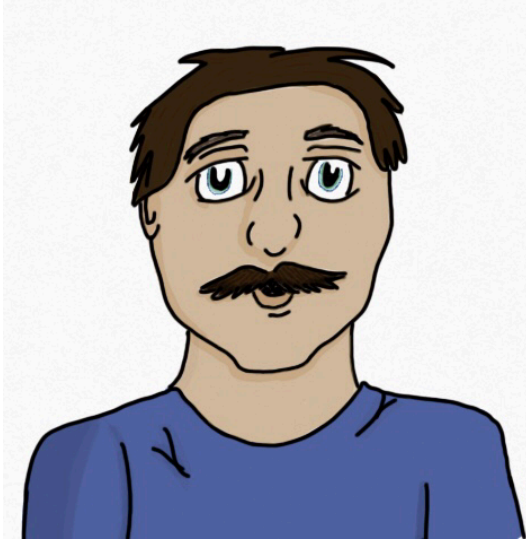
Early Movement of the Religion: Through dreams, Frank learned more about The Burlap and what was necessary to help him. The most important thing that came to Frank was that the children who were to be given would have the feeling of only having one parent. That might mean that only one parent is ever present, one is dead, or they feel isolated from their parents. In this way, they would have sympathy with The Burlap.

In the beginning, most people didn't understand how Frank managed to pull his life around. It was only to a select few that he imparted his secret to. Those who participate are those who believe in the power of The Burlap. They are willing to do anything to make their lives better and to have their greatest wishes answered.

Requirements to be in the Religion: For those who follow The Burlap, one must forgo potatoes, treat the ocean with respect by not littering, voluntarily clean beaches and their connecting waters. Life must be lived sustainably. During worshipping hours, everyone must wear a handmade burlap cowl and meditate in the dark. For those who are selected, they will get revelations during meditation as to the newest needs of The Burlap.

III. Character Profiles

Evan Jamerson



Protagonist

Recently retired police officer. Cares deeply for his sister and her daughter. Spent most of his money, while on the force, on Eliza his niece.

Eleanor Jamerson



Mother of Eliza. Tired and wants to do better for her family. Has many life regrets, but Eliza will never be one of them.

Information Source

Eliza Jamerson



Quiet, and trusting. Sees the best in people and wants to help bring the world to a nicer state.

Main Plot Device

Believes that he is only where he is now because of The Burlap.
Regrets nothing in life. Is determined to bring his vision to fruition.

Frank Franklin



Main Antagonist

The Burlap



If you follow his instructions, you will get everything in your wildest dreams.

Monster

Robbie Scott

May the powers of The Burlap strike you down!



Rank 2 in the Circle

Humphrey Haslett



Determined to stop being a disappointment to his father. A great hunter.

Rank 3 in the Circle

George Jordan

Recently retired military. Was enlisted during the Cold War. Not proud of everything he did. Hopes to make things better.



Rank 4 in the Circle

Jose Lockwood



YouTube famous. Amazing musician,
with a hypnotic performance.

Rank 5 in the Circle

One to be watched. Knows more than
you think and will use it to his
advantage.

Mark Greenwood



Rank 6 in the Circle

Mildred Moore



Moral support for everyone. Wants to see the beauty of flowers and a sunset.

Rank 7 in the Circle

The Circle's poster child. Everything that has been asked of her, she has followed through on.

Liz Rosenberg



Rank 8 in the Circle

Evan Jamerson

Evan was and still is a high-strung person; even as a child, he bore the weight of the world on his shoulders. He took to look out for his sister even when he went off to college. He would go back home to Ohio whenever Eleanor had problems. Evan made it his mission to protect his sister no matter what. He sees Eliza as Eleanor's salvation, as without her Eleanor would likely have died years ago.

Eleanor Jamerson

Eleanor was always the wild child in the family. Growing up, she was always made to feel lesser than her brother by their parents. Rather than attempt to be better, she fell into what she was told was her future. By the time she was in high school, Eleanor had dabbled in a wide range of drugs. It was when she nearly died in a drug den that she finally thought that she should slow down. She switched to alcohol while keeping in touch with old friends. Once she found out she was pregnant with Eliza, she stopped drinking, wanting the best for her. She managed four years before falling off the wagon. That is when Evan made her move closer to him so he could be a better support system for her and Eliza. She is now three years seven months clean, and is no longer in touch with any of her contacts from her previous life. Eliza is the light of her life and gives her the motivation to keep moving forward.

Eliza Jamerson

Eliza is an eight-year-old who is smart and trusting. She likes to create art and learn about the world around her. She is a trusting child who sees the good in all people.

She loves her mom and her uncle Evan more than anything in the world. Occasionally, she will go and look through her mom's old things to see if she can find any pictures of her dad. She stopped asking her mother about him a few years ago when she noticed how upset it made her mom. She only brought up her dad once to her uncle, and after the shade of purple that he turned, she never brought it up again. In school, Eliza does not have a lot of close friends, but everyone likes her. That's all she cares about: making people happy.

Frank Franklin

Frank Franklin is from a lower class family. He has a high school education with strong street smarts. Growing up in Pennsylvania, he has a strange mix of tolerance for others' views while also being quite insistent on his own. Frank's parents were not the best, and his father was not a nice man. His father always threatened Frank and his little brother Fredrick. Frank's mother was never home, as she worked most days.

The Burlap

Orphaned as a child, his father died at sea on the way to America to find a better life for his family. His mother died a month later from starvation and grief after overexerting herself trying to fend for her son.

Robbie Scott

Robbie had two older siblings who both died with his parents. He came into a lot of money after their deaths. It was never confirmed if foul play was the cause of their

deaths. He eventually got married, but after 20 years the marriage ended when she died while on vacation with her best friend. Robbie is thinking about retiring in the next few years, so he can devote more time to his faith and allow his skills in management help his church reach what he believes to be the rightful status.

Humphrey Haslett

Humphrey never liked his name. In primary school, he always got teased for it. The teasing got worse as he got older and only stopped in college. Even still, his friends take jabs about it at times. He took up track in middle school as his father told him to be ready to join in protecting his county from filthy Germans and Commies. Humphrey first learned to fight and shoot a gun when his father took him to a secret local meetup that a bunch of civilians put together to “fight” these intruders.

Humphrey never leads the meetup, to the disappointment of his father. As a continuing disappointment, Humphrey divorced Laraine Zacosk, the girl that his father chose for him. Being the only child, as his mother died during the Great Depression, he was to carry on the bloodline. Laraine only found out that she could not carry children in her late 30's, as they still kept trying. The entire time, his father blamed him for not producing a child. He never told his father the truth so that Laraine's dignity and social standing in the town were never tarnished. The one thing that Humphrey was ever good at was hunting.

George Jordan

George joined the Army when he turned 18 in 1982, as he had no other options

for his life. He couldn't go to college after barely managing to graduate. His parents refused to house him, even more so once he enlisted. His parents protested the Vietnam War, and they felt that they had failed as parents. While deployed, he got caught up in an unsanctioned group that caused a lot of havoc and was never caught. During one of the outings, George and the others got into a heavy firefight and lost one of his legs. After being honorably discharged, George met Lelah Matug as she helped him during rehabilitation. After 15 years together, George fell and landed in just the right way to cause problems for his stump of a leg. This time he gets addicted to pain medication. After 3 years of trying to tolerate his actions, Lelah divorces him. He tries rehab for his addiction again but relapses after a year clean. It is during his relapse that he hears about Frank Franklin and his message, and joins the Order of the Burlap.

Jose Lockwood

Jose Lockwood is best friends with Mark Greenwood. Jose isn't the most popular person in his hometown. Before he became YouTube Famous, he was known as a troublemaker with his cohort Mark. The only reason anyone from St. Paul, Minnesota cares anything about the pair is that Jose garners a lot of interest in a specific part of the community.

What made him popular is his talent with music. He can transfix people with his remakes of popular songs. His most popular video was his rendition of "American Woman." He drew from Lenny Kravitz's rendition rather than The Who. What made his version so interesting was how with no lyrics, he was able to make a grand piano sing in a way no one else had ever heard. His original songs have never done well on his

channel, much to Mark's frustration. One of the few rules that Mark has is that Jose is not allowed to play for people unless they formally discuss it first.

Mark Greenwood

Mark Greenwood is acquaintances with Jose Lockwood. Jose latched on to him in elementary school and never let go. It was fine when they were younger, but as they got older, Mark hated it. Eventually, Mark found a use for Jose's clingy-ness. No matter what Mark did, Jose forgave or went along with his antics. It started out small, pulling harmless pranks on the people who bullied them. Eventually, Mark raised the stakes to petty crime. Eventually, Jose did begin to protest the antics because he feared what would happen if the people on the internet found out. That's when Mark found another use for Jose. People loved internet speak and loved getting away with things. That's when Mark convinced Jose to let him edit his videos and manage comments. All Jose needed to do was create. Jose willingly handed over the work, not wanting to do it anyway. Mark already had some connections to the dark web and those who participated in it. Because of the connections, Jose became popular. Because of his popularity, Frank Franklin contacted them. It wasn't very hard to get Jose to follow their plans.

Mildred Moore

Mildred comes across with a sweet old lady vibe, but she could kick your ass. You would thank her for it. She also has sensei vibes, especially when it comes to her blindness and ability to fend for herself.

Mildred wants to mentor, and a cult was the perfect place to find people to help.

She is a war widow whose husband went MIA and eventually was presumed dead. While he was MIA, he was able to make contact with her and told her he started a new life for himself and wanted half of the insurance money. She agreed as she had realized once he was gone, she didn't really love him.

Liz Rosenberg

Liz is Mark's former girlfriend from when he first moved to Pennsylvania. The two had a child but never got married. Mark, being a narcissist, made the child a perfect candidate for sacrifice as the child only had one parent. Ultimately, Liz is a poster child for the cult and is the main recruiter.

IV. Summary of Plot

Evan Jamerson, a recently retired police officer, discovers that his niece is missing. After searching his niece's bedroom, he discovers strange drawings hidden underneath her bed and begins to investigate their origins. While researching, he eventually makes his way to the local library in search of more clues about local legends and myths, after exhausting all other possible avenues. At the library, he meets Holly Byrne, who tells him of the stories her grandmother used to tell her about The Lonely Giant, better known as The Burlap. She tells him to go in search of an old house as that is where there have been a lot of sightings of him over the decades. While searching the old house, he hears movement and attempts to hide, but is found by the other people in the house. It is here that he discovers that there is a religion centered around this legend.

He decides to take it upon himself to find out more about the religion and the people participating in it, as he believes he will find a lead to his niece's whereabouts. While trying to learn more, he rises through the ranks of the Order, managing eventually to reach the leader. By the time he finds himself so close to the top, he realizes too late that these people are in fact responsible for his niece's disappearance and that she is already dead. Evan must decide to either kill the leader or spare him and finally let the justice system do their job.

V. Level Description

Tutorial

EVAN JAMERSON'S APARTMENT INT. DAY

FADE IN:

The player wakes up to a knocking from their front door. They are seated in a reclining chair facing the TV that is turned off. After getting up, there is an option to explore around EVAN JAMERSON'S apartment. One of the options being to interact with the chair he was previously seated in and going back to sleep. If the player chooses to ignore the knocking on the door and go back to sleep, the player will wake up to a phone call the next morning. If the player continues to ignore the outside world, the game will end, giving the player the Lazy Ending for not having done anything in the game.

Should the player answer the door or the phone, they will get similar information with consequences attached to answering the phone and not the door. Not answering the door will give the player a lower relationship score with ELEANOR, Evan's sister, who is trying to get in touch. Answering the phone then prompts Eleanor to return to the house, and the game picks up from letting her in the door.

When the player opens the door, they see Eleanor crying her eyes out and barely holding it together. The game will automatically let Eleanor into the house and close the door behind her. After getting prompted to ask what is wrong with her, Eleanor will begin explaining the situation. Eleanor will clarify that ELIZA, her daughter, disappeared sometime during the night as she was not in bed or anywhere in the house that morning/yesterday. During her explanation, the player is free to move around with no repercussions to the relationship. After the player is again prompted to say something.

EVAN

**Why did you come here and not
go to the police? (+1 Trust)**

I'm glad you came here. Now
we can go tell the police
together... (+ 2 trust)

Am I supposed to care? (- 1
Trust)

The first option is the correct option as this is more in line with the character that this story is to follow. The second option is the best option when talking to someone, and the third option will result in Eliza leaving distraught once more, and the game will end with the Ass Ending. In response to the first answer:

ELEANOR
But you are the police.

EVAN
No. I was part of the police,
but not anymore. You know
that.

ELEANOR
You always told me to come to
you if anything ever
happened. So, that's what I
did.

EVAN
Fine, let me grab a jacket,
and we'll get going.

POLICE STATION DAY EXT.

Evan + Eleanor walk into the police station.

POLICE STATION DAY INT.

YOUNG EVAN is at his DESK working on his COMPUTER.
YOUNG RONOSKI enters from behind him.

YOUNG RONOSKI
(waving a folder)
Jamerson, we got another
case!

YOUNG EVAN
Ronoski, I know we have
another one. The chief sent
me an email about it five
minutes ago.

Why did you print it out?

YOUNG RONOSKI
Some habits die young; this
one did not. Finish up with
that, we have some sleuthing
to do!

YOUNG EVAN
Honestly, sometimes you are
an embarrassment.

YOUNG RONOSKI
You think I'm great, now come
on.

Young Evan and Young Ronoski exit out the front door.
Present-day Evan and ELEANOR enter. Evan turns his
head following Young Evan and Young Ronoski's exit.
RONOSKI gets his attention.

RONOSKI
Jamerson! Liz! How have you
two been?

Ronoski moves from behind the front desk, revealing
his WHEELCHAIR.

Where's Eliza?

Eleanor begins crying once more.

EVAN
She went missing this
morning.

RONOSKI
I see.

Ronoski leaves and returns with POULIN.

POULIN
Come with me, Eleanor. I need
to get your story. Jamerson,
you stay here, please.

Eleanor and Poulin exit. Ronoski follows behind,
leaving Evan by himself. Evan sits on a nearby bench.
The light shifts with shadows moving across a back
wall. The screen begins to blur and darkens slowly.

YOUNG EVAN
Ronoski, get down!
(Gunshot)

YOUNG RONOSKI

Evan!

The screen comes back into full color and sharp focus.

POULIN

Evan. Evan?

EVAN

Yeah, sorry.

POULIN

Come back with me.

Evan stands, giving control back to the player. While they move in any direction, the camera bobs up and down in a very sharp manner and slowly decreases till it is no longer existent.

EVAN

Where's my sister?

POULIN

Please, Evan. We just need to ask you some questions.

Poulin begins to exit.

EVAN

What are you implying,
Poulin? Why do you need to
ask me anything? (- 1 Trust)

POULIN

Evan, you know the protocol.
Why are you even questioning-

EVAN

If you are going to
interrogate me, do it right.

The screen fades to black as Poulin sighs and heads for the interrogation room. The screen fades back up, and Evan is walking back into the entrance hall to his sister who is sitting on a bench. She stands as he approaches.

EVAN

Come on, I'll take you home.
(+ 1 Trust)

Go home. (- 1 Trust)

Should the player send Eleanor home alone, the player

will no longer follow the main endings path. By choosing to take Eleanor home, the player will get the option to investigate Eleanor's bedroom for clues.

FADE TO:

ELEANOR'S HOUSE- ELIZA'S BEDROOM- LATE AFTERNOON

ELEANOR+EVAN stand at the entrance of Eliza's bedroom.

ELEANOR
I haven't touched anything.

EVAN
Good. I'll go ahead and look around, see if I find anything.

Eliza's bedroom contains a DAYBED, a DESK+CHAIR, a closet filled with CLOTHES+SHOES, STUFFED ANIMALS next to her bed, a BACK-PACK on the floor next to her desk, ART SUPPLIES on her desk as well as other knickknacks scattered around. There is a window across the room.

During this mini-game, certain objects will be highlighted with a pale blue outline (desk, closet, back-pack) to indicate that the player should interact with them. However, the player is encouraged to interact with all objects as they may contain clues (bed and window).

If the player interacts with the window:

EVAN
Do you usually keep Eliza's window unlocked?

ELEANOR
I mean sometimes, but it's been warm the past few days, so I can't imagine why...

If the player interacts with the bed, the player finds a set of drawings hidden and shoved far underneath the bed. When Evan returns from underneath the bed, he will pocket the drawings.

On screen, there is a button that can be interacted with by the player to *finish* the mini-game. If the player presses the button before finding the drawings:

EVAN

I'm done here. Eleanor, have
you

The player can choose between the
following options:

been doing drugs again? (-4
Trust)

been having a hard time
lately? Has anyone threatened
you? Has Eliza's father
reached out to you? (+1
Trust)

Each of these options will send the player down the
wrong path and away from the main endings.

If the player presses the button after finding the
drawings:

EVAN

I'm done here. You need to
leave the room as it is. Try
and get some sleep if you
can.

ELEANOR

Where are you going?

EVAN

I need to go.

ELEANOR

Did you find something? I
should go with you?

EVAN

If she is fine, she will come
back here, you need to be
here if she does. If you need
me, you know how to reach me.
(- 1 Trust)

Chapter 5

EVAN JAMERSON'S APARTMENT BEDROOM INT. MORNING

FADE IN:

EVAN wakes up in BED to a phone call. He answers the phone.

EVAN
Hello?

(V.O.) MARK
You are being summoned to the
Warren.

EVAN
What? Why-

The other end of the phone hangs up.

WARREN ENTRANCE EXT. MORNING

Evan walks up opens the unassuming wooden DOOR. As it opens, MARK Greenwood appears as if on a swivel into view.

EVAN
Ope, Mark, you scared me!

MARK
...It took you long enough to
get here.

Mark turns, walking away.

EVAN
I left as soon as you/

MARK
You best be following.

Mark leads Evan to an adjacent room off the main hallway.

NEW ANGLE ADJACENT ROOM INT.

There is only CHAIR in the room. It is placed in the middle of the room, and Mark is impatiently gesturing

towards it. Evan takes a seat. Mark leans against the wall, arms crossed, looking down on Evan.

MARK

You seem pretty determined to join us. I wonder if you have bothered to pay attention to basic facts about the Order.

EVAN

Ask me anything.

MARK

What year was our Order founded?

EVAN

The player can choose from the following options.

I don't know.

1876.

1994.

If the player chooses correctly the scene continues.

With other members, fifteen years ago.

MARK

Good start. What food can we never eat?

EVAN

I don't know.

Pork, like a lot of other religions.

(sigh)

Potatoes... is that really a hard and fast rule?

MARK

Do you really want to be in the Order? What does a barrel mean to us?

EVAN

I don't know.

A container for goods, such

as beans, rice, and certain liquids for fermentation.

Uh...contemplation, rebirth, and selflessness. I don't really know why Mildred just started/

MARK

/Last question for today, which animal is considered sacred to us?

EVAN

The player can choose from the following options.
I don't know.

Rabbits.

Polar Bears.

If the player chooses correctly the scene continues.

Again, a strange one, Polar Bears. These things don't seem to really fit together considering/

MARK

Be back here again tomorrow. I have more questions that you must answer. I'll even be kind and give you one of the questions for tomorrow, how long does it take to cross the ocean by boat? Now, begone.

Mark waves Evan off and out of the room. The player is granted control and can explore the Warren further for any previously missed clues and opportunities, before returning home.

EVAN JAMERSON'S APARTMENT BEDROOM INT. EVENING

Evan sits at his DESK on his COMPUTER. The player must comb through the web pages for the information about crossing the ocean by boat. After successfully discovering the answer, the player is prompted to sleep or adjust clues on the cork board.

LATER - MORNING

The screen fades up from black and Evan sits up from the bed. The player is prompted to immediately head back to the Warren.

WARREN ENTRANCE EXT. MORNING

Evan walks up opens the unassuming wooden DOOR. As it opens, MARK Greenwood appears as if on a swivel into view.

MARK
You're late.

Mark turns walking away.

EVAN
You didn't exactly give me a
time to return by, so I'm not
sure how I can be/

MARK
/Did I ask for a retort?

Mark leads Evan to the adjacent room off the main hallway once again.

NEW ANGLE ADJACENT ROOM INT.

There is only CHAIR in the room. It is placed in the middle of the room, and Mark is impatiently gesturing towards it. Evan takes a seat. Mark leans against the wall, arms crossed, looking down on Evan.

EVAN
Really, this again?

Mark does not move.
Ok, whatever man.

MARK
Do you have the answer to my
question from yesterday?

EVAN
I don't know.

Six months depending on the
weather.

80 days at worst, around 40

at best.

MARK

Glad to see you can take a bone when you see one. How long can the human body go without food or water?

EVAN

I don't know.

Two months without food, one month without water.

Three weeks without food, only three to four days without water.

MARK

How long can a human last in forced solitude before reaching a point of lasting consequences?

EVAN

The player can choose from the following options.
I don't know.

A month.

Around 48 hours.

If the player chooses correctly the scene continues.

Why do you need me to know these things?

MARK

What time of year is most sacred to us?

EVAN

The player can choose from the following options.
I don't know.

March, for the march hare.

The month of May.

If the player chooses correctly the scene continues.

As against all the odds, the

Burlap reached the Americas,
but what do the other
questions have to do with/

MARK

I am growing tired of your
insolence, Evan. Now I shall
give you one last chance, and
this time it will not be
trivial knowledge that we
require. This time you need
to go out and do field
research. We are always
looking for new participants,
but we must be picky about
who it is that we choose. Not
just anybody can be a part of
the Order.

If you question me about
anything else, you will no
longer be welcome on our
premises and even worse than
being kicked from your job
will befall you. Those who
are a true fit tend to
frequent the local parks and
community centers. Go and do
recon.

Mark exits before Evan can even attempt to get further
information. The player is given control and is
allowed to explore the Warren further for any
previously missed clues and opportunities, before
returning home or venturing to the park.