

HOMETOWN MASSACHUSETTS: “IN-GAME DIALOGUE EXAMPLE”

Characters: Howard Lovecraft (Main Protagonist and Player Character), Katie Marsh (Major NPC)

Game: Hometown Massachusetts (One of the games I am writing)

Premise: Howard and Katie are searching the Marsh Manor basement in the coastal town of Innsmouth, where Katie’s brother Julian seemingly disappeared.

Blue Cells: First Interaction & Dialogue.

Green Cells: Subsequent Interaction & Dialogue.

TRIGGER	CHARACTER	DIALOGUE
Player and Katie descend the basement stairs.	Howard	And you’re sure he came down here?
	Katie	Yes! But that was over an hour ago!
Katie looks around puzzled and frustrated before heading deeper into the basement.	Katie	He must be here somewhere, come on!
Player tries to leave the basement.	Howard	Promised I’d help find Julian, can’t leave Katie by herself.
Second attempt to leave.		Can’t leave without knowing what happened to Julian.
Subsequent attempts to leave.		Can’t leave yet, still have to find Julian.
Player interacts with a set of muddy footprints at the foot of the stairs that lead deeper into the basement.	Howard	The prints come “down” into the basement... but don’t go back up... did Katie see these? The mud is drying out already.
Second interaction.		These prints must belong to Julian, I should tell Katie.
Subsequent interactions.		I need to find Katie and tell her about these.
Player follows Katie and looks around the now dimly lit basement.	Howard	Damn, this is bigger than my whole apartment... so much junk...
Player interacts with mason jars on the shelves.	Howard	Mason jars filled with... what? Looks old, and kinda gross.
Second interaction.		Let’s just open one up and have a loo... Ugh, nope! Just gonna leave that alone for now.
Subsequent interactions.		Ugh, don’t wanna be messing with those again!
Player interacts with an old rolltop desk.	Howard	Don’t see many of these around anymore. Dad had one in his office before... well, before.
Second interaction.		Don’t want to force it. If it’s here in the manor, it must be expensive... even if it is down in the basement.
Subsequent interactions.		Still locked, “as if” it’d just magically open up all by itself.
Player finds Katie at the end of the basement, looking around clearly perplexed.	Katie	He’s not here! I don’t understand!
	Howard	I saw muddy footprints at the bottom of the stairs...
	Katie	What? Where did they lead?
Howard points to the trail of muddy prints, which end at the cellar wall.	Howard	Here, actually... look. But then they just disappear.
Player interacts with the wall where the footprints stop.	Howard	There’s some loose brickwork here. It looks like someone recently replaced some bricks...

<i>Player moves away before pressing any loose bricks.</i>		I need a moment to think about this...
<i>Second interaction.</i>		Ah, I know what to do with those loose bricks now!
<i>Subsequent interactions.</i>		Just gotta push on this one, then this one... aaaand...!
<i>Player presses on the correct loose brick in the wall, which opens a secret passage.</i>	Katie	What the hell? I've lived here all my life and I had no idea this was here...
<i>Player looks inside the passage.</i>	Howard	I'd hazard a guess this is where Julian went. You still sure you wanna go looking for him?
SCENE END		