



Tell Me Why
 Episode 2 –Scene 02 (*EXCERPT*)
 "HAPPIER MEMORIES"



Playable Character	Side Character	Ingredients	Scope	Location	Time / Weather	Player Emotion
		<p>EXPLO PUZZLE BOOK DIAL BOND CHOICE & CSQ</p>	<p>★ ★ ★</p> <p>40min</p>	<p>Ronan House surroundings</p> <p>Ronan House inside</p>	<p>Tuesday November 3rd 2015</p> <p>Time: 8 am</p> <p>Early morning</p> <p>Blue sky with big clouds ready to snow</p>	<p>Lighthearted</p> <p>Like the previous episode, we start here with a lighthearted sequence in which the twins are having good memories of their past. The discovery of the house in episode 01 was difficult for them as bad memories surfaced. Here we want the player to feel that the twin's life was once joyful.</p>

PLAYER'S EXPERIENCE

- **Exploration of the house**
 - The player has already visited the house in episode 01. Here we have to reinvent the player's view of the house and present a whole new layer of exploration through the packing of the house and sorting out souvenirs. It's an opportunity to open drawers, furniture, take things out their context and allow interactions, bond memories and dialogues.
 - This activity should be fun and have the player connect with the twins' lighthearted mood.
- **Book of Goblins**
 - Reestablish early in the episode the importance of the book of goblins as a link with the twins' past. It's the only remaining bond they keep with Mary-Ann, one that's positive.
 - The book should be used in this memory exploration to gradually get the player to understand that the book is more than just a fantasy: it tells the story of Mary-Ann and community.

ART REFERENCES

KEYWORDS: Joyful chaos / Life / Nostalgia / Lost Childhood / Frozen in time.



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AD

OPENING INTENTIONS

Part I – The lake

Script – EXT.DAY

The winter sunlight shimmers on the quiet surface of the lake. Through the water, the glistening rays of the morning sunshine pierces through the darkness of the lake.

Intention

Something benevolent lingers inside the water, a peaceful and caring presence. Nature should feel omnipresent and divine.

Shots

High angle/low angle shots of the water and sun.



Part 2 – The pontoon

Script – EXT.DAY

Ronan house stands still in the distance, secluded and lonely as ever.

Intention

A spirit floating from the pontoon towards the house.

Shots

Forward tracking down the pontoon towards the house. Floating / hovering sensation



Part 3 – Twins’ Bedroom

Script – INT.DAY

ALYSON is standing by a window, holding a cardboard box, staring at the sunshine shimmering on the lake. She looks a little focused and lost in thought as a figure approaches her from behind. It draws closer, and the vague shape of the Mad Hunter is visible. She glances over her shoulder and the Puppet - held by TYLER- gives her a quick peck on the cheek. She smiles, turns around, and TYLER playfully smashes the doll in her face, laughing. She rips the doll out from TYLER's hands and calls out his name in a mixture of irritation and amusement. As she takes a step towards him to smash the doll in his face in turn, TYLER grabs ALYSON's hand holding the doll and smashes it against her face once more before taking flight.

Intention

Links the murder night scene with Alyson (Parallel with murder night & Tyler in Fireweed in ep1) and re-introduces the characters and their relationship.

Shots

Playing with focus & depth of field;
shot/counter shot of twins



Part 4 – Playing

Script – INT.DAY

A game of high-speed chase starts where past and present mingle: the twins - at times adults, other times, children - run after one another, giggling. As they run through the house, player can notice that things have started being sorted out. Cupboards have been cleared, boxes have been piled up and garbage bags have been filled.

Intention

Establishes new layer of the house, giving to player the information that the twins have been up for a few hours sorting things around the house. Establishes joyful mood and twins' relationship. Using the partitioned layout of the house and the furniture, we shift from present to memories.

Shots

Tracking shots. Floating / hovering sensation. Cuts. Topshots.

• **Staircase**

TYLER runs down the first flight of stairs, stops to glimpse at ALYSON who is close on his heel, then hurtles down two by two, leaping over the last steps. and taking a fast turn through the kitchen.

ALYSON runs smoothly down the stairs, dragging the palm of her hand against the wall.

• **Hallway**

The twins run down the corridor, using the walls to give themselves momentum. Play with dept of field.



• **Kitchen**

The twins run around the kitchen table (topshot) and then suddenly halt in a stand-off, the table between them. The twins grin at each other, frozen. TYLER feints ALYSON in the direction he hurls to and manages to escape, dragging in his flight one of the kitchen chairs to set ALYSON back.

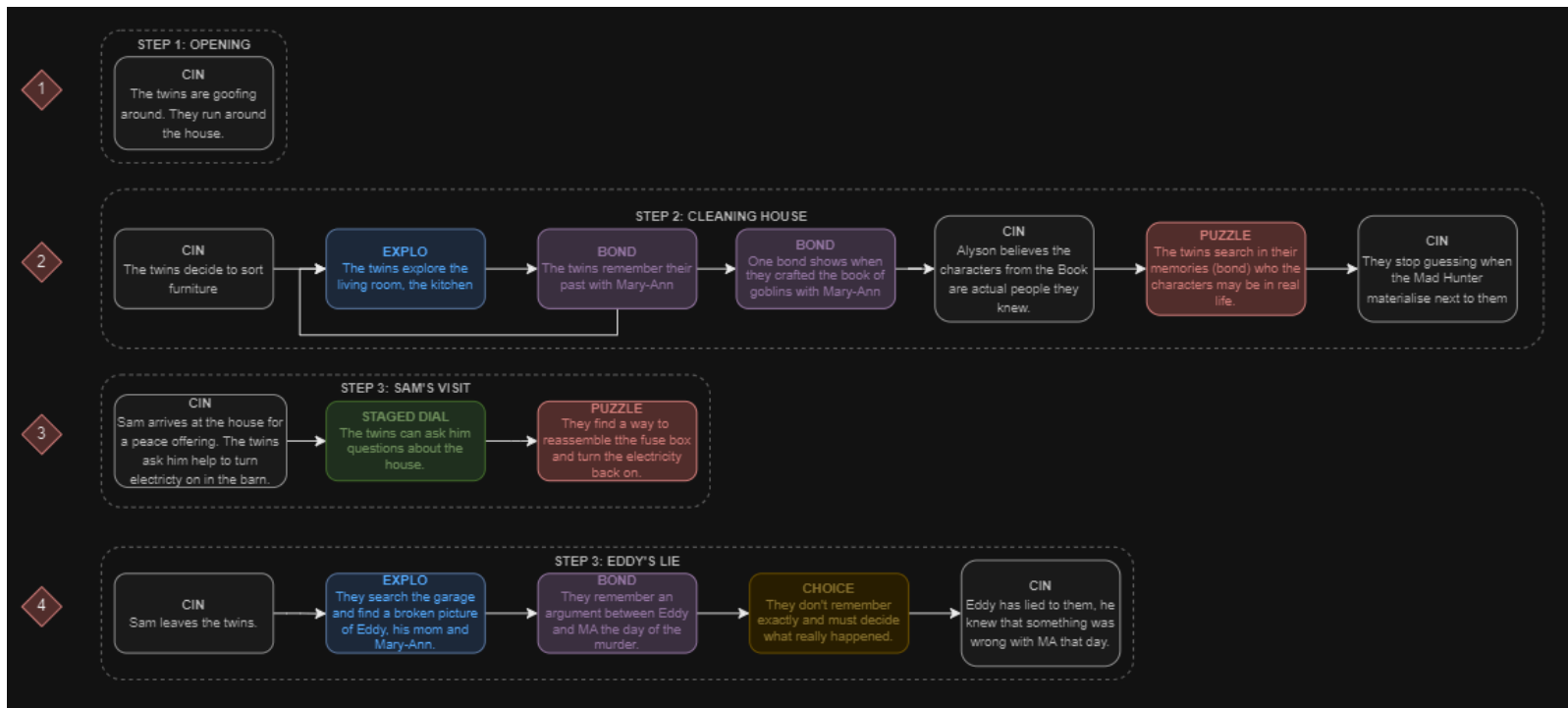


• **Living Room**

TYLER jumps over the couches and hides behind one. ALYSON hides behind another one and peaks in TYLER's direction. TYLER pops back up, but the moment he tries to run off, he trips over himself and falls off the ground, disappearing from ALYSON's sight. She hurries to him and discovers him on the ground, holding his sides from laughing hard



LEVEL WALKTHROUGH



OBJECTIVES

- **STEP 1:** Opening
- **STEP 2:** Cleaning the house
- **STEP 3:** Sam's Visit
- **STEP 4:** Eddy's lie

[LDD EXCERPT]

STEP 2: Cleaning the house

→ (EXPLORATION)

- Then the twins head to the "fun" part : sorting out the furniture to get ready for the sale. They start with the kitchen. Alyson can explore every rooms (except Mary-Ann's), Tyler will stay in the kitchen and living room.
- This is a reason to get them deeper into information about the house, their life as kids and Mary-Ann, on a more lighthearted mood than episode 01.
- For each room, they'll look at the furniture and stick a post-it note "To sell/To keep/To throw".

	Kitchen	Living Room	Bathroom	Entrance/Laundry room
Furniture	<ul style="list-style-type: none"> • Kitchen table & chairs • Fridge • Oven 	<ul style="list-style-type: none"> • Couchs • Purple cabinet • Coffee table • Armchair 	<ul style="list-style-type: none"> • Dresser (Moldy from humidity) 	<ul style="list-style-type: none"> • Washing machine/dryer

- Some objects trigger dialogues about things they remember. Some other objects will trigger bonds. The twins visualise there life with Mary-Ann : they remember mostly good memories, painting a nostalgic and bittersweet picture of their childhood.
→ There will be three "levels" of memory. The more the twins go down memory lane, the more memories will emerge. At first the twins will simply talk about things they remember, then slowly echoes of bonds will start to appear, and finally actual bonds.

		Kitchen	Dining room	Living Room	Bathroom	Entrance/Laundry
LVL 1 - Remembering	Memories	<ul style="list-style-type: none"> ▪ Carpet : Stain on carpet ▪ Fridge : Weird made up sandwiches 	<ul style="list-style-type: none"> • PictureWall 	<ul style="list-style-type: none"> • Empty pot • Chimney • Old plushs 	<ul style="list-style-type: none"> • Popsickle sticks • Essential oils medecine 	<ul style="list-style-type: none"> • Junk
LVL 2 - Echoes				<u>Event → Wind howling through the chimney</u> : the ICE KING speaking to the twins → Ice King story bond		

<p>LVL 3 - Bonds</p>		<p>Event → Opening the cupboard under sink (bad smell) :</p> <p>Fixing things : Sam helped Mary-Ann that had a skunk stuck in her barn. He has been sprayed by the animal and just poured water on his head to wash the smell. Sam is gentle (BEAR)</p>	<p>Event → Talking about the pet vole that they had :</p> <p>→ the twins, Mary-Ann and Tessa eating lasagna from Tessa's restaurant. She brought food for every one, even the pet vole. (PELICAN)</p>	<p><u>Event → Looking at the pictures on the wall (Eddy and the twins at the terrasse):</u> Eddy Fishing (MOOSE) : Eddy is teaching the kids how to gut fishes on the terrace.</p> <p>Event → The winds whoosh in the fireplace, triggering a memory about the ice king and the twins making the book.</p> <p>→ The twins (GOBLINS) and Mary-Ann making together the BOG - Mary-Ann take their drawings away as they have to eat dinner.</p> <p>Alyson and Tyler have to retrieve those drawings to launch the Book's puzzle.</p>		
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Key Events during EXPLORATION PHASE

- Memories as they clean up softly shifting to echoes and bonds about the people around them/their fantasy world.
- Tessa, Sam, Eddy and the drawings bonds.
- The twins have to find the drawings to launch the next phase.

(CIN)

- The twins sit and look at the drawings with nostalgia. Alyson thinks its characters are people they know.

(PUZZLE)

- Alyson thinks other real people can be characters in the book of Goblins, so she decides to sit at the kitchen table to recall some of its stories. Tyler is doubtful but that reading of the book wake up memories for them of people who used to come in the house, in a similar way then the one depicted in the book.

→ 3 drawings are displayed in front of Alyson (Moose, Pelican, Bear)

→ 3 "bond ghosts" are present in the kitchen living room. It's a fixed frame of the different bonds the twins just saw : Tessa giving food to the pet vole, Eddy with the fish, Sam.

→ In an inspector mode, the player can switch the position of the drawings to place them in front of the peoples.

→ Once all 3 drawings are assigned with a real character Alyson tries to convince Tyler about her theory (wrong answers are accepted meaning the player can validate the puzzle even if it's not correct).

Tyler ask about the mad hunter drawing. As the player focus on the Mad hunter bond, the hunter looks at the real twins and scare them.

(CIN)

- The twins have gone in too deep, and the materialization of their childhood's "enemy" scares them.

→ *It is important to note that rhythm and mood should slowly start to "darken" in order for the Mad Hunter to materialize.*

- Someone knocks on the door, pulling them out of their fantasy world.
- Tyler is bewildered by the appearance of the Mad Hunter ("What the hell was that, Alyson?!") but ALYSON avoids the subject. The knocks on the door are a little insistent and she goes to open the front door to flee the conversation.