

TROPICAL SIN

(PAGES 1-15)

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FADE IN:

CUTSCENE STARTS

EXT. AQUAMARINE, THE DOCKS - DAY

A large galleon ship pulls into port. The bow cuts through vibrant waters, and nestles against a sturdy boardwalk which protrudes into the island. A soft wind beats against the ship's sails, and a small ramp drops from the deck above.

A close up shot on DERIK JAMES, the player character, who steps onto the boardwalk. He carries a suitcase, and wears a long grey trench coat and a fedora. He is a very noir-esque looking figure.

Several disheveled merchants are gutting fish. Seagulls call to each other and fly over the cluster of shacks and market stalls.

MERCHANT 1

Fresh fish? I give you two for the price of one, sir!

DERIK

No thank you.

MERCHANT 1

(urgent)

Three for the price of one, sir!

Derik ignores the persistence of the seller and travels down the boardwalk.

He looks at an old merchant sitting on the floor. Wooden barrels overflowing with fish circle him. Their eye contact lingers momentarily as the old merchant lifts a finger and scratches the head of the exotic bird which perches on his left shoulder.

Through the man's thick white mustache and wrinkles, Derik sees a frown. The exotic bird cocks its head to the right and squawks.

BIRD

Go away. Go away.

Cut to an establishing shot as Derik enters The Docks, the poorest district in all of Aquamarine. Crowds of starving people carry nets and fishing poles back and forth. Their clothes are torn, mere rags clinging to their bodies.

MAYOR LORREN (O.S.)
Detective James?

The player follows Derik's gaze to a mysterious woman. This is MAYOR LORREN WHITTLE. She stands tall and confident, wearing an edgy green suit.

She has a long mohawk of black hair, and decorates her body in shimmering gold jewelry. A polarizing contrast to her surroundings.

A large muscular man stands next to her, wearing a loose shirt and baggy trousers with a torn poncho over his shoulders. This is the mayor's BODYGUARD.

The player follows Derik as he approaches the mayor.

GAMEPLAY STARTS

The player initiates this interaction. Dialogue options will soon become available as the conversation progresses.

MAYOR LORREN (CONT'D)
Are you Detective Derik James?

DERIK
Yes, that's me.

Mayor Lorren extends her hands to greet him.

MAYOR LORREN
Welcome to Aquamarine. I am Lorren Whittle, town mayor. It is an honor to have you, but regrettably under such foul circumstances.

Dialogue selection begins. The game revolves around these branching conversations:

DIALOGUE MENU:

1. Thank you for the generous hospitality...
2. Your people are suffering...

MAYOR LORREN (CONT'D)
I hope you like the island.

DERIK
It's...not what I expected.

Mayor Lorren bows her head.

MAYOR LORREN
Aquamarine thrives off of tourism.
It's been declining for years, and
as a result, money is scarce.

Derik analyses Mayor Lorren's expensive attire.

DERIK
You appear to be well off.

MAYOR LORREN
An illusion. These jewels belonged
to my mother. These clothes, my
sister. Both were killed out at
sea. I carry their memories with
me.

DERIK
I'm sorry.

MAYOR LORREN
I do my best to take care of them,
but money is tight. We are an
acclaimed tourist destination, yet
look around. What do you see?

DERIK
No tourists?

MAYOR LORREN
Exactly.

DERIK
Why is that?

MAYOR LORREN
I have no idea. It's been in a
steady decline for years. All we do
now is pray for a reckoning.

The conversation ends with an interruption. A delirious
merchant runs by, shouting in distress.

MERCHANT 2
Our sins have damned us! Death will
come for all!

MAYOR LORREN
Excuse them. This murder has
terrified everyone. I'm still
shocked myself.

DERIK
Death can have that effect.

MAYOR LORREN
Please, follow me.

When the player is ready, follow Mayor Lorren and her bodyguard through the market. Enter a walk and talk.

DERIK
I need to see the crime scene.

MAYOR LORREN
You will, but first we must get you settled. My office is close by.

DERIK
With all due respect, the sooner I take a look... the better.

MAYOR LORREN
(laughs)
Fine have it your way. You really are your parent's son. Eager and hungry for the truth.

DERIK
They taught me well.

MAYOR LORREN
How is retirement treating them?
Will they ever consider taking on another case?

DIALOGUE MENU:

1. They are done for good...

2. Never say never...

DERIK
I think they have solved enough crimes to last them two lifetimes. They need a break.

DERIK (CONT'D)
Who knows. They're Arupa's celebrated detective duo. It's inevitable.

MAYOR LORREN
Well, at least they have you following in their footsteps.
(beat)
Regardless, their legacy continues.

DERIK

Right...

EXT. THE DOCKS, MAIN STREET - DAY

The street crowds with people as the player continues their march on the heels of Mayor Lorren. She is slightly ahead, her bodyguard clearing a path.

MAYOR LORREN

The turn off is just up ahead.
Shouldn't be much further.

The player now has the option to examine the garment stall nearby.

Derik is now in a wealthier section of The Docks and the items sold are of much better quality.

The garments are colorful. The player can talk to the FEMALE MERCHANT for more information. This scenario follows:

FEMALE MERCHANT

Welcome, welcome! Buy the best silk garments in Arupa!

Unlock all of the following short dialogue interactions with the merchant. Once the **first** option is complete, the player can select the **second** or quit and rejoin Mayor Lorren.

DIALOGUE MENU:

1. These are beautiful...

2. The murder...

FEMALE MERCHANT (CONT'D)

Thank you, sir! We use only the finest fabrics in all of Arupa, imported from the Southern Islets!
(beat)
I've got scarves, and shawls. What do you fancy?

DERIK

I'm just looking around.

FEMALE MERCHANT

I heard about a murder. A poor rich bastard. I should feel sorry for him, but I don't.

DERIK
I see. Thank you for your time.

When the player finishes, the merchant will holler at them as they leave.

FEMALE MERCHANT
Come again!

If the player diverts from the main objective, Mayor Lorren stays nearby. They reconnect and the walk and talk continues.

DERIK
So, the dead man. Who was he? You never specified in your letter.

MAYOR LORREN
Icarus Crane, one of our most wealthy residents. He ran an elite establishment uptown called The Clubhouse.

DERIK
Sounds exotic.

MAYOR LORREN
It is. Aquamarine's most sought after destination for distant travelers. I first thought it was due to Icarus's imported fine wine...

DERIK
But?

MAYOR LORREN
His newest sensation has herded gentlemen callers from around the region.

DERIK
Who?

MAYOR LORREN
A songstress by the name of Pamela Henderson. Nice girl, but foreign, so naturally, people are suspicious.

DERIK
Has she been here long?

MAYOR LORREN
A few months.

DERIK
(assertive)
I'll need to speak to her.

MAYOR LORREN
I'll arrange a meeting.

EXT. THE DOCKS, TOWN SQUARE - DAY

Derik and Lorren reach the town square. The buildings here are white and solid in structure, think similar to a greek town.

Tropical trees and vegetation sprout from patches in the ground. The road is cobblestone.

Mayor Lorren waits for Derik in the center of the crowd. When the player is ready, talk to her.

CUTSCENE STARTS

Derik approaches Mayor Lorren, who waits patiently.

DERIK
So where was Icarus Crane killed?

MAYOR LORREN
His body was found by his wife, at
their estate on the west beach.

She points down a path leading out of The Docks with a skinny finger.

MAYOR LORREN (CONT'D)
If we follow this road, we'll be
there in no time.

DERIK
Alright, lead the way.

EXT. THE DOCKS, BACK ALLEY - DAY

Derik and Mayor Lorren follow the road. The path grows small, and the buildings appear to close in on them from either side. They enter a narrow alley.

THREE THIEVES huddle around a wooden crate. The THIEF LEADER, who sits on top of it, wields a knife.

Derik grips his suitcase and positions himself parallel to Mayor Lorren. Their footsteps crunch under loose cobblestone.

The mayor's bodyguard tenses.

The thieves spot the trio and stir. They form a line in the road, creating a barrier. Derik and Mayor Lorren come to a halt.

THIEF LEADER

If you wish to go any further, pay
a toll.

DERIK

A toll gate?

MAYOR LORREN

People in The Docks have been
putting them up around town. Their
harmless protestors, but
persistent.

THIEF 1, glimpses at Mayor Lorren's jewels.

THIEF 1

That's some fine lookin' jewelry
you got there, lady mayor.

MAYOR LORREN

We don't want any trouble.

THIEF 2 transfixes their gaze on Derik's suitcase.

THIEF 2

What's in the bag?

DERIK

Just get out of the way.

THIEF 2

Make me.

The thief leader, a tall brawny figure with an eyepatch over his right eye, points his knife at Mayor Lorren.

THIEF LEADER

That amount of gold will feed our
families for weeks.

THIEF 2

So shiny!

THIEF LEADER

Hand them over, or I'll cut them
off you piece by piece.

Derik leads Mayor Lorren back in the opposite direction. He keeps his face stern.

DERIK
Harmless? You sure?

MAYOR LORREN
Alright...maybe a little
aggressive.

MAYOR'S BODYGUARD
(to thieves)
Run along!

DERIK
Come on. We'll find another way.

THIEF 1
Hey! Where do you think you're
goin'?

Thief 1 grabs Derik by the arm, stopping him.

GAMEPLAY RESUMES

The player will initiate a hand to hand combat scenario. This is the first and will serve as a tutorial.

It starts with a quick time event. Press a key button on the console or PC system in the time limit to make Derik dodge Thief 1's initial attack.

If successful, Derik is able to avoid the hit, launching him into battle. If Derik is unsuccessful, he does not avoid the hit and takes initial damage before he begins the fight.

The mayor's bodyguard will join Derik, however crumbles in defeat instantly from a punch by the Thief Leader.

The fight will be strategic. Derik will have a health bar. If it depletes, Derik's adversary will knock him out and the fight will start over.

PLAYER FIGHT OPTIONS:

1. Gut Punch
2. Upper Cut Swing
3. Dodge

This is also the introduction of the *Scanning Mechanic*, a key ability throughout the game, which highlights objects of interest to investigate.

For this scenario, it will highlight weapons in the thieves' arsenal. The player can command Derik to strike, neutralizing each target beginning with Thief 1.

Derik does not carry a weapon, so strategy is important!

The player has the option to defeat thief 2 and the thief leader in any order, but must memorize a unique combination attack to subdue the Thief Leader, who is of a larger stature.

COMBINATION ATTACK:

1. Throat Punch + Kick to the Groin

The combination attack will be visible on screen for the player to learn. It will be a series of buttons or keys. A rapid click.

Overall the player must apply an attack and defense strategy.

The encounters begin with Derik circling his target. If Derik is struck, the thieves will taunt him.

THIEF 2
Just stay down!

THIEF LEADER
Is that all you got?!

If the player manages to land a hit, the thieves become anxious.

THIEF 1
Ow!

THIEF LEADER
Why can't I hit you?!

THIEF 2
That hurt!

DERIK
Do you want to continue?

THIEF LEADER
Shut up!

Mayor Lorren encourages the player from the sidelines. She hides behind a wooden crate, a passive bystander.

MAYOR LORREN
You got him!

MAYOR LORREN (CONT'D)

Watch out!

Once Derik defeats all the thieves, success! The encounter ends and the player can now rejoin Mayor Lorren, who rises out of hiding.

CUTSCENE

Derik approaches Mayor Lorren. She looks down at the thief leader squirming on the ground. He groans in pain.

MAYOR LORREN (CONT'D)

Wherever did you learn to fight like that?

DERIK

My parents taught me. They got into a few tussles of their own.

MAYOR LORREN

Do you carry a weapon?

DERIK

No.

MAYOR LORREN

(chuckles)

A little risky, don't you think?

DERIK

I don't see the need.

MAYOR LORREN

They could have killed you!

DERIK

And what would you have me to do? Kill them first?

MAYOR LORREN

Well...

DERIK

That's not how it works. At least not for me.

Mayor Lorren ponders this. She glances over thief 1 and thief 2, who slowly begin to crawl away. They moan in agony. Mayor Lorren watches them with a deadpan expression.

MAYOR LORREN

Thank you, Detective. You perhaps saved my life.

Derik nods assertively and slides his fedora into a neat position on his head.

DERIK

It's my pleasure. Now, shall we be off?

MAYOR LORREN

You go on ahead. Rendezvous with me at the office when you've finished.

(beat)

I'll prepare the others for your arrival.

DERIK

Very well.

GAMEPLAY RESUMES

Access to the Map UI of Aquamarine is now available.

Using a cursor, the player can scroll across the town map to highlight the next objective.

There are four key regions: The Docks/Mayor Lorren's Office/The Clubhouse/The Crane House.

The map is in greyscale, and only the regions accessible to the player will be in color. The Docks and The Crane House.

As the story continues, more regions become explorable.

To advance, hover over The Crane House, select the location and confirm by clicking "Travel".

This initiates the player to fast travel.

CUT TO:

EXT. CRANE HOUSE - DAY

Derik re-appears and stands in front of the gate to a fenced-in Mediterranean-style estate.

There is a plaque which reads "Crane House". The player can have Derik walk up to it to analyze it further.

DERIK

Alright. This is it.

When the player is ready, use Derik to advance. Push through the gate and traverse the tropical gardens that surrounds the estate.

DERIK (CONT'D)
This place must have cost a fortune
to build...

He reaches the front door.

DERIK (CONT'D)
Remember, stick to the important
questions. Like I practiced...
(beat)
Be direct but sympathetic. She just
lost her husband.

Derik goes to knock on the door.

CUTSCENE

It opens, and PAMELA HENDERSON emerges. She wears a long
yellow dress. Curly green hair cascades over her shoulders as
she stops, curious to find Derik waiting.

Pamela assess him, then smiles. She looks his age, her skin
dark and sunburnt.

PAMELA
(flirty)
Hello.

DERIK
Mrs. Crane?

PAMELA
Not quite. And you are?

DERIK
Detective Derik James.
(beat)
Can I come in and get Mrs. Crane's
statement on the night her husband
was killed?

Pamela grins. She crosses her arms and leans against the
doorframe.

PAMELA
I don't know. Can you?

Derik blushes. He admires her beauty.

DERIK
(flustered)
What I mean to say is...I am here
to get her statement.
(MORE)

DERIK (CONT'D)

(beat)

Do you know where I can find her?

PAMELA

In the family room. Just head inside and take a right. You can't miss it.

DERIK

Thank you.

Pamela squints her eyes.

PAMELA

You're pretty new to this, aren't you?

DERIK

What makes you say that?

PAMELA

New hat, spotless coat, innocent smile... the writing's on the wall.

Derik chuckles.

DERIK

Indeed.

Pamela holds out her hand and bats her eyelashes.

PAMELA

Pamela Henderson. It's a pleasure to meet you.

DERIK

Likewise. Aren't you the songstress at *The Clubhouse* venue?

Pamela flicks a wrist and smiles with pride. She walks past Derik and skips along the path.

PAMELA

Bravo, Detective! They call me the siren of the south.

DERIK

Any chance you enchanted the likes of Icarus Crane?

Pamela snickers and waves a finger at him.

PAMELA

Now, now. I know what you're doing.

DERIK

My job?

PAMELA

Mrs. Crane is waiting inside,
better get on with your
investigation.

(beat)

But when you have the time, you
know where to find me. I'd love to
chat. Maybe over a drink?

DERIK

I'll keep that in mind.

With a small seductive wave, Pamela leaves. Derik is left standing at the door. He noticeably reflects on the encounter.

GAMEPLAY RESUMES

The player can now enter the Crane House.

INT. CRANE HOUSE, HALLWAY - DAY

Derik walks down a long hallway. Family portraits line the walls, and a rich mahogany carpet covers the floor.

The ability to use the *Scanning Mechanic* is available. The player can activate it and interact with a *painting* of Icarus Crane.

DERIK

Icarus Crane... now why would
someone want you dead?

INGRID (O.S.)

Hello? Who's there?

DERIK

Better introduce myself before they
grow suspicious...

When ready, the player can direct Derik to the family room.

INT. CRANE HOUSE, FAMILY ROOM - DAY

He enters and finds a young woman in an aristocratic gown standing near a fireplace. Orange flames crackle behind iron bars.

Derik approaches her.