

TROPICAL SIN

(PAGES 16-31)

Written by

Hendré Basson

DERIK  
Mrs. Crane?

**\*CUTSCENE\***

INGRID CRANE cradles a glass of red wine as she turns to face Derik. She wears a look of sorrow. Behind her, HAREM GOLD lingers, wearing a tight blue vest.

They both watch Derik with keen interest.

**\*GAMEPLAY RESUMES\***

INGRID  
What is the meaning of this? How  
the hell did you get in here!?

The player chooses how to introduce Derik.

**DIALOGUE MENU:**

1. I am here to help...
2. I let myself in...
3. There is no need to shout!

DERIK  
Please, don't be alarmed.

INGRID  
There is a stranger in my house and  
my husband is dead. Give me a good  
reason not to be!

DERIK  
The door was open...and I need to  
speak to you.

INGRID  
That careless tramp! I'll need to  
have a word with Pamela about this.

DERIK  
There is no need to be hostile!

INGRID  
I have every right to be hostile!

Ingrid holds a hand to her forehead and empties her wine glass in one swift swig. She takes a moment of silence.

INGRID  
Who are you?

DERIK  
Detective Derik James.  
(beat)  
I'm here to inquire about your  
husband's murder.

INGRID  
What's left to inquire? He's dead.  
(beat)  
Unless you think we had something  
to do with it.

HAREM  
That's outrageous!

INGRID  
I suppose it's standard procedure.  
Alright, Detective James, let's get  
this over with.

Derik begins preliminary questioning. The following will  
proceed in order.

**DIALOGUE MENU:**

1. Did your husband have any enemies?
2. Did you and your husband ever quarrel?
3. How did you come to marry Mr. Crane?

INGRID  
He is--was one of the richest men  
in Aquamarine. Everyone was always  
after his money.

INGRID  
An immature question... All married  
couples fight, detective. It's  
unavoidable. Any else?

INGRID  
I met him on a luxury cruise and we  
fell in love. That's it. Nothing  
grandeur. Icarus was a hopeless  
romantic, but a genius.

The questioning of Ingrid Crane is over, for now.

**\*CUTSCENE\***

Harem looks at a watch slung around his wrist. He shakes his  
head, and looks uneasy.

HAREM

I haven't got time for this.

INGRID

Come on Harem, darling, you've got nothing to hide.

HAREM

But I'll be late for my poker game at The Clubhouse!

INGRID

Run along then. Perhaps a break is in order. I'm getting tired.

Ingrid snaps her fingers at a nearby servant. They stop their duties. She lifts the empty wine glass towards them.

SERVANT

Yes madam?

INGRID

I'm parched. Get me something to drink.

SERVANT

More wine?

INGRID

Something stronger.

SERVANT

Right away madam.

Harem kisses Ingrid on the cheek then hurries away. Derik stretches out a hand to stop him but is unsuccessful.

DERIK

Hold on...

Harem runs out of sight. Moments later, a loud bang echoes through the house as the front door slams, denouncing his presence.

INGRID

Harem is always running. Whether its to play poker or something else entirely. He can't sit still.

Ingrid looks at Derik. The servant brings her a red martini. She swaps glasses and nearly drains the martini in one gulp.

INGRID  
(irritated)  
Look around if you must. You're  
bound to find something of  
interest. The body was found in our  
bedroom. I'd suggest you start  
there, but make it quick.

**\*GAMEPLAY RESUMES\***

**INT. CRANE HOUSE - DAY**

The player can now traverse the Crane House. There will be a guide that will direct Derik to the Master Bedroom, which resides on the second floor.

The player has the option to divert from the route and explore the estate. Such areas include the outdoor balconies, the kitchen, and dining room.

Nothing will be hidden in these locations, only opportunities for Derik to hear from the staff.

**THE KITCHEN:**

1. The Cook

COOK  
Ah, Monsieur. You must be the  
detective. Horrible business this  
is.

DERIK  
Did you notice anything suspicious  
on the night of Icarus Crane's  
death?

COOK  
No, Monsieur. Everything seemed  
ordinary.  
(beat)  
Actually, I recall Mr. Crane being  
in a foul mood when he arrived that  
evening.

DERIK  
Do you know where he returned from?

COOK  
Yes, Monsieur. The Clubhouse.

DERIK  
I see. Thank you.

**THE DINING ROOM:**

## 1. The Servant

SERVANT

Hello, detective.

DERIK

Could I get a moment of your time?

SERVANT

I'm afraid I can't be of much help.  
 The Mr and the Mrs were arguing as  
 usual, then went to their separate  
 rooms. That's all I recall.

DERIK

The Crane's sleep separately?

SERVANT

Yes, for months now.

(beat)

Between you and me, I don't think  
 the marriage was going to work out.  
 I overheard Mr. Crane mention  
 divorce one morning while dining  
 with a friend. My theory is that  
 the Mrs found out and got rid of  
 him before he got the chance to get  
 rid of her.

DERIK

A tantalizing thought. Thank you  
 for the information.

Other areas are behind closed doors, and Derik cannot gain  
 access to Icarus's Office until his inspection of the bedroom  
 is complete.

The player can use the *Scanning Mechanic* to their own leisure  
 on their way to their target destination to gain insight on  
 the house and family history.

Three paintings will be available for such inspection.

**PAINTINGS MENU:**

1. Moira Crane Portrait - First Floor

2. Construction of the Estate - Second Floor

3. Icarus and Ingrid Wedding Photo - Second Floor

DERIK (CONT'D)

Moira Crane. Says here she was Icarus's first wife. Hmmm. I wonder what happened to her.

DERIK (CONT'D)

It seems Icarus hired an army of construction workers to build his dream house. I reckon it wasn't an easy task.

DERIK (CONT'D)

This has got to be the most depressing wedding photo I have ever seen. Certainly not the image of a happy couple.

The player must complete the objective and take Derik to the Master Bedroom to advance the story.

Nearing the objective, the player will pass by a strange red door. There are markings on the floor.

Derik will question this after he jiggles the doorknob. The mystery room is locked.

DERIK (CONT'D)

Hmm, I wonder what's hiding behind here...

The player goes to the bedroom.

**\*CUTSCENE\***

**INT. CRANE HOUSE, MASTER BEDROOM - DAY**

Derik saunters into the bedroom. The bed is large and the frame made of thick wood. Four beams anchor it to the ceiling.

The duvet covers are thrown off the mattress in a careless fashion, as blood stains a white pillow on the left side, dripping onto the floor.

Derik assesses the large open windows parallel to him, which allow the sun to dramatically illuminate the crime scene in a sharp glow.

**\*GAMEPLAY RESUMES\***

DERIK

The infamous crime scene...  
Time to look around.

The player now uses the *Scanning Mechanic* to highlight areas of interest in the Master Bedroom.

The screen will transform into greyscale and yellow light will momentarily reveal those areas.

This guide will fade away after a few seconds. In a CRIME SCENE or future INVESTIGATION AREAS, the player has **three chances** to use this feature, unlike before, known as *Hints*.

If the *Hints* are spent and the player is still having trouble, Derik will deliver dialogue to help them if they walk near the target areas.

DERIK (CONT'D)

Perhaps there is something on the balcony.

DERIK (CONT'D)

I must have missed something by the bed.

DERIK (CONT'D)

Is that a key? I should take a closer look.

Throughout the game, at any moment, the player has the opportunity to toggle the *Scanning Mechanic* for INVESTIGATION AREAS on and off.

It will remain on for roaming purposes but deactivate when Derik starts to investigate an area of interest.

This allows the player to choose the difficulty and harness their true inner detective if they want to challenge themselves!

To do this, the player must switch the game mode from *Default* to *Custom* to change these settings. It can be reset to *Default* if necessary.

#### **MASTER BEDROOM AREAS OF INTEREST:**

1. The Blood-Stained Pillow
2. A Woman's Lipstick on the Bedside Table
3. The Shoe Prints on the Balcony Railing
4. A Key on Ingrid Crane's Vanity



DERIK (CONT'D)

Icarus lost a lot of blood. The large stain on the pillow indicates his throat was cut.

(beat)

I'll have to confirm it with the town coroner when I meet them.

DERIK (CONT'D)

Red lipstick. A rather romantic shade.

(beat)

Could belong to the wife or a mistress. Judging from the state of Icarus's marriage... either would suffice.

DERIK (CONT'D)

Now what do we have here? It appears the murderer escaped over the railing.

Derik looks over the edge of the balcony and notices a tall green hedge directly below. The top branches are broken and scatter over a walkway.

DERIK (CONT'D)

Must have taken quite a beating on their way down.

DERIK (CONT'D)

A mystery key. Now what secret room do you unlock? Every big house is bound to have one.

When the player finds the key, a notification will pop onto screen:

**[You have found the key to Icarus Crane's locked office. Investigate the mysterious red door at the other end the hall to use it.]**

Derik's investigation of the Master Bedroom is complete, the player can now advance to the office.

**INT. CRANE HOUSE, HALLWAY - DAY**

Derik is led to the mysterious red door.

The player will now receive a notification:

**[Unlock the Office.]**

**\*CUTSCENE\***

DERIK

This looks promising.

Derik carefully slides the key into the lock. He twists it until a click is heard. He opens the door, which squeals with old age.

**INT. CRANE HOUSE, ICARUS'S OFFICE - DAY**

Derik enters a sizable room. A long mahogany desk lingers in the far right corner, framed by a circular window that looks directly over the blue sea.

A thick carpet lies across the hardwood floor. The planks creak with every step Derik takes.

More paintings hang on the walls, but they are of nature, either jungle landscapes or ocean waves.

Sea shells scatter on the desk and nearby tables to extend the nautical theme to the rest of the room.

A wooden captain's wheel of an old galleon ship stands in the far right corner on a pedestal while the surrounding furniture is draped over with white cloth.

The office appears only partially alive, most of the belongings being stored in crates.

Derik looks at the desk, and something catches his eye.

DERIK

Now what do we have here?

He approaches the desk and picks up a yellow face mask. Derik turns it around until the sharp hollow eyes burrow through him. The lips extend into an exaggerated smile, too wide to be natural.

Derik analyses it, the features unsettling.

It almost resembles a jester's mask, something intended to be cheerful but instead sinister.

INGRID

What are you doing in here?

Derik pivots to find Ingrid Crane standing in the doorway.

DERIK  
I found a key in the bedroom.  
Thought it might unlock something  
important.

INGRID  
This room is private. I want you to  
leave right now.

Derik shows her the mask.

DERIK  
What is this?

INGRID  
One of Icarus's silly costumes I  
presume.  
(beat)  
He held a masquerade gala at The  
Clubhouse every month. One was  
scheduled for tomorrow.

DERIK  
Will you go through with it?

INGRID  
Yes, in his honor.

DERIK  
A party to honor his death?

INGRID  
(angry)  
A party to celebrate his life.

DERIK  
How interesting.

INGRID  
I think you've overstayed your  
welcome, Detective James.  
(beat)  
I'll show you the door.

DERIK  
Thank you for having me.

INGRID  
If it was my choice you'd still be  
standing outside. Thank Pamela for  
the opportunity.  
(beat)  
Now come along!

Derik tucks the yellow mask under his jacket and follows her out of the room.

**\*GAMEPLAY RESUMES\***

**EXT. CRANE HOUSE - DAY**

DERIK  
I should visit Mayor Lorren. She'll  
want to know what I've found.

When ready, the player can pull up the Map UI.

Mayor Lorren's Office is now available. The player can select it to advance in the story.

Hover over the location with the cursor, select it and confirm by clicking "Travel".

**EXT. MAYOR LORREN'S OFFICE - DAY**

Derik enters a quiet district of Aquamarine. A objective point appears on the map and a text phrase flashes on screen.

**[Rendezvous with the Mayor at her Office.]**

Derik travels on a boardwalk that extends into the shallows of the ocean, where a long, single story building rests on stilts.

DERIK  
This is... unusual.

He approaches the front door, and when the player is ready, Derik enters.

**\*CUTSCENE\***

**INT. MAYOR LORREN'S OFFICE, RECEPTION - DAY**

Derik walks into a brightly lit room. As he advances, a flash of a figure darts in front of him.

SOLACE  
Watch out!

Derik ducks as a book flies over his head. A young woman with long red hair juggles a stack in both arms. She wears a pink dress and struggles to maintain her balance.

Derik picks up the fallen book and returns it to the pile.

SOLACE (CONT'D)  
So sorry! You must be Detective  
James. My name is Solace. I'm the  
mayor's personal secretary.

She gives Derik a big, perky smile.

**\*GAMEPLAY RESUMES\***

**DIALOGUE MENU:**

1. It's a pleasure.

2. I need to speak to Mayor Lorren right away.

SOLACE (CONT'D)  
I've heard so much about you!  
(beat)  
Well, not really. I've heard a lot  
about your parents, but I expect  
nothing but the best. It's an  
honor.

DERIK  
Thank you.

SOLACE  
The Mayor will be with you shortly.  
Why don't you go on ahead and make  
yourself comfortable.  
(beat)  
Can I take your coat?

DERIK  
It's alright.

SOLACE  
I'm bet Edwick would love to meet  
you. You'll find him by the back  
door.

SOLACE (CONT'D)  
Oh, I'm afraid the mayor is  
preoccupied at the moment. She  
shan't be too long.  
(beat)  
While you're waiting, take a look  
around. I'm sure Edwick would love  
to meet you. He'll be in the back.  
You should introduce yourself!

DERIK  
I will, thank you.

SOLACE  
(cheerful)  
Of course!

The player has met Derik's first ALLY.

SOLACE is the vault of information. From her, the player can access any evidence Derik collects during his investigation.

She is available at any time in the game if the player needs to refresh their mind before advancing.

**New objective: [Find Edwick] activates.**

The player traverses the office, however the *Scanning Mechanic* will be temporarily unavailable.

The location will be thoroughly explorable after the introduction with EDWICK is complete.

If the player does attempt to look around, Derik and Solace will kindly remind them of the objective.

DERIK  
I should meet with Edwick.

SOLACE  
You can find Edwick by the back door. Go say hello!

Once Derik reaches the back door, he finds a one armed man with pink and blue curly hair idling in place. He steadies himself with a wooden cane.

### \*CUTSCENE\*

Derik approaches the man. He turns around, his sharp eyes squinting as he analyses the young detective.

EDWICK  
I don't know you.  
(beat)  
Solace! Some nutcase has wandered in here again.

DERIK  
I'm Detective Derik James.

EDWICK  
Who?

DERIK  
Detective--

Edwick raises a hand in objection.

EDWICK  
Don't care.

DERIK  
Really?

EDWICK  
Should I?

Solace appears, holding a piece of paper and a pen.

SOLACE  
You called?

EDWICK  
What is he doing here?

A look of shock appears on Solace's face as she glances at Derik.

SOLACE  
Detective James is here to solve  
the murder of Icarus Crane on  
request of the mayor.

EDWICK  
I'm solving the murder of Icarus  
Crane.

Derik tosses Solace a look of confusion. She gives a nervous chuckle and shrugs her shoulders.

SOLACE  
Edwick fancies himself a detective.  
A self proclaimed one.

EDWICK  
Self proclaimed?!

SOLACE  
Oh stop with this nonsense. Be kind  
to our guest.

Derik raises both of his hands in air.

DERIK  
Wait a minute, wait a minute. If  
he's solving the murder, why does  
the mayor need me?

Edwick beams then turns to Solace.

EDWICK

Exactly!

Solace rolls her eyes. The door across from them opens and Mayor Lorren appears.

Following her is a small creature of about four feet tall. They stand on two feet and resemble the likeness of a rodent, with two large ears standing upright attached to their skull.

They wear a long white lab coat, clearly belonging to a medical profession. This is Dr. Vern Casa, coroner of Aquamarine.

### **\*GAMEPLAY RESUMES\***

Mayor Lorren examines her group of colleagues.

MAYOR LORREN

Hello again, detective! Sorry to have kept you. Dr. Casa was just enlightening me on his latest results.

(beat)

I see you've met the team! How have they been treating you?

### **DIALOGUE MENU:**

1. They've been hospitable...

2. I have met your other detective...

MAYOR LORREN (CONT'D)

Wonderful! They will be your family during your stay here with us, so get use to them!

MAYOR LORREN (CONT'D)

Other detective? Oh you must mean Edwick!

(laughs)

I had him look into a few things before you arrived. I suppose his work is done.

EDWICK

What? But I was doing fine on my own!

MAYOR LORREN

It's time to work as a team, Edwick.

(MORE)



MAYOR LORREN (CONT'D)

The sooner we catch this killer,  
the sooner I can sleep soundly at  
night.