

10 PAGE SAMPLER

Written by

Hendré Basson

Tropical Sin
(Murder Mystery Strategy Game)

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 and blood stains the 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, and 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 (O.S.)

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.
(MORE)

SOLACE (CONT'D)

(beat)

Can I take your coat?

DERIK

It's alright.

SOLACE

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