

An Unexpected Visitor

(Working title)

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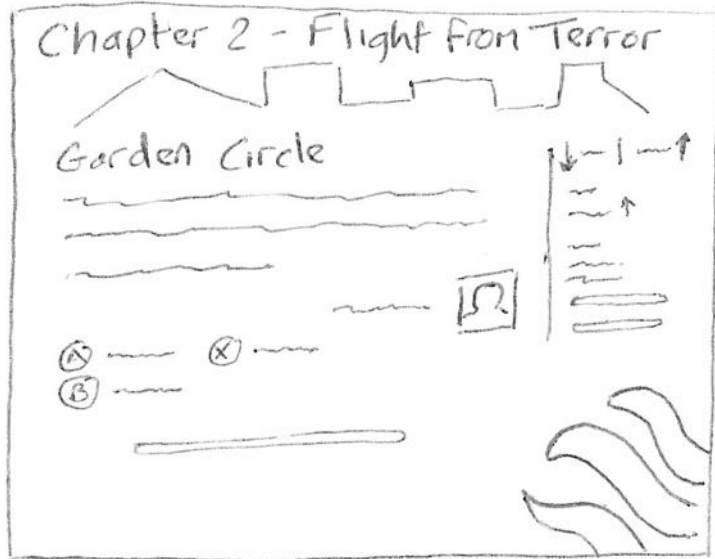
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Screen Design

Draft Sketch



Chapter heading

Skyline graphic

Location | Save / Restore

Description | Directions

Character profile | Stats

Choices

Timed response

Creeping tentacles

Current Beta Screen

Circle

I could scarcely believe how much the garden had been altered with the crash of something curious from the skies. Previously there was a small hillock here, upon which was a well tended fir tree. But now the earth was disturbed to such a degree that there was no trace of the former grass, shrubs or the tree at all.

Four grand alleys of unequal length still roughly formed the shape of a cross, each bordered with currant bushes and ending in the very irregular walls of the garden. But with the turned up earth only the paths east to **the Boarding School** and **north-west** to the Chapel and Convent were accessible.

Tall poplar trees hid the remaining ruins of the long abandoned older convent, and beyond that **our hut**.

An almost overwhelming heat emanates from the metal exterior of the projectile. The sweltering air coming from it is in sharp contrast to the cold night wind.

Save | Restore

Exits
← **Patch**

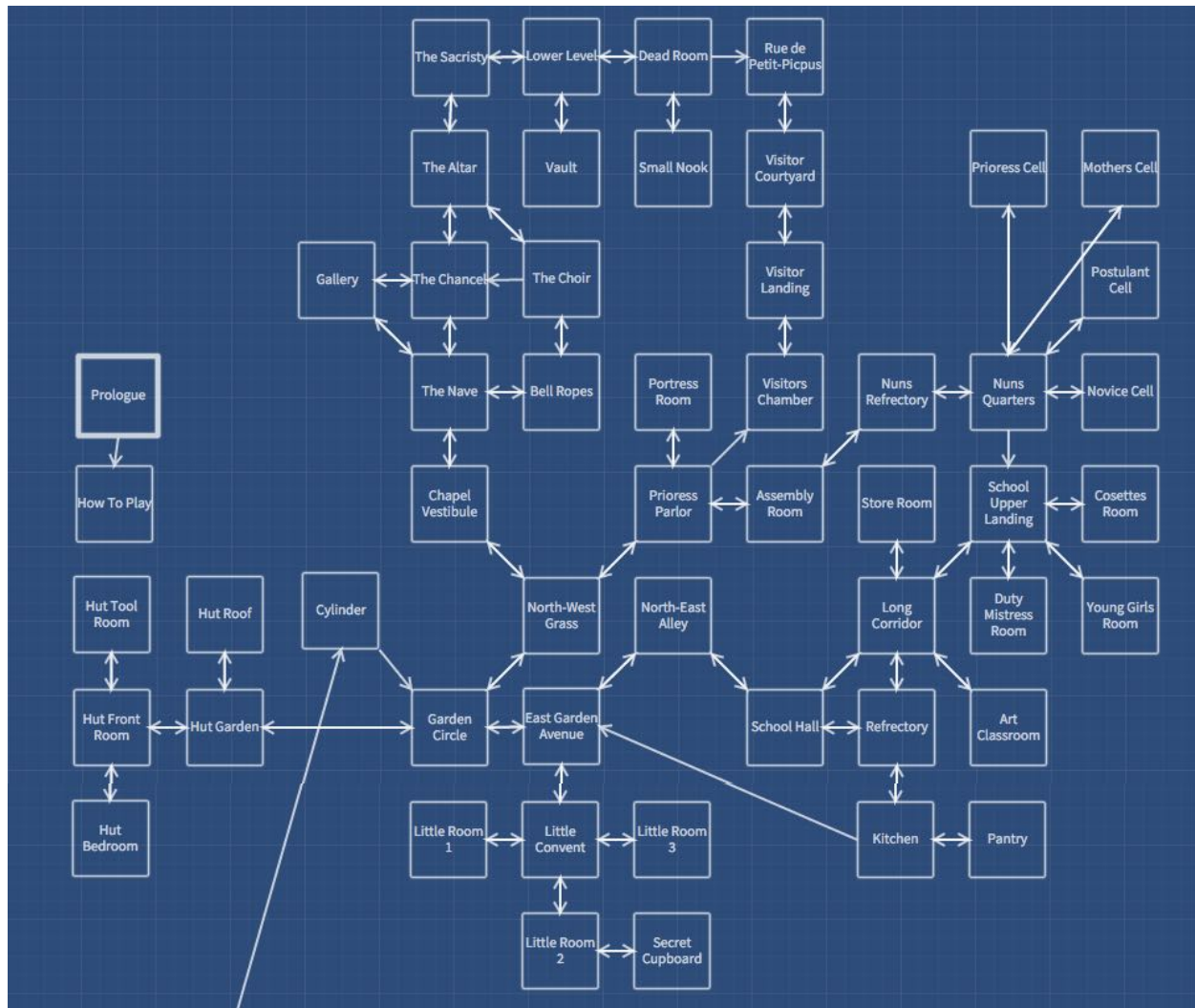
Carrying:
Cravat

My Strength
—————

Creature Health
—————

6 hrs left

Map



Hut - tool room, front room, bedroom, roof, garden

Garden - circle, cylinder, east avenue, north-west grass, north-east alley

Chapel - vestibule, nave, gallery, chancel, choir, bell ropes, altar, sacristy, lowel level, vault, dead room, small nook

Convent - Assembly room, prioress parlor, portress room, visitor's chamber, landing, courtyard, nun's refectory, rue de Petit-Picpus

Nun's cells - quarters hall, novice cell, postulant cell, prioress cell, mother's cell

Girl's rooms - upper landing, duty mistress, young girl's room, Cosette's room

School - kitchen, refectory, long corridor, art classroom, storeroom

Retirement home - little convent, little rooms 1-3, secret cupboard

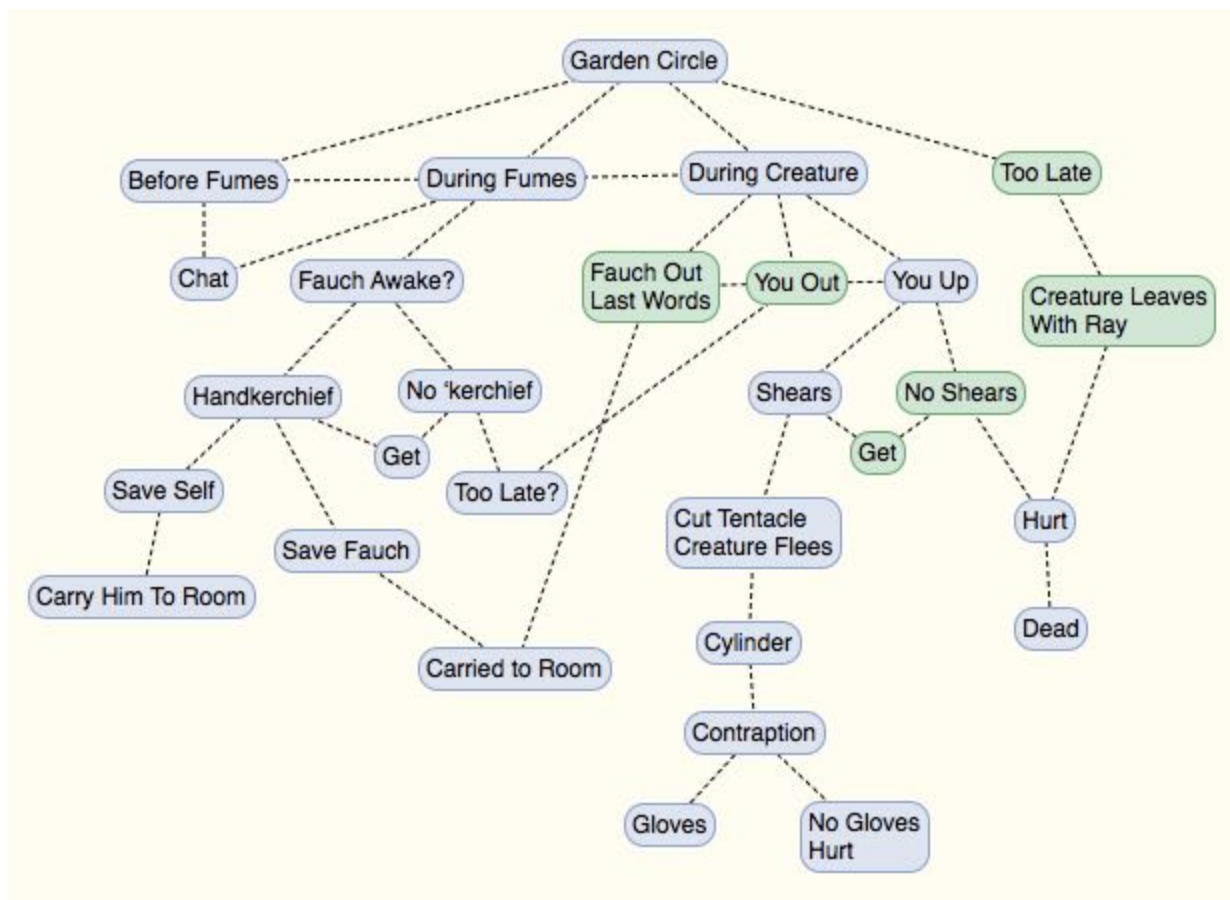
Story

Chapter 1

Who is that calling in the distance? It is Fauchevelent, your friend. He sounds alarmed. What is that cylinder that has crashed into the ground? What is emerging from within it?

Objectives: Save Fauchevelent, yourself, damage the creature, and obtain his broken weapon.

Choice Chart:



Chapter 2 - Impersonate priest or nun & save daughter

Chapter 3 - Save women of retirement home &/or teachers

Chapter 4 - Save the nuns, enlist their help to force creature out

Chapter 5 - Destroy the creature - on the altar, vault, kitchen, or by bullets from gendarmes

Example Play

Prologue

In Paris there is a high walled convent called Petit-Picpus, a place of refuge from the refuse of that city. At the time there were in its grounds an aged and somewhat lame gardener, Fauchelevant, assisted by a man whom the nuns presumed to be his brother Ultimo, and whose daughter attended the school there. The duties of the gardeners were usually very routine, and followed a strict time schedule that kept them apart from the nuns. Yet, to ensure they didn't inadvertently come into contact with the sisters they wore bells on their ankles, so the one should hear the other coming. It was a life without much variation for both the monastic and the domestic servants. However, even into the most uneventful of places the world can intervene, and on occasion the unknown world can also visit.

[Start the Story](#) | [How To Play](#)

Bedroom

Not much more than a mattress filled with straw, this very basic bedroom was a welcome sight at the end of a long days work. It had only one way out, to **the front room** of our cottage.

Front Room

This sparsely furnished room contained just a table and a long bench seat, backed against the wall, that sometimes serves as a bed. Fauchelevant always insisted I used his bedroom, and so I tended to sleep when he was awake so he wouldn't be forced to sleep on what was little more than a plank of wood.

We didn't have a separate shed and so used [an adjacent room](#) for our gardening tools. The only other door led back to our [personal garden](#).

[I see my Cravat](#) ... I added the Cravat to my inventory

Tool Room

A vintage basket hangs from the wall, too worn to carry anything anymore. The floor is filled with dirt from the implements it contains, and it is open to the nearest thing that passes as a parlour in this little hovel.

[I see my Pruning Shears](#) ... I added the Pruning Shears to my inventory

Garden Patch

This small vegetable garden was where Fauchevellent tended to his melon patch. The plant beds were covered with straw mats to keep them hidden from the moonlight.

To the south-west end of the garden I could see the hovel I called home, hidden behind the ruins, and situated there to prevent it from being seen by the nuns. It was upon its tile roof that I first entered these convent walls.

If the ruins were not enough to hide us from the gaze of the nuns, there was a row of trees with but a small gap that led to the main garden circle.

I see my Gloves ... I added the Gloves to my inventory

Garden Circle

I could scarcely believe how much the garden had been altered with the crash of something curious from the skies. Previously there was a small hillock here, upon which was a well tended fir tree. But now the earth was disturbed to such a degree that there was no trace of the former grass, shrubs or the tree at all.

Four grand alleys of unequal length still roughly formed the shape of a cross, each bordered with currant bushes and ending in the very irregular walls of the garden. But with the turned up earth only the paths east to the Boarding School and north-west to the Chapel and Convent were accessible.

Tall poplar trees hid the remaining ruins of the long abandoned older convent, and beyond that our hut.

Ask Fauchevellent: What is that thing in the ground? Or Where did it come from?

"It ruined my beautiful flower bed and your pear trees!"

He was right. There was no indication that the rose bed had ever existed, and the pear tree was crushed under the weight of what looked like a large cylinder. Dirt had been thrown across the entire garden from the impact of whatever that was in the middle of the garden. All of Fauchevellent's hard work pruning and weeding was gone and he was understandably upset.

[Where did it come from?]

"It fell like a star through the sky. I heard a hiss and looked up and saw a trail of green light. The thing was on fire and crashed right here, turning up the earth, and covering the back half of it."

This wasn't of any earthly origin. Ash descended all around us, and fell on us like grey snowflakes. They fell too on what I now realized was a metal object of some unearthly origin. This was no military munition. It was far too large and looked like nothing any army could have created and shot through the night sky.

...

An almost overwhelming heat emanates from the metal exterior of the projectile. The sweltering air coming from it is in sharp contrast to the cold night wind.

This was a vessel of sorts with something inside of it. This became apparent as its top began to unscrew itself ever so slowly, until a black smoke billowed from within accompanied by a sizzling sound.

Such noxious fumes! The heat and vapours are beginning to make me feel weak. I must act quickly while I still have control of my senses.

My cravat could be used to breathe through the smoke. Should I ...

Save Fauchelevent before he is completely overcome?

Save myself while I have time?

[Save Fauchelevent before he is completely overcome?]

I cover my face and catch Fauchelevent just as he faints and carry him back to his hovel as quick as I can drag him.

Bedroom

Fauchelevent reaches out to me. He is beckoning me closer. I incline my ear and try to listen carefully. "You must destroy that devil before it reaches the children!" My dear Cosette! Is it possible that thing could harm her?



Tasks / Choices

Chapter 1

Respond to Fauch's cries.

Climb hut roof to see danger from afar.

Use cravat to save self from fumes and Fauch. too.

Use shears to cut off creature tentacle.

Use glove to handle heat ray.

Other Chapters

Disguise self as priest to pass nun doing reparations.

Get prioresses key to raise alarm outside.

Fake message from Mother Superior to Bishop.

Deal with cat spooking creature.

Silence 'mad' woman

Light needed to find nook in crypt

Etc.

Timing

For Chapel

Hourly - Nun kneeling before altar

3x a day - Bells

4pm - 4am - Nun performing reparations

1 am - Nuns chant matins

Fri - Nun's scourge selves

Sun - High mass

Wed - Confession

Other

Meal times

Class times

Girl's lights out



Combat

Basic

Want to fight?

No - Successfully escape?

No = Attacked

Yes (Flee) = You get yourself out of reach, but will have to move quickly to avoid ...

Yes - Who has initiative?

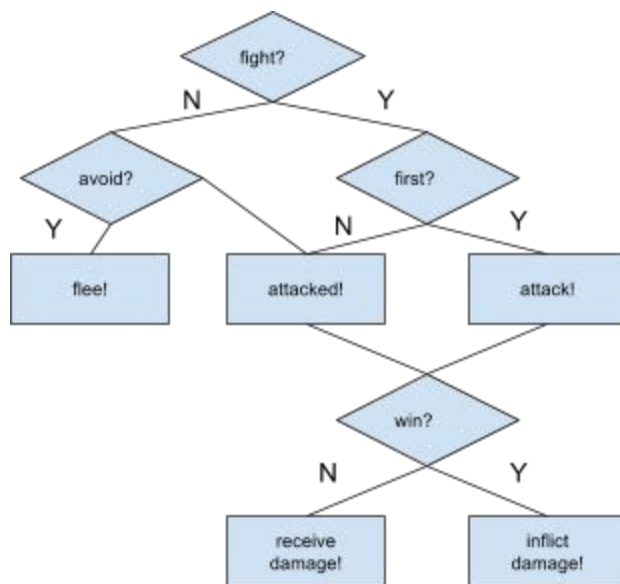
Creature = Attacked, calculate damage

Man = Attack, calculate damage

Man dead? = Game ends

Creature dead? = Have to hide from gendarmes

Flow Chart



Advanced Combat

Valjean Str + Weapon Damage + Roll

vs

Creature Str + Factor Damage + Roll

Factors

Cornered?

Has weapon?

Holding hostage?

Attacking from height or depth?

Characters

Jean ValJean / Ultime - Ex-convict, assistant gardener

Cossette - ValJean's adopted daughter

Fauchelevant - Primary gardener

Nuns

Agatha - portress

Innocente - prioress

Saint-Honorine - treasurer

Saint-Gertrude - mistress of novices

Saint-Ange - assistant mistress

Annunciation - sacristan

Augustin - nurse

Mechtilde - choir

Presentation - previous prioress

Celigne - sister of sculptor

Chantal - mad

Compassion - old & wealthy

Assumption - youngest

Others - des Anges, des Joseph, des Adelaide, Providence, Nativity, Conception, Presentation, Passion

Lay Sisters (& teachers) - Euphrasie, Saint-Marguerite, Saint-Marthe, Saint-Michel (long nose)

Little Convent Residents

Albertine, Beaufort d'Hautpaul, Vacarmini, de Genlis, Marquise Dufresne

Previously Nuns - Saint-Bazile, Santo-Scolastique, Jacob

Visitors

Men - Abbe Barnes (chaplain), Ansiaux (hunchback art master), deRohan (vicar), Quelan (arch-Bishop)

Women - Mesdames de Choiseul Serent (duchess), Bouchard (rich girl)

Objects

Cravat
Pruning shears
Bedsheet
Handkerchief
Mirror
Candle
Curtain
Wine goblet
Priest's robes
Nun's habit
Women's dress
Women's wig
Meat cleaver
Lard tub
Heat ray
Lantern
Glass panel
Leg of lamb

Keys -
Portress
Prioress
Lower level

