

?Days

❖ Day 1

- Getting to know each character
- The Kind is in his room unpacking his stuff for the week, when the player walks in he's slacking off playing video games on his phone.
- The curious and the Creative are in the living room in front of the fireplace.
 - Player questions why they're using the fireplace even though it's hot outside
- Player finds he lock on the attic this day she notes that the lock looked old and worn out
- Find gas to put in the generator and ask everyone what they want for dinner and ask for help from someone to help them cook
- The water heater doesn't seem to be on
 - Try and fix it - you accidentally detach a line connecting to the water heater, hot water splashes your face melting it and killing you almost immediately
 - Wait for it to turn on- the water heater shakes and roars to life after a minute
- The ghost dies on this day
- Player gets to interact with the ghost at the end of this day, the ghost acts all fidgety because he was just murdered, he asks the player if she'd seen anything and asks her if she was alone,
 - Tells the player not to take shortcuts and to follow the path back home
- They sit down for dinner and converse this day
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❖ Day 2

- The players wonder where the ghost is
- Either the curious, the player, or the kind will be killed by the painting trap
- They search around the house and cabin for him. During this process the player has the option to search the house or to look for him at the dock
 - If they choose the option to search the house, they get an option to inspect the painting behind the fireplace, If they choose to inspect the fireplace the a gunshot will ring out shooting the player through the chest killing them almost instantly
 - If they don't choose to search the fireplace then the curious will search it and she'll be killed
 - If the player chooses to search the shouse and doesn't search the fireplace resulting in the death of The Curious, then The creative will assume that the player is the killer or is at least an accomplice.
- The creative states that there's no way the ghost did this because she has absolute faith in the ghost
- They try to escape but the car's all messed up

- The killer knocked the electricity and they only have a small flashlight
 - The smartass decides to keep everyone in a room and to take turns sleeping
 - They discuss sending someone out to walk but decide not to because the ghost could still be out there and he's the most athletic of them all
 - If the player goes back to the lock, the lock still looks worn out but it's better than it was before
 - They find that their phones are destroyed, tossed in the toilet
 - The kind doesn't have his phone destroyed because he's an ipad kid
- ❖ Day 3
- They find that the solar panels are damaged
 - Smartass decides to try and fix the old generator they have in the back
 - They find that the curious's body is missing
 - The kind makes up an idea to charge their phones but there's no gas in the generator
 - The kind or the curious dies this day
 - Spiderwebs and dust
 - Water heater
- ❖ Day 4
- Smartass dies - got stabbed in the throat
 - They leave his body alone and his body is missing
 - They search the cabin for car parts or something
 - If the player searches the boat/lake they'll talk to the ghost where he'll reveal that he's a ghost
 - "He's keeping us in the attic"
 - If the player searches the cabin they'll find a couple of clues leading to the killer
 - Brown liquid leaking down into a bedroom that comes from the attic
 - Scuff marks that lead to the room next to the kitchen
- ❖ Day 5
- Either the Player or the creative dies
 - The creative talks about her motive for killing her
 - "Last night, however, you confirmed my suspicions."
 - "There's no way in hell a perfectly sane person would sit by themselves smiling and talking into thin air."
 - "I truly thought of you as a friend. I would've forgiven you for killing everyone else but {Curious} how dare you kill my beloved!"
 - "I don't
 - End
 - Killer explains the reason why he killed- he wanted to know if he could actually do it, he wasn't afraid of killing them he was afraid of getting caught
 - Player finds the body of the ghost
 - Player talks to the ghost

