FORMAT

SCENE

The event takes place in Kid FrankEinstein's Haunted Manor. The building takes up half of the map, and the grounds fill the rest. The grounds contain a pond, a barn, a spooky tree, a Mad Scientist's lab, and a graveyard. Detective Mr. E is standing in front of the mansion entrance.

PLAYER CONTROLLED ACTION

The player enters the scene with standard UI and movement. They spawn in front of the gated entrance to the map. They are able to explore the front section of the map, but they are unable to see the grounds or the interior of the manor before talking to Detective Mr. E.

POP-UP DIALOGUE (Type 1)

DETECTIVE MR. E

Welcome to the Haunted Manor, Hero! I have important information to discuss with you. Come on over!

Alternate Dialogue

DETECTIVE MR. E

Not so fast, Hero! We have important information to discuss first. Come talk to me before we begin our investigation.

SYSTEM DATA ACTION

NAV ARROW points to Detective Mr. E

An objective list appears with the objective "Speak to Detective Mr. E"

A sparling area with an arrow appears next to Detective Mr. E.

When the player collides with the sparkling area, the area disappears and the cutscene begins.

If player attempts to leave the boundaries of the introduction area before talking to MRE, Detective Mr. E uses alternate pop-up dialogue.

PLAYER CONTROLLED ACTION

The player walks up to Detective Mr. E. This triggers a cutscene, and player movement is disabled.

CUT SCENE

The camera zooms in on the player and MRE (EXAMPLE NEEDED).

POP-UP DIALOGUE (Type 2)
DETECTIVE MR. E
I'm glad you're here, <mark>Hero</mark>. I'll need your help to figure out what's going on in this manor.

Button - What's wrong?

POP-UP DIALOGUE (Type 2)
DETECTIVE MR. E
I'm not sure. I got a call from Kid FrankEinstein, and he sounded scared. He said that he had a mystery for us to solve.

Button - Okay!

POP-UP DIALOGUE (Type 2)
DETECTIVE MR. E
He said he'll tell us more when we see him. Are you ready to go talk to Kid FrankEinstein in his Manor?

Button - Yeah!

MRE runs toward the front door of the manor and goes inside.

PLAYER CONTROLLED ACTION
Player regains control of their character. The introduction boundaries are still in place. The player moves into the entrance of the manor. The cutscene is triggered when the player reaches the spot designated by the nav arrow and the glowing spot.

SYSTEM DATA ACTION

The Objective UI updates to say "Speak with Kid FrankEinstein inside the manor."

NAV ARROW points to glowing spot next to Detective Mr. E in the entryway of the Haunted Manor. It is located next to MRE and in front of Kid FrankEinstein. When the player collides with this spot, the glowing and nav arrow disappear. The cutscene begins after this.

If player attempts to leave the boundaries of the introduction area before going to the indicated spot, a pop up dialogue appears.

POP-UP DIALOGUE (Type 2)
UNSPECIFIED
Speak to Kid FrankEinstein before beginning your investigation

Button - Got it!

CUT SCENE
The camera zooms in on the player, MRE, and Kid FrankEinstein. Player movement is disabled ==(EXAMPLE NEEDED)==.

POP-UP DIALOGUE (Type 2)
KID FRANKEINSTEIN
Thank goodness you're both here! I wish I could give you a proper welcome to my manor, but I'm afraid that's not possible with the recent hauntings.

        Button - Hauntings?

POP-UP DIALOGUE (Type 2)
KID FRANKEINSTEIN
Yes, hauntings indeed. We've seen broken windows, shelves knocked over, and shredded papers all over the manor.

        Button - Oh no!

POP-UP DIALOGUE (Type 1)
KID FRANKEINSTEIN
On top of that, at least 2 people say that they've seen…

SYSTEM DATA ACTION

NPC's run by the player from the manor interior toward the front door. Each one has a speech bubble that says either "ghost" or "monster" as they run out. After they leave, the ambient light switches from ==XXXXXXX== to ==XXXXXXX==.

POP-UP DIALOGUE (Type 2)
DETECTIVE MR. E
Alright, ==Hero==. It looks like we have our work cut out for us. Let's go find some clues to figure out who or what has been haunting Kid FrankEinstein's Manor.

        Button - Okay!

Cut scene ends.

SYSTEM DATA ACTION

The objective UI updates to say "Find 3 clues inside the manor: Clue 1 Found, Clue 2 Found, Clue 3 Found"

PLAYER CONTROLLED ACTION
Player regains control of their avatar, and the camera resets. The player has the freedom to

explore the interior of the manor to look for clues. If they try to leave the boundaries of the manor, they hit an invisible collision and receive a warning message.

POP-UP DIALOGUE (Type 2)
UNSPECIFIED
Finish investigating the manor before exploring the grounds.

Button - Got it!

PLAYER CONTROLLED ACTION
Player collides with a trigger barrier for Clue 1.

SYSTEM DATA ACTION

Lightning VFX plays, Squeal SFX plays, Heavy Galloping SFX plays. The Clue 1 trigger boxes disappear and cannot be triggered again.

INTERACTABLE
In the clue 1 area, muddy animal tracks are scattered throughout the courtyard and one of the manor rooms. The tracks have an interact icon. When the player goes up to the interact icon, a toast message saying "Press F to collect the clue" appears.

When the player interacts with the tracks, an icon for the clue (animal tracks) appears in the UI cluebook with the following description:

"I found tracks in the courtyard of Kid FrankEinstein's manor. They look more like animal tracks than ghost tracks to me."

The "Find Clue 1" objective receives a checkmark on the objective list.

PLAYER CONTROLLED ACTION
Player collides with a trigger barrier for Clue 2.

SYSTEM DATA ACTION

Lightning VFX plays, Door Slamming SFX plays, Vase Shattering SFX plays. The Clue 2 trigger boxes disappear and cannot be triggered again.

A vase asset in the room falls to the ground and breaks. This can be a simple hide the whole vase and unhide the broken vase (staged).

INTERACTABLE
In the clue 2 area, large, chewed up vegetables are scattered along the floor along with dirt and leaves. The vegetables have an interact icon. When the player goes up to the interact icon, a toast message saying "Press F to collect the clue" appears.

When the player interacts with the vegetables, an icon for the clue (eaten vegetables) appears in the UI cluebook with the following description:

"I found half-eaten vegetables laying in the greenhouse. Why would a ghost eat carrots, tomatoes, and pumpkins? Can ghosts even eat?"

The "Find Clue 2" objective receives a checkmark on the objective list.

PLAYER CONTROLLED ACTION
Player collides with a trigger barrier for Clue 3.

SYSTEM DATA ACTION

Squeal SFX plays and Heavy Galloping SFX plays. The Clue 3 trigger boxes disappear and cannot be triggered again.

INTERACTABLE
In the clue 3 area, tufts of thick green and beige bristles are scattered throughout the dining room. The bristles have an interact icon. When the player goes up to the interact icon, a toast message saying "Press F to collect the clue" appears.

When the player interacts with the vegetables, an icon for the clue (bristlely hair) appears in the UI cluebook with the following description:

"I found thick clumps of coarse hair in the dining room. It looks like fur, but it's not very soft. Do ghosts have hair?"

The "Find Clue 3" objective receives a checkmark on the objective list.

SYSTEM DATA ACTION

Once all three clues have been located, the objective list updates. The new objective reads "Return to Detective Mr. E with your clues."

A NAV ARROW appears on screen to guide the player to Detective Mr. E, who is still located in the manor foyer. Kid FrankEinstein is no longer visible and will not reappear until the final sequence.

Detective Mr. E now has a shining spot with an arrow next to him. The cutscene triggers when the player collides with the shining spot.

POP-UP DIALOGUE (Type 1)
UNSPECIFIED
Return to Detective Mr. E to discuss your clues.

PLAYER CONTROLLED ACTION
When the player reaches Detective Mr. E and stands in the shining spot, player movement is disabled. The cutscene begins.

CUT SCENE
The camera zooms in on the player and Mr. E. (EXAMPLE NEEDED).

POP-UP DIALOGUE (Type 2)
DETECTIVE MR. E
Excellent detective work, Hero! These clues will help us figure out who is haunting the manor.

      Button - Great!

POP-UP DIALOGUE (Type 2)
DETECTIVE MR. E
Hmm, let's see here… you found **animal-like tracks** in the courtyard, **eaten vegetables** in the greenhouse, and **thick, short hair** in the dining room. How very strange.

      Button - What?

POP-UP DIALOGUE (Type 2)
DETECTIVE MR. E
In all my years of detective work, I've never seen a ghost that eats food, makes tracks, and leaves behind hair. In fact, I don't think this is a ghost at all.

      Button - Wow!

QUIZ (STRIKE)
If a ghost isn't haunting the manor, what is haunting the manor?

ANSWERS
A) A Plant
B) A Mermaid
C) A Bug
D) An Animal
CORRECT ANSWER: An Animal

SYSTEM DATA ACTION
If the player gets the answer wrong, the quiz window disappears.

POP-UP DIALOGUE (Type 2)
DETECTIVE MR. E
I don't think so. Remember, you found **animal-like tracks** in the courtyard, **eaten vegetables** in the greenhouse, and **thick, short hair** in the dining room. What else could it be?

      Button - Hmm…

Return to Quiz. Cycles until the player gets the correct answer.

SYSTEM DATA ACTION
After the player gets the answer right, the window disappears, and Detective Mr. E's dialogue appears.

POP-UP DIALOGUE (Type 2)
DETECTIVE MR. E
But if an animal is haunting the manor, why did people yell "ghost" and "monster" when we arrived? We need more clues!
      Button - Got it!

POP-UP DIALOGUE (Type 1)
DETECTIVE MR. E
Let's investigate the grounds outside of the manor for more information.

Cut scene end.

SYSTEM DATA ACTION

Objective UI updates to say "Find clue 4 in the manor grounds" and "Find clue 5 in the manor grounds." Player regains movement, and camera position resets.

PLAYER CONTROLLED ACTION
Player collides with a trigger barrier for Clue 4.

SYSTEM DATA ACTION

Lightning VFX plays, Overcharged Electrical Short SFX plays, Sparking VFX plays by robot. The Clue 4 trigger boxes disappear and cannot be triggered again.

Detective Mr. E appears next to the player.

POP-UP DIALOGUE (Type 1)
DETECTIVE MR. E
What is this place? A science lab? There's sure to be a clue around here somewhere.

INTERACTABLE
In the clue 4 area, a large chemistry beaker filled with an Elixir sits on top of the Mad Scientist lab. The beaker has an interact icon. When the player goes up to the interact icon, a toast message saying "Press F to collect the clue" appears.

When the player interacts with the beaker, an icon for the clue (Elixir) appears in the UI cluebook with the following description:

"I found a potion called "Afterlife Elixir" in the manor's outdoor science lab. The description says "used to bring dead animals back to life."

The "Find Clue 4" objective receives a checkmark on the objective list.

POP-UP DIALOGUE (Type 1)
After Interaction with Clue 4

DETECTIVE MR. E
It says "Afterlife Elixir: used to bring dead animals back to life." What kind of experiments was Kid FrankEinstein doing in this lab?

PLAYER CONTROLLED ACTION
Player collides with a trigger barrier for Clue 5.

SYSTEM DATA ACTION

Lightning VFX plays, Spooky Music SFX plays. The Clue 5 trigger boxes disappear and cannot be triggered again.

Detective Mr. E appears next to the player.

POP-UP DIALOGUE (Type 1)
DETECTIVE MR. E
A graveyard? On the manor grounds? I wonder if there's a clue around here somewhere.

INTERACTABLE
In the clue 5 area, a large gravestone stands on the side with a hole in front of it and muddy tracks all around it. The gravestone has an interact icon. When the player goes up to the interact icon, a toast message saying "Press F to collect the clue" appears.

When the player interacts with the gravestone, an icon for the clue (Grave) appears in the UI cluebook with the following description:

"I found a mysterious gravestone in the manor's outdoor graveyard. The grave says "Here lies FrankEinstein's Pig, the best pig there ever was.""

The "Find Clue 5" objective receives a checkmark on the objective list.

POP-UP DIALOGUE (Type 1)
After Interaction with Clue 5

DETECTIVE MR. E
The grave says "Here lies FrankEinstein's Pig, the best pig there ever was," but the grave looks empty! And there are muddy tracks all around. I wonder what this means…

SYSTEM DATA ACTION

When the player has collected all 5 clues, trigger the ending sequence.

POP-UP DIALOGUE (Type 2)

DETECTIVE MR. E
I think we have enough clues to solve the mystery of the Haunted Manor.

        Button - Okay!

POP-UP DIALOGUE (Type 2)

DETECTIVE MR. E
We should return to Kid FrankEinstein with… wait! Are those fresh tracks on the ground?

        Button - Tracks?

SYSTEM DATA ACTION

Tracks leading to the specified bush by the lake appear on the ground. The tracks will lead away from either the clue 4 location (mad scientist lab) or the clue 5 location (graveyard) depending on where the final clue was located.

Detective Mr. E appears standing next to the shrub. A sparkling spot with an arrow is next to him. When the player collides with the spot, the cutscene begins. A large carrot is located by the tree next to the shrub.

The objective UI updates to say "Follow the tracks!"

A NAV ARROW appears on screen and points to the suspicious shrub by the lake. Ideally, the arrow with redirect to the tracks and then follow the tracks to the destination, but if not possible to do it that way, have it lead straight to the shrub).

PLAYER CONTROLLED ACTION
The player follows the tracks to the suspicious shrub on the pond embankment. They see Detective Mr. E standing beside a quivering shrub and a glowing spot with an arrow next to him. The shrub shakes occasionally. When the player collides with the spot, their movement is disabled, and the cutscene begins.

PLAYER CONTROLLED ACTION
When the player reaches Detective Mr. E and stands in the shining spot, player movement is disabled. The cutscene begins.

CUT SCENE
The camera zooms in on the player and Mr. E. <mark>(EXAMPLE NEEDED)</mark>.

Kid FrankEinstein runs up to Detective Mr. E and the player from the side of the manor.

POP-UP DIALOGUE (Type 2)

KID FRANKEINSTEIN
Have you tracked down the ghost? Is it here in this shrub?

        Button - Umm…

POP-UP DIALOGUE (Type 2)

DETECTIVE MR. E
Not exactly. We believe that we have found the creature who has been haunting your manor, but it's not a ghost.

        Button - Its…

QUIZ (STRIKE)
Who is haunting the manor?

ANSWERS
A) Werewolf R. Harold
B) FrankEinstein's Pig
C) An Unknown Spirit
D) FrankEinstein's Favorite Shoes
CORRECT ANSWER: FrankEinstein's Pig

SYSTEM DATA ACTION
If the player gets the answer wrong, the quiz window disappears.

POP-UP DIALOGUE (Type 2)
DETECTIVE MR. E
I don't think so. Remember, it's an animal. You found an **empty grave** for FrankEinstein's Pig, and you found **Afterlife Elixir** that brings things back to life.

      Button - Hmm…

Return to Quiz. Cycles until the player gets the correct answer.

POP-UP DIALOGUE (Type 2)

KID FRANKEINSTEIN
My pig has been haunting the manor! Is she hiding in that shrub?

      Button - Yes!

POP-UP DIALOGUE (Type 1)

KID FRANKEINSTEIN
But how can you be sure? If that is my favorite pig, I can't see her in that shrub. I need to see her with my own eyes!

Cut scene end.

SYSTEM DATA ACTION

Objective UI updates to say "Find a way to get FrankEinsteins pig out of the shrub."

INTERACTABLE
Near the shrub with FrankEinstein's pig, a large, uneaten carrot lays. Once the UI updates with the new objective, the carrot recieves an interact icon. When the player goes up to the interact icon, a toast message saying "Press F to collect the carrot" appears.

When the player interacts with the carrot, the carrot disappears and the next event is triggered.

PLAYER CONTROLLED ACTION
Player sees a carrot with the interact icon on the ground. They "pick up" the carrot by interacting with it. The carrot does not need a visual representation on screen.

SYSTEM DATA ACTION

When the carrot is picked up, a sparking spot with an arrow appears next to the shrub. This spot has an interact icon.

INTERACTABLE
In front of the shrub, a sparking spot appears with an arrow over it. It has an interact icon. The

spot does not have a collision trigger. It does have an interact trigger. When the player approaches the spot, the toast message says "Press F to place the carrot."

When the player interacts with the spot, the sparkling effect and the arrow disappear. They are replaced by a carrot on the ground.

CUT SCENE
The camera zooms in on the shrub and the carrot. (EXAMPLE NEEDED).

FrankEinstein's pig emerges and eats the carrot. The camera zooms out to show MRE, the player, and Kid FrankEinstein.

POP-UP DIALOGUE (Type 2)

KID FRANKEINSTEIN
My pig! My favorite pig! You're alive! My experiment worked! Thank you both so much for finding her!

    Button - No problem!

POP-UP DIALOGUE (Type 2)

KID FRANKEINSTEIN
Please, take these gifts as a thank you from both me and my pig. You have solved the mystery of the Haunted Manor!

    Button - Awesome!

REWARD
KID FRANKEINSTEIN
Thank you so much for your help solving the mystery, hero! Please accept these rewards as my thanks.
REWARD
+5000 Coins
+2500 HM
+Special Halloween Event Item

SYSTEM DATA ACTION

After accepting the reward, the player is teleported out of the event map and returned to Campus or Super City. If they replay the mission, they cannot receive the special halloween event item again. If they replay the mission, they receive 1000 coins and 150 HM (TBD).