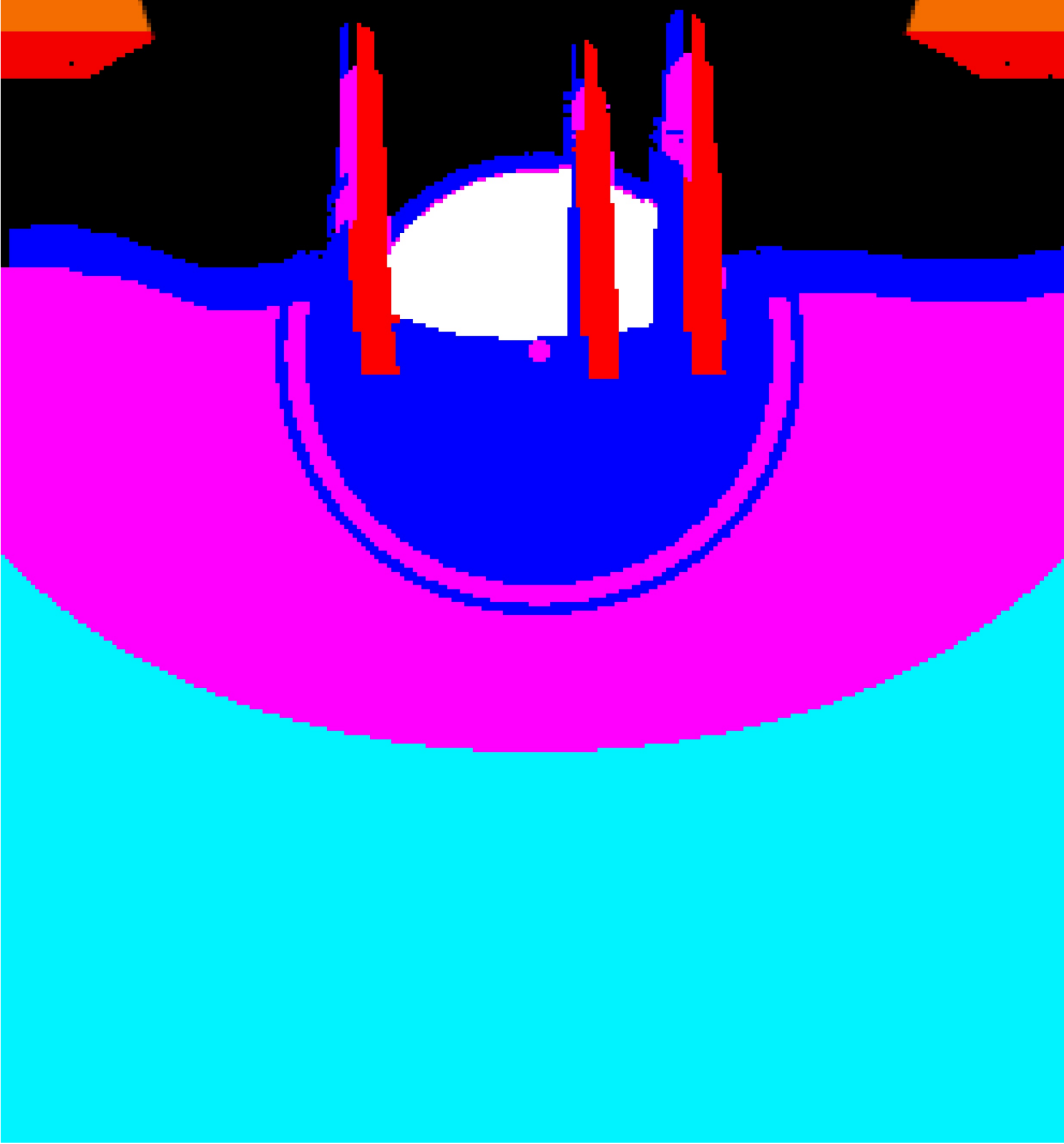
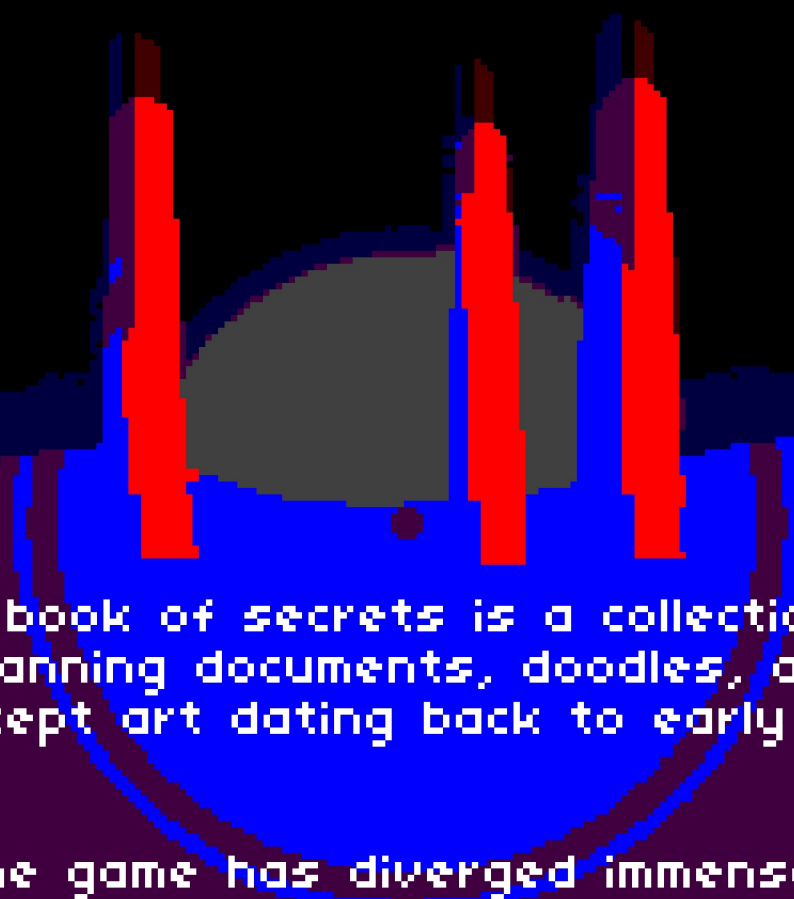


DRURY'S  
BOOK  
OF  
SECRETS



# DRIPPY'S BOOK OF SECRETS



The book of secrets is a collection of planning documents, doodles, and concept art dating back to early 2011.

The game has diverged immensely from these original plans, but the core still remains. Enjoy digging!

SECRET BOOK OF SECRETS 2014-2015

section a - january 2014 design document  
section b - 2011-2015 - notes/sketches  
section c - charts and spreadsheets



## Dropsy

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### I. Plot and Story

Dropsy -> I. Plot and Story

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#### Summary

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The plot is basically superman, only instead of being powerful on Earth, you're pretty much the most disgusting looking, creepy, useless being on the planet.

He's a gentle soul, but Dropsy harbors at least one miraculous ability. While his bumbling speech sounds like babble to your average human, animalkind understands it perfectly. This was discovered by his parents at an early age and was put to good use in their circus as he grew older. The act gained widespread notoriety, and Dropsy quickly became a hometown celebrity.

The plot of this game revolves around the events following a deadly fire at Dropsy's family's circus, resulting in the tarnishing of his image as a local hero.

Their tent now serving as a dilapidated makeshift home, Dropsy and his father struggle to survive by collecting scrap metal and taking (occasionally humorous) odd jobs. You guide Dropsy and his faithful dog Eughh on an adventure permeated with humor, wondrous sights, and buried secrets. Bizarre, otherworldly events unfold as you discover more about the fateful fire and Dropsy's nebulous past.

### Phase 1 - Carefree Exploration

Dropsy -> I. Plot and Story -> Phase 1 - Carefree Exploration

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#### Phase 1 - Carefree Exploration

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[Cutscene 1: You start the game in a nightmare about the circus fire. Similar to the one here, only cooler.]

After the cutscene, you begin in a fiery hellish version of your home. The dream turns from horrifying to sort of ghostly and mysterious. You encounter a mirage-like ghost of your mother. Your father wakes you up, and you begin the game proper.

The essential puzzles in Phase 1 involve riding around in a beat up truck helping your father on his scrap metal job, and befriending the companions Birdy and Mousy.

This phase lasts for approximately half of the game. After completing all essential Phase 1 puzzles, Phase 2 will begin upon your arrival home.

### Puzzle 1 - Feed Bird Snack Cakes

Dropsy -> I. Plot and Story -> Phase 1 - Carefree Exploration -> Puzzle 1 - Feed Bird Snack Cakes

Nov 15 - Signature  
2013

May 1 - Alpha - Primary  
2014 features

August 1 Beta, feature implemented  
2014 Locked

October 1 Final QA pass

November 1 Release



Length: Short

Locations: Home

Problem: Dropsy can't leave his tent! A big crazy bird is blocking the way. She looks prone to violence, and if you attempt to hug or pass her, she'll attack.

Solution:

- Talk to the bird. She'll express a desire for snack cakes.
- Go inside, look at the fridge, get the snack cakes.
- Go back outside and feed the bird.

Aftermath: The bird will fly back to its nest. You'll be able to move freely about your yard and speak with your father, who is working on repairing his truck.

### **Puzzle 1b - Dropsy Goes to School**

Needs Work

Dropsy -> I. Plot and Story -> Phase 1 - Carefree Exploration -> Puzzle 1b - Dropsy Goes to School

Children

Length: Short

Locations: City Slums

[Not a puzzle as much as a little fun bit. Dropsy will use the crayon acquired to make his own impressions/rubbings in the final Phase 2 puzzle.]

If it's daytime while Dropsy passes the school, a little girl will hug him and beckon him to come with her to class. Dropsy loves kids, and school is tons of fun, so he obliges. She brings him to a class where they're making coin rubbings with crayons. You'll play a tiny (minigame!) to create your own. Dropsy gets so excited after completing the minigame that he makes a scene and is escorted out of the school.

Items acquired: Purple Crayon

↑  
plays kids' instruments

### **Puzzle 2 - Find Dad's Car Part**

Dropsy -> I. Plot and Story -> Phase 1 - Carefree Exploration -> Puzzle 2 - Find Dad's Car Part

Length: Medium

Locations: Home, Friendly Forest, Artsy/Hippie City Area

Problem: Your father is hard at work trying to fix his truck, but an important part is missing! He needs it to go do his job and make money and survive.



Solution: •

- Head east into the Friendly Forest until you find the giant bird's nest. The nest is enormous, and has bicycle parts, toasters, and other large scraps poking out of it. The giant bird is seen feeding her chicks, one large and one small. The part is too high to reach, but players will clearly see it on a branch above the nest. In order to get it, the player must trick the bird into thinking Dropsy is a chick (a bird, not a girl :B.)
- Go back home, head south, and follow the route east to the city.
- Go to the Market Square in the northern/artsy part of the city. A plump man will be holding a sign in front of the novelty shop with an ugly yellow bird costume. He looks sweaty and miserable, and only grumbles if you attempt to speak with him. You may enter the shop and attempt to buy a similar bird costume, but your lack of funds will prevent it.
- Hug the mascot. He'll throw a minor tantrum, and march inside. Upon entering the novelty shop, you'll witness him in his underclothes, throwing the costume at the shop owner. After throwing a few harsh icons, he'll march out.
- Speak to the shop owner, he'll offer you the job and give you the bird costume.
- Return to the bird with the bird costume on. She'll fly you up to her nest and barf on your head. [Important note: When she flies you up to the nest, the small runt bird falls out.] You'll then be able to retrieve the truck part. Take the costume off and she'll shove you out of the nest, and pick up the runt bird.

*Aftermath:* Upon returning to your father with the part, he'll fix the vehicle. If it's in the morning or early afternoon, he'll ask Dropsy to accompany him on his job. If it's the evening, he'll go inside and sleep. If Dropsy says "no" to helping, or if it's night time, he'll begin his normal routine of sleep -> work. You may explore the world more at this point, but to advance the main quest line you must return home at some point and speak with your father before he leaves for work.

Items acquired: Bird Costume. You'll be able to reuse the bird costume elsewhere in the game.

### **Puzzle 2b - Acquire Birdy**

Dropsy -> I. Plot and Story -> Phase 1 - Carefree Exploration -> Puzzle 2b - Acquire Birdy

-----

Length: Short

Locations: Friendly Forest, Hospital Garden

[Note: may be completed any time before Phase 1 ends]

This puzzle allows you to acquire Birdy as a companion. You won't need him for any essential puzzles in Phase one. You must get him before Phase 2 will begin, though.

- Put on the bird costume.
- Follow the yellow feather trails that lead from the forest to the garden behind the hospital.



- Click on the incredibly ugly fat chick and give it a hug. The chick will now follow you.
- Return it to the nest. The mother bird will bring it up, causing the small runt bird to fall out. The runt will cry and look up. With no room left in the nest, the runt is now left to fend for itself. - Hug the runt bird, and she will become your companion!

### Puzzle 3 - "Help" Dad With Work

Dropsy -> I. Plot and Story -> Phase 1 - Carefree Exploration -> Puzzle 3 - "Help" Dad With Work

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Length: Medium

Locations: City Slum, Gas Station A, Junkyard

Problem: Dropsy's father isn't feeling well and asks that Dropsy help him collect scrap metal. This puzzle skips through various ~~stops~~ stops on their route, where you must complete simple puzzles. As you play, your father's coughing becomes more apparent.

Stop 1: City Slum - Help your dad lift appliances into the bed of his truck. You play a frogger-esque minigame to get them across the street. } Better Ideas?

Stop 2: Gas Station A - On the way to the Junkyard, your dad stops to use the bathroom. He can be heard heaving and coughing through the door. This bit isn't a puzzle as much as it just allows you to explore the gas station area while hearing your dad barf in a bathroom. He'll finish after two or so minutes, and you'll continue on.

Stop 3: Junkyard - You father returns home early due to the illness, leaving you to finish ~~the~~ processing ~~of~~ the scrap. This puzzle involves pressing various buttons on the scrap processing machine. You press a button to crush stuff while it passes on a conveyor belt, and then a second or third button to move it off the conveyor, into a pile. It gets increasingly difficult to coordinate pressing both buttons at the right times. (Puzzle 3B happens here.)

weak  
↓  
Father is too weak to do stuff himself.  
He points at the buttons while coughing.  
To teach the player.

Aftermath: After finishing both puzzles 3b and 2b, and returning home on your own, Phase 2 will begin. If you visit home before finishing the puzzles you'll see your father laying in his bed coughing.

### Puzzle 3b - Acquire Mousy

Dropsy -> I. Plot and Story -> Phase 1 - Carefree Exploration -> Puzzle 3b - Acquire Mousy

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Length: Short

Locations: Junkyard

This puzzle allows you to acquire Mousy, a junkyard rat, as a companion. It must be completed during or after





### Puzzle 3.

Problem: A mutant junkyard cat is terrorizing poor mousy. He has 3 exit tunnels, but the cat is too quick for him.

Solution:

- When the cat is at the farthest hold, use a snack cake on him. He'll be preoccupied eating it for a few seconds
- Click on the swaying/loose stack of junk and it'll fall, barring the cat from leaving.

[If you try this without first distracting the cat, he'll chase you away.] \*

- Mousy will emerge and join your party!

## Phase 2 - Conflict

Dropsy -> I. Plot and Story -> Phase 2 - Conflict

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### Phase 2 - Conflict

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You return home to find an ambulance parked outside. If you explore your tent further, you'll be able to speak with your father briefly before you are both carted off to the hospital.

[Cutscene 2: On the way, a doctor explains that your father's condition is deteriorating quickly and his illness is an unfamiliar one. Your father gives you a rusty silver key before falling unconscious.]

*Why return home?*

Upon returning home, Ant (the game's antagonist) is there. He offers an antidote in exchange for an ancient artifact belonging to the Red Clay Village Shaman (located in the Shaman Hut in the artsy northern area in the city.) After retrieving it for him, you'll help Ant sneak into the ICU. He'll eventually return with news of your father's miraculous recovery.

The key your father gave you opens the shed behind your home. It contains the remains of Dropsy's escape pod. Embedded in the brain of the machine is a glowing blue artifact, similar to the one Ant wanted from the Shaman. The symbol on it looks suspiciously like the face Dropsy paints on everything.

A second, gutted escape pod is found in the barn at the farm south of the city. It once belonged to a third brother who is assumed to have been murdered by Ant based on clues the player can find in one of the non-essential puzzles.

A short time after returning home, Ant appears once more. He offers to help Dropsy and his father by lavishing them with a high end apartment, and a return to the spotlight for Dropsy. He shows them posters and merchandise advertising Dropsy's amazing new show at his Snack Cake Company Megacircus. Receiving the Snack Cake Co. badge gives you access to the theme park and factory for free.

This phase takes up ~30% of the game. It involves 'training' to perform with a troupe of ~~mutant~~ animals in an exploitative freakshow. [Cutscene 3: Dropsy packs up and leaves for the circus. A training/practice montage



ensues! Dropsy does tricks with adorable animals! It's almost TOO perfect.]

You eventually discover the seedy inner workings of the Snack Cake Company, as well as their fascist corporate culture, secret mining operation, and slave trade. A third escape pod is found in the bizarre quasi-religious "Shrine" room of the snack cake company factory. Mousy is kidnapped while exploring the mines.

Phase 3 will begin after returning to the Megacircus if all essential Phase 2 Quests are complete.

- - - Non - Essential

#### **Puzzle 4 - Get Ancient Artifact For Ant**

Dropsy -> I. Plot and Story -> Phase 2 - Conflict -> Puzzle 4 - Get Ancient Artifact For Ant

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Length: Long

Locations: Red Clay Village, Hermit's Island, Artsy/Hippie City Zone (Red Clay Shaman Hut)

Problem: Ant wants the orb/crystal/artifact from Dropsy's homeworld that the Red Clay Shaman worships. He promises to cure your father with its power if you acquire it for him.

Background: The Red Clay Shaman's brother is the hermit (both are dark skinned with red beards) who lives on the island west of the Red Clay Village. Both brothers think the other is dead, and both have shrines to one another with the two halves of the same photograph as a centerpiece. The city-dwelling brother blames the Snack Cake Co. for his brother's demise while the island-dwelling brother blames vampires. Dropsy must find a way to reconcile them.

Solution:

- Return the bird suit to the costume/novelty shop. The shop owner won't be able to pay you for helping, but he will allow you to exchange it for either park ranger garb or a vampire costume. Each of these costumes have their own little displays for clear context. Take the vampire costume. (You can switch between these costumes freely for phase 1 and 2.)
- Acquire the "Spooky Sounds" tape from the tape player in the spooky section of the novelty shop.
- Take small boat to hermit's island. Avoid being shot (minigame!) by his anti-vampire crossbow.
- Look at both shrines in both the Red Clay Shaman Hut and the Hermit's Home. Attempting to take either picture won't work, as the brothers are both present.
- Use the hermit's stereo system or TV. Note that the lights flicker when activated due to his reliance on a generator.



- Warn the hermit about vampires again, sending him out on a quick patrol. Insert the "Spooky Sounds" cassette into his tape deck, and put on the vampire costume. The hermit will run away, and may be found at the Red Clay Village police department. If you try this without putting the cassette tape on, the hermit will take it as a joke and laugh it off.

- Take photo piece!
- Show the Red Clay Shaman the missing half of his photo.

Aftermath: The Shaman will hug Dropsy and run out of his shop (presumably) to go see his brother. Ant will appear like a creepy spying weirdo, grab the artifact, and leave with Dropsy towards the hospital.

Items Acquired: Vampire Costume, Spooky Sounds Cassette (temporary)

--- Non-Essential

### **Puzzle 5 - Distract Hospital Staff**

Dropsy -> I. Plot and Story -> Phase 2 - Conflict -> Puzzle 5 - Distract Hospital Staff

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Length: Medium

Locations: Hospital

Problem: The hospital staff won't let Ant back to see your father! And has a miracle cure!

Background: Present in the lobby is a receptionist/nurse doing paperwork, a hospital security guard, an old lady in a wheelchair next to a row of lobby seats, and a kid building a block castle in a play area. There's also a TV, and the front entrance doors. When you first enter, the old woman will complain about the TV channel, causing the receptionist to get up and change it.

Solution:

- talk to and hug the old lady, she will make a delighted old woman sound and stand up to hug you
- sit in the old lady's wheelchair. she'll feel around and sit in a normal chair instead
- turn the TV channel. the old lady will complain and tie up the receptionist as she cycles through channels
- knock over the child's block castle with your wheelchair  
(interacting with the boy without your wheelchair will result in dropsy doing an excited dance, with an imagination bubble showing a big tower)
- the child will begin to cry. naturally, dropsy will want to hug him to comfort him



- the security guard will see dropsy squeezing a crying child and throw him out

Aftermath: Ant will meet you in front of the hospital and inform you that your father is doing well. He'll suggest getting some sleep, and leave the scene. You may no longer enter the hospital, but your father will return to his normal routine the next day.

Items Acquired: N/A

### Event - Movin' Up

Dropsy -> I. Plot and Story -> Phase 2 - Conflict -> Event - Movin' Up

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*Ant leaves you a document with directions and stuff.*

A short time after returning home, ~~Ant appears once more~~ <sup>Earlier</sup> **I** He offers to help Dropsy and his father by lavishing them with a high end apartment, and a return to the spotlight for Dropsy. He shows them posters and merchandise advertising Dropsy's amazing new show at his Snack Cake Company Megacircus. **A** small cutscene of Dropsy leaving home will play, and the following in-game "practice" scenes will play:

~ Act 1~ A dog jumps through a flaming hoop into Dropsy's arms. Dropsy is on a unicycle and catches the dog. It licks his face. The lights go dim again.

~Act 2~ Dropsy climbs to the top of a not-very-high diving board, throws out a few dolphin treats, and dives into a pool with friendly facepainted dolphins. The lights dim again, a drumroll sounds.

~Act 3~ Dropsy is seen balancing atop 3 circus ball things. A small spotlight follows mousy as he crawls up Dropsy and they hug.

### Puzzle 6 - Investigate Snack Cake Complex

Dropsy -> I. Plot and Story -> Phase 2 - Conflict -> Puzzle 6 - Investigate Snack Cake Complex

---

Length: Medium

Locations: Snack Cake Co. Tower, Snack Cake Theme Park, Snack Cake Factory

Problem: Something is amiss at the snack cake complex. A mysteriously marked locked room calls for your attention. Every now and then, an alarm bell will sound and ALL factory workers will line up for an inspection on the factory floor. You see this happen during a guided tour of the snack cake factory.

Other details: The factory workers look worn and tired.

Solution:

- (Optional) Explore the living quarters and note the sick and dying employees.

- Press the blue alarm button clear the area of employees. The red alarm button puts the area on high alert.



- Enter the shrine room. A blue artifact adorns the center. You see sparks and hear noises emanating from the vents on the upper wall.
- Send Birdy through the open grate in the ceiling to explore the area. You'll see a research and development lab with mutant animals, and a smaller area off to the side with the remnants of an escape pod. If you explore farther, an ornate velvet throne is being polished by a worker. Note the barrels of glowing purpley-grey goop stuff. (Optional - Have birdy peck the wiring above the red alarm button.)
- Return to Dropsy. Upon returning, an employee will enter and catch you snooping. If Birdy cut the wiring, Dropsy will be able to escape without a challenge. If not, a stealth/escape minigame will begin.
- Exit the complex.

Aftermath: You'll know more about the funky stuff that is up.  
Items Acquired: A Collectable of some kind.

### **Puzzle 7 - Investigate Mines**

Dropsy -> I. Plot and Story -> Phase 2 - Conflict -> Puzzle 7 - Investigate Mines

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Length: Long

Locations: Factory, Airport, Circus, Phosphate Mines

Problem: What initially appears to be an incredibly boring, small museum about phosphate history is quickly revealed to be much much more. Strange sounds and minor earthquakes add to the suspicion. A guard is blocking the heavy not-at-all-suspicious door leading to the wackiness. Note the "Sponsored by AIRLINE COMPANY and SNACK CAKE CO" signs everywhere.

Solution:

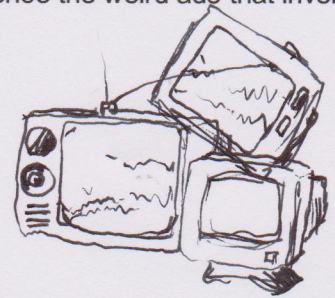
- Go to the kids' rock mining/sandbox area and grab a bucket.
- Use the bucket on the dirt/rocks to scoop some up.
- Hang the bucket of dirt on the crane and operate the crane. Move it in front of the industrial cooling fan, and empty the load. This will send dirt everywhere. The guard will grumble, leave his post, and begin sweeping it up.
- Enter the doorway where the guard was standing, walk down the short hall, and try to use the mine elevator.
- Dropsy will not have the keypad code necessary to continue, use mousy to slip through a hole and explore the area. You'll see slaves working to mine a squishy purpley grey glowing substance. You'll also see a long underground subway with an airplane sign next to it.



- Return to Dropsy. Immediately before you return, you'll get captured by terrible people! :( Dropsy and mousy will exchange frantic babble and squeaks until Mousy is out of sight. Dropsy will cry, and the mission ends.

[Optional] Visiting the airport will reveal that it's just a front for importing slaves, hence the weird ads that involve planes crashing and stuff.

Aftermath: Sad Dropsy.  
Items Acquired: Sadness.



### Puzzle 8 - Explore the Ruins

Dropsy -> I. Plot and Story -> Phase 2 - Conflict -> Puzzle 8 - Explore the Ruins

Length: Long

Locations: Home, Desert Ruins, Forest Ruins, Plain Ruins

Situation: Upon entering the shed behind your house, you find the broken remains of (what you don't know is) your escape pod. Your mother (who was already established in-game as an engineer through environmental hints), was attempting to study and reconstruct it. A series of old computer monitors are hooked up to the 'brain' of the machine, and can be observed looping distorted video clips. A blue artifact similar to the one the Red Clay Shaman had is embedded in the brain. Everything but its shape is the same.

*Your brother is here in a locked closet.*

- Observe the computer monitors. Each monitor hints at the three areas you need to explore.

- A map made from 4 taped-together sheets of paper is lying on a table, pick it up. It's a worldmap with lines and calculations over it, directing the player to the Desert Ruins, Forest Ruins, and Plain Ruins. The Plain ruins are especially emphasized. Each ruin has an empty circle next to it with question marks indicating missing information.

- Travel to any of the ruins and take rubs/impressions of the obelisks on the map using your crayon:

~ The Desert Ruins

~ The Plain Ruins

~ The Forest Ruins

*Two artifacts to the remaining obelisks*

Aftermath: After taking the ~~findings~~ and returning home, Ant will appear to escort you to the premiere of your big show!

Items Acquired: Computer Printout of Map

### Desert



Dropsy -> I. Plot and Story -> Phase 2 - Conflict -> Puzzle 8 - Explore the Ruins -> Desert

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#### ~ The Desert Ruins

- The desert ruins are now the home of a Roswell-esque guided tour and gift stand. Tours are currently closed at the request of a government agent who stands patrolling the front entrance.
- Head back down to the city and trade out costumes again, this time get the 'Ranger' costume.
- Travel back up near the desert ruins and head west along that route. Put on the ranger outfit. Enter the National Park and head east. You'll eventually be able to access the ruins from behind.
- One of the obelisks will have a carved recess matching the shape of the artifact found in the Shrine room at the Snack Cake factory. Look at the obelisk.
- Use the new worldmap on the obelisk. Dropsy will put it over the face of the carved bit. Use Dropsy's crayon to take an impression.

*The obelisk is glowing because Ant already used his artifact on it. Hence Gov't Tests*



#### Plains

Dropsy -> I. Plot and Story -> Phase 2 - Conflict -> Puzzle 8 - Explore the Ruins -> Plains

---

#### ~The Plain Ruins

- This area has no challenge beyond familiarizing yourself with its' layout. This will come in handy during Phase 3.
- One of the obelisks will have a carved recess matching the shape of the artifact found in your shed. The ground will shake as you approach it and you'll hear a mysterious rumbling voice.
- Use the new worldmap on the obelisk. Dropsy will put it over the face of the carved bit. Use the crayon to take an impression.

#### Forest

Dropsy -> I. Plot and Story -> Phase 2 - Conflict -> Puzzle 8 - Explore the Ruins -> Forest

---

#### ~ The Forest Ruins

- This area has no challenge.
- One of the obelisks will have a carved recess matching the shape of the Red Clay Shaman's artifact.
- Use the new worldmap on the obelisk. Dropsy will put it over the face of the carved bit. Use the crayon to take an impression.

#### Phase 3 - Endgame

Dropsy -> I. Plot and Story -> Phase 3 - Endgame



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### Phase 3 - Endgame

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Phase 3 is the most linear part of the game. It begins at the grand premiere of your Megacircus performance. The adorable creatures you trained with in Phase 2 are now grotesque and monstrous. The final act in the performance involves a mutated Mousy. [Cutscene 4] After a tense buildup, the now-vicious creature (to everyone's surprise) still holds affection for Dropsy and won't harm him. Ant attempts to kill it. The creature goes on a rampage, destroying the Megacircus tent, and flees the scene. Dropsy is once again framed for the destruction, and the gameworld is placed on "lockdown" due to the rampaging mutants - very few NPCs are seen outside of their dwellings. The ones who are will run away from you. TV screens and radios can be seen/heard broadcasting 'emergency news reports' about Dropsy and his 'mutant army.'

This phase involves you using clues to track down Ant's whereabouts. Upon returning home, you find your father beaten and shed ransacked. Physical "bread crumb" clues will lead you across the map to the Plain Ruins, where Ant is set to teleport back to your (and his) homeworld.

After catching up to him, you're teleported to the bombed out ruins of the world that Ant, you, and your now deceased third brother were set to rule. After realizing that there's nothing left to reign, Ant goes crazy and shoots Dropsy. In a dramatic cutscene, [Cutscene 5: Dropsy is beamed up to a spaceship and his father (who looks startlingly similar to him, only older with more teeth and no red facepaint) embraces him. They then speak in Dropsy's babble. His world's history is seen through a series of holograms (or something future-y like that) as the credits roll. It isn't known if Dropsy returns to earth or stays with his people.]

### **Puzzle 9 - The Big Performance**

Dropsy -> I. Plot and Story -> Phase 3 - Endgame -> Puzzle 9 - The Big Performance

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Length: Short/Medium

Locations: Megacircus

It's the night of Dropsy's big performance. Everything seems normal until Dropsy's animal friends are brought out. They've been turned into vicious, mutant creatures. They share characteristics with the bird at the beginning of the game. You must perform 3 of the acts previously seen in the training montage with the added challenge of the animals being vicious this time.

~ Act 1~ A minigame. A terrifying, rabid dog attempts to jump through a flaming hoop into Dropsy's arms. He catches fire on the way through, and continues to chase Dropsy. Dropsy is on a unicycle and must cycle away from the dog until he burns up.



~Act 2~ A time sensitive puzzle. Dropsy climbs to the top of the small diving board, it begins to rotate as you stand on it. You only see fins at first, but as dropsy gets closer, they're revealed to be mutants as well. You must use your snack cake box on them. They'll swim to the other side of the pool, and dropsy will escape. The lights dim again, a drumroll sounds.

~Act 3~ A puzzle. Dropsy is seen (nervously) balancing atop 3 circus ball things. An alarm sounds, and a pneumatic door is heard opening. The dragging of heavy chains is also heard. Large footsteps cause the ground to shake, and the small spotlight shines on part of Mousy's now-hideous face. Dropsy falls and covers his eyes. Ant is heard laughing maniacally. Dropsy will continue balancing until you attempt to hug Mousy. This will trigger a cutscene:

[Cutscene 4: After Dropsy, in a fit of teary-eyed confusion, tries to hug Mousy - the now-vicious creature's affection for Dropsy remains. Ant attempts to shoot it with a space pistol. The creature goes on a rampage, destroying the Megacircus tent, and flees the scene.]

Aftermath: An evacuation is called. Most NPCs will be gone and few locations will be cordoned off. All TVs in the gameworld will have a panicked news report running about Dropsy.

### **Puzzle 10 - Tracking Down Ant**

Dropsy -> I. Plot and Story -> Phase 3 - Endgame -> Puzzle 10 - Tracking Down Ant

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Length: Medium

Locations: Megacircus, City Slum, Friendly Forest, Home, Mysterious Plains

Problem: Dropsy is a wanted criminal. The gameworld is placed on lockdown, and every TV and radio is looping a report that frames Dropsy and his 'mutant animal army' for a murderous rampage. The report also recalls the circus fire briefly.

Solution:

- Put on your bird, vampire, or ranger costume. Either will serve to disguise you from the police scattered throughout the world.
- Enter the Friendly Cavern from the City Slum entrance, and access your home from the Friendly Forest. The front is cordoned off by police.
- Speak to your father. He is lying on the floor, beaten. He tells you that ant went to the shed, hugs you, and implores you to go after him. He dies.
- Go to the shed. It has been ransacked (read: the whole front half has been blown off) and the blue artifact has been stolen. Players will still have the map, showing that the blue artifact etching connects to the Plains Ruins.
- Go to the plains ruins. Ant's back is turned towards you working at some sort of computer console. As soon as you arrive, you'll be teleported along with Ant to your homeworld.



### **Puzzle 11 - Showdown on Sypa-Ord**

Dropsy -> I. Plot and Story -> Phase 3 - Endgame -> Puzzle 11 - Showdown on Sypa-Ord

-----

Length: Short

Locations: Factory, Airport, Circus, Phosphate Mines

When you arrive, Ant looks around in a panic and leaves the scene. The world looks like grey rock, you notice the three symbols etched in a path on the ground. In the next screen, you'll see the ruins of an enormous building. Ant is on his knees in front of them. Clicking him to communicate will trigger a small bit of accusatory dialogue and fingerpointing. Ant then pulls out his space pistol and shoots Dropsy.

In a dramatic cutscene, [Cutscene 5: Dropsy is beamed up to a spaceship and his father (who looks startlingly similar to him, only older with more teeth and no red facepaint) embraces him. They then speak in Dropsy's babble. His world's history is seen through a series of holograms (or something future-y like that) as the credits roll. It isn't known if Dropsy returns to earth or stays with his people.]

### **Non-essential Puzzles**

Dropsy -> I. Plot and Story -> Non-essential Puzzles

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These puzzles may be performed in either Phase 1 or 2.

### **Puzzle 12 - Gas Station Brothers**

Dropsy -> I. Plot and Story -> Non-essential Puzzles -> Puzzle 12 - Gas Station Brothers

-----

Help two brothers who own the gas stations on the map make amends. *Only observational*

### **Puzzle 13 - City**

Dropsy -> I. Plot and Story -> Non-essential Puzzles -> ~~Puzzle 13 - City~~ X

-----

Help a CEO by entertaining her bratty kid. Dropsy gets blamed for a lot of bad stuff that the kid does. The 'puzzle' really just entails following the kid everywhere, keeping him in your sight.

- Passing gas in front of the CEO. The kid will point at Dropsy, Dropsy will lower his head.
- Breaking a priceless sculpture. The kid will knock it off balance, and it'll shatter while Dropsy is near it.
- Spilling a drink everywhere, making corporate executives fall. He'll hand Dropsy the cup.

Dropsy will be escorted out of the building.

### **Puzzle 14 - 3D Theme Park**

-----



Dropsy -> I. Plot and Story -> Non-essential Puzzles -> Puzzle 14 - 3D Theme Park

---

Fun times with really really crappy 3D theme park rides.

You can get token

~Justin Fun Zone~

### **Puzzle 15 - Desert Punk Band Kids**

Dropsy -> I. Plot and Story -> Non-essential Puzzles -> Puzzle 15 - Desert Punk Band Kids

---

Sort-of modeled after the band 'Psalters.' A group of young catholic punk-rockers who rough it in the desert and think of themselves as leaders of a movement. They're terrible at survival and are slowly starving/dehydrating. They live in a series of trailers adorned with of anti-government imagery mixed with catholic symbols. Their well is poorly dug and squeezes out a few drops of water per pump.

One of the younger people in the camp is the son of a woman who lives in an apartment in the slums. Posters around the city can be seen with the kid's face on it, albeit less pierced/mohawk'd. You'll run into the mother around town handing out posters, and can acquire one by speaking with her.

By bringing one of these posters back to the camp and showing it to the kid, he'll hug you and leave for home. If you return after completing the quest, the mom will be there with her minivan feeding the group sandwiches and kool-aid pouches as if she were an aid worker.

### **Puzzle 16 - Aquatic Puzzle**

Dropsy -> I. Plot and Story -> Non-essential Puzzles -> Puzzle 16 - Aquatic Puzzle

---

Fix stupid plot holes

THANKS KATIE

If you visit the aquatic museum on the East side of the map, there will be an exhibit about a bermuda-triangle esque diamond shaped area in the Western sea. One of the highlights is a piece of driftwood found floating ashore from one of the missing vessels. The captain and his ship disappeared ~20 years prior.

He's actually alive and well, and you can find him on the upper Western portion of the map. While drunk, he set sail on a lake instead of the sea, and now lives in a shack built on his shipwreck to hide his embarrassment. He threw bits of his ship into the ocean to throw people off. Players will recognize things from the exhibit embedded in the walls of his shack. If you show him the museum pamphlet, he'll look embarrassed and explain what happened through icons and animation.

### **Other Interactive Bits**

Dropsy -> I. Plot and Story -> Other Interactive Bits

---

### **Karaoke Bar**

Dropsy -> I. Plot and Story -> Other Interactive Bits -> Karaoke Bar

---



Sing karaoke, watch a rotation of drunk people sing karaoke, or 'play darts'. When you play darts, they go everywhere but the dartboard and cause havoc here and there. If you play darts too many times they'll ban you from the bar. We really need a 'getting kicked out of a place' animation.

### **Airport**

Dropsy -> I. Plot and Story -> Other Interactive Bits -> Airport

-----

The airport is abandoned, and there's not much to do here but explore. You'll be able to find clues regarding the slavery imports, as well as see humorous advertisements designed to keep people away. Mostly images of planes bursting into flames and falling out of the sky and stuff. Maybe a casket with wings as a logo.

### **Beach**

Dropsy -> I. Plot and Story -> Other Interactive Bits -> Beach

-----

Dropsy will ruin peoples' sandcastles by stepping all over them if you aren't careful. There's a more serene part of the beach to the east/south with pretty areas. Eughh will dig sand if idle.

### **Abandoned Farm**

Dropsy -> I. Plot and Story -> Other Interactive Bits -> Abandoned Farm

-----

An abandoned farm south of the city. You'll find the broken remnants of your dead brother's escape pod here. There are also clues regarding his death hidden in the overgrown farm area.

## **II. Game Content**

Dropsy -> II. Game Content

-----

### **Notable Characters**

Dropsy -> II. Game Content -> Notable Characters

-----

### **Dropsy**

Dropsy -> II. Game Content -> Notable Characters -> Dropsy

-----

The game's protagonist. Carefree, lovable clown with an unfortunate appearance. Is often a scapegoat despite his virtual inability to willfully commit evil or selfish acts. An extra-terrestrial who came to earth in an escape pod while still a toddler. Dropsy and his brothers are heirs to the throne of their homeworld. Dropsy, a toddler at the time of his arrival on earth, was too young to remember.



### **Dropsy's Father**

Dropsy -> II. Game Content -> Notable Characters -> Dropsy's Father

---

A worn out old performer who has given up on his dreams. He works to give his son a future, and has energy for little else. Dropsy's father was once a perpetually jolly and playfully mischievous type. While evidence of that can be found, most of it died with the circus fire. The only human in the game who knows Dropsy's origin.

### **Dropsy's Mother**

Dropsy -> II. Game Content -> Notable Characters -> Dropsy's Mother

---

Dropsy's mother was highly intelligent and dabbled in mechanical engineering. She made rube-goldberg-esque machines/robots that were featured in their show. Many of her drawings and blueprints can be found in the shed behind Dropsy's home. Her and her creations appear in Dropsy's dreams as something of an oracle. A few of them are also found in various parts of the gameworld.

### **Ant**

Dropsy -> II. Game Content -> Notable Characters -> Ant

---

The oldest of Dropsy's two blood brothers. Ten years older than Dropsy. Remembers he and Dropsy's homeworld clearly. Ant has already murdered the middle brother, and wants to kill Dropsy so he can return to his homeworld as its sole ruler. Pulls the strings behind the fascist snack cake company, and uses their resources for his own purposes.

### **Dropsy's Dead Brother**

Dropsy -> II. Game Content -> Notable Characters -> Dropsy's Dead Brother

---

You only learn of the existence of Dropsy's brother through clues in the gameworld. He lived at the farm south of the city, and was murdered by Ant. The remains of his escape pod are in the barn of the aforementioned farm.

### **Eughh, Mousy, and Birdy**

Dropsy -> II. Game Content -> Notable Characters -> Eughh, Mousy, and Birdy

---

Cute companions that Dropsy cares for. They don't have much depth, and are mostly just there to help with certain puzzles and be adorable. Birdy can reach high things, Mousy can crawl into smaller areas, and Eughh can will sniff near clues. Mousy doubles as the mutant creature seen in the endgame.



### **Red Clay Village Shaman**

Dropsy -> II. Game Content -> Notable Characters -> Red Clay Village Shaman

-----

Runs the Shaman Hut in the Artsy part of town. Very superstitious, as expected, and believes in a pantheon of very chilled out sort-of-Norse gods. Dark skinned with red hair.

Has a shrine to his brother, the Red Clay Village Hermit, on display in his shop. He believes him dead, and blames the Snack Cake Company for it.

### **Red Clay Village Hermit**

Dropsy -> II. Game Content -> Notable Characters -> Red Clay Village Hermit

-----

A hermit who lives on the island at the extreme west end of the worldmap. Is afraid of vampires, and blames them for his brother's (assumed) demise. Is dark skinned with a red beard and baseball cap. Loosely based on Lee "Scratch" Perry.

His cabin is full of superstitious anti-vampire stuff, as well as ramshackle recording equipment.

Has a shrine to his brother, the Red Clay Village Shaman, on display in his cabin. He believes him dead, and blames Vampires for it.

### **Snack Cake CEO Lady**

Dropsy -> II. Game Content -> Notable Characters -> Snack Cake CEO Lady

-----

Absent-minded puppet CEO of the fascist snack cake company. Somewhere between Oprah and Hitler. Very conflicted - has trouble managing her PR and Dictator sides.

### **Desert Punk Leader Guy**

Dropsy -> II. Game Content -> Notable Characters -> Desert Punk Leader Guy

-----

Idealistic quasi-Catholic leader of a punk band who live in the desert. The most competent of his posse, though none of them really know how to survive.

### **Misc NPCs**

Dropsy -> II. Game Content -> Misc NPCs

-----

### **Mutant Bird**

Dropsy -> II. Game Content -> Misc NPCs -> Mutant Bird

-----



### **Gov't Agent (Desert)**

Dropsy -> II. Game Content -> Misc NPCs -> Gov't Agent (Desert)

---

### **Desert Punk Young Kid**

Dropsy -> II. Game Content -> Misc NPCs -> Desert Punk Young Kid

---

### **Desert Punk Hippie Girl**

Dropsy -> II. Game Content -> Misc NPCs -> Desert Punk Hippie Girl

---

### **Hospital Receptionist**

Dropsy -> II. Game Content -> Misc NPCs -> Hospital Receptionist

---

### **Hospital Old Woman**

Dropsy -> II. Game Content -> Misc NPCs -> Hospital Old Woman

---

### **Hospital Child Playing**

Dropsy -> II. Game Content -> Misc NPCs -> Hospital Child Playing

---

### **Junkyard Mutant Cat**

Dropsy -> II. Game Content -> Misc NPCs -> Junkyard Mutant Cat

---

### **Locations**

Dropsy -> II. Game Content -> Locations

---

### **Dreamworld**

Dropsy -> II. Game Content -> Locations -> Dreamworld

---

### **Real World**

Dropsy -> II. Game Content -> Locations -> Real World

---

### **Inventory Items**

Dropsy -> II. Game Content -> Inventory Items



---

### **Games**

Dropsy -> II. Game Content -> Inventory Items -> Games

---

Games that dropsy can take home and play via his faux-SNES.

### **Cassettes**

Dropsy -> II. Game Content -> Inventory Items -> Cassettes

---

Cassettes you can find in the gameworld and play. They contain 30 second to 1 minute audio clips. Any words or lyrics heard on the tapes is in a made up language.

### **Spooky Sounds of Halloween**

Dropsy -> II. Game Content -> Inventory Items -> Cassettes -> Spooky Sounds of Halloween

---

An incredibly cheesy ambient soundscape with rattling chains and stuff. Needed for puzzle 4. Found in: the Novelty Shop's halloween display.

### **Unmistakably Prog Rock Tape**

Dropsy -> II. Game Content -> Inventory Items -> Cassettes -> Unmistakably Prog Rock Tape

---

A shameless, manic prog rock mini-epic with odd time sigs, moog leads, mellotron, etc. Found in: Some nerdy guy's apartment?

### **90's Shoegaze Tape**

Dropsy -> II. Game Content -> Inventory Items -> Cassettes -> 90's Shoegaze Tape

---

Slowdive or My Bloody Valentine-esque track. Found in: Artsy Record Store

### **Dub/Reggae Tape**

Dropsy -> II. Game Content -> Inventory Items -> Cassettes -> Dub/Reggae Tape

---

Dub/Reggae! In the style of Lee "Scratch" Perry or The Congos. Found in: Red Clay Village



### **Dance Tape**

Dropsy -> II. Game Content -> Inventory Items -> Cassettes -> Dance Tape

---

Unce Unce Unce

Found in: Nightclub

### **Blatant Buttrock Creed Song**

Dropsy -> II. Game Content -> Inventory Items -> Cassettes -> Blatant Buttrock Creed Song

---

With a scott stapp-esque ballad vocal in a babble language.

Found in: Karaoke Bar

### **Folk-Punk Song**

Dropsy -> II. Game Content -> Inventory Items -> Cassettes -> Folk-Punk Song

---

Lo-fi poorly recorded folk punk. Maybe like the Psalters a bit?

Found in: Desert catholic punk trailer.

### **Puzzle Related**

Dropsy -> II. Game Content -> Inventory Items -> Puzzle Related

---

### **Red Herring Objects**

Dropsy -> II. Game Content -> Inventory Items -> Red Herring Objects

---

### **III. GUI and Stuff**

Dropsy -> III. GUI and Stuff

---

### **Smart Cursor**

Dropsy -> III. GUI and Stuff -> Smart Cursor

---

Your cursor will automatically change to one of five icons while hovering over something:

Hand - Interact/use/pick up

This will signify an interaction with the environment. Turning devices on/off, pushing objects, pulling levers, and picking up items are all signified by the hand icon.



#### Mouth - Communicate

This signifies communication and will initiate the dialogue system.

#### Eye - Look/inspect

This will give you a closer look at something. Both for seeing a more detailed view, or seeing inside a drawer, cabinet, box, etc. Originally (as seen in the Fridge opening scene in the Kickstarter) this would take up the entire screen, but I'm drawing all "look" graphics at 128x72 to save time and resources.

#### Crosshair - Move

Dropsy will move where you click.

#### Doorway - Exit

If you're in a "look" screen, menu, or worldmap, you'll click to exit to the normal game.

*When not hovering over something interactive, it'll look like a plain ol' cursor.*

### **Interface Bar**

Dropsy -> III. GUI and Stuff -> Interface Bar

-----  
The interface bar will drop down if the cursor is brought to the top edge of the screen.

#### Birdy, Mousy, Eughh, Dropsy

These icons will allow you to take control of your companions. Birdy, Mousy, and Eughh only have the ability to move

#### Inventory

Opens up your pants. When you collect an inventory item, its icon will appear and fly up to the inventory icon. You may right click on inventory items to get a closer look at them, or left click to use them.

#### Map

Opens up a world map. The worldmap will have fog of war over the places you haven't discovered yet. Each location will have its own icon, and each time you discover a new area, a rewarding little sound will play and you'll see the icon flash and fly up to the 'map' icon.

When Viewing the Map Hovering your cursor over an areas will display that area's icon. Clicking it will allow you to fast travel there.

#### Options Menu

Visual (eye)

Brightness (and, or) Gamma

Audio (ear)



Music Volume, Sound Volume, Master Volume

Save (folder, arrow in)

Load (folder, arrow out)

Quit (x)

#### IV. Backer Fulfillment

Dropsy -> IV. Backer Fulfillment

---

#### NPCs

Dropsy -> IV. Backer Fulfillment -> NPCs

---

#### Items / Set Pieces

Dropsy -> IV. Backer Fulfillment -> Items / Set Pieces

---

#### Custom Audio

Dropsy -> IV. Backer Fulfillment -> Custom Audio

---

#### Area

Dropsy -> IV. Backer Fulfillment -> Area

---

DO THESE THINGS!



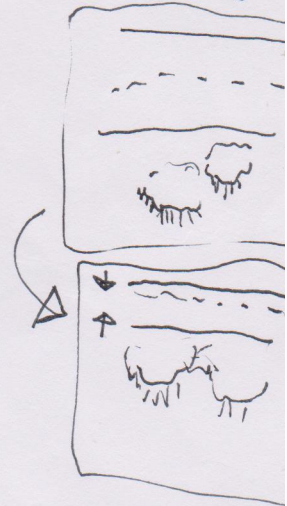
Add parallax to routes!



Figure out perspective!  
Fix

(make up "Look" Areas  
(or not!) wait for later!)

Don't worry about details yet  
Just get it functional!



*section b - all kinds of crap*



BBall hoop   Birdy Entrance   Christmas lights   Well pump   Deflated Santa

Clothes line

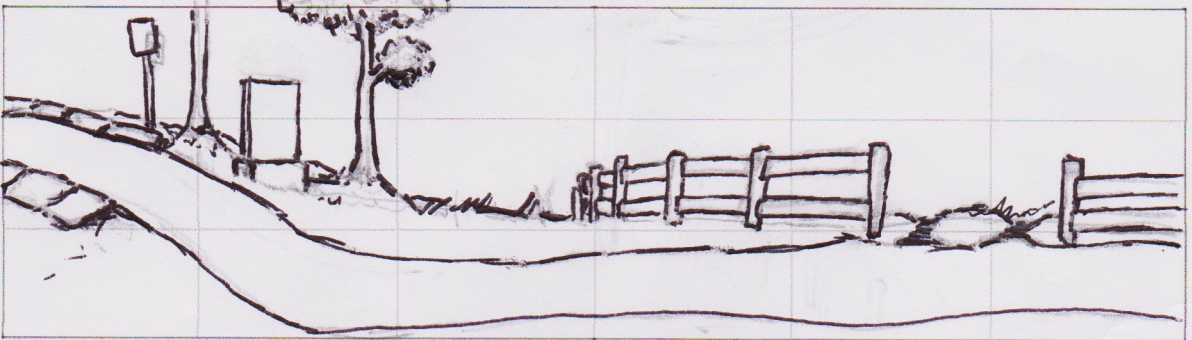


Remains of Barn



Long Trail of Just fields

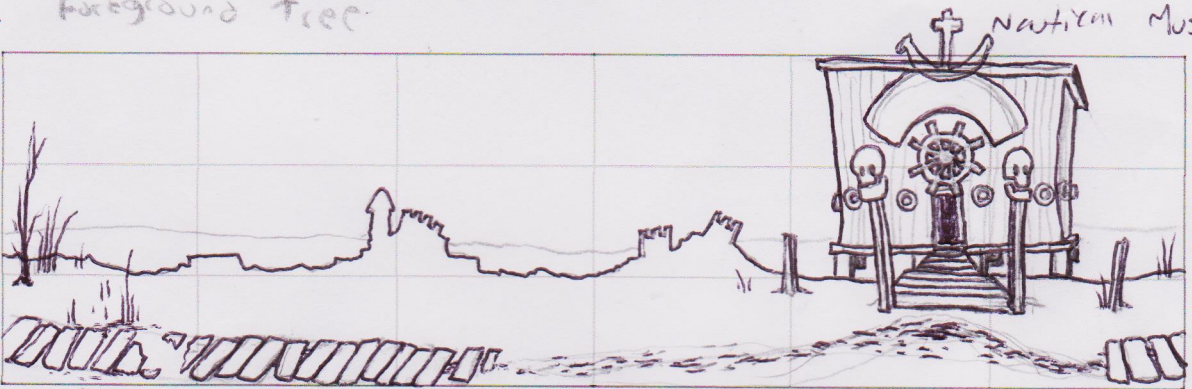
↑ SMALLER Parallax ↓



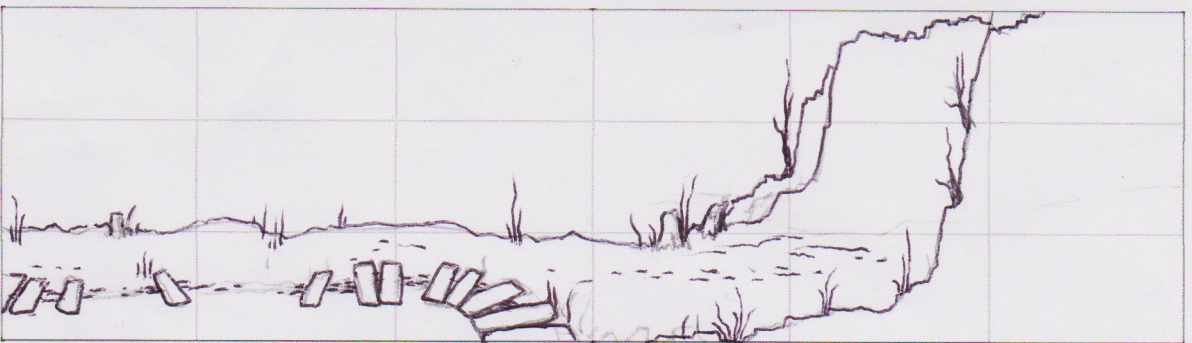
Going to Snack Complex,

A →

Foreground Tree

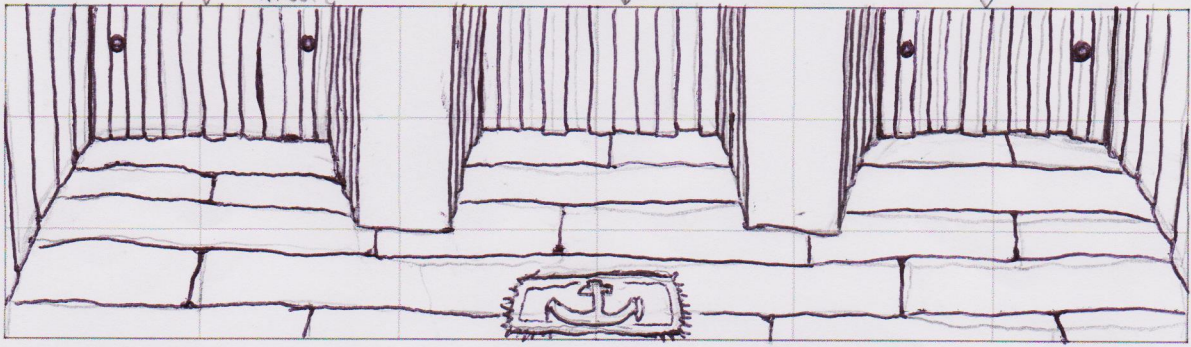


PALM TREES IN FORE

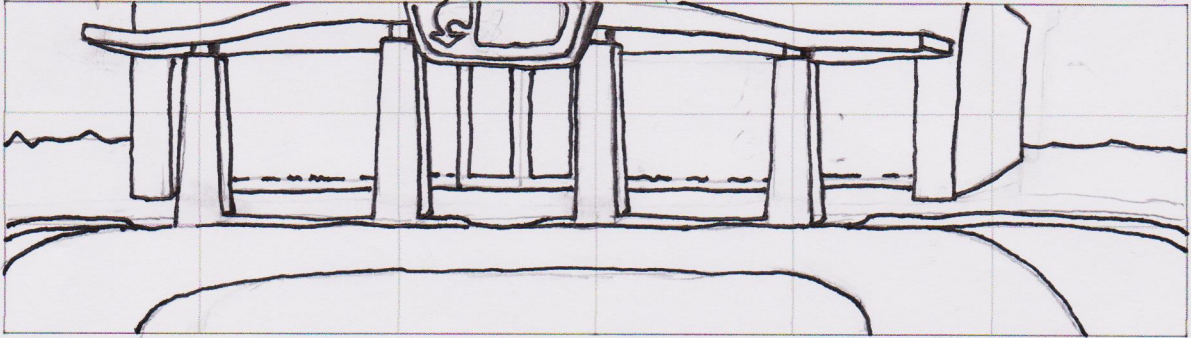




Monster Hunting (Captain) Wrecked Ship Mutant Fish Skeleton



Airport Airport Exterior

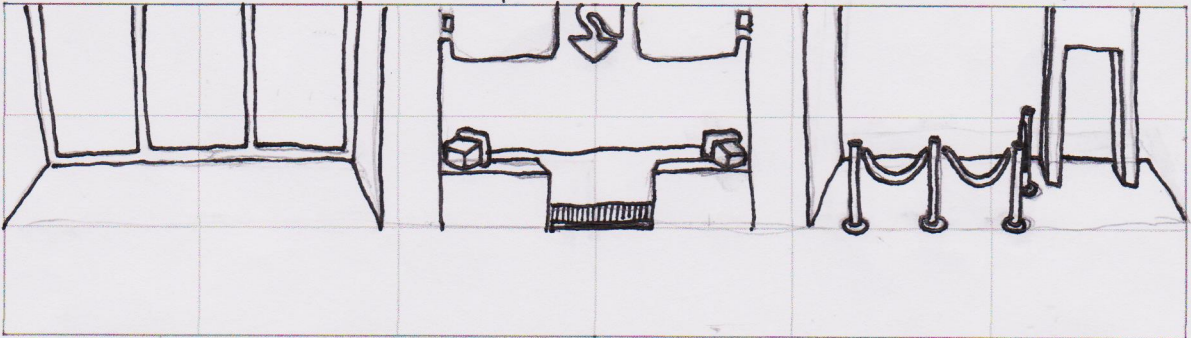


Fence + Plants in Parallax



Beach

Airport Interior

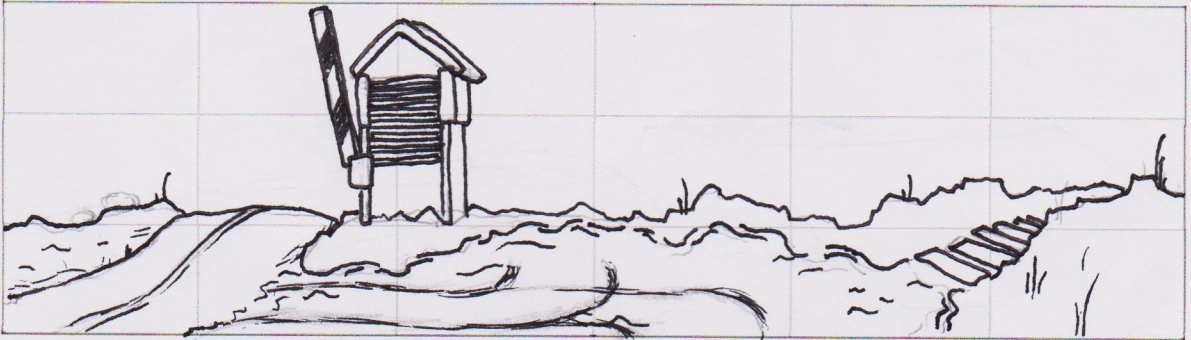


pot seats



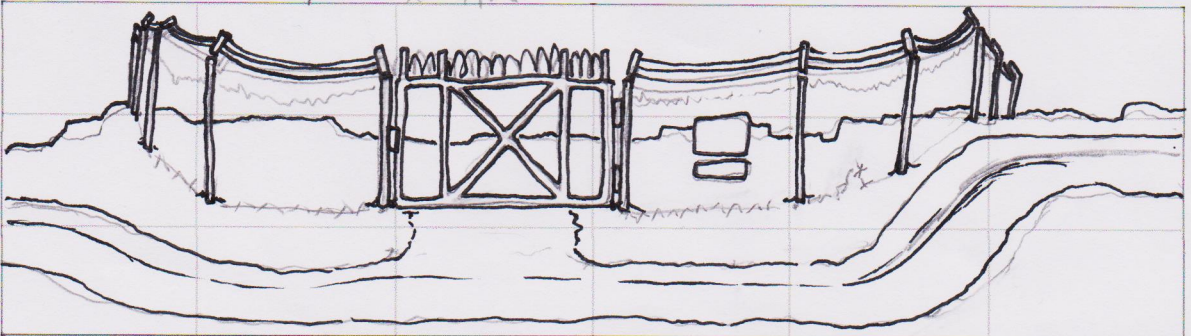
coal mine Entrance Airport in Background

Beach



coal mine Entrance Parallax mine

Cars in Foreground



Mousy!



Airy / pretty / Ambient Empty Space

Turps covering Home

Tent pole

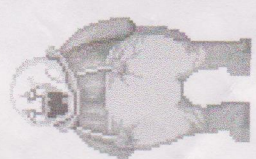
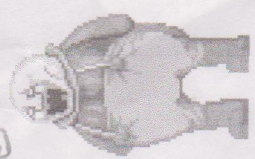
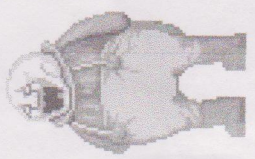
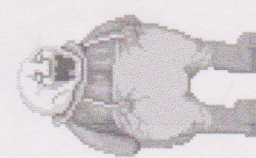
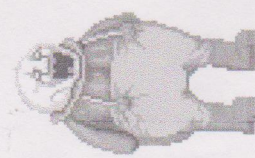
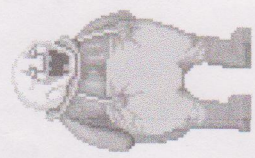
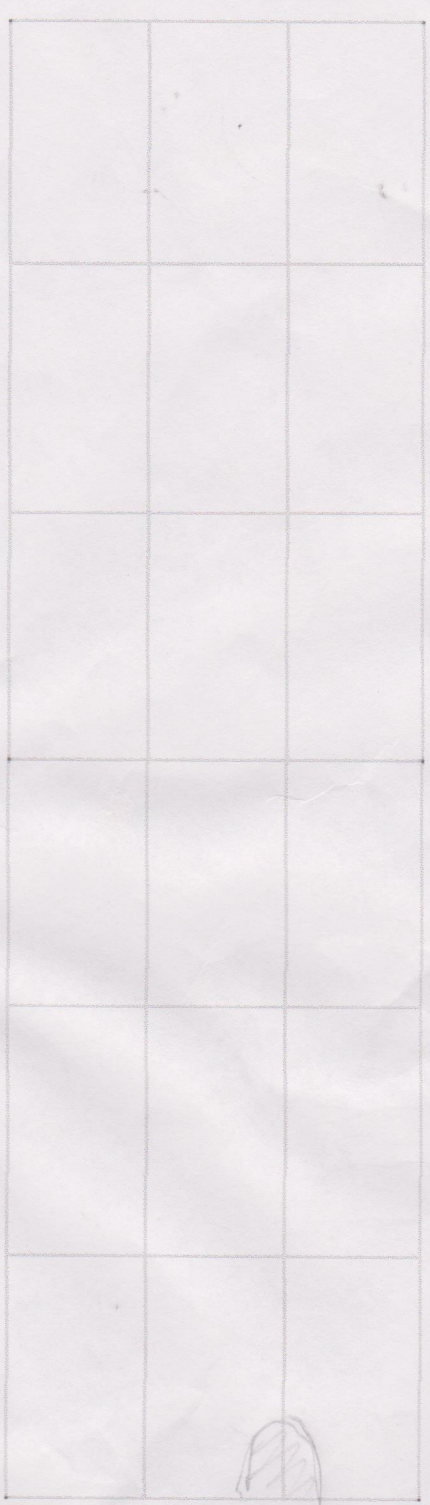
Exit

Home  
Dial  
Spirit

Eugene's House  
Entrance to Home (Rooms)

BODY

Tent  
Exit





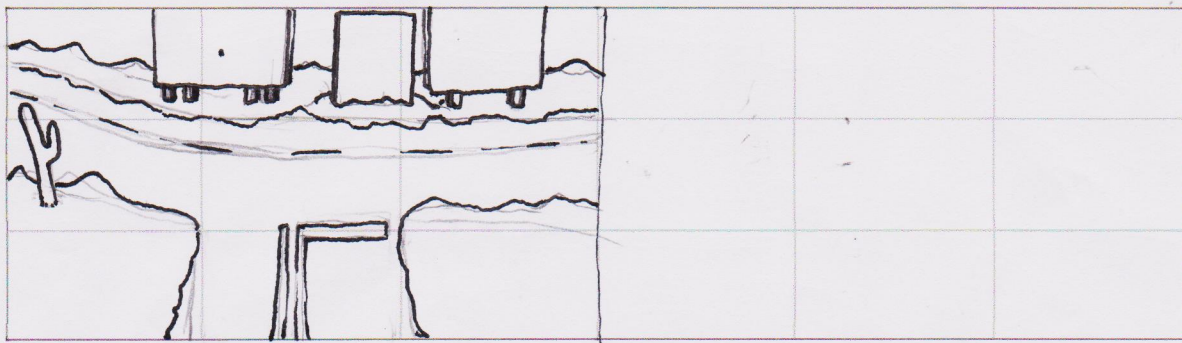
⑧

Coal Mine Secret Operations

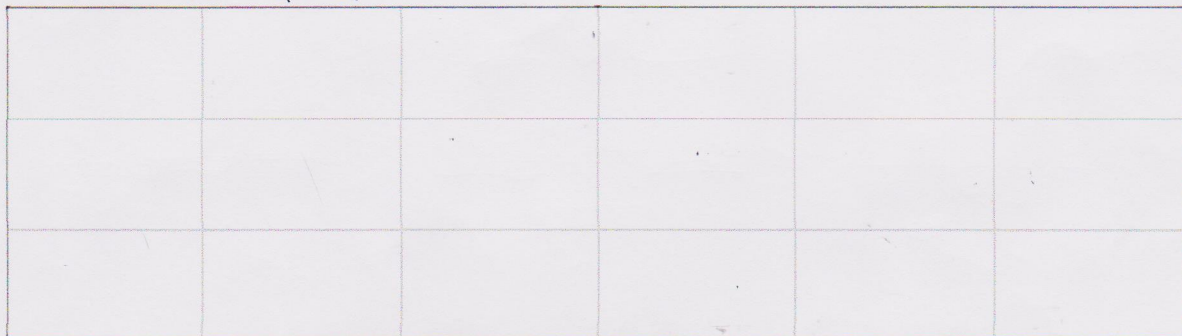
MISC



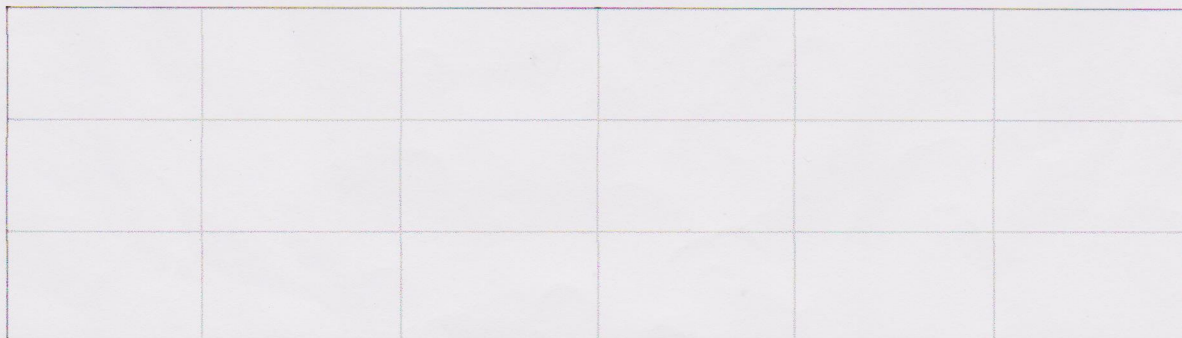
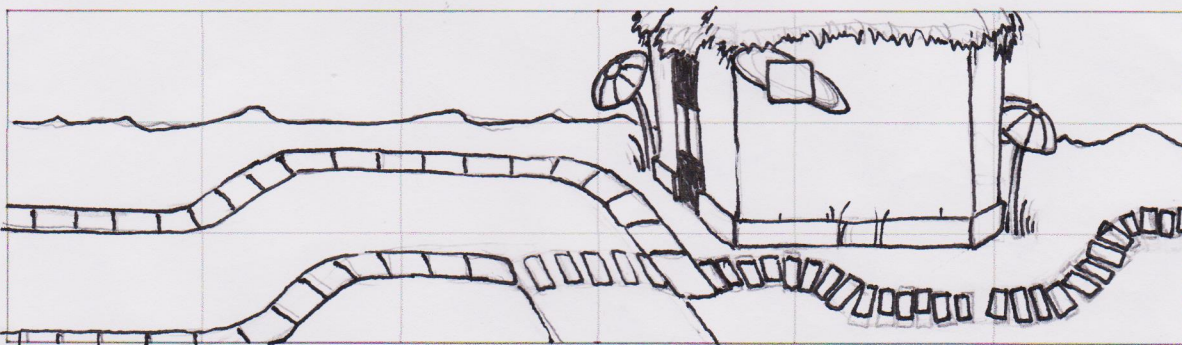
Billboard Area Desert Grotto → Coal Exterior Mine



Dropsy's Shed Interior



Route City → Karaoke Bar → Beach

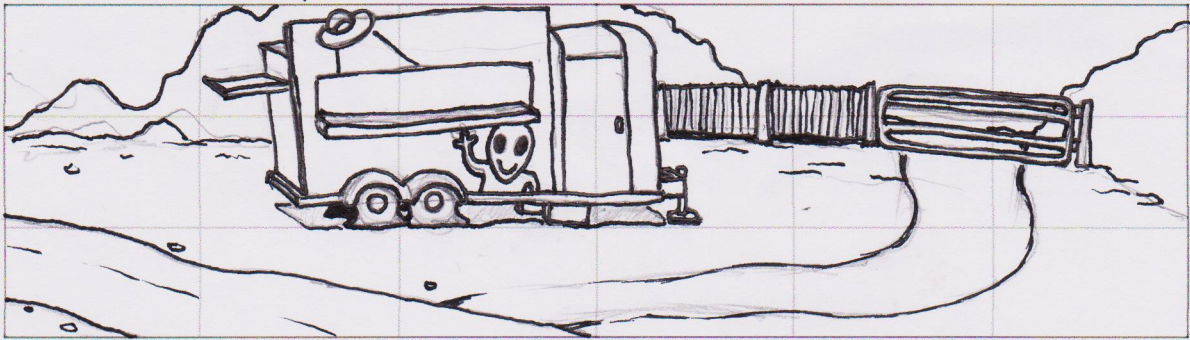




(A)

Allen Gift Shop & Road

3 gba113k3



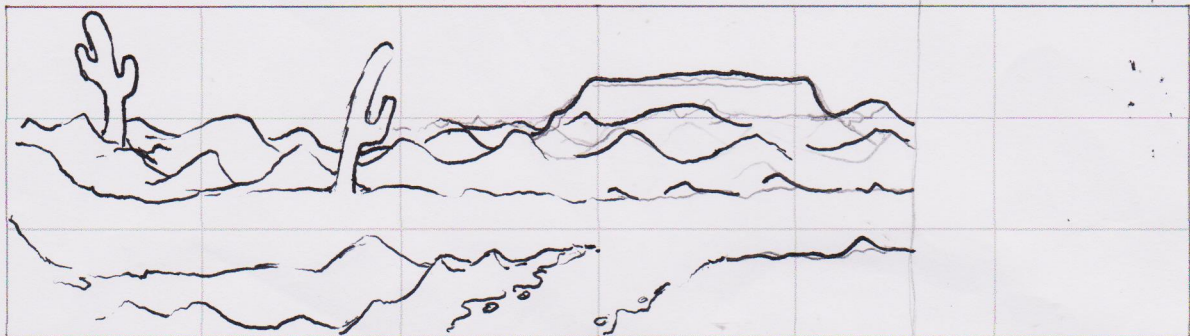
Nomad's Punks



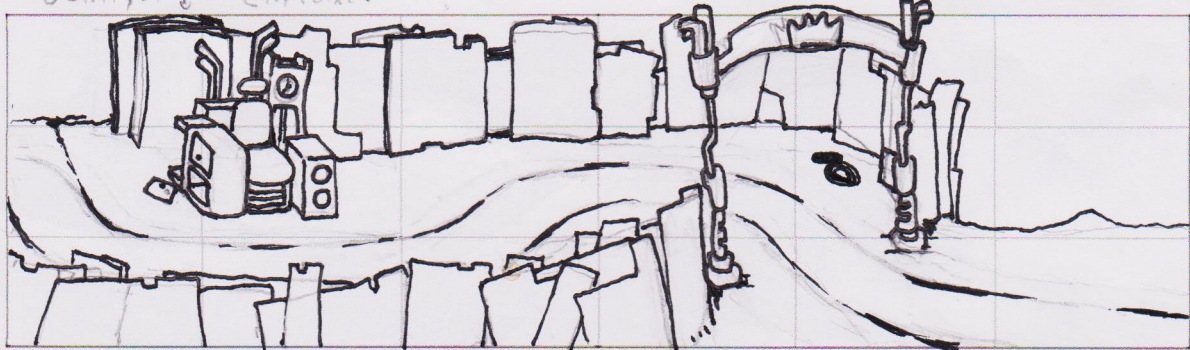
Punk kids camp



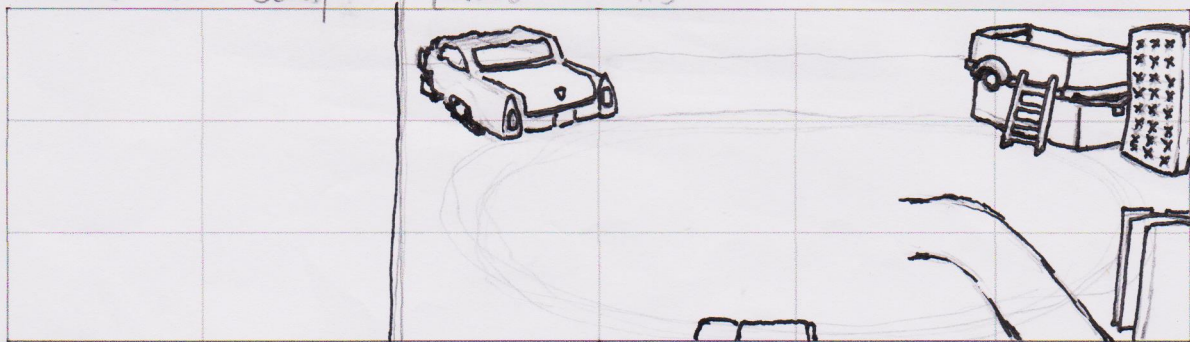
← To Junkyard      plateau thing      → To Gift Shop



Junkyard Entrance



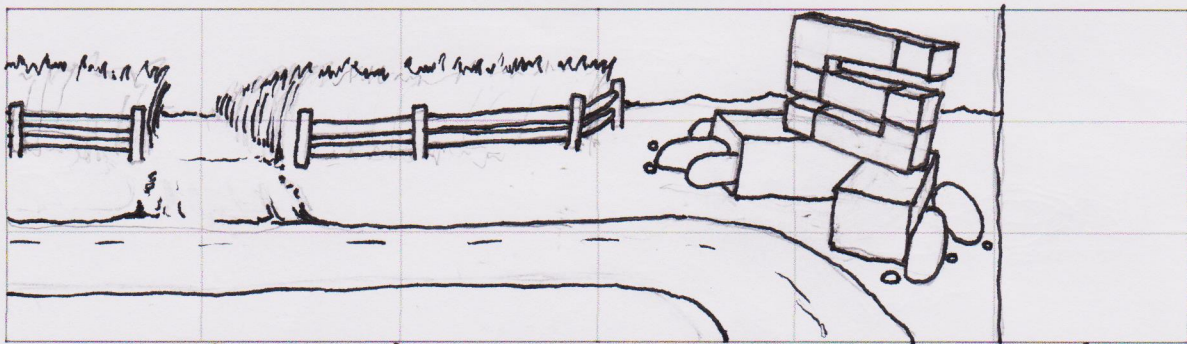
Pipes & Scrap (not a cat)





Route with farm field Exit ~~to~~ to Snack Cake Co

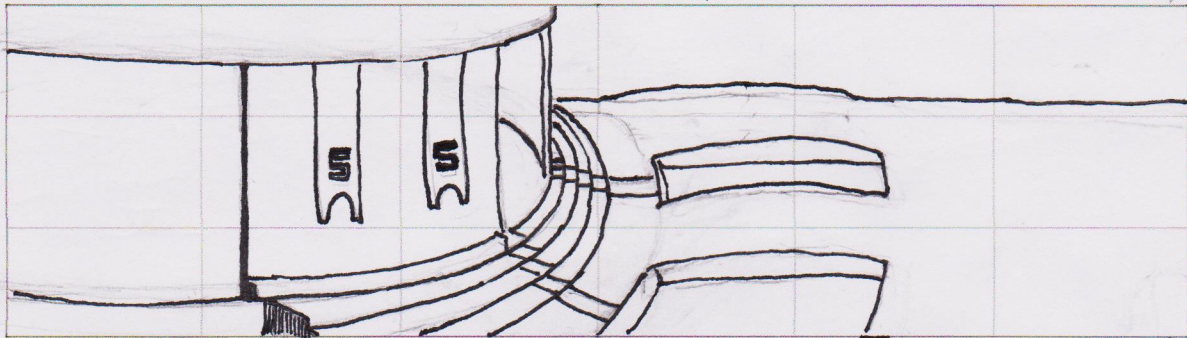
(C)



Farm Exit ↑

↓ turn in to snack co

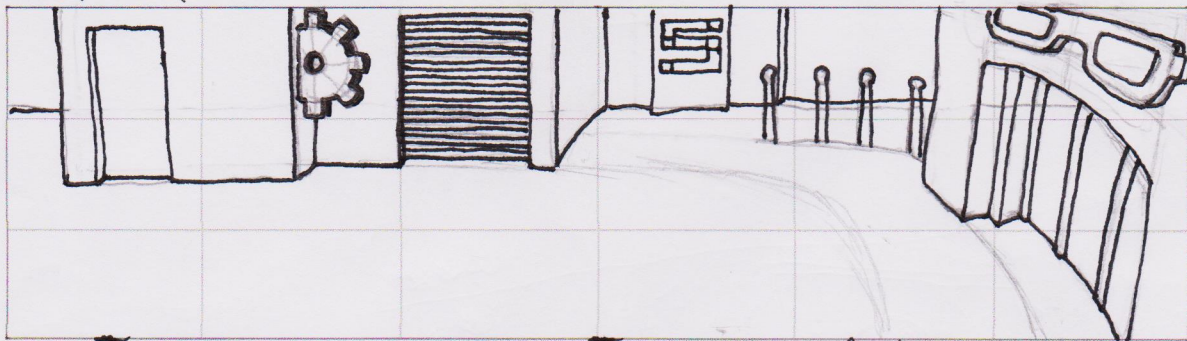
Snack Complex Theme Park Exterior 1/2



Megacircus

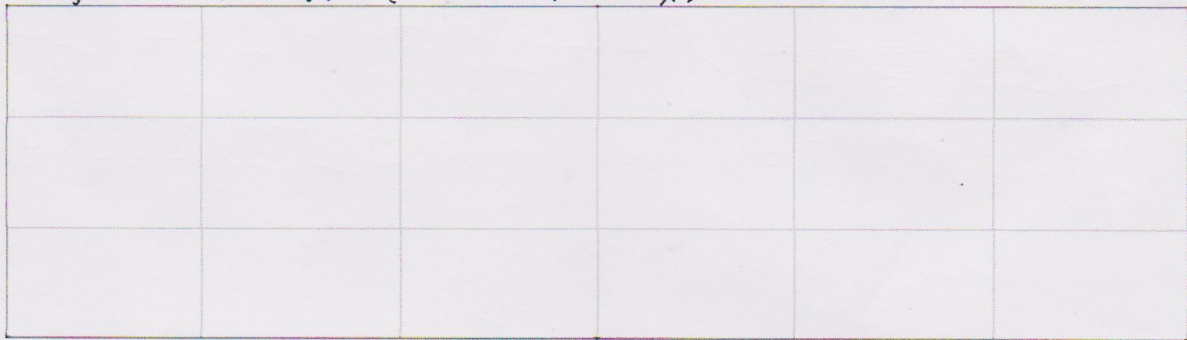
PARK Exterior 2/2

Themed paths/... Entrance

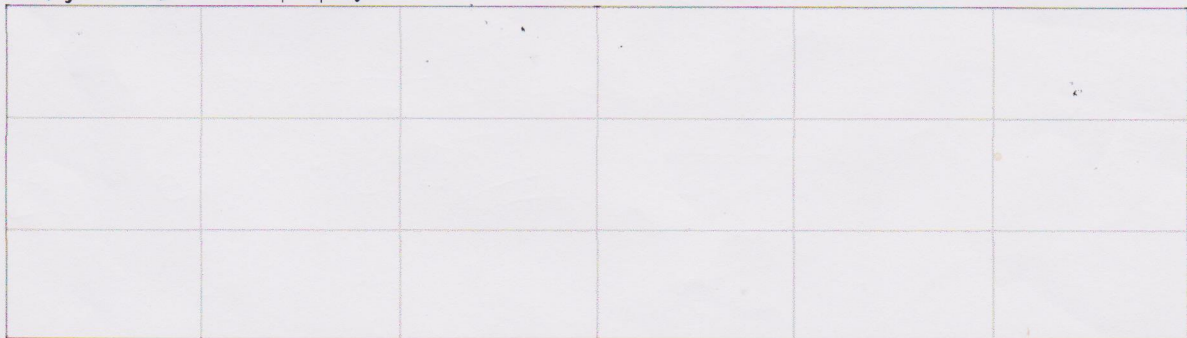


.../paths Factory  
Megacircus Interior (lots of Parallax)

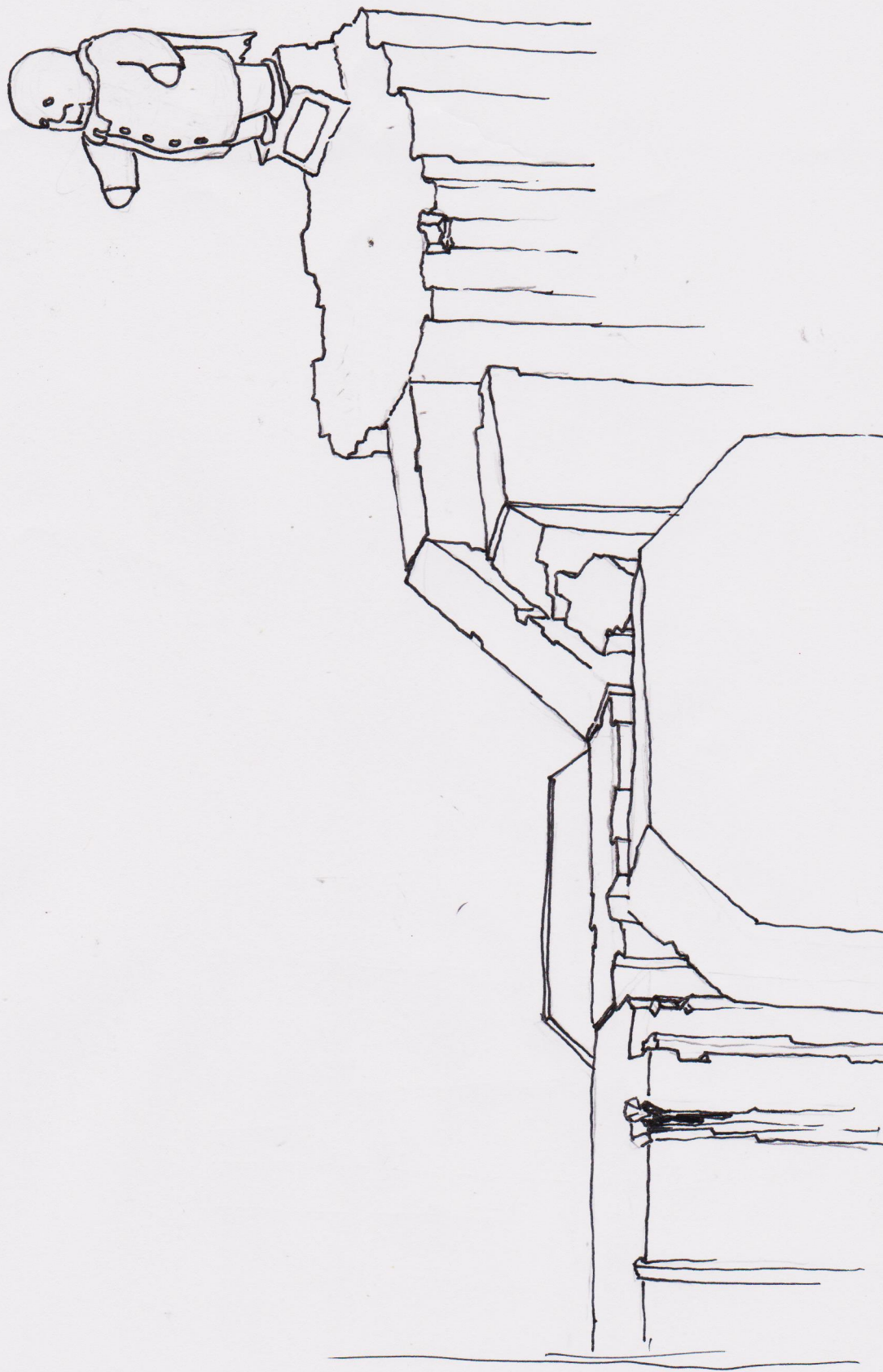
3D Theme Park

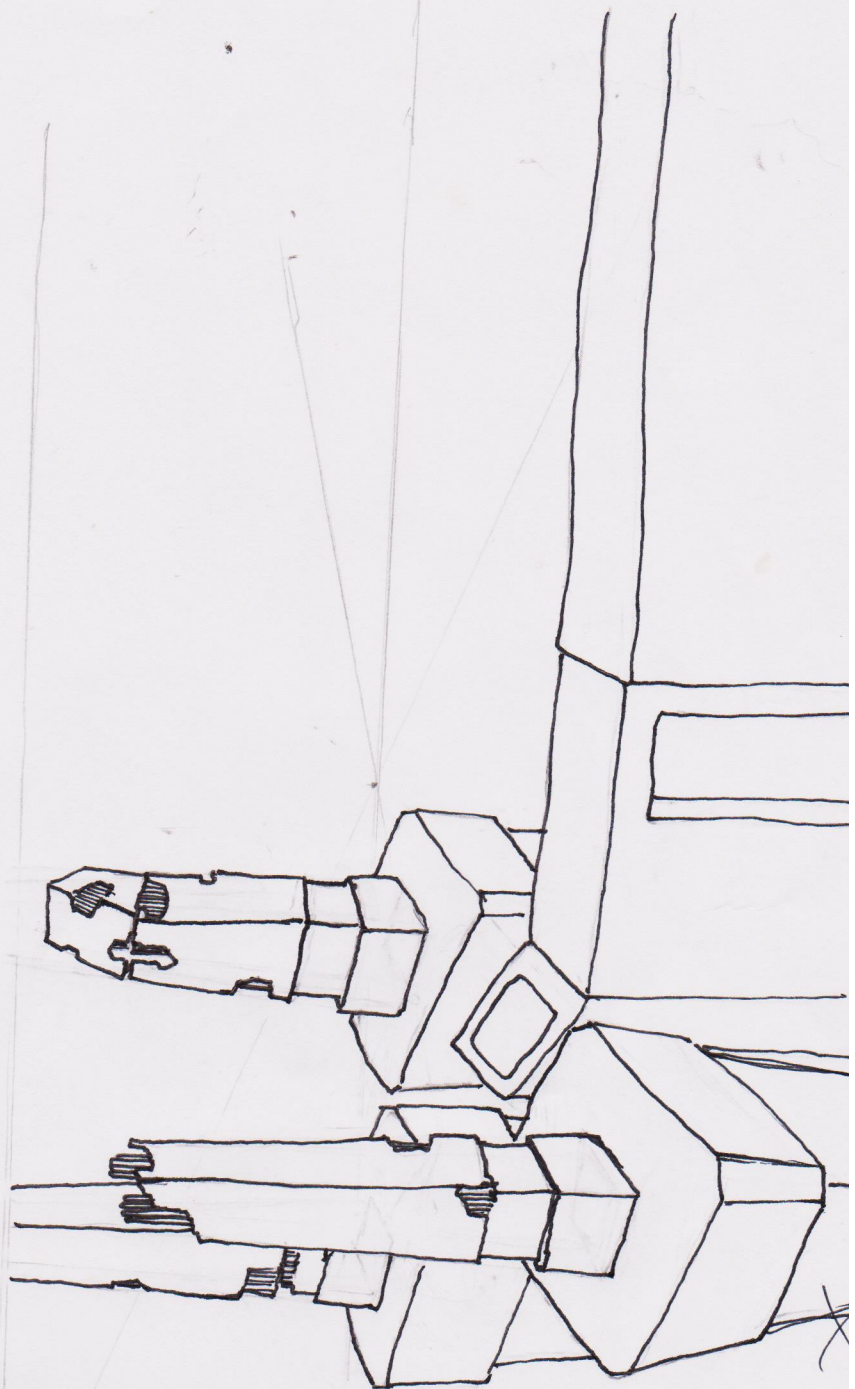


Megacircus Backstage (smallish) Fancy







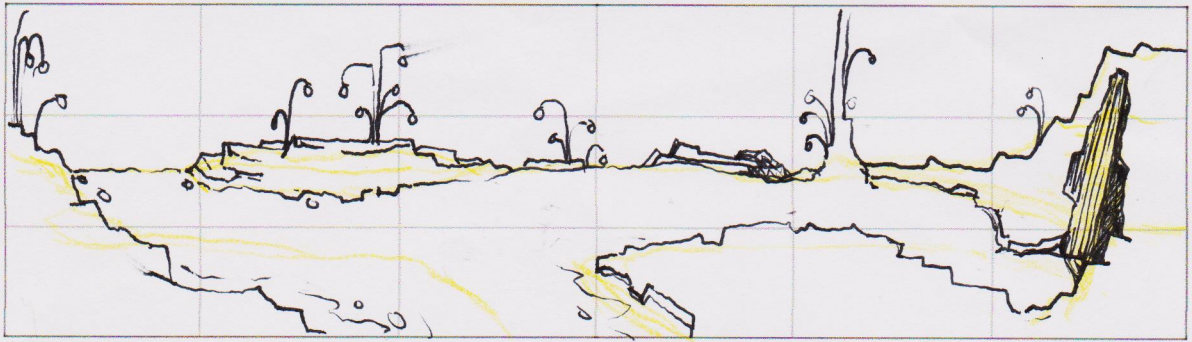


2/1



ⓐ

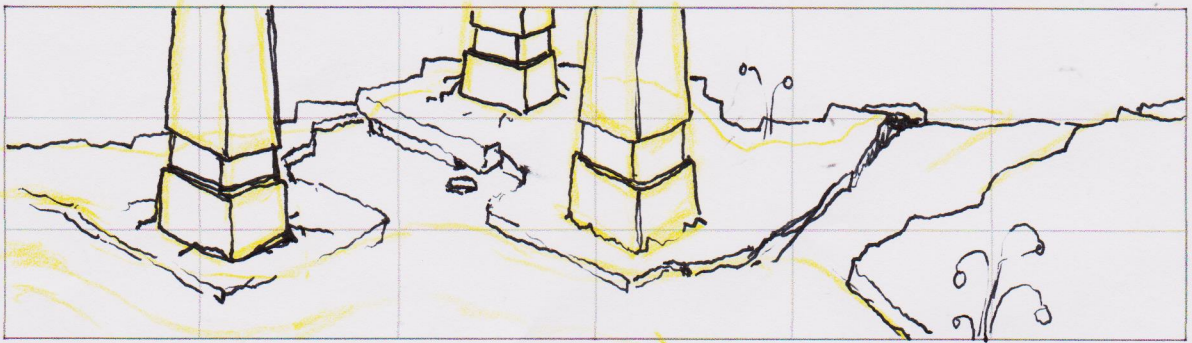
ancient plains



TO  
Cavern

From Route-West

TO  
Nongolic  
punk  
camp



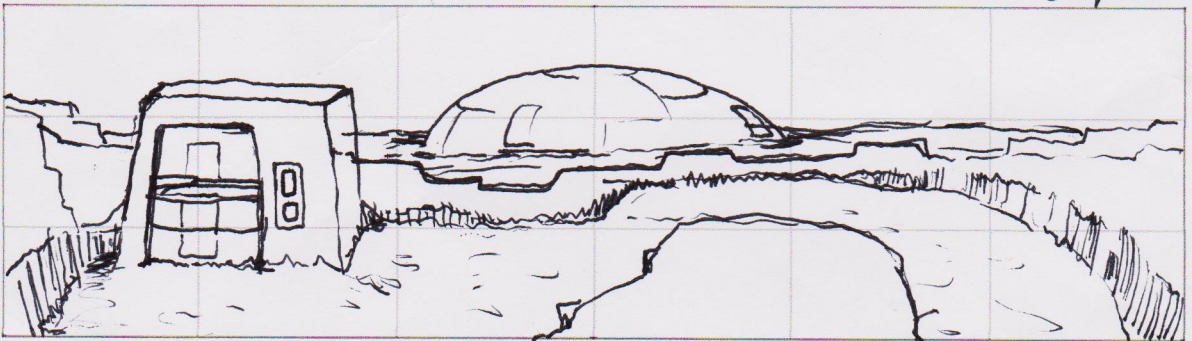
ⓐ

TO

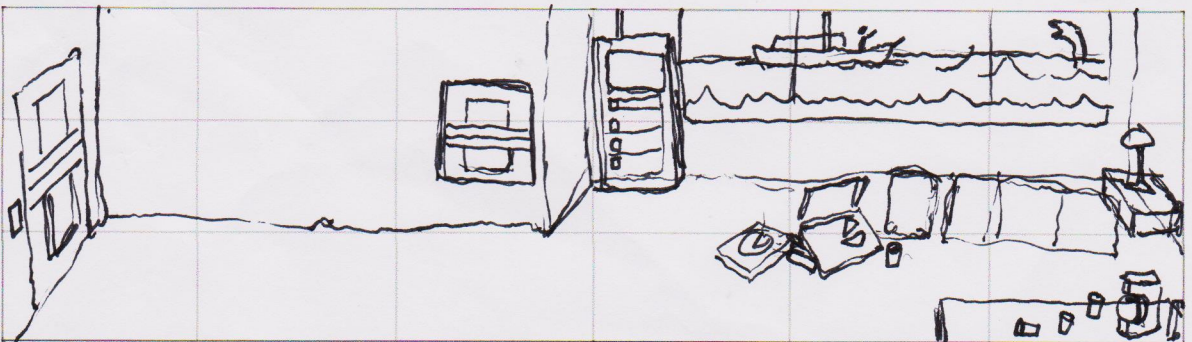


=>

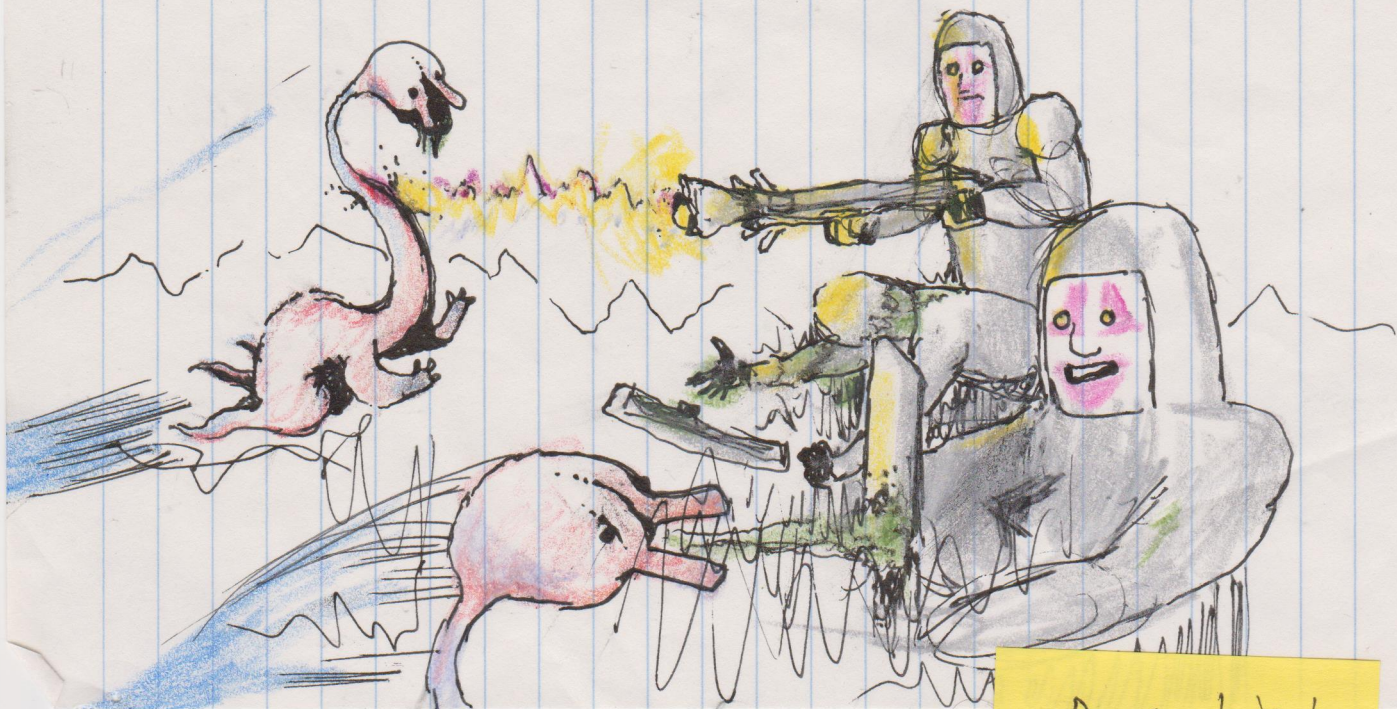
Shipwreck Lake



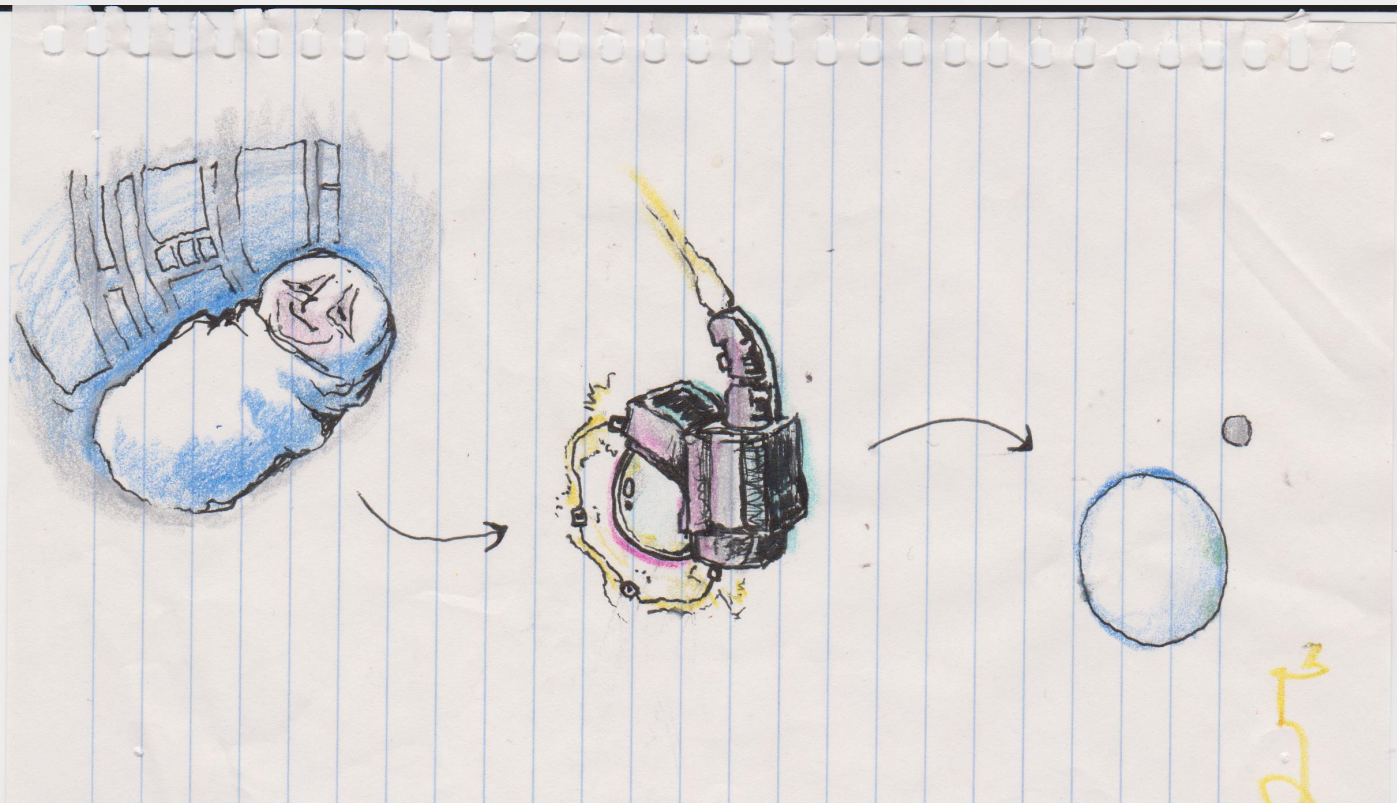
Lake "Shark"



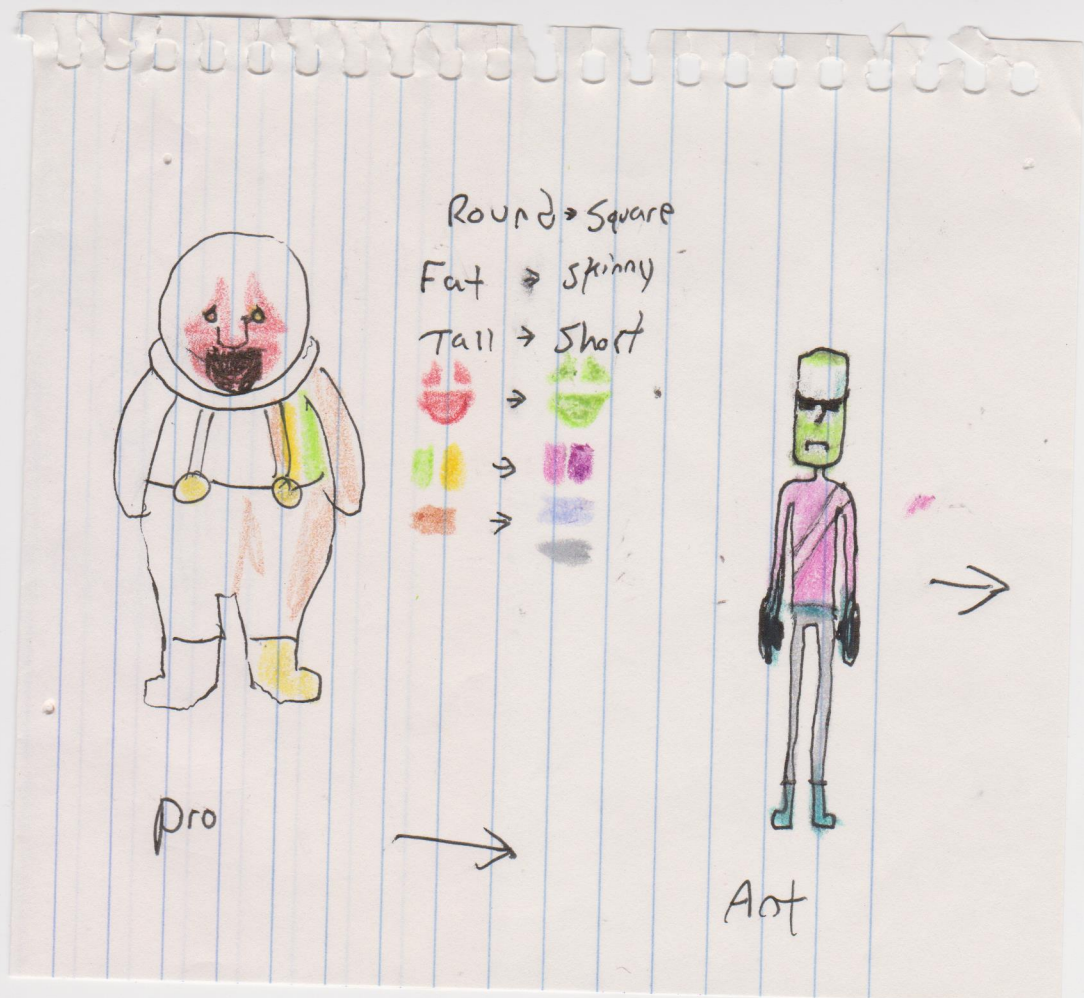
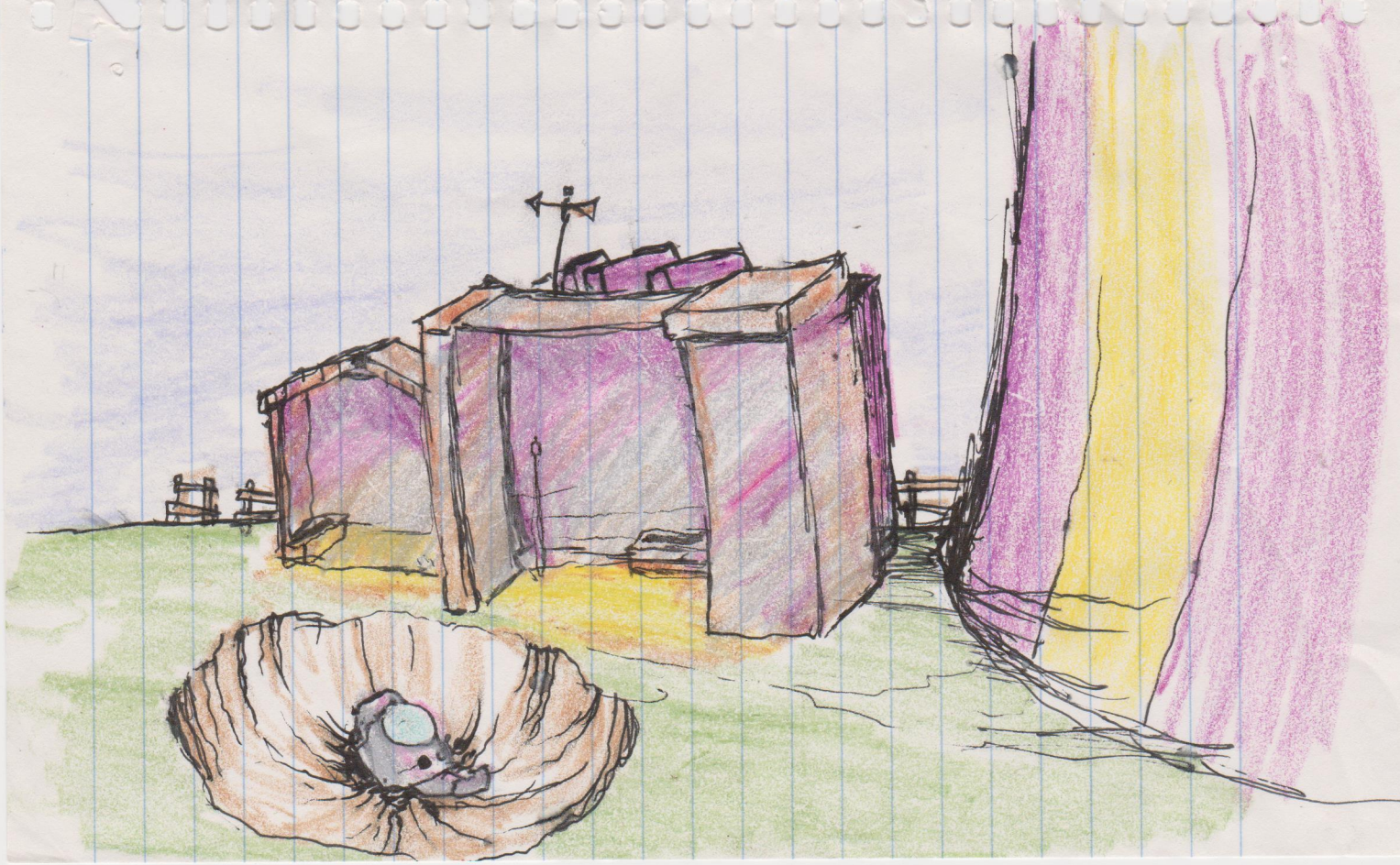




Dropsy, heir to  
the Throne - is  
sent away in  
a rescue capsule  
↓



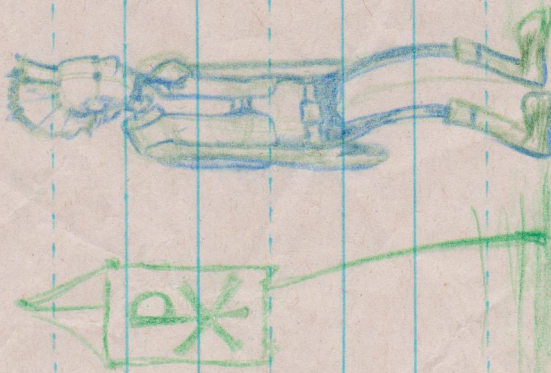






ALL EYES ..  
Dropsy do

Red Clay Village Shaman

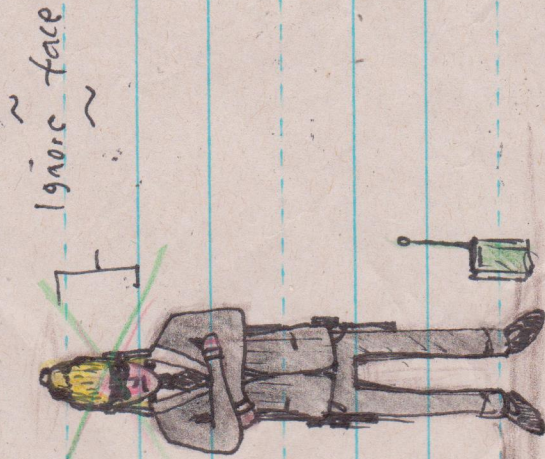


Desert Dwelling  
Catholic Punks

Leaves



Viking / Norwegian  
Traditional Clothing +  
Jamaican Colors

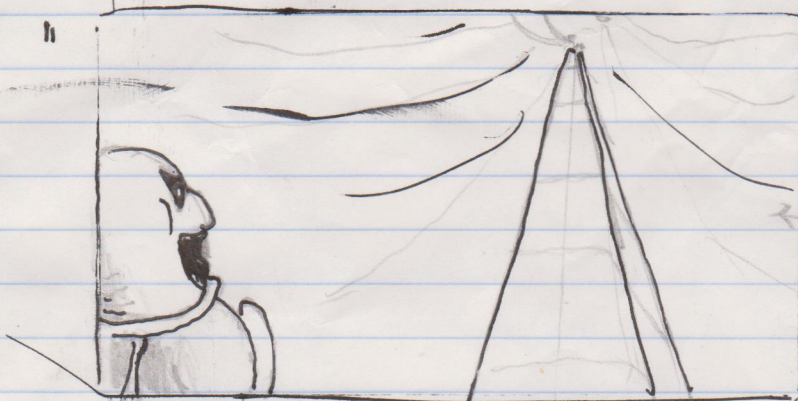




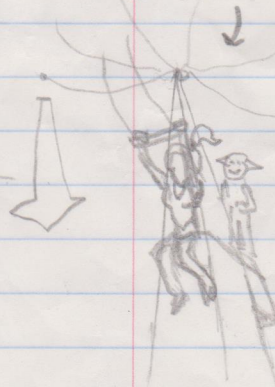
Suspenseful/  
Ominous



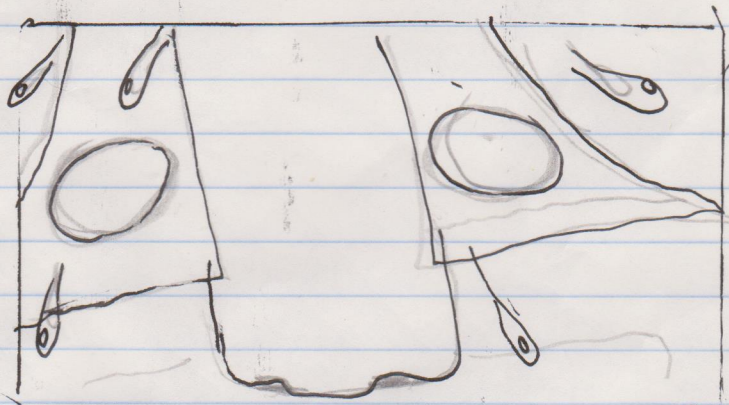
ii



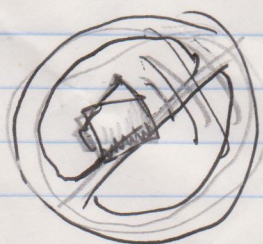
START



iii



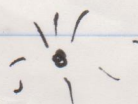
Shaking



Then

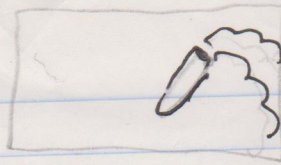
BLANK!

2m





read

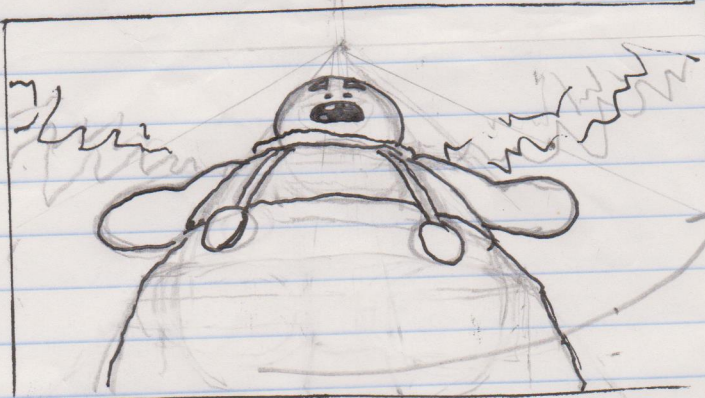


rotating  
cigar

silence

INSERT

IV



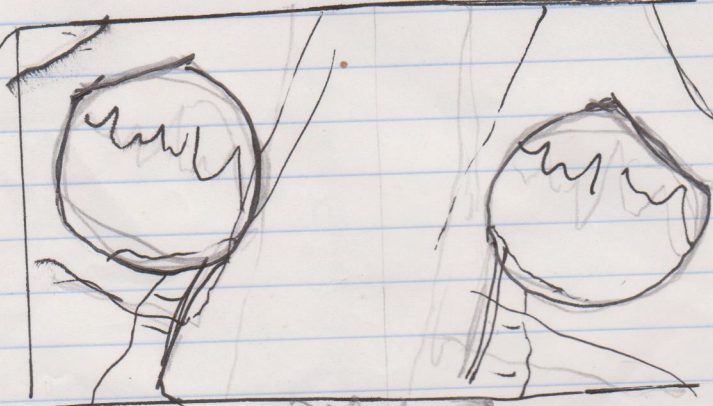
FLAMES  
RIP ACROSS



zoom TO

EYES

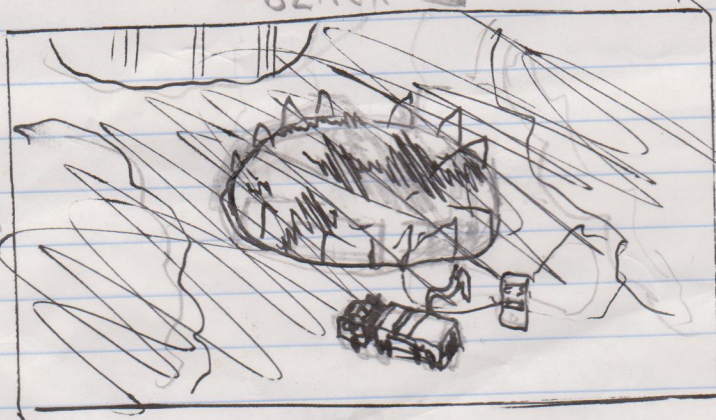
V



-BLACK =

Snake  
OVER  
FACE!

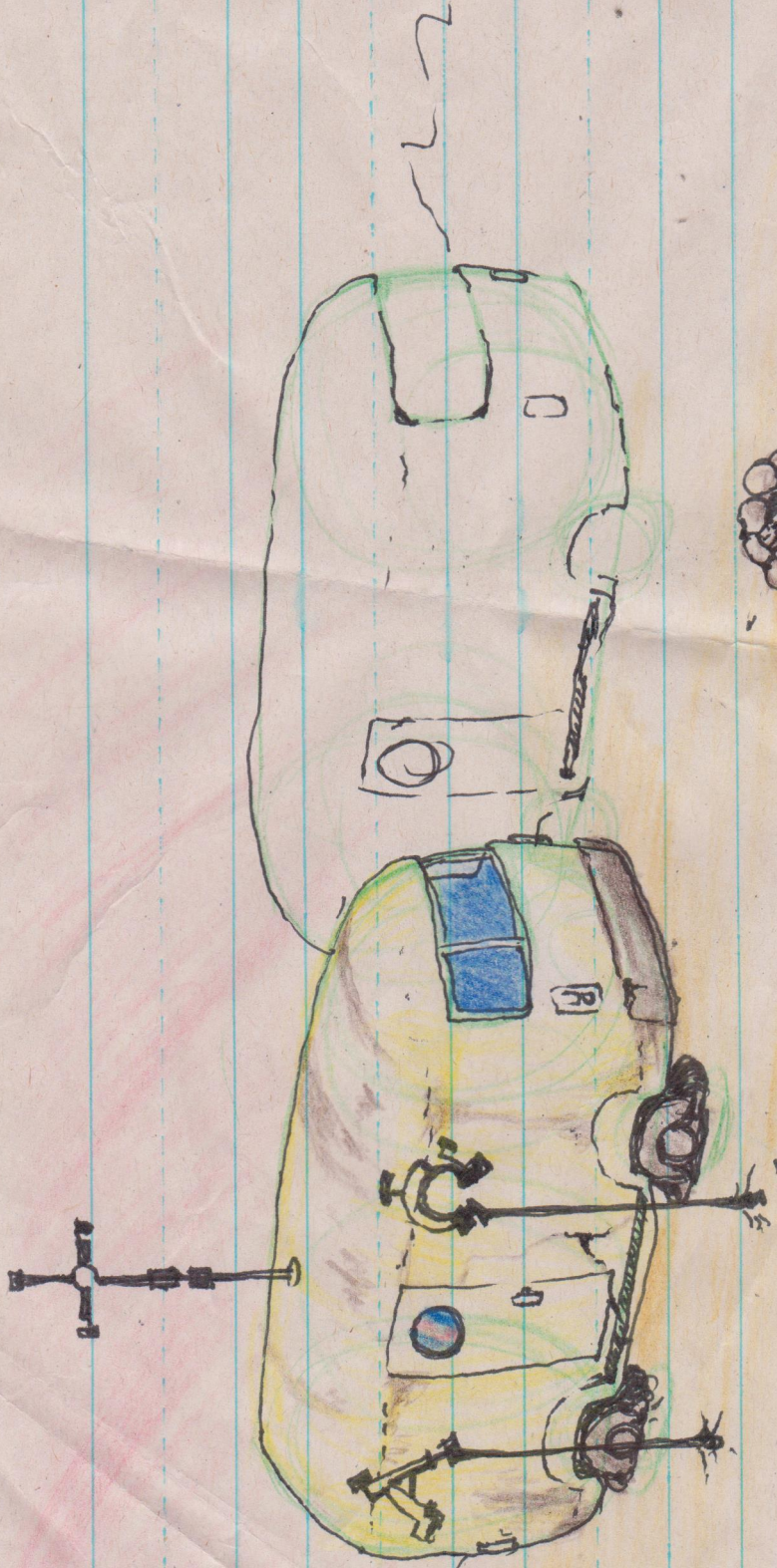
VI



POST  
FIRE

↑  
cycle Through seasons





### Catholic Punk Camp

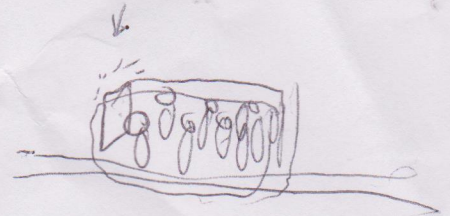
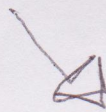
- Very Bad At Survival
- Commendable, but too impractical ↑  
too much effort on trappings/appearance/atmosphere  
not enough attention to actually helping or survival



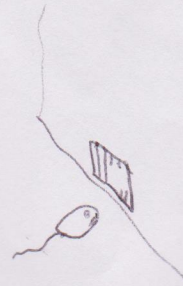
2 AM  
Bus Drop-offs  
from  
Airport

Mine  
Not a mine  
Only A Subway  
to Factory

Intro to Company

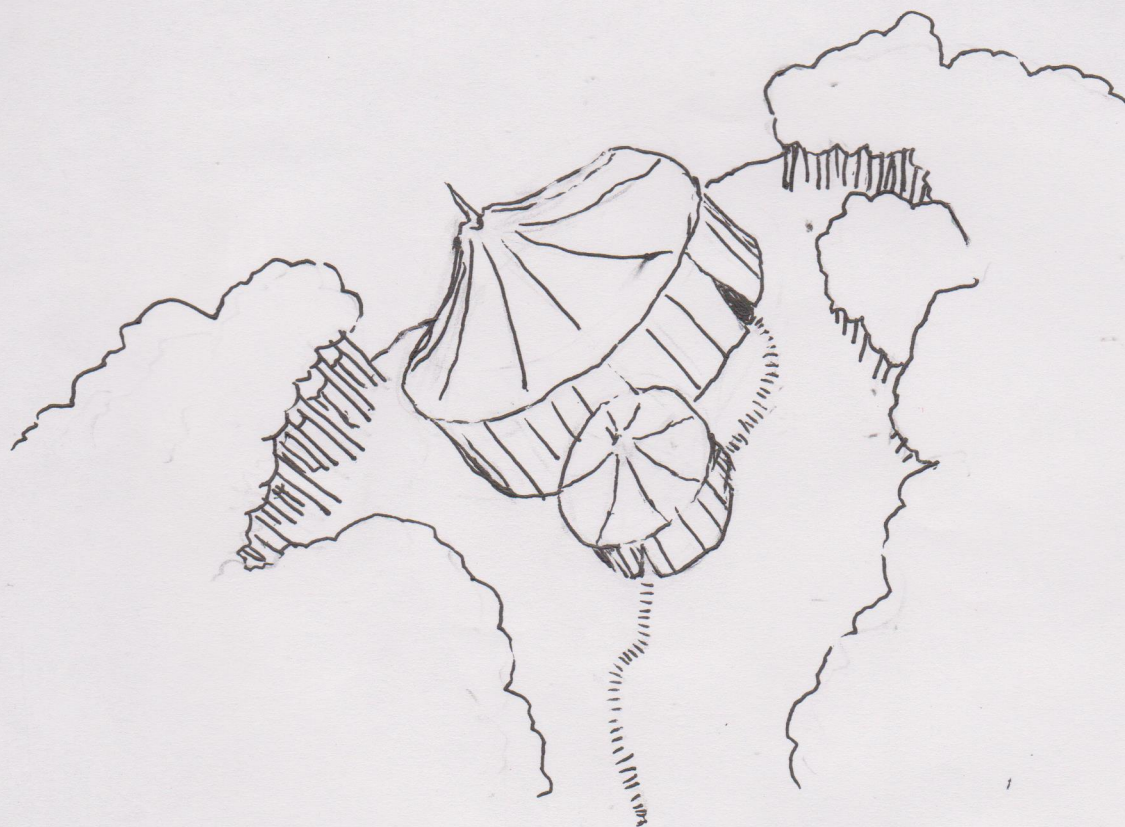


Museum puzzle



Mousy gets captured?



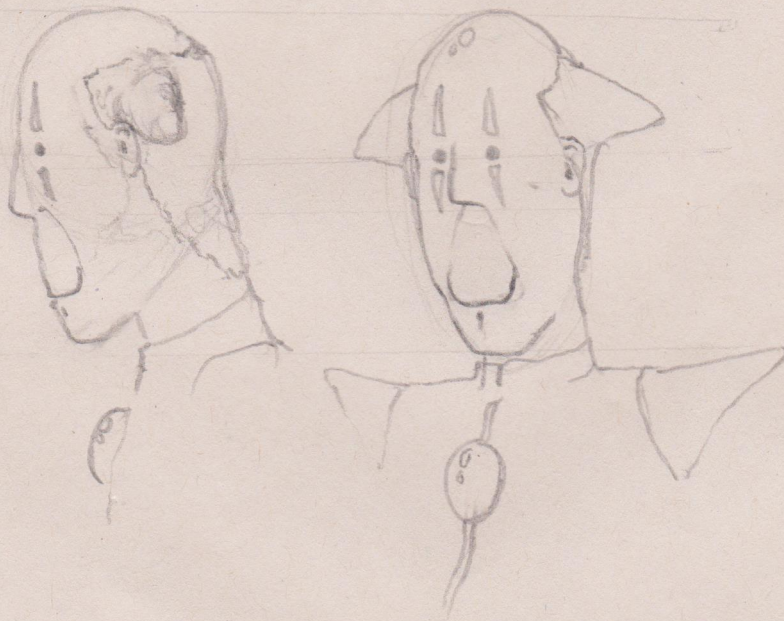




MOM!



DAD



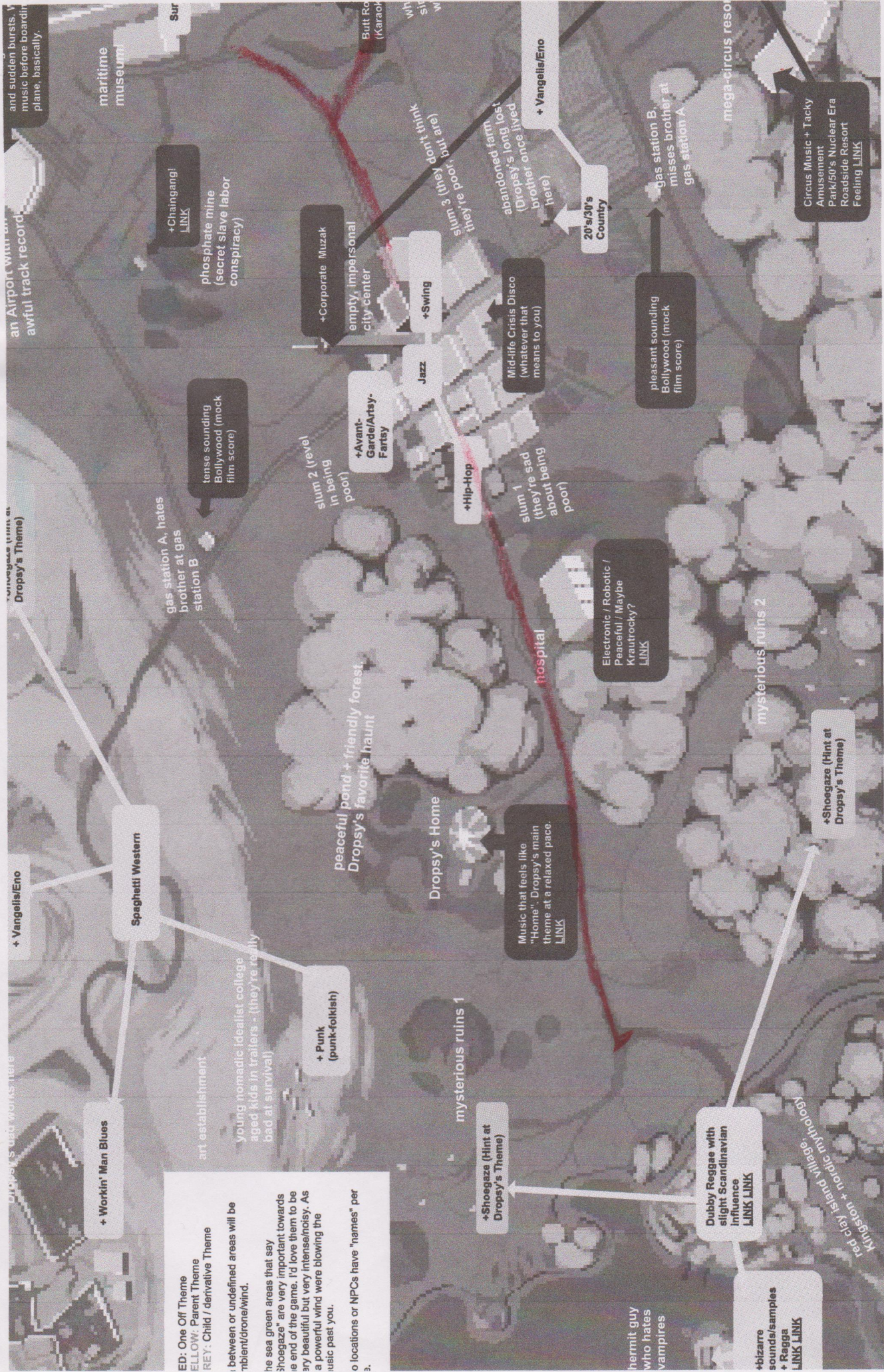








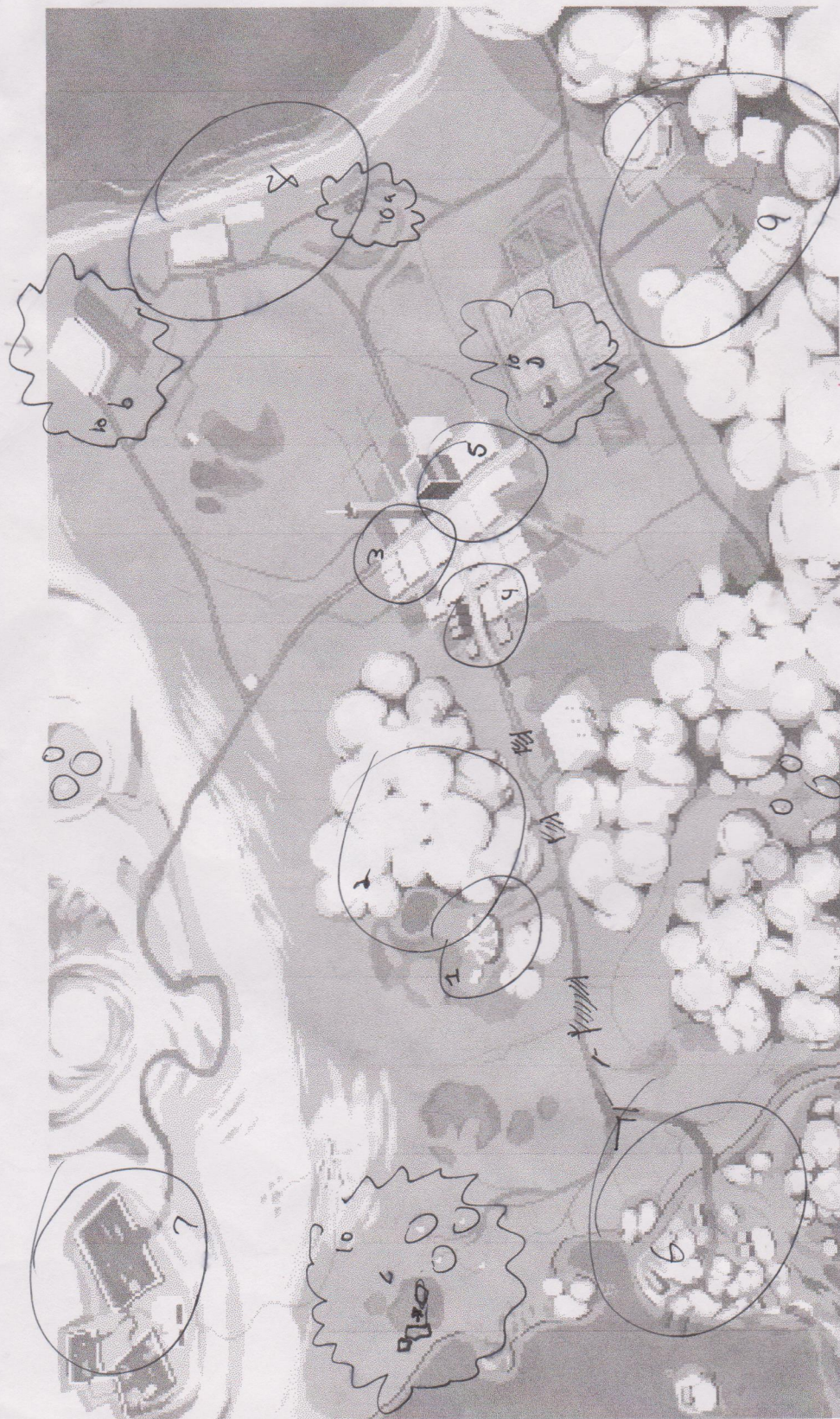






The Killer Clown!  
 Dib Keva Graw  
 Dropsey  
 roll

Devilict  
 Used to bring in Slaves



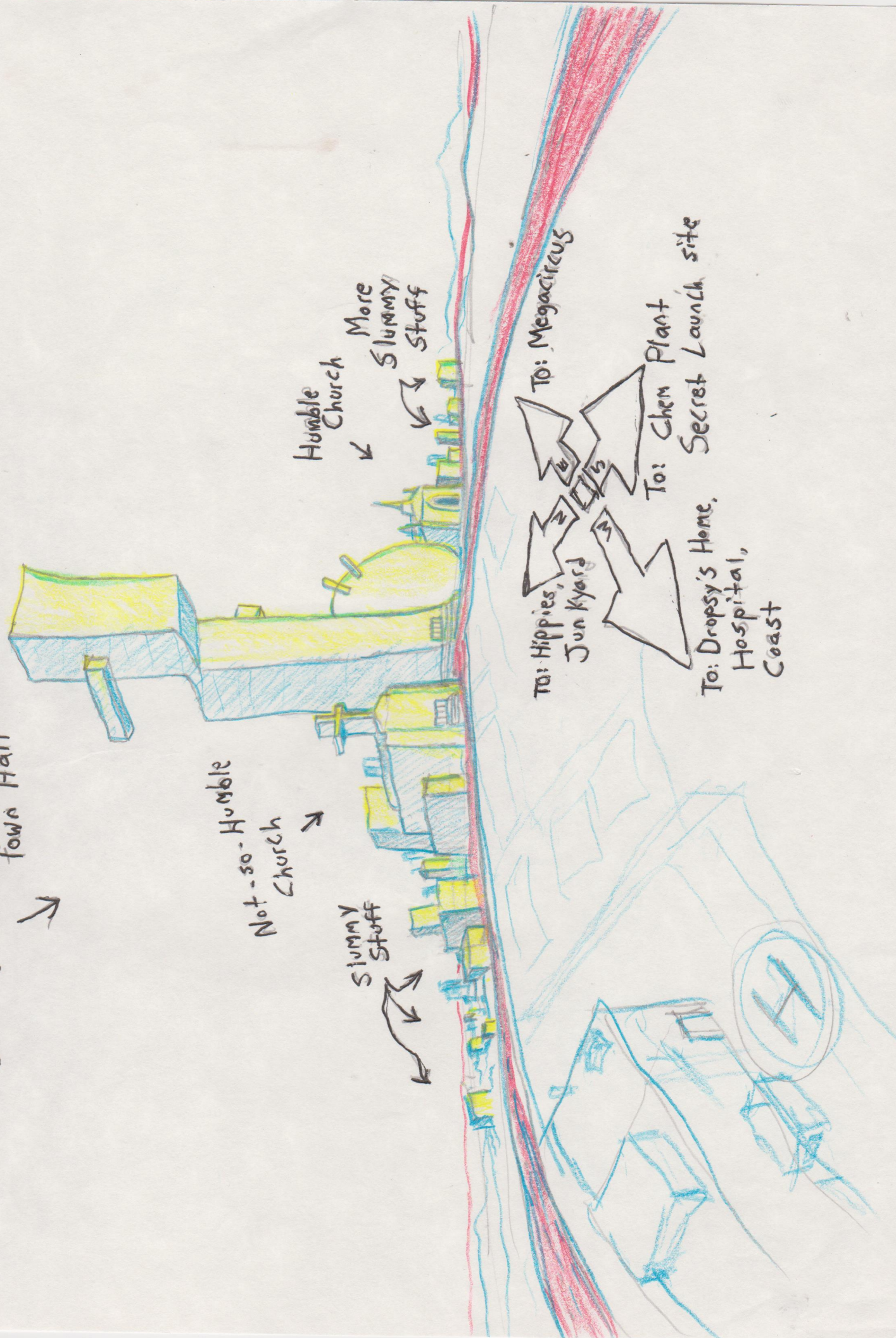
1. Home:
2. Friendly Forest:
3. Art District:
4. Slum:
5. Rich District:
6. Red Clay Village:
7. Junkyard:
8. Beach:
9. Snack Cafe Complex:
- 10a. Karaoke Bar:
- 10b. Airport:
- 10c. Ship Captain:
- 10d. Farm:

↑ Scared of Movie Monsters  
 Nurse Mythology  
 Riverboat Culture





Small Town With  
Overlarge Business Center/  
Town Hall



Not-so-Humble  
Church

Humble  
Church

Stummy  
Stuff

More  
Stummy  
Stuff

To: Hippiess,  
Jun Kyard

To: Megacircus

To: Chem Plant

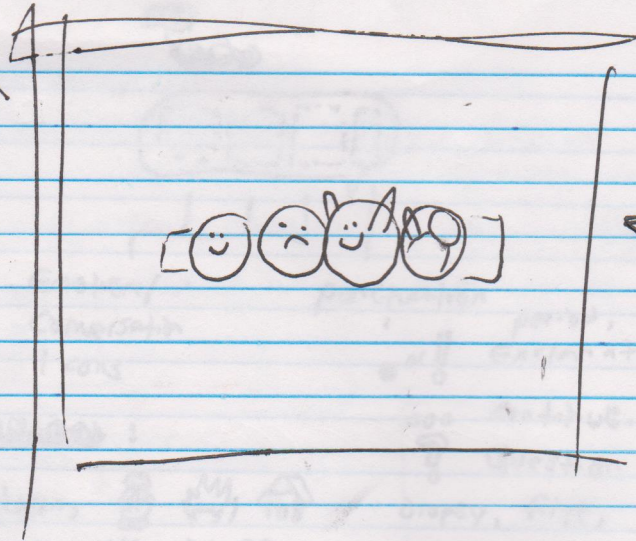
To: Dropsy's Home,  
Hospital,  
Coast

Secret Launch site



# Conversation Screen

Reward  
Mystery



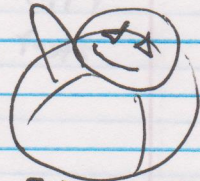
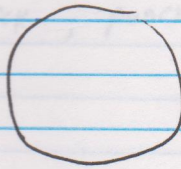
player  
sees  
range of  
emotions  
available?



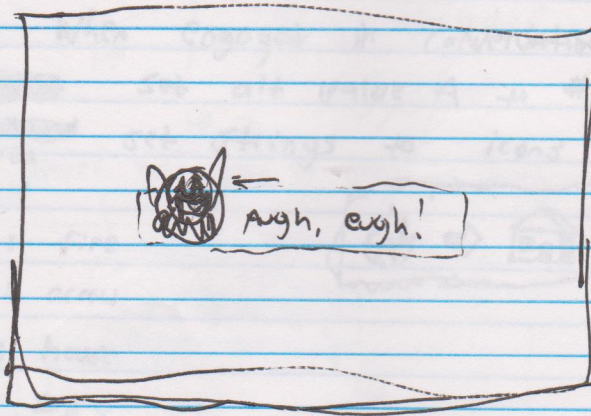
Express  
Excitement



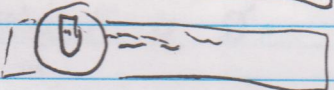
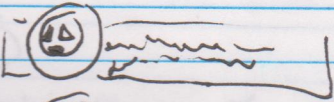
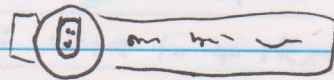
Express  
Sadness



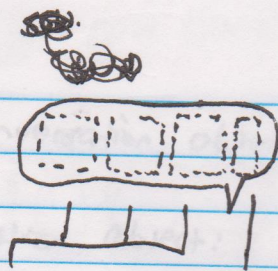
End conversation



Augh, eugh!







Emotion/  
Conversation  
Icons

punctuation

period,  
or ! Exclamation ,

... Continue...

? Question



~~Icons~~ :

Noun,   

Adj.   

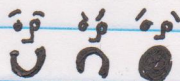
Verb   

Misc →

Dropy, Fire, House

Smelly, strong, happy

kick, punch, taste



When engaged in conversation:

Before ~~set~~ set alt value A to # of Icons

Val A = # ~~words~~ set strings to icons

B

String A : fire

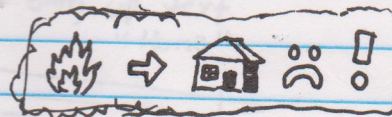
" B : arrow

" C : house

" D : sad

" E : exclamation ~~point~~

String F : where to go next



~~String A:~~

if String F is 0

then End

if String F is Q1

then go to question object

Val A = # Sentences 3

Val B = # Icons 1

Val C = # Icons 3

Val D = # Icons 3

Val E = # Icons 4

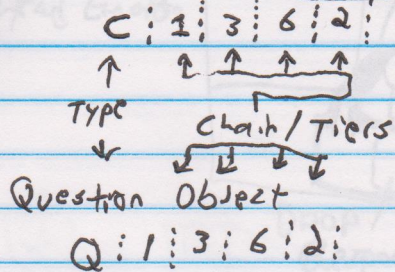
Val F = # Icons 5



Conversation object: Defines NPC speech bubbles.  
points to question if applicable

Question object: Defines <sup>possible</sup> player responses.  
points to conversation objects

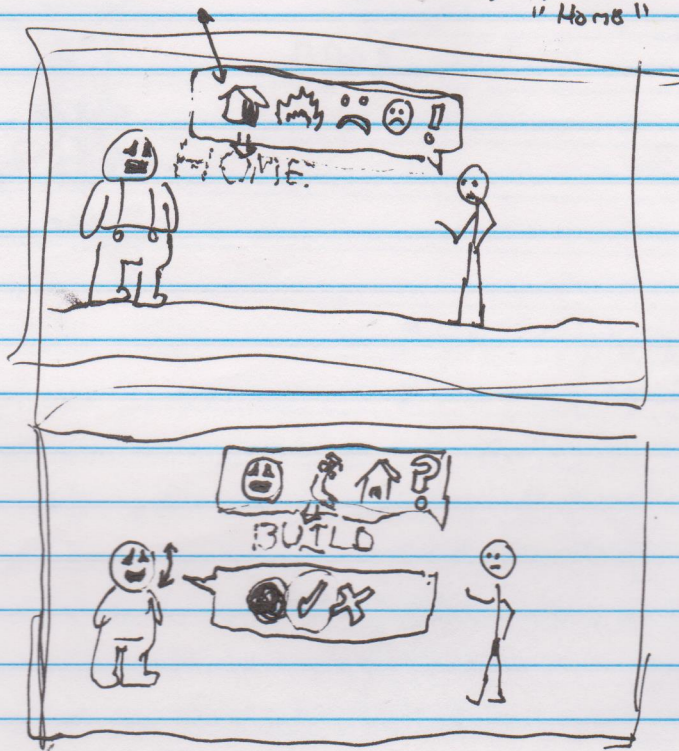
Conversation object NAMING



If I can't figure out a grid system

Hover over icon to bring up text

"Home"





Skateboard - Eric  
Phone/computer - Marty

Game is a word set of rules  
asking players to accept them  
Intent / purpose God / Theology / worldview  
- Belonging

DO THIS!

► Intentional / Purposeful

►

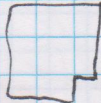
Stuff I want Dropsy to be

Aesthetically unique

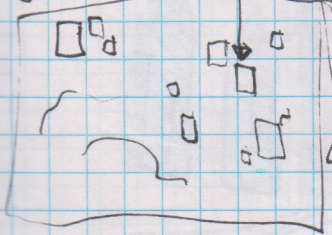
World



Event in History



Game



Purpose / Intention

- Aesthetics
- Gameworld

Art

Music / sound - Themes

Cultures

History

Locations

- Gameplay

simple / unobtrusive

Happens in the Brain

Saying "I don't get it" means you lose

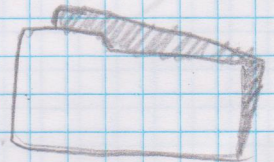
Challenging!

Conditions of failure:

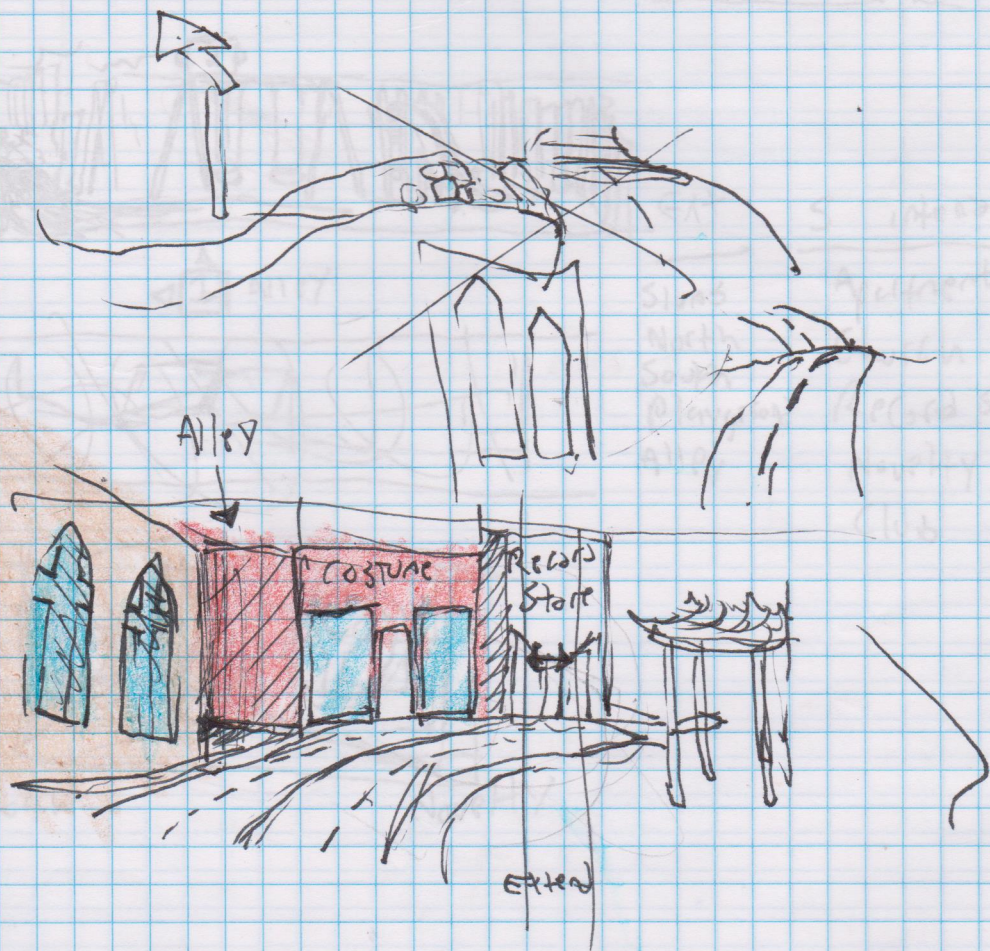
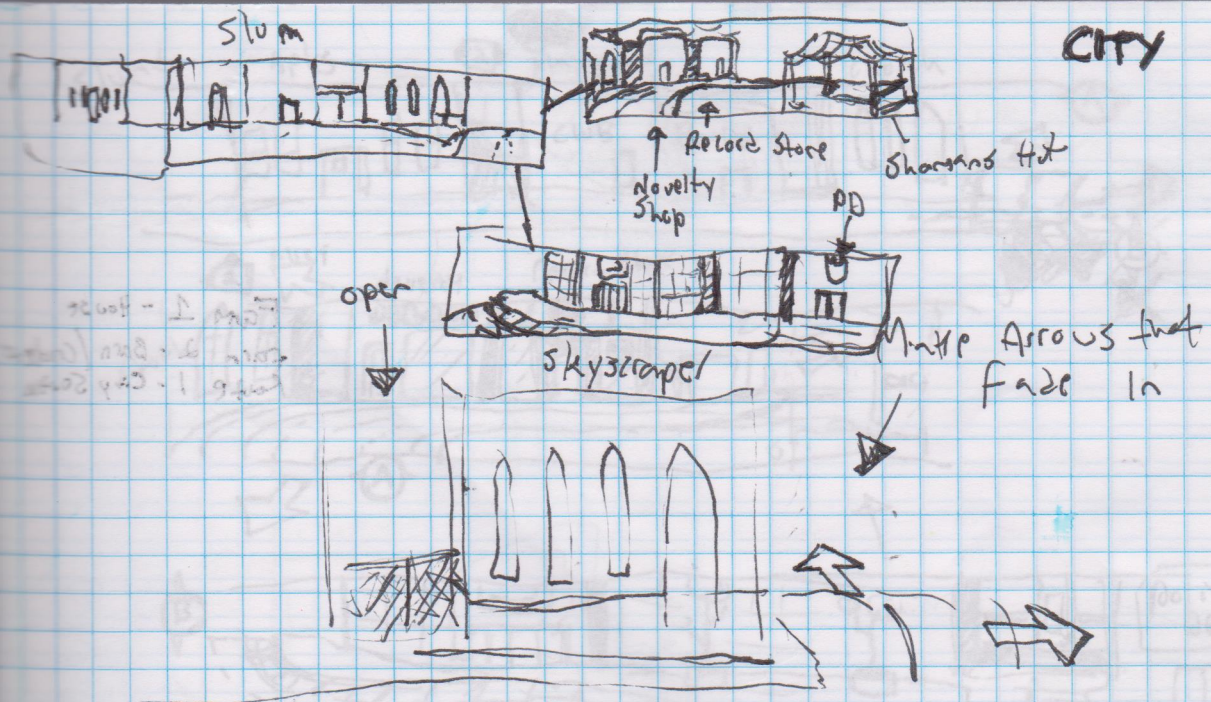
Medium - Pixel Art

Style - Fauvism / Symbolism

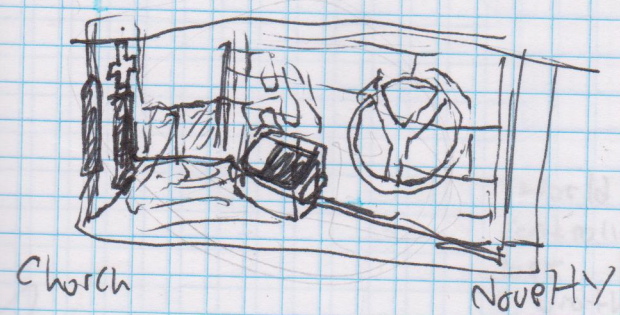
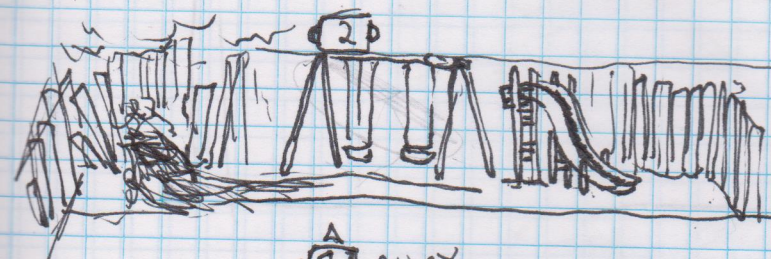
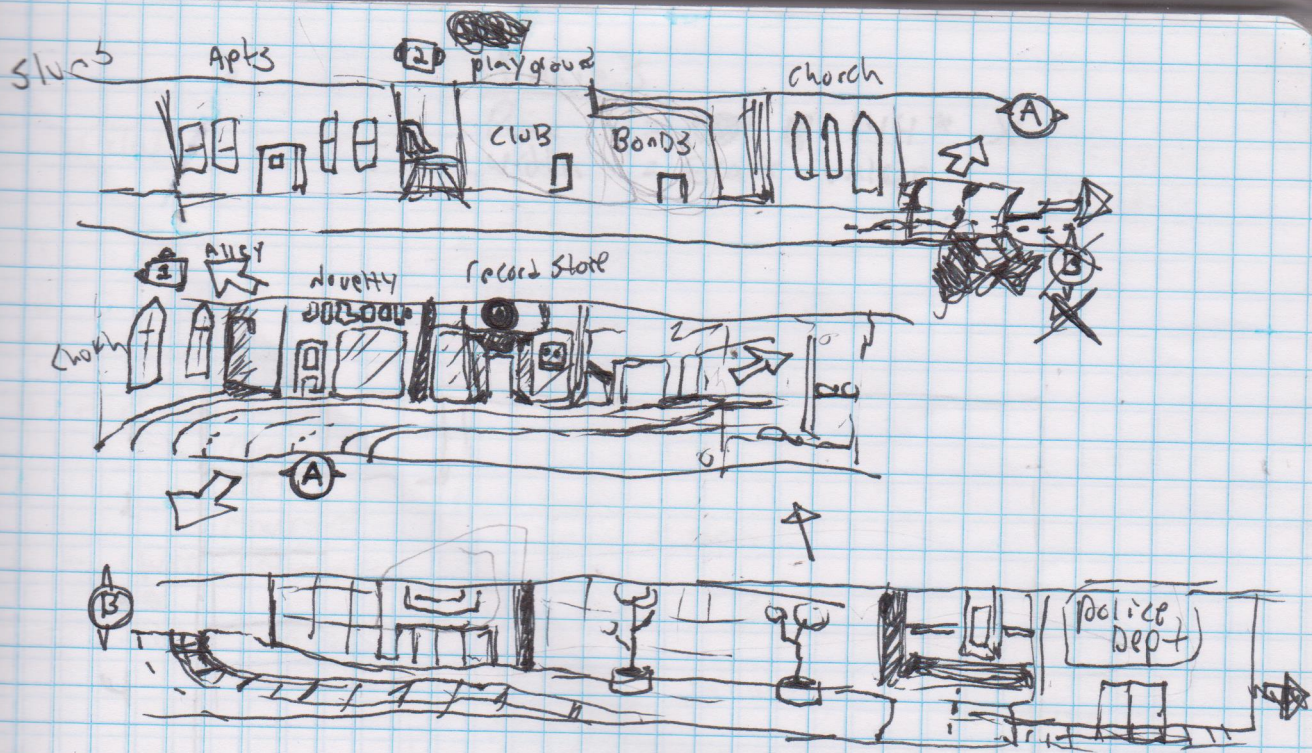
Not gotten











- |            |              |
|------------|--------------|
| EXT        | S Interiors  |
| Slums      | Apartments   |
| North      | Church       |
| South      | Record Store |
| Playground | Novelty Shop |
| Alley      | Club         |

To  
Route





Global

- A - Menu
- B - Cutscene
- C - World map
- D - Inventory
- E - Game
  - Cursor
  - UI
  - Movement
- E - Music Controller
  - "Set" = "RedClay"
  - then

Global

Menus

Worldmap

Cutscenes

Game

Keys - Esc = Back  
Q = Quit

Speech  
Look System

Universal / Global

Menus - Main  
In-Game

Cutscenes

Game

UI - Cursor  
GUI Bar

Music

Worldmap  
Inventory  
Speech  
Look  
Main Screen  
Action Scripting

Frame By Frame

Backgrounds  
Parallax Layers  
Effects

[ Dreamworld ]

Dream Controller

Values

width =

fx 1 =

fx 2 =





Friggin Lens  
Effect!

- Cursor (Scrolling)
- Dragsy's Movement ~~(Collision)~~ smooth collisions
- Companion Following movement
- UI Bar
- Inventory [UI]
- Look Screens
- Speech System
- Inventory [Functionality]
- Menus [In-game]
- Dynamic Sky
- Animation Trigger →
- Cross-Framer Navigation
- World-map
- Fast travel

Pathfinding?

- Pull Tonight

WK 1

Red Clay Village - Finish / Touch up Forest

WK 2

City

WK 3-4

Desert Areas + Routes

WK 5

Airport, Coal Mine Museum

WK 6

W

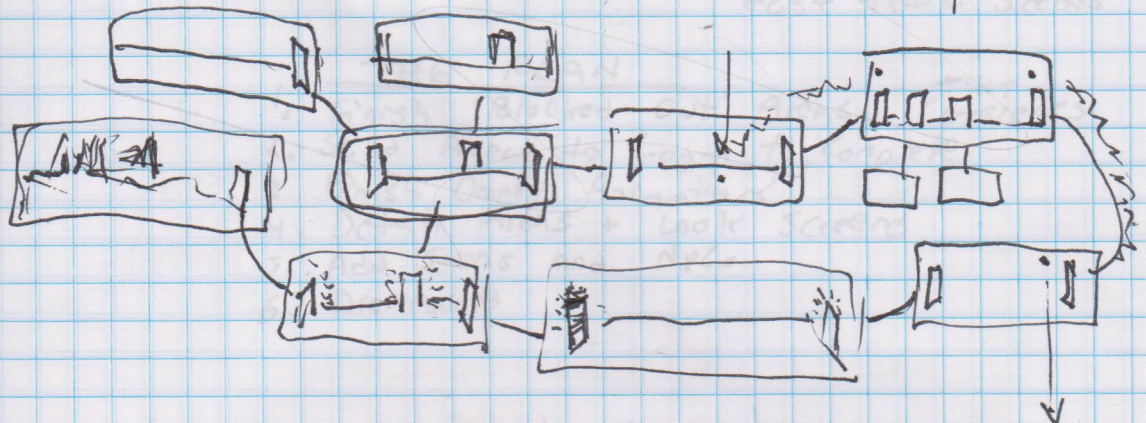




## Dream World



After 2 minutes, trigger gatekeeper  
When dropSY collides with these points



Limit 2 minutes OR  
over 2 Screen changes OR  
Special Room

Backgrounds  
DropSY Animations - reuse frames!  
Cutscene things  
Look Screens  
NPCs  
Tapes

1 week : 3-4 Backgrounds - Greybox  
2 looks  
1 animator

MTWT

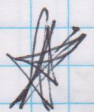
Backgrounds

FS

Anims / Look Screens

S Cutscenes

12 Scratch BGs per wk  
1 anim





me = 38 Backgrounds  
 12 Dreamworld Areas  
 Big + Small Hens  
 Look Screens  
 Dropby Animations  
 Cheap Cutscreens  
 Fast travel Scenes

### THE PLAN

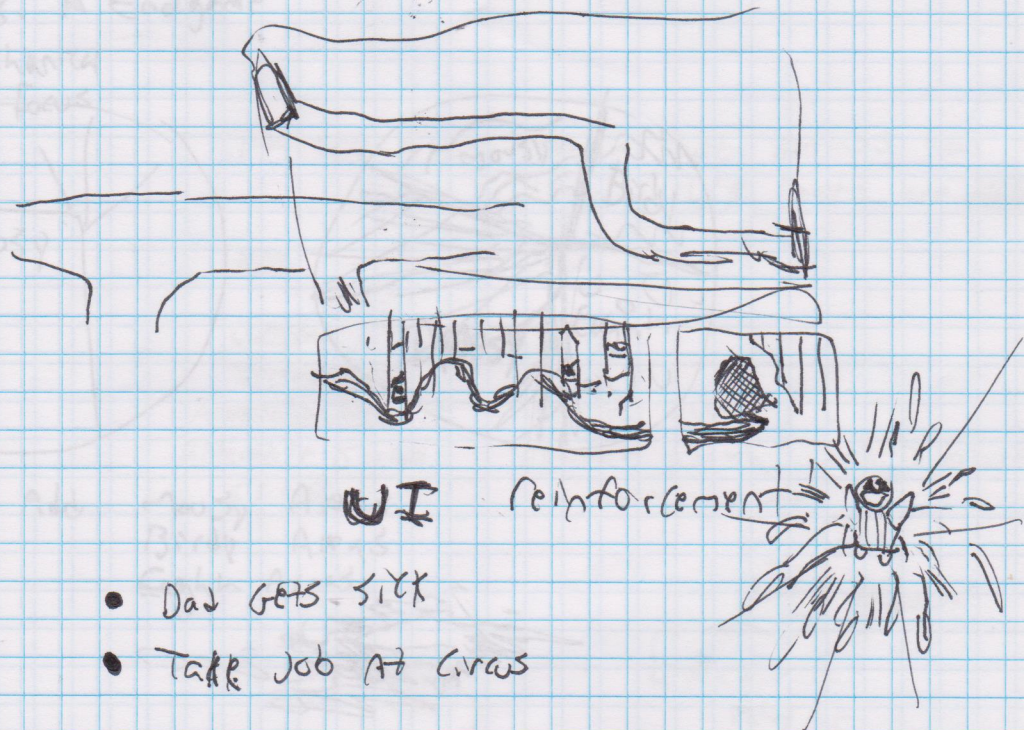
1. Finish 'Blocked Out' Areas, <sup>TINY</sup> Cutscreens
2. Send Areas to Logan to Complete
3. Finish Dropby Animations
4. Detail Areas + Look Screens
5. Add Items and NPCs
6. Dreamworld



### Analytics

where how long?  
 Hens / locations never found  
 Achievements

One special thing  
 prune all else



### UI Reinforcement

- Dad gets sick
- Take job at Circus
- End

★ Dad gets sick

★ Animal kidnapped ★ Job at Circus

★ Ads for terrifying freakshow



- ★ Ancient Ruins, - Symbols seen on ship wreckage
- ★ Shed
  - Mom's Research
  - Your ship remains
- ★ Farmhouse, old
  - Brothers' ~~stuff~~ stuff (both)
  - Wreckage from ~~bro's~~ ship (partially)
- ★ Snack Cake Lab
  - experiments on ship wreckage
  - experiments on mutants
- ★ Airport
  - feathers, blood, bad smell
- ★ Coal mine museum
  - animals in cages
- ★ Nautical museum
  - mutant creature exhibit
- ★ Junkyard
  - mutant creature
- ★ Home
  - mutant Bird
- ★ Junkyard
  - old dropsy para





~~Care on purpose~~

1. ~~Eight~~ ~~part~~

Birdy / Mousy puzzles independent  
or Story bits

2. ★ Dad Gets Sick - call 911  
- visit in hospital,

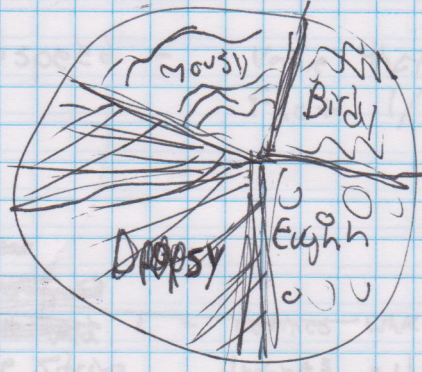
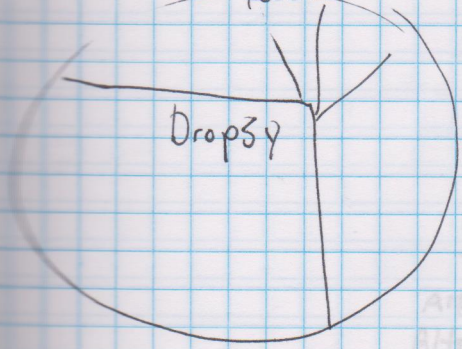
3. ★ Animal Kidnapped

4. ★ Job at Circus

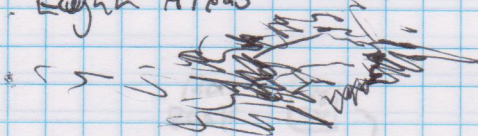
5. ★ Ads for Dropsy's Night of Horror

6. ★ Endgame

Mechanical  
Focus

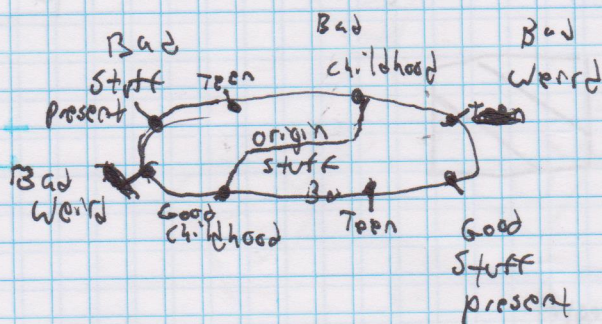


Add Mousy Areas  
Birdy Areas  
Eugh Areas

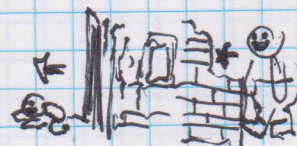




1 / 2015



Baby	Drop 37
Young	Drop 37
Normal	Drop 37

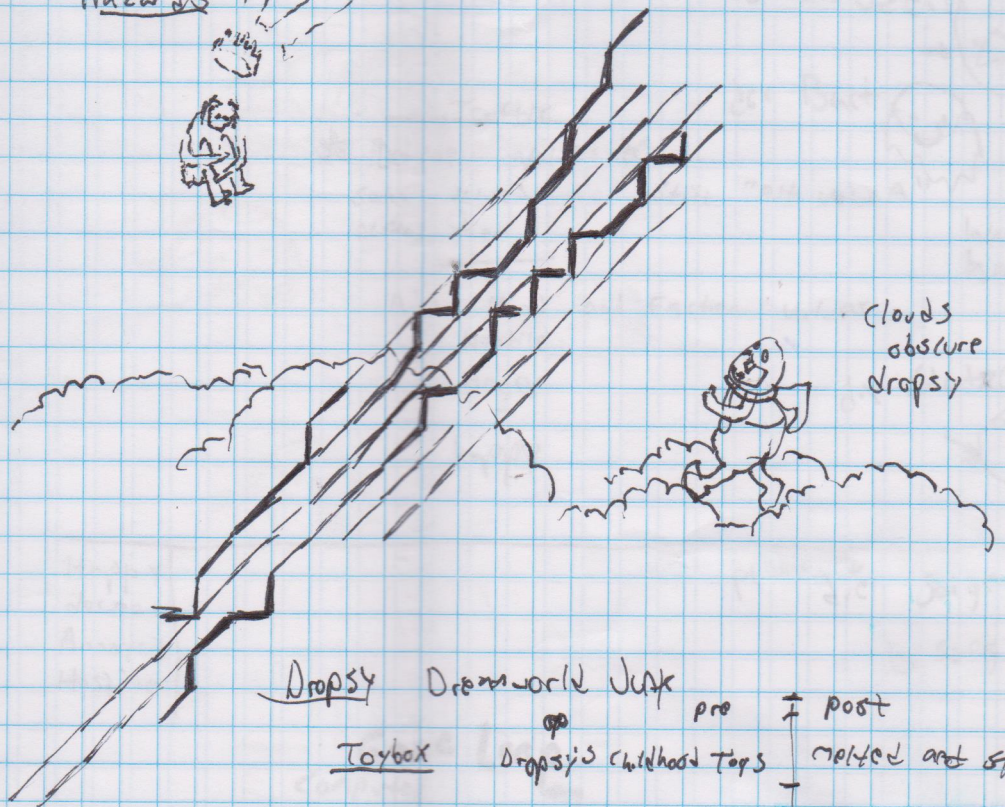




Hell

Hazards

KUNTR

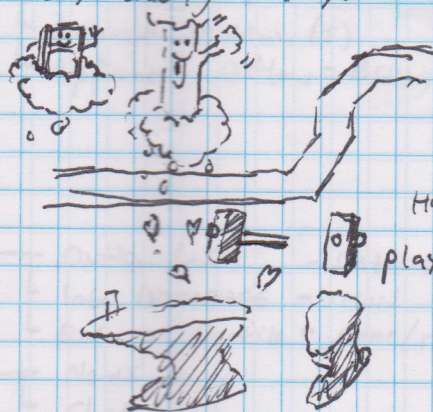


Dropsy Dreamworld Junk pre & post  
Toybox Dropsy's childhood Toys melted and stuff

Special  
Dreamworld  
Areas

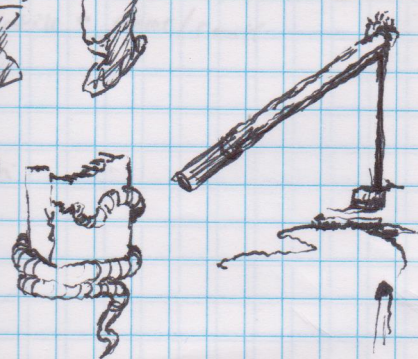
Toybox - Shows a series of toys that dropsy had as a child. When you take the job from ant, they change to look all pretty and featured.

Friends - The inanimate objects you've hugged floating on clouds, waving at you.



Mon Stuff

Good Red + Tan (fish + toad)  
Evil Blue + Pink colors  
Origin Black + Glowy Blue (like oysters)





- 1 Homeworld Area  
- Obelisks, Spaceships, pods launching, ghosts, floating down
- 2 Dropsy's Toybox  
A. Normal  
B. Maddy  
- Dropsy's Childhood playthings - Add Mom's trinkets

- 3 School area  
- move Mom's memory here, add kid's laughing at Dropsy

modify current scene

- 4 Dropsy's Room  
- replace memory with mom birthday w/ ghost party

- 5 Big Top  
- Ghosts of those who perished

- 6 Friends of Dropsy  
- All inanimate objects floating on clouds

- ? 7 Sacrifice  
- foreshadowing, christ parallel

2 scenes	1. Homeworld	Existential
1 scene	2. Toybox	"Innocent"
1 scene	3. School	
2 scenes	4. Dropsy's Room	Main Theme / Home
1 scene	5. Big Top	
2 scenes	6. Friends	Sunshine
3 scenes	7. Balloon Stand	???





Dream world

Far  
Background



Big Dropsy's Room, Eugh's Ghost



Today - Dreams









nptes.txt

interaction with the world  
world is separated into 30 distinct areas  
same scale/perspective through almost the whole game

designing an adventure game to be open world meant that

4 ways of interacting with the world

hand icon

simple inventory and interaction with world  
many inventory items reusable

mouth icon

communication and interaction with characters, including hugs

eyeball icon

look - closer detail at in-game objects. detailed things, maps,

posters,

interiors

movement icon moves you



This is Tim's blank character question template. Please add your own questions and make this sheet your own!

IDENTITY	
Name	Dropsy
Age	30-35
Gender	Male
Nationality/Ethnicity	N/A (E.T.)
Parents	Adopted - Circus performers, mother dead
Siblings	No adopted, 3 blood brothers
Significant Others	No
Location	Ranshackle Circus Tent
Religion	Protestant - sort of.
Class	Poor
Marital Status	N/A
Education	Very Little, though competent in his homeworld's
PHYSICAL	
Fat/Skinny	Fat
Tall/Short	Tall
Strong/Weak	Strong
Hair Color/Style	Bald
Style of Dress	Bright colors. Yellow, Brown, Green
Attractive/Repulsive	Repulsive, but adorable
Unusual characteristics / markings / disabilities	Can't speak in No hands Can communicate with animals
BEHAVIOR	
Speech ( accent / pitch / dialog tags )	Laughs and strange tones - no words
Temperament (cheerful / grumpy)	Cheerful, always
Social Skills	very few -
Ambitions / Desires	to make those around him feel loved, caring / nurturing
Fears / Hates	no hates, fearful of evil/darkness - like a child
Hobbies / Obsessions	painting faces on things hugging
Special Talents	communicates with animals
Self Image	feels out-of-place, does not consider otherwise
Emotional Baggage	feels guilt for causing fire that killed mother
Secrets	is an alien - though is only partially aware
Smoke / Drink	No
Self-destructive / defeating	accidentally only
Mannerisms	bouncy
Intelligence	seemingly low
Strong / Weak	Strong



Leader / Follower	Leader
Mean / Kind	kind
Right / Left brained	creative, scatterbrained
Brave / Fearful	generally fearful - brave is protecting
Graceful / Clumsy	clumsy
Seeks attention / isolation	Seeks attention / affiliation
Funny / serious	funny
Mellow / energetic	energetic
Humble / arrogant	humble
Obedient / Rebellious	obedient
Favorite music	free jazz (reminds him - of home)

Bonus Questions to ask yourself about your character:

How does he or she change throughout the story?

Do they ever face an extremely difficult choice?

Can they turn a weakness into a strength? Always

What are their active and passive goals?

Things to make and do:

Radically change some of the above answers. Change their gender, race, or age. Think about how the character feels with that change. Does it open new doors?

Collage – what six images would your character use to express themselves?



✓ ROUTE

# 1. Dropsy's Home

- ✓ Dropsy's Room + Living Room
- ✓ Bathroom
- ✓ Big Top Interior
- ✓ Dropsy's Yard [Long]
- ✓ Shed Interior
- ~~Dropsy's Driveway/Mailbox~~

1 Dropsy's Father  
2 Ghost [Humorous]

3 Bird

# 2. Friendly Forest / Cavern

- ✓ Entrance + Large Tree
- ✓ Pools of Water + Giant Bird Nest
- ✓ Friendly Cavern Entrance
- ✓ Friendly Cavern + [Multiple Exit Points]
- ✓ Wildflower Valley + Tree Knees + Owl's Den

4 Birdy

5 Owl Lady (runs away from you)

# 3. Hospital

- ✓ Entrance / Parking
- ✓ Waiting Area
- ✓ Garden

6 Old Lady in Wheelchair, Kid, Nurse  
7  
8  
9 small Bird [Crazy]

# 4. City Slum

Slum Condos + Apartments + Bail Bonds, Lounge, Pawn Shop Storefronts (generally seedy stuff...)

Apartment Hall

Pawn Shop

~~Lounge~~

Playground

School Exterior + Church Exterior + Park [Long]

School Hall + Classroom

Church Interior

Alley >

10 concerned mom of Punk kid  
Shop Owner, Trying to Open Safe  
Upon returning, will be working on

3 praying people (different times)

Juggler, Artist

Guy Holding Sign

# 5. Artsy/Hippie Zone

Artist's Market [Painters, Jugglers, Artists, Bohemian Feeling]

Alley >

Red Clay Shaman Hut

Novelty Shop

Record Storefront + Apartments [Younger Folk]

Record Store / Venue

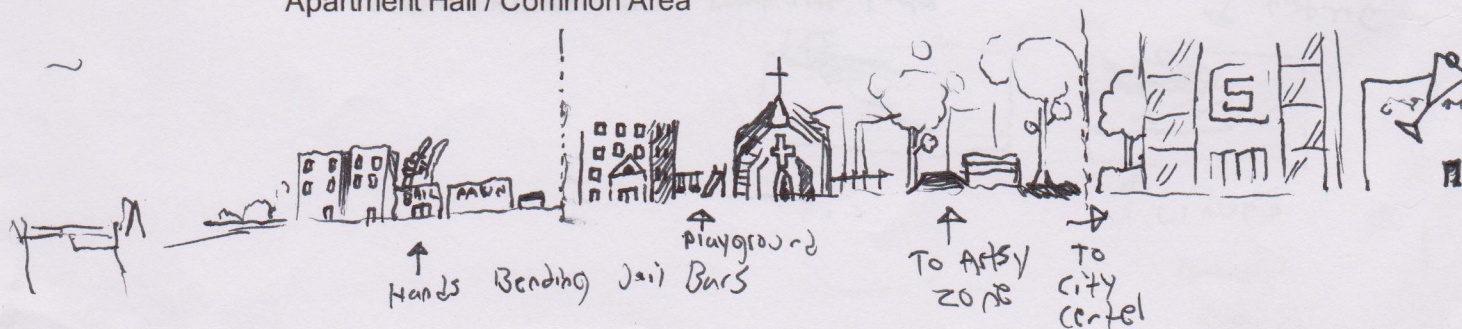
Apartment Hall / Common Area

Red Clay Shaman

Shop Owner - Harty used Car Salesman Type

2 Hip Kids Talking

Girl Clerk - Hippie-ish





6. City Square, Upper Class Area

City Square + Storefronts + Snack Cake Co. Skyscraper

Tower Lobby (High ceiling)

Floor 2: Showroom

Floor 3: Offices

Floor 4: Penthouse

Roof

Nightclub + Casino

Club & Casino Interior

Police Station Entrance

Police Station Lobby + Jail Cell

7-8. Red Clay Swamp

Red Clay Bridge

Red Clay River Trail

Red Clay River Campground

Village Center + Dock

Village Market

Temple

Village Huts

Swamp

9. Hermit's Island

Dock/Entrance

Cabin Exterior

Cabin Interior

10. Mysterious Forest Ruin [Longer areas]

Main Ruin Entrance

Three Obelisks

Dense Forest

Strange Tunnel [To Hospital Garden]

11. Mysterious Plains Ruin

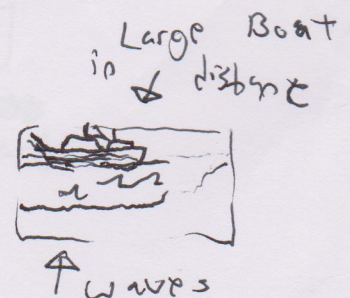
Mysterious Plain South

Three Obelisks

Peninsula Grotto + Rocky Western Coastline

23. Shipwreck Lake

Shipwreck Lake Shack / control room





## Mysterious Plain North

### 12. Farm

Farmhouse [accessible from route]  
Messed Up Barn + Farmland

### 13 + 14. Beach

Storefronts (Surf Shop + Museum)  
Museum Lobby  
Shipwreck Exhibit  
Mutant Fish Exhibit  
Surf Shop Interior  
Main Coastline + Sunbathers + Mysterious Area [Long]

### 15. Airport

Airport Exterior (Terminal + Parking)  
Lobby + Security + Gate [Long]  
Runway

### 16. Mines

"Phosphate Museum" outside  
"Phosphate Museum" interior  
underground mine + slave quarters [long]

→ Simplify!

### 17. Mysterious Desert Ruin

Mysterious Desert Ruin East + Gift Stand  
Plateau Natl Park Entrance  
Mysterious Desert Ruin West [Longish]  
Three Obelisks

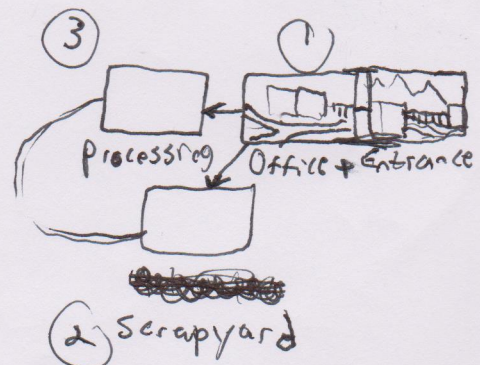
### 18. Desert Dwelling Hippies

Desert Hippie Camp  
Trailer Interior 1

Remember  
Wageplatz

### 19. Junkyard / Scrap Metal Processing

- 1 Junkyard Entrance + Office
  - 2 Automotive/Industrial Junkyard
  - 3 processing
- ~~Scrapyard~~





~~Processing~~

~~Secret Artifact Storage~~

~~Office Exterior~~

20, 21, 22. Snack Cake Company Complex

Complex Parking + Exteriors [long]

Megacircus Tent

Tent Interior [Long]

Backstage

Snack Factory Floor

Workers' Quarters

Shrine

Inaccessible Mutant Testing Lab

Waste Area (connects to Tent Backstage)

3D Theme Park Lobby

Ride 1

Ride 2

Shop

23. Karaoke Bar

Exterior

Interior



1. Circus Exterior shot (helicopter perspective), cars parked in grass/wherever they can manage, spotlights swirling around A
2. Circus Interior - far off view (as if you were sitting in the cheap seats) \*cheering\* B
3. scene of Dropsy cheering C
4. action scene of Dropsy's mother preparing to fly down using a glider D
5. far off view again, this time the lights dim and the crowd goes quiet in preparation for the stunt B
6. dropsy looking nervous C
7. Dropsy's mom launching from the platform and gliding gracefully D
- \*loud bang noise\* D
8. fearful faces of Dropsy/Dropsy's dad/crowd, with flickering/highlights to imply the fire C
9. \*trippy scene\* Dropsy's mother gliding through the flames, morphs and takes the shape of a wounded bird in Dropsy's hands D-E
10. dropsy crying profusely F

←  
... laund 200H  
S. K. 100 100 100

3:30

Bartow

Salad

4:00

pizza

ft. crand

- half pep - butter  
half supreme crust



# Design Document

## **Core Mechanics**

You interact with the world by moving, picking up/using items, and communicating with NPCs. You progress through the narrative by solving geographically oriented puzzles. More here:

<http://www.youtube.com/watch?v=-yQC8SG7mQk> woop

## **Movement**

Like traditional P&C adventure game movement, but graphically a little more like a brawler/beat em up. Perspective never changes while moving, and Dropsy never gets larger or smaller.

Locations are separated into two types: "Routes" and "Areas"

Routes are long stretches of road used to access areas. They're peppered with interesting objects, and once traversed you're able to fast travel through them. Areas usually have more of a complex layout.

## **Fast Travel**

You can trigger the fast travel system to quickly visit locations you've already discovered. Upon triggering the system, a musical cue will happen and the screen will cut to Dropsy using any number of humorous methods of transport (riding a giant snail, surfing, jet skiing, etc.) If Eughh is with you, he'll appear next to you (on a smaller snail, on a smaller surfboard, on a smaller jet ski) Doesn't work in the dreamworld.

## **Time**

Dropsy has a day/night cycle. You may pass the time more quickly by sleeping in any bed in the gameworld. (Note: you may only enter the Dreamworld at home.)

## **Items / Inventory**

A basic inventory system in Dropsy's pants. No combining items. Many items are kept and used throughout the game, like facepaint.

*Because people dig 'collectathon' stuff, you can draw a clown face on various objects or NPCs in the gameworld. These things generally look sad or broken in some way (dying plant/tree, broken TV, sleeping homeless guy, etc.)*

## **Communication**

NPCs can talk to Dropsy. Most of the time, there's nothing to say in response. Dropsy can occasionally respond with a yes/no, and sometimes with limited emotions. See the NPC section directly below.



4. **Ant** - The oldest of two of Dropsy's blood brothers. Ten years older than Dropsy. Remembers he and Dropsy's homeworld clearly. Ant has already murdered the middle brother, and wants to kill Dropsy so he can return to his homeworld as its sole ruler. Pulls the strings behind the fascist snack cake company, and uses their resources for his own purposes.

5. **Fascist Snack Cake CEO Lady** - CEO of the fascist snack cake company. Somewhere between Oprah and Hitler. Very conflicted - has trouble managing her PR and Dictator sides.

6. **Eughh, Mousy, and Birdy** - Cute companions that Dropsy cares for. They don't have much depth, and are mostly just there to help with certain puzzles and be adorable. Birdy can reach high things, Mousy can crawl into smaller areas, and Eughh can will sniff near clues as a sort of hint system.

7. **Dropsy's Brother** - You only learn of the existence of Dropsy's brother through clues in the gameworld. He lived at the farm south of the city, and was murdered by Ant. The remains of his escape pod are in the barn of the aforementioned farm.

## Plot Progression and Stuff

### Phase 1 - Carefree Exploration

You start the game in a nightmare about the circus fire. After a brief cutscene, you begin in a fiery hellish version of your home. The dream turns from horrifying to sort of ghostly and mysterious. You encounter a mirage-like ghost of your mother. Your father wakes you up, and you begin the game proper.

The essential puzzles in Phase 1 involve riding around in a beat up truck helping your father on his scrap metal job, and befriending the companions Birdy and Mousy.

This phase lasts for approximately half of the game. After completing all essential Phase 1 puzzles, Phase 2 will begin upon your arrival home.

### Phase 2 - Conflict

You return home to find an ambulance parked outside. If you explore your tent further, you'll be able to speak with your father briefly before he is carted off to the hospital. The surgeon explains, in so many icons, that your father's condition is deteriorating quickly, and his illness is an unfamiliar one. Upon returning home, Ant (the game's antagonist) offers an antidote in exchange for Dropsy's service as a clown at his Snack Cake Company Megacircus.

Your father gives you a key to open the shed behind your home, containing the remains of Dropsy's escape pod. It bears the same symbols found in the 3 "mysterious ruin" areas in the gameworld. One of the symbols looks suspiciously like the face Dropsy paints on everything.

A second escape pod is found in the barn at the farm, south of the city. It once belonged to a



third brother who is assumed to have been murdered by Ant based on clues the player can find.

This phase takes up ~30% of the game. It involves 'training' to perform with a troupe of mutant animals in an exploitative freakshow. You discover the seedy inner workings of the snack cake company, as well as their fascist corporate culture, secret mining operation, and slave trade.

A third escape pod is found in the bizarre quasi-religious "Shrine" room of the snack cake company factory.

Phase 3 will begin after returning to the Megacircus if all essential Phase 2 Quests are complete.

### **Phase 3 - Endgame**

Phase 3 is the most linear part of the game. It begins at the grand premiere of your Megacircus performance. One of the cuter creatures you trained with in a portion of Phase 2 is now grotesque and monstrous and chained to a moving platform. After the vicious creature, to Ant's surprise, still holds affection for Dropsy - they attempt to kill it. The creature goes on a rampage, destroying the Megacircus tent, and flees by jumping into the ocean and swimming away. Dropsy is once again framed for the destruction, and the gameworld is placed on "lockdown" due to the rampaging mutants - very few NPCs are seen outside of their dwellings. The ones who are will run away from you.

This phase involves you using clues to track down Ant's whereabouts. Upon returning home, you find your father beaten and shed ransacked. Physical "bread crumb" clues will lead you across the map to the Plain Ruins, where Ant is set to teleport back to your (and his) homeworld.

You arrive in the ruins of the Kingdom that Ant, you, and your now deceased third brother were set to rule. After realizing that there's nothing left to reign, Ant goes crazy and shoots Dropsy. Dropsy is beamed up to a spaceship and his father (who looks startlingly similar to him, only older with more teeth and no red facepaint) embraces him. They then speak in Dropsy's babble language together and the credits roll.



## **NPCs**

There aren't many NPCs - maybe 40 in the entire game. Only five of them are important to the main narrative, but all of them contribute to it in some way. Most of them are part of a few different "factions" - this is only a narrative/plot tool and not something integrated directly into gameplay. Each faction has certain likes/dislikes and opinions about one another.

## **Resting / Active Cycles**

Have their own schedule. Most only have two states - resting and active. If you're near one when they go into resting mode (usually at night), they'll walk offscreen and disappear. Most NPCs rest at night, and are active in the day. Some go to bed later than others, but all have a cycle to them. This keeps the day/night cycle believable with minimal effort.

More complex NPCs, like Dropsy's father have more complex cycles.

## **Eughh**

Eughh is Dropsy's dog, and the only exception to the above rules. You can communicate with Eughh and choose to have him follow you, or go home. While at home, he does have his a resting/active cycle. Having Eughh with you changes how a few NPCs interact with you. He also will serve as a sort-of hint system, sniffing around important clues. Eughh isn't in the dreamworld.

## **Communication**

All NPCs will communicate with you. Their words appear as a series of icons. Instead of being able to tell exactly what an NPC is trying to express, the player must decipher it based on how they interpret the icons. This simulates Dropsy's limited communication abilities, and adds a bit of a challenging metagame. Most dialogue will provide hints for solving puzzles. Some clear, some obtuse. Dropsy will always try to hug NPCs if the "hug" icon is clicked. He will not always be successful.

## **Conversation**

Most communication won't end with Dropsy responding. You will occasionally be able to respond with a 'yes' or 'no'.

Rarer still, Dropsy may react to some NPCs by choosing from a range of emotions. This results in a rudimentary dialogue tree. Example: If the "fearful/negative" emoticon is available, it may trigger Dropsy crying, covering his eyes, etc. You won't quite know what the emoticon will trigger until you activate it. Only applicable emoticons will be selectable.



## Dreamworld

Dropsy enters his dreamworld while asleep. You can only enter it at night in your bed at home. You 'wake up' in one of two ways:

- \* **Dying** - The dream world is the only part of the game that Dropsy can die. Most of the deaths are implied. Before the actual 'death' would occur, you wake up. (ie falling off of a tower, being overrun by tiny beings, being eaten by a creature, being consumed a quickly spreading fire, etc.) When you wake up, you start at the most recent "dream guardian" checkpoint.
- \* **Reaching a checkpoint** - denoted by a recurring visual/auditory theme. - at which point the "dream guardian" (a creepy face in the ground) will appear and suck you into its mouth. You will resume the dream in the same area the next time you sleep. This is basically a fancy checkpoint system.

## **Progression**

The game's plot progresses by solving puzzles or minigame challenges. Solving essential puzzles will change the 'phase' of the game you're in. Non-crucial puzzles/minigames are primarily self-contained, while essential puzzles may only be solved by discovering key information in the gameworld. Essential quests are only available in certain phases, while non-essential quests may be completed at any time.

# **Main Characters**

1. **Dropsy** - The game's protagonist. Carefree, lovable clown with an unfortunate appearance. Is often a scapegoat despite his virtual inability to willfully commit evil or selfish acts. An extra-terrestrial who came to earth in an escape pod while still a toddler. Dropsy and his brothers are heirs to the throne of their homeworld. Dropsy, a toddler at the time of his arrival on earth, was too young to remember.

2. **Dropsy's Father** - A worn out old performer who has given up on his dreams. He works to give his son a future, and has energy for little else. Dropsy's father was once a perpetually jolly and playfully mischievous type. While evidence of that can be found, but most of it died with the circus fire. The only human in the game who knows Dropsy's origin.

3. **Dropsy's Mother** - Dropsy's mother was highly intelligent and dabbled in mechanical engineering. She made rube-goldberg-esque machines/robots that were featured in their show. Many of her drawings and blueprints can be found in the shed behind Dropsy's home. Her and her creations appear in Dropsy's dreams as something of an oracle. A few of them are also found in various parts of the gameworld.



## Untitled

film noir section

catholic parish, kindly priest - insightful

and maybe another church with a televangelist feel

and the pastor is really hokey

^conflict

priest cossack and collar, green sequin suit

mayor reelection

maybe to the south there's a swampy area with bayou folk

rastamen

hippie community

amusement park

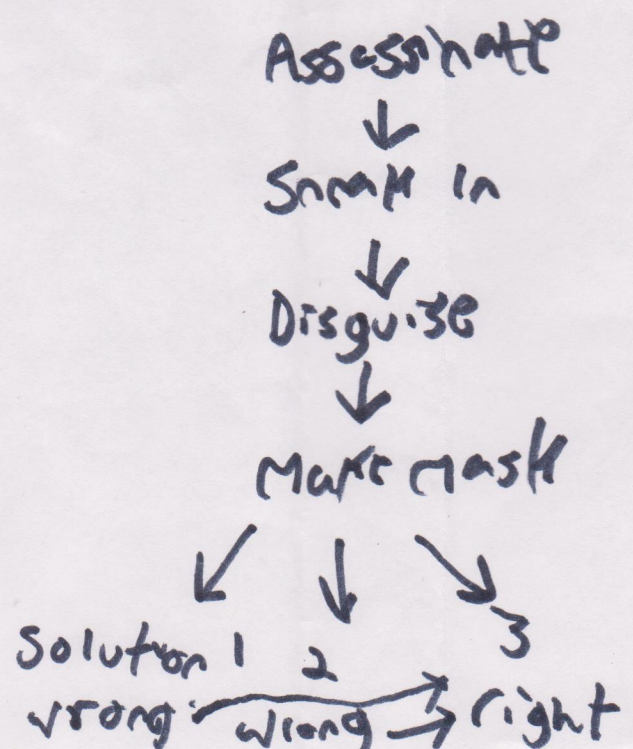
comic store - D&D nerds - fantasy world

arcade machines - some other world (lightning storm)

world - mostly a large city, but with outlying areas

General Concept

Page 1





	Dropsy	Evil	World
40 years ago	War - Dropsy and his brothers are shot off in space pods towards the nearest inhabitable planet - earth		Circus family struggles to survive

taken in by circus family	Lives with wild dogs - finds own way...
---------------------------	---

20 years ago	Becomes sensation - makes circus a success.	Notices Dropsy - Begins plotting	All love Dropsy - Household Name
--------------	---	----------------------------------	----------------------------------

5 years ago	<del>FRANK</del> Circus fire - Many die including Dropsy's foster mother Circus closes	Starts circus fire Starts working on return ship
-------------	---	---

Today	Family struggling to make ends meet	competing circus announces mutants!	World somewhat negative towards Dropsy
-------	-------------------------------------	-------------------------------------	--

Beyond

poison Dropsy's foster father

Father falls ill  
Takes job at mega circus  
redirects Chen  
steals away from circus

creates mutant animal to kill Dropsy

Lab Partners!  
↗

Mutant animal ends up puny  
sets fire to tent

escapes fire

~~FRANK~~ ~~STARTS~~ ~~EVIL~~ ~~WORLD~~



# People Groups

← connected to

Artsy Dudes

Villagers

Snack Company Personnel

Mysterious Cosmic Forces

Dropsy's Animal Friends

City Folk

- Poor who hate being poor

- Poor who don't know they're poor

- Poor who don't mind poverty - artsy ←

Like Dropsy

Scared of Him

Most: Brainwashed - Indifferent  
Higher ups: Hate Him

Ignore Him

Love Him

Varied

Scared of,  
lost children in fire

Look down on him.  
Scared of

Self-centered, don't care



## section c - spreadsheet thingy

	<b>Backstory [This will spoil everything in the entire game.]</b>
	everyone read this - NOTE - words like "the Dropsians" aren't official names - this stuff is just placeholder since there's no text
	<p>Meet the Dropsians. (Dumb name, but there's no text in the game, so nobody will ever know.) They're a very very pale, intelligent, warlike ancient civilization with mitten hands. Their research into genetic modification/mutation spawned a powerful race of semi-intelligent scary looking creature things. Said creatures grew too powerful for the Dropsians to handle and quickly turned on them. This started a big huge war that left their planet in shambles. Only a few pockets of survivors were able to either escape via teleportation or space pods. Wheeee.</p> <p>Dropsy was only ~3 years old when he was escape-podded to the earth-like planet that the game takes place in. His twin brothers Ant, and Goodbro, were about 10 years of age. All three of them were taught that they were indestructable, and that the war would soon be won. They were also heirs to the Dropsian throne. It's too bad that Dropsy was too young to properly remember any of this.</p> <p>Dropsy's pod landed behind a circus, while his twin brothers' (in true Superman fashion) landed on a farm. Dropsy didn't remember the warlike teachings of his people. His brothers did, and were both jerks because of it. Goodbro was more of an Honor and Glory rah rah the fatherland type, while Ant was more power hungry.</p>
	<p>A few thousand years before the events of the game, during the peak of their reign, the Dropsians built big ol' teleportation devices/structures on nearby inhabitable planets. All three escape pods were equipped with keys for them, but Ant's and Goodbro's were lost long ago. Only Dropsy's remains, and it is locked away in his shed, along with his escape pod remains.</p> <p>Ant ends up murdering Goodbro, and tries to murder Dropsy (circus fire!) so he can return to the Dropsians as their lone ruler.</p>
	<p>Dropsy's mom is still kicking, and has been planet-hopping in hopes of finding her lost sons. Their native planet is basically a big desert/tundra, and not even the semi-intelligent creature things hang out there anymore. At the end, Dropsy is ruined with mom and everyone gasps as they realize that Dropsy's babble language was alien-baby-talk.</p>



# UNIVERSAL SKYBOX THINGY!

\* 3 Layers: sky, clouds, silhouette

\* 4 versions of each layer: morning, day, sunset, night

**these don't get color grading, only the foreground/area specific layers do**

i'm doing it this way so I can make the foregrounds look good over both day and night without having to do separate day/night versions of them

## Layer 1 - Sky

Moves very very very slowly.

the morning/day/sunset/night layers fade in depending on the time

for example, at 6pm, the 'sunset' sky image will appear at 50% opacity over the 'day' sky image



## Layer 2 - Randomized Clouds

all clouds (except the 'day' clouds pictured above) move through the scene, right to left. randomized speeds - from near-static to verrrry slow

## Level 3 - Silhouettes

in some special areas (like the Red Clay Village) there won't be one of these

the silhouettes are mostly there to relieve me of having to make special parallax layers for every scene




























Phase	Section Type	Section Name / Notes	Story / Description	Revisions	PAX Demo
Backstory			Dropsy's circus used to be locally renowned, with Dropsy himself being a hometown celebrity. A freak circus fire broke out, killing his mother roughly five years prior to the start of the game. Public opinion, aided by sensational journalism, shifted against Dropsy. He is now feared and reviled as a murderer who 'got away with it.'		
		Opening Sequence			
Phase 1			Phase 1 will serve to color in the world's locations and characters. Its puzzles are designed to introduce basic mechanics and give a taste of the gameworld before the narrative unfolds. 50-60% of the game's content is accessible during Phase 1.		
	Cutscene	0. Opening Credits	The game starts with a sequence that pans across a few old flyers advertising Dropsy's circus in its heyday - including his ability to talk to animals and his mom's Da Vinci-esque flying machines. It was truly one-of-a-kind. After a few credits, we pull that trick where an aerial shot of the circus on a monochrome flyer TURNS REAL, triggering the first proper cutscene.		
	Cutscene	1. Horrifying Fire Memory	The crowd cheers, and then falls into uneasy silence as Dropsy's mother prepares to attempt a daring stunt involving a hang-glider. Shortly after she launches, an explosion rocks the circus. Fire spreads on the ground as Dropsy's mother glides through pillars of flame, morphing and taking the shape of a wounded bird in Dropsy's hands. The last shot is a closeup of Dropsy crying profusely:		
	Dream	1. House of Embers	You wake up in a grotesque version of your room, peppered with soot, and little strips of lightly burning fire. As you continue right the room opens up and twists into a pulsating tongue. Explosions pepper the sky in the background. Three ships launch in a distant parallax layer.		
		Phase 1 Proper	You start the game with your companion Eughh at your side and Facepaint in your inventory. only mandatory puzzles (which the exception of puzzle 3, which is near-mandatory) are listed in this section. for the complete list, check the puzzles section.		
	Puzzle	1. Feed the Bird	you could probably speedrun this stuff relatively quickly. if you do only these puzzles and don't explore, you'll miss out on large bits of story, and the end may leave you bewildered. It's a beautiful morning, but Dropsy can't leave his tent! A big crazy bird is blocking the way. She looks prone to violence, and if you attempt to hug or pass her, she'll attack. This puzzle will bag you your first inventory item: snack cakes.		
			After solving Feed the Birds, you're free to explore the world and get yerself into trouble.		
	Puzzle	2. Find Dad's Motorcycle Wheel	Your father is hard at work in the front yard trying to fix his motorcycle, but an important part is missing! He's late for his job at the scrap yard! The crazy twitchy bird from Feed the Birds has stolen the part, and has crowned its enormous nest with it. You must figure out a way to get it back!		
		3. Acquire Birdy	This puzzle allows you to acquire Birdy as a companion. It involves luring another bird to the crazy tweaker bird's nest. The tweaker bird will push little Birdy out of the nest to make room for the other bird. You won't need him for any essential puzzles in the game, but you will miss out on content without him.		
	Puzzle	4. "Help" Dad With Work	After finishing the "find Dad's motorcycle wheel" puzzle, this sequence will start immediately. This section skips through various "stops" on Dad's scrap metal route, most of which are non-interactive. As you play, your father's coughing becomes more apparent. This puzzle also allows you to acquire Mousy as a companion. It involves rescuing him from a mutant junkyard cat. In-game cutscenes: Coal Mine Museum - You and your father carrying few warped cages with bendy bars and blood stains to dad's motorcycle trailer. Airport - ...carrying a discarded airplane part with claw marks in it.	edit: this sequence now starts immediately after puzzle 2	
Phase 2		Conflict	Billboard Intersection - Your father uses the outhouse here and is audibly sick. Junkyard - Upon entering, your dad is called in the office by a boss for a nice yelling-at. Mousy then appears, does cute little squeak, and scurries away to the left. A mutant cat appears, trapping both you and mousy. You solve it by tipping a swaying pile of metal onto him. Dropsy cries, but ultimately gains a new companion in Mousy! After saving mousy, Dad will be waiting for you in his motorcycle. You'll notice that the company trailer was detached. You return home, and your dad retires to bed. You're free to explore.		
	Puzzle	5. Call An Ambulance!	Phase 2 will establish the game's main conflict and antagonist. The world's seedy underbelly is exposed during this phase. The latter puzzles will reveal details regarding Dropsy's alien origin. The next day, you'll find Dad on the floor in pain. Dialing the game's equivalent to an emergency number will trigger a small cutscene:	ANT doesn't show up here anymore	
	Cutscene	2. Ambulance	An ambulance is seen speeding over a hilly road away from Dropsy's circus, sirens blaring. Dropsy is curled up on the ground outside of his tent, crying. Ant mysteriously appears with a medical vial.	differeent	
	in-game		Ant will explain to you that your father will die without that antidote, and you must hurry to save him! A scripted event will show them rushing to the Hospital. The security guard won't let Ant in, and he asks that you provide a distraction.		
	Puzzle	6. Distract Hospital Staff	Through a series of events involving stealing an old woman's wheelchair and hugging a kid, you'll be escorted to jail. This will provide Ant sufficient time to sneak in and administer the antidote.		
	in-game		After returning home the next morning, you'll see a massive limo parked in front of your home. Ant and your father are standing in front of it. Your father will hug you, and ant will request that you get in.		
	Cutscene	3. Fame and Fortune	Dropsy's Father, Dropsy, and Ant are seen watching a mockup commercial for Dropsy's return to fame, a suitcase of money is opened, and hands are shaken.		
	in-game		Dropsy and Dad are once again in the front yard. A 'new item' alert appears, signifying two new inventory items: a map with directions to Ant's megacircus, and a Snack Cake Co. employee badge		
	Puzzle	7. Practice Makes Perfect	After showing up at the Megacircus, your training will begin. Ant will draw instructions on a chalkboard for you to follow. This is a setup for a weird take on the puzzle at the end of the game.		
	Minigame	click to move the unicycle to the right position to catch the dog	1. A dog jumps through a flaming hoop towards Dropsy, who is on a unicycle. He catches the dog in his arms and it licks his face.		
Phase 3	Minigame	follow simple instructions on blackboard	2. Dropsy climbs to the top of a not-very-high diving board, throws out a few dolphin treats, and dives into the pool with them.		
	in-game		3. Dropsy is balancing atop a series of circus balls. An enormous platform emerges from the ground with dramatic lighting. Mousy is in the middle of it. When all of the pizzazz ends, mousy climbs into Dropsy's arms and they share a hug. After this, Ant tells you to come back in three days for your big performance.		
			After this sequence, you can find new ads and posters in the gameworld advertising your performance using an exploitative horror spin.		
			If you haven't explored the Coal Mine Museum with mousy yet (where he gets kidnapped), Ant will come a day before the big show and take him for "further training." This is like the only branching thing in the whole game, so DEAL WITH IT.		
		Endgame - point of no return -	Phase 3 is the most linear part of the game. It begins at the grand premiere of your Megacircus performance. The performance is triggered by returning to Ant on the 3rd day. If you don't return, he'll send a limo to wherever you are in the gameworld. The adorable creatures you trained with in Phase 2 are now grotesque and monstrous. The final act in the performance involves a mutated Mousy.		
	Cutscene	4. Dropsy's Big Performance	A small cutscene highlights the media attention around Dropsy's controversial return to fame. It cuts to an external aerial view of the busy circus.		
	in game		A side-view perspective scrolls across the long line of people waiting to get in. Creepy decor is prominently displayed, and the event looks more horror-centric than players were privy to. Dramatic lights, fog, and eerie music serve as a backdrop to Dropsy's bombastic heel-like entrance:		
	Puzzle	8. Not Quite The Same	This puzzle mirrors puzzle 8, only with horrifying mutant animals instead of cute ones. There is also a bed of spikes beneath Dropsy's raised platform. This changes the dynamics slightly. 1. A mutant dog chases you as you wheel around on a unicycle. Instead of lining up to catch him, you must trick him into jumping into the hoop of fire. 2. Dropsy climbs to the top of the small diving board. Mutant Dolphins are in the pool below. You must use your snack cake box on them to get them to swim to the other side of the pool so you can make your escape. The lights dim again, a drumroll sounds: 3. Mousy emerges on the same mechanical platform as last time, only he's now about 1.5 Dropsies tall and hideous. Dropsy immediately loses balance and falls, leaving him face to face with his snarling old friend. You solve this puzzle by simply hugging him.		

























[illegible]












					E3 Demo
				<b>~IMPORTANT PUZZLES~</b>	<i>Non-essential puzzles at the bottom! See "Story and Flow" for more on how the puzzles connect to the narrative.</i>
				Most of these are really easy. Just the way I like it. Take that, GAMERS.	
Phase 1	1. Feed the Bird		Problem: It's a beautiful morning, but Dropsy can't leave his tent! A big crazy bird is blocking the way. She looks prone to violence, and if you attempt to hug or pass her, she'll attack.	The bird has obviously been rummaging through your garbage, as torn-apart garbage bag and bits of food are strewn about. The bird also directly asks for snack cakes if you attempt to communicate, and threatens violence if you do not deliver.	
			Solution:		
			Go to the kitchen.		
			Look in the fridge.		
			Pick up the box of snack cakes.	snack cakes are used throughout the game. you have an endless supply	
			Go to the front yard.		
			Use the snack cakes on the bird.		
			Aftermath: Satisfied, the bird will fly up and off the right side of the screen. You are now free to move and explore. When you leave the BigTop scene, you'll see the bird grab dad's tire and fly offscreen. Dad will shake his head and begin pacing the scene slowly.		
	2. Find Dad's Motorcycle Wheel		Problem: Your father is hard at work in the front yard trying to fix his motorcycle, but that dumb bird flew off with his tire! He needs it to fix the motorcycle and embark on his scrap metal collection route. Talk to Dad. This is optional, but he'll drop a vague hint about where you should go.	The crazy twitchy bird from the last puzzle has stolen the wheel, and has crowned its enormous nest with it. Your dad is leaning on the truck with his face in his hands and a jack/tools at his feet.	
			Head east into the Friendly Forest until you find the giant bird's nest. The nest is enormous, and has bicycle parts, toasters, and other large scraps poking out of it. The part is too high to reach, but players will clearly see it on the tree's highest branch.	Birdy will also be hanging out in the bird's nest. You won't be able to get him until later though.	
			Go back home, head south, and follow the route east to the city. OR cut through the playground.		
			Go to the Market Square in the northern/artsy part of the city. A plump man wearing an ugly yellow bird costume is standing in front of a novelty shop. He looks sweaty and miserable, and only grumbles if you attempt to speak with him. You may enter the shop and attempt to buy a similar bird costume, but your lack of funds will prevent it.		
			Hug the bird costume guy. He'll take off his bird head, throw it, and stamp offscreen to the right.		
			Take the bird head mask.		
					
			Put on the bird head (which counts as a hat, of which there are many in the game) and costume.		
			Return to the bird's nest. Thinking you're one of her own, she'll fly you up to her nest. [Important note: When she flies you up to the nest, the small runt Birdy falls out - NOT IN DEMO.]	This is a major hint for acquiring Birdy as a companion.	
			Grab the wheel!		
			Take the costume off and she'll fly you out of the nest. [She'll then pick Birdy up again fly back up to her spot. - NOT IN DEMO]		
			Return to the front yard.		
			Give Dad the car part.		
			Aftermath: Upon returning to your father with the part, he'll fix the vehicle. If it's in the morning or early afternoon, dropsy may accompany him on his job. If it's the evening, he'll go inside and sleep. You may explore more, but only going to work with your dad will advance the main story.		
	3. Acquire Birdy		This puzzle allows you to acquire Birdy as a companion. It involves luring another bird to the crazy tweaker bird's nest. The tweaker bird will push little Birdy out of the nest to make room for the other bird. You won't need him for any essential puzzles in the game, but you will miss out on content without him. Put on the bird costume.		
			Go to the garden behind the hospital. A fat little bird with missing patches of feathers will begin to follow you.	A sparse trail of feathers will guide players.	
			Go to the crazy bird's nest. She'll fly the fat bird up, knocking birdy down in the process.		
			Communicate with Birdy. New friend unlocked!		
			Aftermath: Birdy is now your companion! If you take control of birdy, you can reach things that are too high for Dropsy to access.	Barring special circumstances, companions can only move in the same scene that Dropsy occupies.	
Alpha-----					
	4. "Help" Dad With Work		This puzzle skips through various "stops" on their route, most of them non-interactive. As you play, your father's coughing becomes more apparent.	edit: this sequence now starts immediately after puzzle 2 Hints at the mutant animal shenanigans going on.	
			In-game cutscenes: Coal Mine Museum - You and your father carrying few warped cages with bendy bars and blood stains to the trailer attached to Dad's motorcycle. Airport - ...carrying a discarded airplane part with claw marks in it. Billboard Intersection - Your father uses the outhouse here and is audibly sick. This bit isn't a puzzle as much as it just allows you to hear your dad barf in a porta-john. He'll finish after a minute or so, and you'll continue on. Junkyard - Upon entering, Dad stops at the junkyard office. An angry man who is presumably his boss opens the office door and yells. Dad enters the office. Mousy approaches you, squeaks, jumps up and down a bit, and scampers away to the left. Follow mousy to the junk piles. A mutant cat-thing will leap over one of the piles of trash and chase mousy. Mousy runs and wiggles under a pile to your right. He has 3 little holes to escape from, but the cat is too quick for him. This effectively traps you as well, as the scene's exit is also to the right.		
					
			When the cat is waiting for mousy at the leftmost hole, throw him a snack cake. He'll be preoccupied eating it for a few seconds.		
			Push the swaying junkpile over. It'll land on the cat, and Dropsy will cry because he doesn't like to see anyone die. :(		
			Aftermath: When you return to the entrance, your dad will be waiting for you in his motorcycle. The company trailer will no longer be attached. On the bright side, Mousy is now your companion! The truck pulls away, and you return home.		
Phase 2	5. Call an Ambulance!		Problem: The next day, you'll find Dad on the floor unconscious. The things he was holding are laying on the ground near him, including a key and a broken drinking glass. If you don't already remember the medical emergency number, look at the fridge. It's on a handy little list of numbers.	Numbers and letters are weird runes in this game. "In case of emergency, dial ---" signs are present in the gameworld.	
			Use the phone and dial the number.		
					
			Pick up the key that Dad dropped. (Players may come back and do this if they miss it.)	The key is for the shed behind your house. It contains your busted up escape pod, mom's flying machine, and a bunch of research she did on your mysterious past. <u>Major clues here.</u>	
			Aftermath: The next day, you'll find Dad on the floor unconscious. The things he was holding are laying on the ground near him, including a key and a broken drinking glass. As the ambulance carts him off, Ant appears with a miracle cure in a vial.		



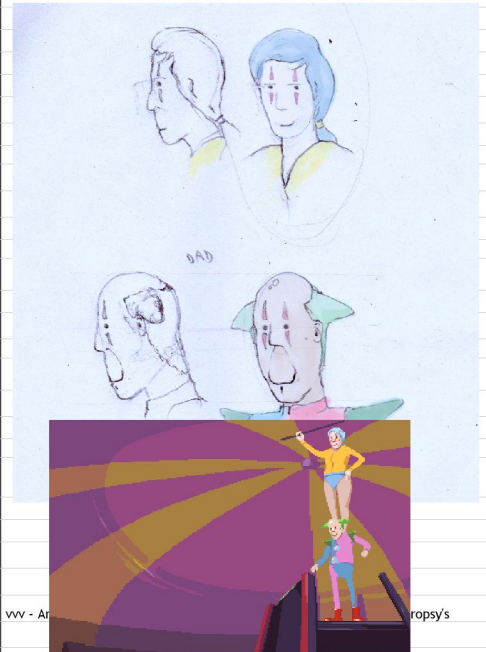
may move a non-essential variation of this puzzle to the beach with a lifeguard and a kid's sandcastle	6. Distract Hospital Staff		Problem: After trying to sneak into the hospital with the antidote, Ant is escorted out of the hospital by a security guard. You must provide a distraction for him.	The hospital waiting room has four NPCs present: a nurse receptionist a security guard an old lady in a wheelchair watching TV a kid playing with blocks in the 'kids' area'	
			The hospital waiting room has three NPCs present: a security guard an old lady in a wheelchair watching TV a kid playing with blocks in the 'kids' area'		
			Talk to/hug the old woman. She'll make a delighted old lady sound and stand up to hug you.		
			Quickly sit in her wheelchair while she's feeling around for her seat. She'll sit in a normal chair instead of the wheelchair.		
			Roll the wheelchair to the kid's block tower. Dropsy will knock it over, and the kid will start crying.		
			Hug the kid. He'll scream, and the security guard will escort you to the city jail.	(see Jail in the quick reference tab; there's even a steam achievement for going there a lot)	
			Aftermath: After returning home the next morning, you'll see a massive limo parked in front of your home. Ant and your father are standing in front of it. Your father will hug you, and ant will request that you get in. He offers you a job at his Megacircus (See the Story and Flow tab for more information)		
			strip all of this crap down, leaving only the "HUG MOUSY" stuff. heck with challenge		
	7. Practice Makes Perfect		Problem: After showing up at the Megacircus, your training will begin. Ant will draw instructions on a chalkboard for you to follow. There's a weird inversion of the puzzle at the end of the game. Ant has instructions on a blackboard, and will flip it for each section. 1. A dog jumps through a flaming hoop towards Dropsy, who is on a unicycle. He catches the dog in his arms and it licks his face.		
			Click on the ground to bring Dropsy into the path of the dog.		
			2. The scene will fade out/in, and Dropsy will be standing on top of a diving board.	Ant's chalkboard will instruct you during each step.	
			Use treats on dolphins.		
			Dive into pool. Dropsy will have a splash and the scene will fade out.		
			Aftermath: Dropsy is balancing atop a series of circus balls. An enormous platform emerges from the ground with dramatic lighting. Mousy is in the middle of it. When all of the pizzazz ends, mousy climbs into Dropsy's arms and they share a hug. After this, Ant tells you to come back in three days for your big performance. Weird thing: If you haven't explored the Coal Mine Museum with mousy yet (where he gets kidnapped - see the non-essential puzzles), Ant will come a day before the big show and take him for 'further training.' This is like the only branching thing in the whole game, so DEAL WITH IT. Phase 3 is the most linear part of the game. It begins at the grand premiere of your Megacircus performance. The performance is triggered by returning to Ant on the 3rd day. If you don't return, he'll send a limo to wherever you are in the gameworld. The adorable creatures you trained with in Phase 2 are now grotesque and monstrous. The final act in the performance involves a mutated Mousy.		
			strip all of this crap down, leaving only the "HUG MOUSY" stuff. heck with challenge		
Phase 3	8. Not Quite The Same		Problem: It's your big night! You're all trained up and ready to go. Unfortunately, certain aspects of your routine have changed. The decor is spooky and all of your cute animal friends are now hideous monsters! This puzzle is split into 3 sections: A mutant dog chases you as you wheel around on a unicycle. There's a perfectly good ring of fire, but it's a little too small for him now. Instead, he prefers to chase you.		
		1. Mutant Dog		Avoid being caught by moving out of the way when he chases you.	
				Wait until the dog climbs atop the raised platform, ready to leap.	
				Quickly move so that the ring of fire is between you and the dog.	
				The dog will get stuck in the ring and burn. Dropsy will begin to cry and the next scene fades in.	
		2. Mutant Dolphins		Dropsy is now on a small diving board. Mutant sharks are snapping at him in the pool below.	
				Use your snack cake box on the empty end of the pool. Dropsy will throw them, and the dolphins be distracted for a few seconds.	
				Dive into the pool.	
				Climb down the ladder. If you make it there in time, the scene will fade out.	
				-dramatic music-	
		3. It's Mousy!		Mousy emerges on the same mechanical platform as last time, only he's now about 1.5 Dropsies tall and hideous. Dropsy immediately loses balance and falls, leaving him face to face with his snarling old friend. Hug Mousy.	
				Aftermath: Mousy still holds affection for Dropsy, they hug. Ant shoots Mousy. Mousy roars and goes on a rampage, ripping his way out of the tent. Ant kidnaps Eughh from the sidelines and runs away.	
			Dropsy is framed for attacking the city with his 'Mutant Army' though in-game news reports and other stuff. The police are now tracking you down. You hear sirens and helicopters as you exit the tent.		
	9. Endgame - Tracking Down Ant		CUE CHRIS SCHLAB'S RAD ALTERNATE SOUNDTRACK!		
			Problem: Ant has kidnapped your best bud, and you've been framed for unleashing terror upon the world! If you stay in any one area for too long, police will show up and arrest you. You must find alternate routes (if you don't already know them) to find Ant. Head north out of the snack cake complex. Travel through the abandoned farmlands to circumvent one of the police roadblocks.	Using your Bird costume won't help, as the news is broadcasting that you 'May be Disguised as a Bird or Vampire!' Alternatively, head to the east and go up the beach. Head west towards the city from the main beach area. There's a roadblock on that route.	
			When in the city, avoid spotlights. Head to the Slums, but don't take the route west to your home. Instead, take the path from the Slum Playground to the Friendly Forest.		
			Go home to find dad beaten your shed ransacked. Your space pod has been destroyed, and the glowy blue thing embedded in it has been removed.	If you explored your shed earlier, you would've found mom's diagrams pinpointing the Ancient Plain Ruin as a place of significance.	
			Head south to the main route. Once on the main route, you'll notice police hanging out facing the east.		
			Once on the main route, head West, and take the small path South to the Ancient Forest Ruins.	The Ancient Plain Ruin is to the Northwest, but there's another police roadblock at the entrance.	
			Take the "cavern tunnel" from the Ancient Forest Ruin to the Ancient Plain Ruin.		
		Dropsy's homeland	You'll find Ant already in the process of activating the ancient teleportation device. You'll both be transported to your homeland. Ant will run offscreen to the right.	You may explore the area a bit before the next step.	
			Journey towards the right until you find ant. He'll be kneeling in front of a broken statue, crying.	Naturally, Dropsy is going to want to comfort him.	
			Hug ant. (Or just get really close to him.)		
			Aftermath: Ant turns around and shoots you. You fall to the ground, presumably dead, and ant returns to his mourning. After a short pause, a massive hum fades in as dust and rock kick up. A light envelops Dropsy for a few seconds as his body begins to lift from the ground. A bright flash ends the scene.		
			~NON-ESSENTIAL PUZZLES or FUN THINGS~		
			But still important for a fulfilling experience.		



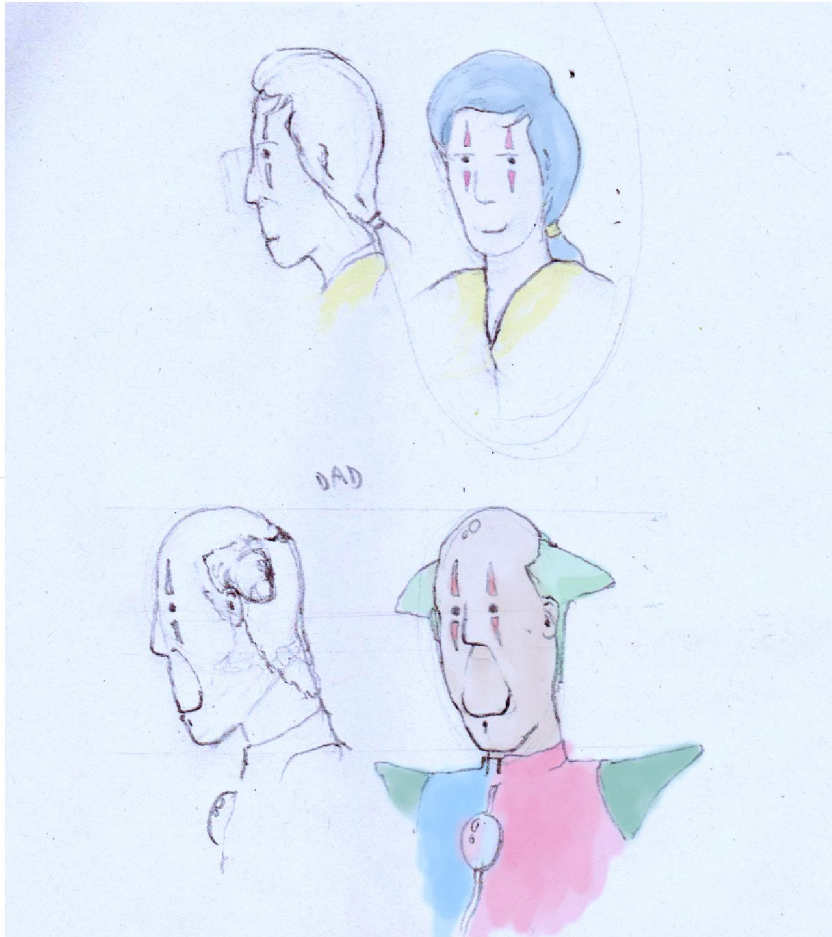
Phase 1 or 2	A. Reconcile Red Clay Brothers		Situation: The Red Clay Shaman runs a little stand in the Northern Block of the City. His brother is the hermit who lives on the island west of the Red Clay Village. Both brothers think the other is dead, and both have shrines to one another with the two halves of the same photograph as a centerpiece. The city-dwelling brother blames the coal mine revolt for his brother's demise while the island-dwelling brother blames vampries (and his village's ineffective pagan beliefs.) Dropsy must find a way to reconcile them. <i>fill thiss outttt you lazy dork</i>		
	B. Help Desert Punk Kids Not Die of Starvation		Situation: A group of young catholic punk-rockers who rough it in the desert and think of themselves as leaders of a movement. They're terrible at survival and are slowly starving/dehydrating. They live in a series of trailers adorned with anti-government imagery mixed with catholic symbols. Their well is poorly dug and squeezes out a few drops of water per pump. Dropsy must help them survive. (solution: mom in the city is handing out missing persons posters - bring the poster to the younger punk kid and he'll feel like a jerk for worrying his poor mum. visit the area again and she is there feeding them peanut butter and jelly sandwiches and bottles of water from her minivan.) <i>fill thiss outttt</i>	Sort-of modeled after the 'Psalters.'	
	C. Discover the Fate of the Legendary Sea Monster Hunter Captain		Situation: If you visit the aquatic museum on the East side of the map, there will be an exhibit about a mutant sea creature things in the Western sea. The exhibit features a room centered around an ex-sea creature hunting captain who was responsible for most of the prominent discoveries. The captain and his ship disappeared into legend ~5 years prior. He's actually alive, and you can find him on the upper Western portion of the map. The captain's first mate, upon realizing that he was too senile and incapable of continuing his glorious career and that he would only embarrass himself if he continued going on missions, prepared a lake for the captain. It's essentially a simulated ocean, consisting of a wave making machine, a mock sea creature, and a cable that keeps the ship at a fixed distance from the shore. The first mate regularly gives the captain supplies, food etc. by putting them in crates etc. (floating on driftwood?) for the captain to haul in. Not much of a puzzle, but it's rad so who cares.	North of the Ancient Plain Ruin.	
Phase 2	D. 3D Theme Park		Situation: Once you get your Snack Cake Megacircus Employee Card, you can go into the 3D Theme Park for free. There are two really really bad underwhelming VR games, and a bunch more that are "out of order." Not a puzzle, just a series of minigames.		
	E. Investigate "Coal Mine Museum"		Situation: All signs point to something sinister at the Coal Mine Museum. The place poses as a humble little museum honoring the Mine's glory days, but a big honkin' steel door says otherwise.	The puzzles where you help your dad pick up scrap metal involve picking up bent, bloody cages from here. NPCs will tip you off that the museum is a little fishy. If you visit the area from 2-4am, you'll see a mysterious box truck parked in front of the museum.	
			<- Grey denotes using Mousy.		
			Go into the floor vent on the left side of the building. Make your way right through the small maze of vents.		
			Look in the first vent cover with light shining through. You'll see various cages stacked up with dead, mutant animals in them.	Failed Experiments	
			Second vent cover: Two conveyors. One with cages heading to the right, one with cages heading to the left. The cages moving to the left have normal animals in them, the ones moving to the right have dead mutations. A worker paces back and forth.		
			Third vent cover: An underground tram station. The conveyors continue into the wall to the right.		
			Fourth vent cover: Mousy falls through and lands in a cage on the conveyor!		
			Aftermath: Mousy's cage drops into the tram's cargo area shortly before it pulls out of the station. He lets out a loud squeal that echoes back to where Dropsy stands. Dropsy cries.	Mousy ends up at the Snack Cake Factory, where they do mutant animal testing stuff. He'll show up again in the second to last puzzle. If you don't do this puzzle, Ant will take mousy a day before your big performance to help him "finish his training" or something.	
	F. Investigate Snack Cake Factory		Situation: Weird stuff is rumored to go on at the snack cake Factory.	There's a bunch of weird purple goop streaming out of a pipe behind the factory. The workers from the underground tram are dressed in Snack Cake Co. uniforms.	
			<- Yellow denotes using Mousy.		
					
			Explore the crazy mutant animal lab. Also, note the scientist working on the remnants of Ant's space pod.		
	F. Look In Your Dadgummed Shed		Situation: After Dad collapses, you can take the key he dropped and explore the shed behind your house. It was your mother's workshop, and Dad has preserved it well. All of her research into your space pod and the mysterious ruins are there. You can also look at drawings of her da-vinci machine designs.		
					</



Name	Length	Description			Notes / Misc
	Max estimated time of cutscenes: 2:10	The game starts with a sequence that pans across a few old flyers advertising Dropsy's circus in its heyday - including his ability to talk to animals and his mom's Da Vinci-esque flying machines. It was truly one-of-a-kind. After a few credits, we pull that trick where a picture on the monochrome flyer TURNS REAL and that's when your cutscene starts:			Here's an old cutscene I did. <a href="http://vimeo.com/70003177">http://vimeo.com/70003177</a>  Also, the first cutscene here: <a href="https://www.youtube.com/watch?feature=player_detailpage&amp;v=kCjzgGEWsEc#t=14">https://www.youtube.com/watch?feature=player_detailpage&amp;v=kCjzgGEWsEc#t=14</a>
1. HORRIFYING FIRE MEMORY/DREAM	40-60 seconds	1. Circus Exterior shot (helicopter perspective), cars parked in grass/wherever they can manage, spotlights swirling around 2. Circus Interior - far off view (as if you were sitting in the cheap seats) *cheering" 3. scene of Dropsy cheering 4. action scene of Dropsy's mother preparing to fly down using a glider 5. far off view again, this time the lights dim and the crowd goes quiet in preparation for the stunt 6. dropsy looking nervous 7. Dropsy's mom launching from the platform and gliding gracefully *loud bang noise" 8. fearful faces of Dropsy/Dropsy's dad/crowd, with flickering/highlights to imply the fire 9. "trippy scene" Dropsy's mother gliding through the flames, morphs and takes the shape of a wounded bird in Dropsy's hands 10. closeup of face, dropsy crying profusely	A B C D E F	NIGHT	Dropsy's essential facial features: Two red right-angled triangles around the eyes horizontal yellow ovals for eyes rectangular nose red half circle for mouth  V--- Mom and Dad
2. AMBULANCE	15-20 seconds	1. An ambulance is seen speeding over a hilly road away from Dropsy's circus, sirens blaring. 2. Dropsy is curled up on the ground outside of his tent, crying. A hand (black mitten-glove thing, pale arm) rests upon his shoulder. Dropsy looks up. 3. Ant stands up and opens his other hand to reveal a medical vial in his outstretched palm.	A B C	NIGHT	
3. FAME AND FORTUNE	10 seconds <i>quick cuts!</i>	1. All of this takes place in the back of a limo. Ant showing Dropsy and his Father a flashy poster advertising Dropsy's triumphant return to Circusdom! 2. Quick Direct head/torso view of Ant opening a suitcase full of money. 3. Quick Closeup of hands being shaken. Dropsy and Ant both have mitten-like hands, and Dropsy's dad has an actual hand.	A B C	DAY	
4. DROPSY'S BIG PERFORMANCE	10-15 seconds	1. The megacircus is shown from an aerial angle, similar to the angle of Dropsy's circus in the first scene. Spotlights are seen moving around. A news helicopter flies by. 2. Side view of people lined up to see the show - when the screen pans you notice the posters/decor paint Dropsy as an unhinged murderous freak. News camera flashes occur. 3. Interior, distant view of the center ring. Dark with dramatic lighting and laser effects.	A B C	NIGHT	
5. RAMPAGE	20-25 seconds	1. Side view, dramatic high-contrast lighting: In a moment of teary-eyed defiance, Dropsy uncovers his eyes, slowly approaches mutant-mousy, and holds out his trembling arms for a hug. 2. Closeup: Mousy's mutant eyebrows squint, as if to remember Dropsy's significance to him. 3. Side view again: They hug - but are soon interrupted by the sound of gunfire. 4. The camera pans revealing Ant pointing a pistol towards them as Mousy roars in pain from his bullet wound. 5. Outside view of the tent. You hear roaring, and see the side of the tent rip open as Mousy tears through and runs off screen.	A B A A C	INTERIOR NIGHT	
	total max: 2:10 total min: 1:35				vvv - Ant Dropsy's

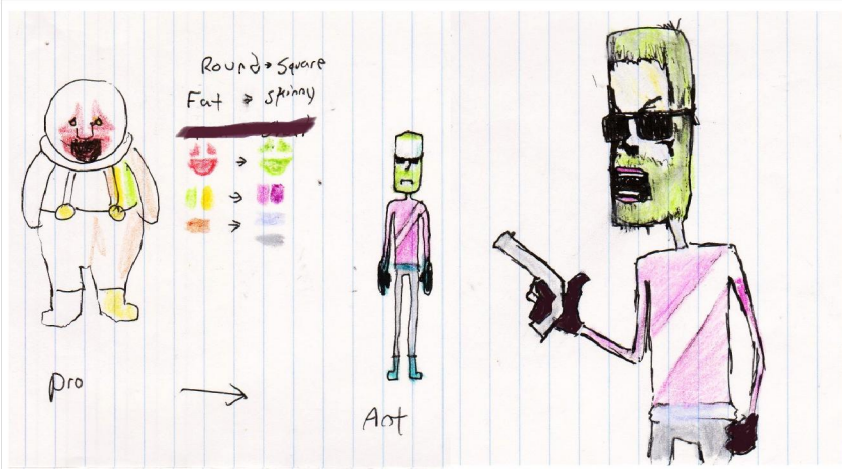




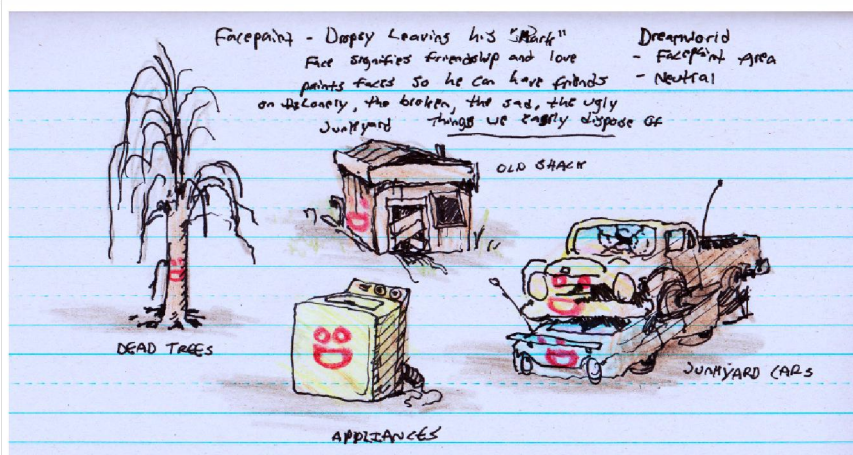


earth mom

earth dad

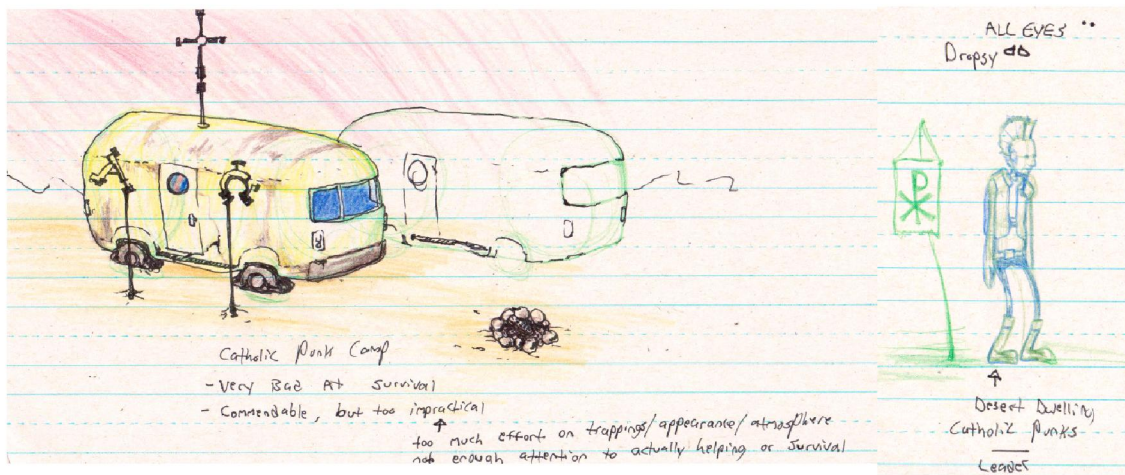


Ant

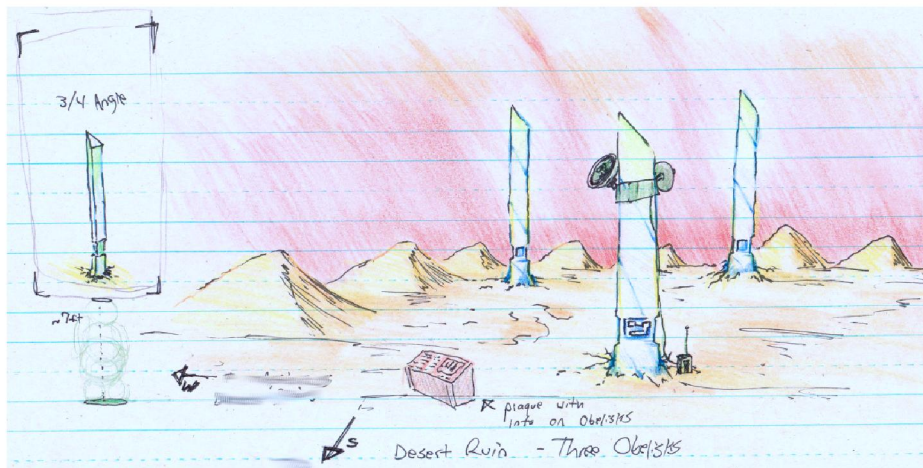


facepaint

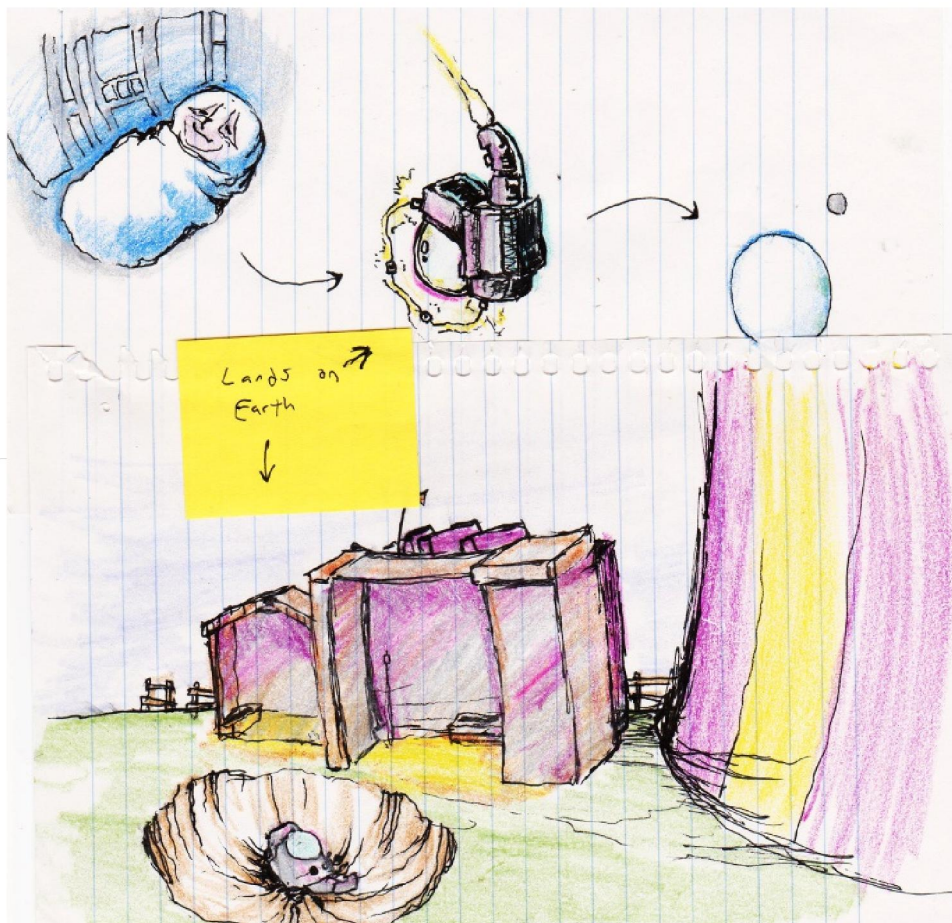




desert punks



































ancient desert ruins

























origin  
(except he didn't  
have facepaint  
yet in the pod)

~30 years ago



Area	On Map	Int/Ext	Scene	Look/Use Spots	NPCs	Music	Items	Art	NOTES	E3 Demo
Home		interior	Dropsy's Room, Living Room	Tape Deck, TV, Phone	Dad	Home Themes: Home, Home 2, Sunshine, Sunshine Piano, Waltz, Shuffleabout	Shed Key (dad)	✓	add boombox!	
		interior	Bathroom		Dad	" [warped]		✓	ghost appearances at midnight with Ghost Glasses	
		interior	Derelict Big Top Emptiness		Dad	"		✓	add holes, props, light shining	
		exterior	Dropsy's Yard		Dad	"		✓		
		interior	Shed Interior			Ancient Ruin Theme			locked, key in phase 2	
Friendly Forest		exterior	Forest Entrance		Squirrel	Home Themes + reverb and EQ to make them sound distant		✓		
		exterior	Pools of Water, Giant Bird Nest		Mutant Bird-Mom, Birdy	"		✓		
		exterior	Sad Tree Valley		Squirrel	"		✓	connects to Playground	
		exterior	Exterior and Entrance			Route Theme		✓		
Hospital		interior	Waiting Area		Old Lady, Nurse, Kid C	TV Ambience				
		exterior	Garden		Mutant Bird-Baby	Route Theme		✓		
		exterior	Exteriors: Slum Apartments, Playground, Bail Bonds /Nightclub, Church		Old Man on Stoop, Bouncer [Rotation]	City Themes: Existential, Home, Waltz		✓		
City - Western Block		interior	Lounge Interior		Bartender, Guy on Stool	crappy dance		✓		
		exterior	Playground		Kid A, Kid B, Little Girl	City Themes: Existential, Home, Waltz		✓		
		interior	Church Interior		Praying People [Rotation]	ambience only		✓		
		exterior	Alleyway		Homeless Owl Lady	City Themes: Existential, Home, Waltz		✓		
City - Northern Block		exterior	Exteriors: Artist's Market, Red Clay Shaman Hut, Costume Shop, Record Store, Apartments		Red Clay Shaman, Bird Suit Guy, Hip Guy Smoking	City Themes: Existential, Home, Waltz	Ghost Glasses	✓		
		interior	Costume Shop		Store Clerk	City Themes: Existential, Home, Waltz		✓		
		interior	Record Store Interior	Tape Deck	Store Clerk	Tape Deck Ambience		✓		
		exterior	Snack Cake Co. Skyscraper			City Themes: Existential, Home, Waltz		✓		
City - Southern Block		exterior	Police Station Exterior, path south			City Themes: Existential, Home, Waltz		✓		
		interior	Skyscraper Lobby, Elevators		Security Lady	Snack Cake Co. PA Music		✓		
		interior	Penthouse		Ant	ambience only				
		interior	Police Station Lobby, Jail Cell		Policeman, Prisoner	City Themes: Existential, Home, Waltz		✓		
Red Clay Village		exterior	Red Clay Bridge			Red Clay Themes: Natty Dub, Sunshine, White Dove	Vampire Mask	✓		
		exterior	Cursed Area		Guardian (only at night)	Red Clay Themes: Natty Dub, Sunshine, White Dove		✓		
		exterior	Village Market / Temple Exterior / Dock	Tape Deck	Teenage Girl, Beggar	Red Clay Themes: Natty Dub, Sunshine, White Dove	Fresh Fruit, Feminist Punk Cassette (from Teenage Girl)	✓		
		interior	Temple		Priestess	Red Clay Themes: Natty Dub, Sunshine, White Dove		✓		
Ancient Forest Ruin		exterior	Hermit's Island Dock		Hermit	Red Clay Themes: Natty Dub, Sunshine, White Dove		✓		
		interior	Hermit's Home, Interior	Tape Deck	Hermit	Red Clay Themes: Natty Dub, Sunshine, White Dove		✓		
		exterior	Northwest Entrance, Three Obelisks, Dense Forest, Cavern Entrance		Squirrel	Ancient Ruin Themes [Soft in phase 1, Crazy in Phase 3]		✓		
		interior	Cavern Passage			Ancient Ruin Themes [Soft in phase 1, Crazy in Phase 3]		✓	use in endgame to get to ancient plains ruin	
Mysterious Plain Ruin		exterior	Mysterious Plain South			Ancient Ruin Themes [Soft in phase 1, Crazy in Phase 3]				
		exterior	Strange Vegetation, Three Obelisks, Peninsula Grotto, Rocky Western Coastline, Cavern Entrance		Squirrel	Ancient Ruin Themes [Soft in phase 1, Crazy in Phase 3]				
		exterior	Shipwreck Lake		Captain [In Distance]	Ancient Ruin Themes [Soft in phase 1, Crazy in Phase 3]				
		interior	Shipwreck Lake Shack			ambience only				
Farm		exterior	Exteriors: Farmhouse, Barn, Farmland			ambience only				



		interior	Barn Interior						
Beach		exterior	Exteriors: Beach Bar, Museum			ambience only Beach Themes: Beach Bop, Beach Bop Groove, Existential, Sunshine			
		exterior	Main Coastline, Pretty Area		Kid Making Sandcastle, Head-In-Sand Kid	Beach Themes: Beach Bop, Beach Bop Groove, Existential, Sunshine		surfboards in sand! surfing minigame?!	
		interior	Museum Lobby, 2 exits into exhibits on left and right			Beach Themes: Beach Bop, Beach Bop Groove, Existential, Sunshine			
		interior	Shipwreck Exhibit, Mutant Fish Exhibit			cheesy fake dramatic orchestral music Beach Themes: Beach Bop, Beach Bop Groove, Existential, Sunshine			
Airport		exterior	Exteriors: Airport Terminal, Parking Lot		Sleeping Guard				
		interior	Lobby, Security		Security Guard	ambience only			
Coal Mine Museum		exterior	Coal Mine Museum Exterior			Route Theme			
		interior	Museum Interior		Security Guard	Snack Cake Co. PA Music			
		interior	Underground Mine, Subway to Workers' Quarters		Generic Workers	ambience only		only accessible to Mousy	
Desert		exterior	Alien Gift Shop, Ruin Entrance Roadblock [Long]		Conspiracy Shopkeeper Lady	Ancient Ruin Themes			
		exterior	Nomadic Punk Camp	Tape Deck	Guy Punk, Girl Punk, Younger Punk, Kenneth	Desert Tumbleweed			
		exterior	Junkyard Outskirts, Entrance			Desert Themes: Junkyard, Junkyard Groove			
		exterior	Exteriors: Junkyard Office, Junkyard Hub			Desert Themes: Junkyard, Junkyard Groove			
		exterior	Junk Piles, Processing		Mutant Cat, Mousy	Desert Themes: Junkyard, Junkyard Groove			
Snack Cake Complex		exterior	Parking, Hub Area			Cheesy Loudspeaker Themepark Music			
		interior	Megacircus Interior			Cheesy Loudspeaker Themepark Music			
		interior	Megacircus Backstage			Cheesy Loudspeaker Themepark Music (reverb/EQ to make it sound distant)			
		interior	Snack Factory Floor and Workers' Quarters		Generic Masked Workers	ambience only			
		interior	Shrine to Ant	Tape Deck		Tape Deck Ambience	Brainwash cassette		
		interior	Mutant Testing Lab		Scientist	ambience only		only accessible to Birdy	
		interior	3D Theme Park Lobby, Ride Entrances		Ticket Booth Person	Cheesy Loudspeaker Themepark Music			
Karaoke Bar	on route	interior	Interior		Bartender Lady, Fork Parker	Karaoke Music			
Route 1	n/a	exterior	Junkyard Outskirts			Desert Tumbleweed			
	n/a	exterior	Pretty Plateau, Path South to Nomadic Punks			Desert Tumbleweed			
	n/a	exterior	Ancient Ruin Path			Ancient Ruin Themes			
Route 1 & Route A	n/a	exterior	Billboard Intersection: To Desert, North City, Airport			Route Theme			
Route 2	n/a	exterior	Western Fork: To Red Clay Village, Plains, Home			Route Theme		✓	
	n/a	exterior	Path to Home			Route Theme		✓	
	n/a	exterior	Path to Hospital			Route Theme		✓	
	n/a	exterior	Broken Bridge to City			Route Theme		✓	
	n/a	exterior	From City to Beach [Karaoke Bar on Path]			Route Theme			redraw on map
Route 3	n/a	exterior	Gas Station Intersection: Farm, Snack Cake Co			Route Theme			
	n/a	exterior	Snack Cake Co, Beach			Route Theme			
Route A & Route 3	n/a	exterior	From City South to Farm, Gas Station Intersection			Route Theme			redraw on map
Dropsy's Homeworld		exterior	Ruins of Dropsy's Civilization's Capitol City			Keith!			
Starship Interior		interior			Dropsy's Real Mother, Royal Guards	Keith!			



Birdy	Found in Friendly Forest	Yes [Flying]	Fly, Peck, Tweet	Spunky, Smart Aleck, Sarcastic		Yes		
Mutant_Bird Mom	Front Yard, Friendly Forest	Yes [Flying]	Fly, Get Really Mad, Nest Baby-Pickup Sequence	Addicted to snack cake chemical. Violent, snappy, and jittery.		No	✓	
Mutant_Bird Baby	Behind Hospital, Friendly Forest	Yes [Flying]	Fly	Jittery, snappy.		No (flies away)	✓	
Ant	Snack Cake Complex, Skyscraper Penthouse	Yes	Walk, Talk, Chill at Desk, Talk on Phone, Shoot Gun, Cry	Too nice to be real. Brutal when on phone. Owns the Snack Cake Company and Megacircus	Map to Megacircus	No (crosses arms, shakes head No)		
Dad	Home	Yes	Walk, Talk, Repair Truck, Drive, Carry Heavy Object, Sleep	Affectionate, Kind, Selfless.		Yes		
Mousy	Found in Junkyard	Yes	Walk, Jump, Sniff	Meek		Yes	✓	
Eughh	-	Yes	Walk, Jump, Sniff Ground, Dig	Go-Lucky, Perceptive		Yes	✓	
Squirrel	Friendly Forest, Ancient Forest, Plain Ruins	Yes	Walk, Idle	Loves acorns.		No (runs away)		
Hospital Security Guard	Hospital Waiting Room (daytime)	Yes	Walk, Point, Talk	unresponsive, glares at you		Yes		
Playground Kid A	Playground (daytime)	Yes	Walk, Run Away!	Scared of Dropsy! Run away too quickly to speak with.		No (runs away)		
Playground Kid B	Playground (daytime)	Yes	Walk, Run Away!	Scared of Dropsy! Run away too quickly to speak with.		No (runs away)		
Playground Kid C [Nice]	Playground (daytime)	Yes	Walk, Wave at Dropsy, Talk	Nice, gentle - immediately takes a liking to Dropsy. If you hug her, the police will immediately appear and cart you to jail.		Yes		
Homeless Owl Lady	Alleyway (awake in the day, sleeping at night)	Yes	Walk, Talk, Sleep, Panic	Runs away from you. Leave Fresh Fruit, and later a Sandwich in her alleyway home and she'll improve. Rafiki-esque. Sad about his brother, who he thinks was murdered. Hates Snack Cake Co.	Viking Helmet (gives it to you after completing his quest)	No. Yes in the endgame.	✓	
Red Clay Shaman	Artist's Market (daytime)	Yes	Walk, Talk, Cry	Sweaty and miserable. Will quit his job if you hug him.		Yes		
Bird Suit Guy	Artist's Market (daytime)	Yes	Walk, Talk, Idle Loop, Yell Angrily			No, she'll run away until you show her the flyer of her son.	✓	
Concerned Mother	Apartment Hall, Record Store Exterior (daytime)	Yes	Run Away, Give Flyer, Talk	Soccer mom all the way. Her kid is one of the 'punks' in the Desert community.		Yes	✓	
Chunky Policeman	Police Station Interior	Yes	Talk, Walk, Push Button	Apparently the only cop in town. Thinks you're the scum of the earth and should be put away for life. Pushes button to release you from jail.		No (behind counter)		
Red Clay Hermit	Red Clay Hermit's Island	Yes	Walk, Talk, Shoot Crossbow, Point and Laugh	Deathly afraid of Vampires because he believes his brother (Red Clay Shaman) was murdered by one. Skeptical of you, but secretly likes you.		Yes		
Coal Museum Security Guard	Coal Museum Interior (daytime)	Yes	Talk, Walk, Sweep Mess	guard is watching a small TV. if you make a mess, he'll grumble and clean it up		No (behind counter)		
Generic Snack Worker, Male	Snack Cake Factory, Slave Mines	Yes	Walk, Talk	@_@		Yes (but they remain expressionless)		
Generic Snack Worker, Female	Snack Cake Factory, Slave Mines	Yes	Walk, Talk	@_@		Yes (but they remain expressionless)		
Younger Punk	Nomadic Punk Camp	Yes	Walk, Talk, Eat Sandwich	Talks about how punk-camp is awesome, but he's really really hungry.		Yes		
Mutant_Cat	Junkyard	Yes	Prowl, Roar, Snap Jaws	Mean, Snappy, Etc.		No (you'll get snapped at!)		
Fork Parker	Karaoke Bar Interior	Yes	Walk on/off stage, drunkenly sing Karaoke, throw wads of money.	Sings drunk Karaoke and throws wads of money everywhere. He'll tell you about how this one adventure game shamed him and sunk his entire business.		Yes (while not on stage)		
Name	Locations	Walk Cycle?	Animations	Personality / Notes	Items	Hug?		
Mom	Dreamworld	No	Floating About	Nice but out-of-touch grandma, like the one on Courage		Non-Interactive		
Old Wheelchair Lady	Hospital Waiting Room (only in puzzle)	No	Complain About TV, Stand Up, Feel for Chair, Sit Down, Talk			Yes		
Kid Playing With Blocks	Hospital Waiting Room (daytime)	No	Play With Blocks, Cry, Talk	-In his own little world- No direct interaction, you see icons representing their struggles and hurts as they pray.		Yes		
Praying People	Church Interior (rotation)	No	Pray	Doesn't trust you, calls you a murderer. Tells you to go home before he calls the police.		No (in pews)		
Old Man on Stoop	Slum Apartment Exterior (daytime)	No	Look Around, Talk			Yes		
Bouncer	Slum Lounge Exterior (nighttime)	No	Talk, Shake Head 'No'	Doesn't trust you. Tells you to leave. Ducks behind the counter and threatens to call the police if you try to communicate.		Yes		
Bartender Lady	Slum Lounge Interior (nighttime)	No	Clean Cups, Use Phone, Duck Down	Pure business. A little used-car-salesmanish.	[see Novelty Shop in Areas document]	No (behind counter)		
Novelty Shop Clerk	Novelty Shop (daytime)	Yes	Talk, Walk	Doesn't trust Snack Cake Co. Complains about work, girls, etc. Has headphones on - does air guitar/drums constantly.		No (behind counter)		
Hip Guy Smoking	Record Store Exterior (daytime)	No	Smoking Idle Loop, Talk, Dodge			No (dodge)	✓	
Record Store Clerk	Record Store Interior (daytime)	No	Air guitar and drums.			No (behind counter)		
Skyscraper Security Robot	Skyscraper Lobby	No	Talk, Dodge	Asks for your security card. Tells you tall tales about women and money.		No (dodge)		
Drunk Jailbird	Police Station Interior	No	Talk	GET YA ASPARAGUS. GET YA TOMATOES Talks on a loudspeaker. Yells if you hug him.		Yes		
Red Clay Teenager Girl	Red Clay Village Market (daytime)	No	Talk	Has a wooden leg. Tells a story about how vampires burned down his home. Asks for money.		Yes	✓	
Red Clay Beggar	Red Clay Village Market	No	Talk/Beg	Very zen. Says only spiritual platitudes. 'Thorry Bless and Hold You' and so on.		Yes	✓	
Red Clay Pries Less (mom of Teenager Girl)	Red Clay Village Temple (daytime)	No	Talk	Thinks you're a vampire and runs away. Only at night.		No (on throne thing)	✓	
Red Clay Guardian	Red Clay Village Cursed Area (nighttime)	No	Wave Magic Sprit-Warding Stick, Run Away	Same captain you lean about in museum.		No (runs away)		
Captain [In Distance]	Shipwreck Lake	No	Move back and forth on ship.	Tells you that his mommy is dead, and he comes to the beach to remember her.		N/A		
Sandcastle Kid	Beach (daytime)	No	Build Sandcastle, Talk, Run Away	In distance, only appears occasionally.		No (runs away)		
Surfer Guy	Beach (daytime)	No	Surf!			N/A		
Sleeping Airport Guard	Airport Exterior	No	...sleep	...zzzz...		No		
Airport Security Guard	Airport Interior	No	Talk	Will pull a gun on you if you attempt to hug him. Only tells you to leave. Will talk non-stop about conspiracy theories involving ufos and portals and wormholes and stuff. Long grey hair. Strung out.		No (dodge)		
Conspiracy Shopkeeper Lady	Desert Gift Shop (daytime)	No	Talk	He had to burn his guitar to make a fire last night.		No (behind counter)	✓	
Guy Punk	Nomadic Punk Camp	No	Talk, Eat Sandwich	Tells you all about the homeless problem in the city, corporate corruption, and God. Basically an enormous TED talk. Mentions being a little hungry.		Yes		
Girl Punk	Nomadic Punk Camp	No	Talk, Eat Sandwich	Talks about vintage keyboards.		Yes (pat his head)		
Kenneth & Pup	Nomadic Punk Camp	No	Occasional Swig of Beer	N/A - inaccessible		N/A		
Snack Cake Scientist	Mutant Testing Lab	No	Look in Microscope			No (behind counter)		
Ticket Booth Person	Terrible 3D Theme Park	No	Talk	Business Only		No (behind counter)		
Bartender	Karaoke Bar Interior	No	Wipe Counter, Talk	Tells you to leave so you don't scare away their patrons.				
Mutant_Mousy	Megacircus (endgame)	No	Scary Idle Stance					
Newscaster	TV	No	Talk					
Dropsy's Real Mom	Starship	No	Talk, Hug Dropsy	Dropsy and her talk together in Dropsy's babble language.		Non-Interactive		
Starship Royal Guards	Starship	No	n/a	they only stand at attention		Non-Interactive		
Misc. NPCs								



	Dream Title	Mood	Phase	Setting	Interactive Elements	Symbolic Elements	Sources	Message to Player	Ending Trigger
Isolated dream	House of Embers	Nightmare	Phase 1	A grotesque version of Dropsy's room peppered with soot, and little strips of lightly burning fire. As you continue right the room opens up and twists into a pulsating tongue. Explosions pepper the sky in the background. Three ships launch in a distant parallax layer.	TBD	Three teeth lining the tongue - one large, one broken, and one small. This symbolizes Dropsy and his brothers, and is the first of many "one large/broken/small" motifs. The parallax background represents Dropsy's homeworld.	Guilt, Distant Memory	Dropsy is still tortured by the circus fire. The weird bits need to communicate that there's something crazy going on beneath the surface.	Walk to the end of the pulsating tongue platform.
Isolated dream	Toybox I	Celebratory	Phase 1	Dropsy is in an enormous version of his childhood toybox! Toy buildings and lego creations act as scenery. His toys are static, but they're collectively singing a happy song.	Dropsy will dance if left idle for a few seconds.	large/broken/small: Wooden Soldier, Robot, Cute Bear Same as before with these changes: Wooden Soldier (Ant) has a cigar, is no singing along, and does not catch fire. A princess toy (mom) is also present.	Memory	Dropsy's childlike nature.	Time sensitive
Isolated dream	Toybox II	Nightmare	Phase 1, 2	Dropsy is in his childhood toybox again! Only this time his toys are trembling, singing a slow, dirge-y version of their previous song. If he gets too close to them, they'll catch fire and squeal.	Dropsy will cry when each of his toys catches fire. You can speak to all of your 'friends.' They stay static, but their facepaint mouths are animated. They'll tell you of their rough lives and how much they love you.		Guilt, Memory	Dropsy blames himself for the fire. Antagonist foreshadowing.	Time sensitive
location in dreamworld	Friends of Dropsy	Celebratory	Phase 1, 2 [Recurring]	Long and sprawling - anything that Dropsy paints a face on will be here. You will return to the dream at random intervals. The more 'friends' present, the more green/alive the world will look. This will be one of the last dreams to be implemented.		Dropsy's love's impact on the world.	Memory, Divine	That you are actually making a difference by being a goofy, cheery old clown.	Walking too far in a certain direction, or reaching a time limit
location in dreamworld	Hug Valley	Surreal	Phase 1, 2 [Recurring]	Turns from desolate flatland to vibrant, pretty area depending on how many of the 24 huggable NPCs you've hugged.	Scenery Only	Dropsy's love's impact on the world.	Divine	That you are actually making a difference by being a goofy, cheery old clown.	Time sensitive
location in dreamworld	Red Clay Revolt	Surreal	Phase 1, 2 [after visiting the Red Clay Village]	The aftermath of a bloody battle. Pick Axes and bodies are everywhere. Bats fly out of a nearby cave. You follow a rabbit through a flat grassland. He playfully hops away when you get too close. A purple liquid is seen in increasingly large pools as you progress. Eventually, he'll take a while to return, and will re-emerge as a mutant. Snack Cake billboards and ads line the environment.	Scenery Only. Dropsy wears a sad expression during this dream.	Dropsy/his mom.	Memory, Imagination	A straightforward taste of the Red Clay Village's history.	When the bats fill the screen with darkness.
Isolated dream	Snack Cake Omen	Nightmare	Phase 2	First person perspective. You see the dimly lit interior of a space craft. A small, sliver of a window reveals that you're floating through space. You eventually land on earth, next to your Circus. (This will be far more vague than it sounds.)	If the mutant rabbit catches you, the dream will immediately end.	Represents the mutant stuff going on with the snack cake company.	Omen	Omen about potential future encounters with mutant stuff, and the snack cake company's involvement.	Death
Isolated dream	Escape Pod	Surreal	Phase 2		Scenery Only	You see the two other pods containing your brothers on a radar.	Distant Memory	Hints at Dropsy's origin.	Crasing into earth.
location in dreamworld	Alien War	Surreal	Phase 2	You explore an alien landscape as aircraft divebomb the area. Pale, alien corpses are strewn everywhere. A series of apartment interiors, open air above, twisting into each other. Kind of like some weird, urban terrain. Lots of broken stuff and flickering lights. Each 'room' has a metal pipe with a bellowed end pointed at the sky, installed by tenants hoping to catch the infrequent dollars that fall slowly from the sky.	Scenery Only, though the only way to wake up is by dying.	Entirely Literal	Divine Postmonition??	Shows the player the war on Dropsy's homeworld.	Death
location in dreamworld	Blessed are the Poor in Spirit	Surreal	Phase 1, 2	Little kid dropsy climbs into the passenger's seat of a truck, and embarks on a car ride. One of her flying machines is in the bed. The backgrounds cycle in a trippy way, and the only constant is mom at the wheel.	Talk to tenants. They're hanging out watching TV and/or playing video games.	Represents the crushed spirit of the city dwellers.	Imagination	Symbolic of the struggle of the slum folk.	Walking too far in a certain direction.
Isolated dream	Ride Home With Mom	Celebratory	Phase 1, 2 [Recurring]	All kinds of crazy stuff. Basically a big area where I'm sticking everything that the -high rolling backers- requested.	Scenery Only - can't even walk. :0)	Just a nice childhood memory intensified by imagination.	Memory, Imagination	Dropsy's mom's love for him	Time sensitive
location in dreamworld	Backerville	Surreal	Phase 1, 2 [Recurring]	Dropsy hitches a ride on a ferry down the River of Styx (which a Grim Reaper type character paddles) which leads him to an altar of sacrifice. Dropsy must then lay down on the altar to wake up. Monochrome, red, and green - like old 3D film: <a href="https://www.youtube.com/watch?v=eHONW16UAFw#t=3613">https://www.youtube.com/watch?v=eHONW16UAFw#t=3613</a>	Lots	N/A	Kickstarter	Um...	Walking too far or time.
Isolated dream	Backer: Joe Badon Backer: Alec Valero Danda	Surreal	Phase 1, 2	tbd	Scenery Only				
Isolated dream	Justin T.			tbd					



<h1>Dropsy</h1> <h2>Design Reference</h2>	Notes:
<h3>Core Mechanics</h3> <p>You interact with the world by moving, picking up/using items, and communicating with NPCs.</p> <p>You progress through the narrative by solving small puzzles and minigames.</p>	
<h3>Movement / Navigation</h3> <p>Like traditional PtC adventure game movement, but graphically a little more like a brawler/beat em up. Perspective rarely changes, and Dropsy never gets larger or smaller.</p>	
<p>Locations are separated into two types: “Routes” and “Areas”</p>	
<p>Routes are long stretches of road used to connect map areas to one another. Once initially traversed you’re able to fast travel through them. No puzzles or crucial information are found on them, though there are locations (ie the Karaoke Bar) only accessible from a route.</p>	
<p>Areas are where the player will spend most of the game. Areas contain NPCs, objects, puzzles, minigames, and scripted sequences.</p>	
<h3>Fast Travel</h3> <p>You can trigger the fast travel system to quickly visit locations you’ve already discovered. You do this by viewing the worldmap and clicking on an area. Upon triggering the system, a musical cue will sound and the screen will cut to Dropsy using any number of humorous methods of transport (riding a giant snail, surfing, jet skiing, etc.) If you have companions, they’ll appear next to you (on a smaller snail, on a smaller surfboard, on a smaller jet ski) Not applicable in the dreamworld.</p>	
<h3>Time</h3> <p>Dropsy has a simple day/night cycle. Time passes only when you change scenes or fast travel.</p> <p>if 30 seconds have passed since the last clock change, AND dropsy is changing scenes: add 1 to clock. Day lasts for 16 clock increments, night lasts for 10. Fast travelling will add a variable amount of increments depending on how far your new location is.</p>	
<h3>Items / Inventory</h3> <p>A basic inventory system in Dropsy’s pants. No combining items. Many items are kept and used throughout the game, like facepaint.</p>	
<p>There are also small maps you can collect detailing certain parts of the gameworld.</p>	
<h3>Communication</h3> <p>NPCs can talk to Dropsy. Most of the time, there’s nothing to say in response. Dropsy can occasionally respond with a yes/no, and sometimes with limited emotions. See the NPC section directly below.</p>	
<h3>NPCs</h3>	
<p>There aren’t many NPCs - maybe 40 in the entire game. Only five of them are important to the main narrative, but all of them contribute to it in some way. Most of them are part of a few different “factions” - this is only a narrative/plot tool and not something integrated directly into gameplay. Each faction has certain likes/dislikes and opinions about one another.</p>	
<h3>Resting / Active Cycles</h3>	
<p>Have their own schedule. Most only have two states - resting and active. Most NPCs rest at night, and are active in the day. Some go to bed later than others, but all have a cycle to them. This keeps the day/night cycle believable with minimal effort.</p>	
<p>More complex NPCs, like Dropsy’s father have more complex cycles.</p>	
<h3>COMPANIONS</h3>	
<p>After befriending them, you can directly control each of your companions. Each companion has a unique ability. They are not present in the dreamworld.</p>	
<h4>Eughh</h4>	
<p>Eughh is Dropsy’s dog. He serves as a hint system, sniffing around important clues. You may also use him to ‘dig’ in certain areas.</p>	
<h4>Mousy</h4>	
<p>Mousy can access small areas. When idle, Mousy will jump on Eughh’s head and begin napping.</p>	
<h4>Birdy</h4>	
<p>Birdy can help solve puzzles by accessing high areas. When idle, Birdy will land on Dropsy’s head and chill there.</p>	
<h3>Communication</h3>	
<p>All NPCs will communicate with you. Their words appear as a series of icons. Instead of being able to tell exactly what an NPC is trying to express, the player must decipher it based on how they interpret the icons. This simulates Dropsy’s limited communication abilities, and adds a bit of a challenging metagame. Most dialogue will provide hints for solving puzzles. Some clear, some obtuse. Dropsy will always try to hug NPCs if the “hug” icon is clicked. He will not always be successful.</p>	
<h3>Conversation</h3>	
<p>You will occasionally be able to respond with a ‘yes’ or ‘no’. He will respond to some dialogue by showing emotion.</p>	
<h3>Dreamworld</h3>	
<p>Dropsy enters his dreamworld while asleep. You can only enter it at night in your bed at home.</p> <p>You ‘wake up’ in one of two ways:</p> <p>* Dying - The dream world is the only part of the game that Dropsy can die. Most of the deaths are implied. Before the actual ‘death’ would occur, you wake up. (ie falling off of a tower, being overrun by tiny beings, being eaten by a creature, being consumed a quickly spreading fire, etc.) When you wake up, you start at the most recent “dream guardian” checkpoint</p>	



* Reaching a checkpoint - denoted by a recurring visual/auditory theme. - at which point the “dream guardian” (a creepy face in the ground) will appear and suck you into its mouth. You will resume the dream in the same area the next time you sleep. This is basically a fancy checkpoint system.	
<b>Game Progression</b>	
The game's plot progresses by solving puzzles or minigame challenges. Solving essential puzzles will change the 'phase' of the game you're in. Non-crucial puzzles/minigames are primarily self-contained, while essential puzzles may only be solved by discovering key information in the gameworld. Essential quests are only available in certain phases, while non-essential quests may be completed at any time.	

Thingy Type	Thingies	Complete?
<b>Map</b>	Location Icons	YES
	Touch up the dadgummed map	sorta
<b>"Look"</b>	Tape Decks [get closer look before use]	animations done
used if the in-game art doesn't provide enough detail	Posters/Flyers/Displays	
	TVs [get closer look]	animations done
	Video Game System [get closer look before use]	
	Chests, Drawers, Closets, anything that can open	
<b>"Use"</b>	Buttons, Levers, Switches	
	Tape Deck Closeup w/ Tape Library	
	Video Game System Closeup w/ Game Library	
<b>Inventory</b>	Items [Small]	
16 unique items	Items [Detail, upon hover]	
not counting collectables	Reusables: Facepaint, Bird Costume, Vampire Mask, Box of Snack Cakes	
	Collectables: Cassette Tapes, Video Games, Hats	
	Utility: Map to Megacircus, Mom's Ancient Ruin Map, Megacircus Badge, Shed Key, Ghost Glasses	
	Temporary: Missing Person Flyer, Fresh Fruit, Sandwich (Soccer Mom), Ripped Photograph	
<b>Fast Travel Screens</b>	Walk	
5 second stylistic	Kung Fu Kick	
sequences during fast travel	Jet Ski	
	Flying on Nukes	
	Pogo Stick	
	Surfboard	
	Skateboard	
<b>Companions</b>	Eughh - Sniffs near important areas, can dig -soft patches- of ground.	
and their usefulness	Mousy - Can access small areas.	
	Birdy - Can access high/out of reach areas.	
<b>Sleep / Wake Up</b>	Generic fall asleep without dreaming	
3 second sequences	Fall asleep into nightmare	
	Fall asleep into trippy dream	
	Fall asleep into happy dream	
	Wake Up	
<b>Jail</b>	If you're arrested, a small cutscene will play and you'll wake up in the jail cell the next morning (much like you wake up after a dream.) The on-duty officer will say something mean and release you.	
<b>Steam Acheivements</b>	I Had Too Much to Dream Last Night - Discover all locations in the dreamworld.	
non-quest specific	Zig Zag Wanderer - Discover all locations in the gameworld.	
	Did I Step On Your Trumpet? - Listen to all cassette tapes.	
	Games Without Frontiers - Find all game cartridges and beat their respective games.	
	I Have Known Love - Hug all huggable characters.	
	Help, I'm A Rock - Paint faces on all dejected in-game objects.	
	I Get Wild - Recruit All Companions	
	Jail-House Frog - Go to jail more than 10 times.	
quest specific	Supper's Ready - Feed the homeless/owl woman.	
	Guy With Driftwood Skin - Find the legendary ship captain.	
	Prayers For Rain - Help desert community.	
	Suddenly Everything Has Changed - Reach the end of the game!	
-goons-		Achiecement Name



--- 1640 --- Dropsy's people install emergency teleportation devices on all nearby inhabitable planets.

1950's - A trinket mine opens up northeast of the City Center. They also move their offices into a downtown high rise, causing moderate economic growth. The Red Clay Village becomes a slum, most people there work in the mines.

1961 - Two Red Clay Village elders witness a supernatural even as they're walking home from the mines: Three Vampires rise from a fiery pit in the earth. Thor emerges from night and smacks the crap out of them with his mighty hammer. One of the elders is able to capture the moment with his camera, resulting in a blurry photograph. [What they actually saw was the filming of Thor vs. The Vampires 3]

1962 - The supernatural events empower the village, and are used as a catalyst for an uprising. In late 1962, the villagers destroy the coal mines with hammers, and form a self-sustaining community/government soon after. The uprising claims a few lives due to the collapse of mine tunnels.

1964 - The local economy takes a nosedive as a result of the coal mine closure. The coal mine high rise is abandoned, and the middle/upper class district dwindles.

---1968--- As a result of careless wackbutt experimentation, Dropsy's home planet is overrun with mutant creatures - war begins.

---1971--- Dropsy and his two brothers land on Earth in their escape pods. Dropsy lands behind a circus, his brothers land in a farm. Dropsy is 3 years old, his brothers are both 10.

1973 - A snack cake company, headed up by ant's eccentric farmer dad, grows and partially salvages the economy. Dropsy's brothers are the adopted sons of the farmer.

1981 - One of Dropsy's brothers murders his adopted father and brother, framing it as a tragic accident. He assumes control of the snack cake company, and proposes plans to open a theme park and megacircus.

1986 - A mysterious fire burns down Dropsy's circus, taking his mother in the process.

1987 - The snack cake co. acquires the closed mine for unknown reasons. Plans for a snack cake theme park begin.

**November 1991 - Present Day**



GRADY'S  
BOOK  
OF  
SECRETS

