

# **THE SWIRL**

by Harley Brown, 2021

<https://dreamteamaus.itch.io/the-swirl>

## **I - INTRO**

[FADE IN SHOT OF THE SWIRL IN THE SKY]

*World ain't the same as it once was. The sky's been unusually grey lately, folks say the birds stopped singing a while back, and I couldn't tell you when it happened. When the gloom started to spread, the birds were the first to go and that's as much as I know. Soon their songs will be a thing of the past.*

*As for the sun... no idea where its gone, just a buncha swirls in the sky now. Been hearing rumours about a place outta town, something about it being the catalyst of this supposed **monochrome phenomenon**. No idea where they got their info, pretty sure that's impossible.*

*Anyways, I'm the first guy they ask about it even though I keep telling 'em I deal with bigger fish. Guess since I lost Buddy, though, I ain't got much left to lose. So I think, to heck with it, I'll go see what all the fuss is about. If I find nothing, least I'll know I'm not the crazy one.*

[FADE IN SHOT OF CAVALIER THEATRE]

*I follow vague directions on a napkin and end up at the old Cavalier, just another place with a dark history. The hint hadn't been much, but it gets me to where I need to go, just ends up being a little more on the scenic side figuring out how to get there. Looking up at that shell of a building, I imagine this is the most eventful it'll get out here. Who knows, maybe I'm in for something... doubtful.*

*Well... here goes nothing. Wish me luck, Bud.*

[PLAY SFX\_PRY\_DOOR]

## **II - THE CAVALIER THEATRE**

[ENTER SCENE, Player is in the LOBBY]

I can tell the place has been shut for years just by looking at it. Dust floats by, that dormant scent wafting by in a chilly draught and the world for a moment seems entirely still. It has all the charm of a place

once frequented, now forgotten.

Now, if I was to look for clues... where would I start?

→ PIANO BAR

→ TICKET BOOTH

→ THE STAGE

→ STAIRS TO OPERA BOX

[IF 'PIANO BAR']

Looks like it could have been a swanky joint, once. It's coated in dust now, the bottles make that much clear. I can imagine all the folk socialising the night away, shame about all the accidents. Poor piano must get lonely in a place like this.

→ CHECK THE BAR

→ LOOK NEAR TABLE

→ SERVE SELF A DRINK

→ PLAY THE PIANO

→ RETURN

[IF 'check the bar']

Huh, what's this? A bottle opener? Might be good to shift something.

[Obtained BOTTLE OPENER]

[IF 'check table']

Found a pocketwatch, guess someone left in a hurry. "*Never Forget the Sunset*" is inscribed on its golden surface, initials **A.J.S.H.**

[IF 'serve a drink']\*

**[PLAY SFX\_POURING NOISES]**

Shouldn't drink while on the job, but someone didn't finish off the whiskey.

[IF 'play piano']

Might as well tickle the ivories...

[PLAYS 'FLY ME TO THE MOON' BUT BADLY]

**[PLAY SFX\_PLAY\_PIANO]**

Hm...

...whoops.

Okay, I think I got it...

...nope, I don't.

...never said I was good at it.

### **TICKET BOOTH**

A ticket booth, where one bought tickets... once. Looks like the last 'tics punched was for something called *Betrayal by the Docks*. Guess whatever it was, it wasn't enough of a hit to revive this place. Now it's just a mess. Not sure about the snacks, hope I don't step on any expired candy.

→ LOOK ABOVE REGISTER

→ EXAMINE CASH REGISTER

→ OPEN REGISTER [option changes with BOTTLE OPENER]

→ LOOK AT POPCORN MACHINE

→ RETURN

[IF 'above register']

**[REF TEXT\_MEMORIAL PHOTO]**

...that doesn't bode well. Poor kid.

[IF 'cash register' without BOTTLE OPENER]

...huh, there's a gap but its stiff, looks like it can be pried open, but with what?

[IF 'cash register' with BOTTLE OPENER]

Hm, wonder if I use the bottle opener to wedge this thing open and...

\*click\*

Huh, what's this, an old article?

**[REF TEXT\_OLD NEWSPAPER]**

...haunted past, huh? Eh, papers are all about sensationalism, nowadays.

[IF 'popcorn machine']

This ain't the time and place... but now I'm hungry. Looks like something shiny's stuck behind the door.

→ OPEN THE DOOR

[FOUND: GOLDEN KEY]

...a key, wonder what it's for. Weird place to keep your possessions, if you ask me. Think I'll keep this, just in case.

**OPERA BOX**

This is a pretty impressive view, gotta say! I feel like a king from here.

→ EXAMINE STAGE

→ EXAMINE SEATING

→ RETURN

[if 'stage']

That stage... it's drawing me in somehow, really drawing me to it. Something doesn't look right... should get a closer look at it.

[if 'seating']

...hey, someone left their programme here. Ugh, I can smell the mustiness of the pages opening it.

**[REF TEXT\_PROGRAMME]**

...seems like this string of bad luck only seems to worsen, huh? If I was writing this, think I would have told them to ditch the theme. That's just bad taste in a place like this.

**STAGE**

Here it is, the star of the show! Looks real massive up close!

...what's that thing on the curtains, something moving behind it? That don't look quite right...

→ TOUCH TEAR

[as you touch the Tear, UNKNOWN appears]

UNKNOWN: Phew! Well that's a breath of fresh air! So much for blocking up all the tears, hah! Sure showed them!

*A sudden flash and **bam!** I'm being faced with some kind of semi-translucent costumed character you'd see in a children's book, and he's looking straight back with bug eyes. I blink a couple times, think I need some eye drops. Judging by the look on that face, I startled him as much as he startled me.*

What... what is that?

*Never in my years have I seen such a thing...*

UNKNOWN: [FROWN] Hey, I heard that!

Oh, er...

→ Sorry.

→ Thought I was seeing things.

→ Where did you come from?

[IF 'sorry']

**Sorry, it's not everyday someone appears outta the wall.**

UNKNOWN: No hard feelings, it's not every day someone shows up in a place like this. Haven't seen a skinbag in a while.

**Skinbag...**

UNKNOWN: Yeah, you! Skinbag.

[IF 'seeing things']

**Thought I was seeing things for a moment, there. Didn't know what to make of you.**

UNKNOWN: Could say the same for you! Had no idea what was going on when you poked through the wall, thought maybe the demolition had finally arrived and was flattening the place.

**Nope. Just a guy off the case with a crowbar.**

UNKNOWN: That isn't an excuse! That's no way to treat a fine establishment such as this!

**Not sure if you know, the place has been vacant for years.**

→ Where did you come from? (cont.)

[IF 'where?']

**Where'd you come from? You live in the walls?**

UNKNOWN: Wish I could tell you. Just been stuck here for as long as I could remember... always got eyes on my back hiding from the big guy. Every time I try to make an escape, he just goes up and seals the damn walls again! Even had a brush with him once, that's why I'm in this ridiculous getup.

→ Yeah, you look ridiculous.

→ You don't look that bad! (+2)

→ Nice hat. (+1)

[IF 'ridiculous']

**Yeah, you look ridiculous.**

UNKNOWN: Could say the same to you, trenchcoat.

**Don't knock the hat.**

[IF 'don't look that bad!']

**You don't look that bad! I'd say you're looking pretty alright, er, all things considered.**

UNKNOWN: You... you mean that?

**I'm a bad liar.**

UNKNOWN: [SMILE] Heh.

[IF 'nice hat']

**Nice hat, almost as good as mine.**

UNKNOWN: Aw, shucks, pal...

UNKNOWN: So, what're you doing in a place like this, skinbag? What's your business?

→ Just an enigma wrapped up in mystery.

→ Shelter from the storm.

→ Heard rumours.

[if 'enigma']

**I'm just an enigma wrapped up in a mystery and trying to get to the bottom of it.**

UNKNOWN: Sounds real mysterious...

[if 'shelter']

**Needed some shelter from the storm, thought to have a look around.**

UNKNOWN: What's it look like out there, nowadays?

**Grey.**

UNKNOWN: ...oh no, you too?

[if 'rumours']

**Heard rumours this place was bad news, thought to see for myself.**

UNKNOWN: Ain't much to see here. Just some empty rooms and this weird place over here-- on second thought, forget what I said.

**So... what about you? What's your name?**

UNKNOWN: If I had one, I'd give you one, pal.

**Do you want a name?**

UNKNOWN: You serious?

→ Yorick (+2)

→ Buddy (+3)

→ Jitters (0)

→ I'm just messing with you.

[IF 'Yorick']

**Yorick.**

FRIENDLY: ...kinda on the nose, when you think about it.

[IF 'Buddy']

**Buddy.**

FRIENDLY: Buddy, huh? ...that mean we're friends?

[IF 'Jitters']

**Jitters.**

FRIENDLY: ...haha. Very funny, pal.

[IF 'I'm just messing']

**I'm just messing with you.**

FRIENDLY: ...oh. Okay.

[Determinant on name, if chosen.]

→ **[Ask about the big guy]**

**So, Yorick, tell me more about this 'big guy.'**

**So, Buddy, tell me more about this 'big guy.'**

**So, Jitters, tell me more about this 'big guy.'**

**So, tell me more about this 'big guy.'**

FRIENDLY: Right, uh, the big guy. Scary, big, could turn up behind you at any moment and suck the life out of you with a straw. Good thing you're over there, and you're not over here with me.

→ **Over there?**



FRIENDLY: You don't wanna be in here, pal. Trust me on that one, wish I could get outta here, myself... It's no place for skinbags.

→ Maybe we can cut a deal. I can help you.\* [cont. have enough clues]

→ You don't know that.

→ Curiosity killed the cat, but I ain't no cat. [condt. insufficient clues]

[IF 'cut a deal']

FRIENDLY: [HOPEFUL] ...huh, really? You'd do that for me?

**Sure, why not?**

FRIENDLY: Well, you're certainly a brave one, I'll give you that! If I was you I'd turn back, but... if you touch that thing again, can't stop you, either.

[IF 'don't know']

FRIENDLY: I don't know much, but I know that for sure!! Trust me, I've been wandering since before you were born, I bet.

[IF 'cat']

FRIENDLY: We're all cats in the end, my friend. Just a matter of luck.

*For some compelling reason I want to touch it... just to prove the guy wrong.*

→ [Touch the tear anyway]

→ Are you sure?

*Yes. I feel compelled to.*

→ Are you **REALLY** sure?

*I have to. No going back.*

→ [Enter]

**[ENDING RESULT E - CARELESS CAT]**

[IF 'cut a deal' cont.]

→ [Touch the tear]

...well, here goes nothing.

### III - TEAR WORLD

*It's like nothing I've ever seen before, surreal and full of vibrant colours that not even the wildest of fever dreams could ever take you. I blink, I blink again, it doesn't shake it, I'm overwhelmed with colours and my head feels like its spinning. This wasn't what I expected when I came here.*

[IF 'serve a drink' in piano room]

...this is what I get for drinking early.\*

FRIENDLY: ...did you steal from the bar?

**It's not like anyone was going to stop me.**

FRIENDLY: [FROWN] For shame..

FRIENDLY: Well, you're here now, happy?

→ Not thrilled.

→ Fell asleep.

→ What is this place?

[if 'not thrilled']

**Wouldn't say I'm thrilled.**

FRIENDLY: [SAD] Well... I did warn ya.

[if 'fell asleep']

**I fall asleep at the wheel or something? This can't be real.**

FRIENDLY: [FROWN] Excuse you.

**What is this place?**

FRIENDLY: [NERVOUS] A place between being and not being, least that's how I see it.

FRIENDLY: We'll have company so keep quiet... don't want the big guy

finding you. Don't think I could take it happening to someone else.

**You mean there's been someone before me?**

FRIENDLY: [SAD] It's... best to stay away.

*To that, he says nothing more. Poor guy's got the blues. As for me, I can't say I know what's going on... but I'm in here now. By the sounds of it, if I'm not careful, for **good**.*

**Think it's wise we stay together.**

FRIENDLY: ...yeah. Just so you know, the boss doesn't like trespassers. He made this world, once, so you gotta keep your head down or lose it.

→ [Thank him] (+2)

→ I'll be fine.

[IF 'thanks']

**Thanks. Appreciate the heads up.**

FRIENDLY: [SMILE] Anytime.

**I'll be fine. You worry about yourself.**

FRIENDLY: Yeah, you say that...

*I look around the room, if my newfound friend's advice is anything to go by, we shouldn't keep still for too long.*

**Let's see if I can crack this case, maybe talk to your boss and they'll ease up.**

FRIENDLY: [NERVOUS] Save your skin. Don't.

*I turn away to keep going. Buddy always used to tell me I was too stubborn. Guess in these moments I realise he was right.*

*Where am I headed off to now?*

→ DRESSING ROOM

→ ORCHESTRA PIT

### DRESSING ROOM

*A dressing room, from what I can make out. Where folks used to gather before the big number, all these mannequins are creeping me. Wonder what we can find here...*

→ SEARCH PROP AREA

→ UNLOCK DRAWER \* [if 'golden key']

→ EXAMINE MASKS

→ RETURN TO STAGE

[if 'prop cupboard']  
[FIND OLD PLAY SCRIPT]

FRIENDLY: ...what are you doing with that?

**I'm having a look at it. Looks like the star of the show for this one was Henry, decades ago.**

FRIENDLY: [FEARFUL] ...don't say that name.

*I wonder why he doesn't want me to say it...*

**Your name?**

FRIENDLY: ...boss doesn't like it.

[if 'open drawer']

[TEXT\_REF LETTER]

**Hmm... getting a lot of names from my findings... how many people have fallen to this curse? That's the question.**

FRIENDLY: ...couldn't tell you, I was... I thought I was the last one.

**Last one?**

...I can remember something. Think I used to do much like I did at the tear, wait for people to come along... smile at them.

**...think you worked at the Cavalier?**

...did I? Maybe I did...

[if 'masks']

*It's an old jester's mask, papermache. Looks incredibly old, decorated with licks of gold paint, but everything's cracking.*

FRIENDLY: [AFRAID] ...ugh, that one looks like it's gazing into my soul! ...kinda weird sensation, now that I think about it.

**Got any significance?**

FRIENDLY: ...reminds me of boss somehow.

#### **ORCHESTRA PIT**

This place is strange to be in, think the sizing should be the other way around. If I wasn't disorientated, I am now. Hope that massive harp over there doesn't collapse and take me out.

FRIENDLY: Eh, there's worse ways to go.

**Where should I be looking?**

→ EXAMINE INSTRUMENTS

→ STICK ARM IN TUBA

→ RETURN TO STAGE

[if 'tuba']

**...don't know what I expected, found sheet music.**

FRIENDLY: [LAUGH] Guess the tuba was hungry.

**Song's called 'To Doris'. Another memorial, I wonder?**

FRIENDLY: [THINKING] ...memorial... why'd that strike a chord in me?

**Lose the puns.**

FRIENDLY: I'm not kidding, though! I...

*Guy looks deep in thought. Wonder what that's about...*

[if 'instruments']

**Never seen instruments so big.**

FRIENDLY: It's a weird place. No point trying to make sense out of anything.

**Guess you're right.**

#### IV - CONFRONTATION

[IF both rooms are cleared, noise plays]

[PLAY\_SFX BOSS ENTERING]

FRIENDLY: [FEARFUL] Oh, oh no, did you hear that? *Did you hear that?* The boss is back, the boss is back, he's here - and now *you're* here! You have to hide or he's gonna get you, too! You'll lose all your colour!

*He's visibly trembling, fearful, looks like he's worried for the both of us. Poor guy.*

FRIENDLY: He can't get me again! Else I'm just gonna be another string, or another tooth! I don't wanna go like that, pal, I don't!

→ [Comfort him] Hey, it's gonna be alright. (+1)

→ [Give him hope] Breathe. I'm gonna help you get out of here. I promise. (+3)

→ [Show no fear] Eh, I ain't afraid of some ghost blob.

→ [RETURN TO THEATRE]

[BOSS FADES IN]

*I see the entity before me, the thing my friend calls the boss. Terrible tangle of mess with what looks like a thousand fangs and eyes that you can fall into. I shield my friend from it, I can almost feel him trembling behind me. That toothy mouth creeps into a grin that runs for miles, and I'm wondering just what the heck I've stepped into.*

BOSS: [SMILE] A NEW SOUL APPEARS? I CAN TELL YOU'RE FRESH... DIDN'T YOU HEED THE WARNINGS TO STAY AWAY?

→ [Bluff]

→ Not a believer. (-1)

→ Want to help. (+2)

[if 'bluff']

**Warnings don't mean a thing, you're just a buncha yarn.**

BOSS: [ANGRY] AND YOU'RE JUST A BUNCH OF BONES, IN THE END.

**Better bones than yarn.**

BOSS: ARRRGH!!

[if 'not a believer']

**Not a believer. You can't do jack to me.**

BOSS: ARE YOU A GAMBLING MAN?

→ Nope.

→ That I am. (-1)

[if 'nope']

BOSS: ...LUCKY YOU.

[if 'that I am']

BOSS: I'D THINK TWICE IF I WERE YOU.

[if 'want to help']

**I want to help. My poor friend's stuck here.**

FRIENDLY: [HAPPY] ...

BOSS: OH, THERE YOU ARE, LITTLE ONE.

FRIENDLY: [FEARFUL]

→ [Defend] (+3)

[if 'defend']

*You stand before the swirl, keeping the two separate.*



BOSS: ...HOW... UNUSUAL FOR A HUMAN.

BOSS: TELL ME, ARE YOU AFRAID?

→ Can't fear what I don't believe. (-2)

→ Not that scary.

→ Want the truth? (+1)

[if 'can't fear']

**Can't fear what I don't believe.**

BOSS: [ANGRY] YOU'LL REGRET SAYING THAT.

[if 'not that scary']

**You're not that scary, teeth aside.**

BOSS: ...WHAT? WHY YOU...

[if 'want the truth']

**Want the truth? A little bit.**

BOSS: [GLEE] HAHAHA, YOU'RE AMUSING. HOWEVER...

BOSS: I MUST UPHOLD MY RULES. FOR TRESPASSING, YOU WILL SUFFER IN MY  
WORLD FOREVER.

→ [Offer a hug]\* [if 'not that scary']

→ I'm suffering just talking to you. (-1)

→ Just like you are? (+2)

[if 'offer hug']

**You need a hug, need to talk it out?**

BOSS: I... WHA...

→ [Reach out arms]

**[ENDING RESULT B OR D - FRANKIE'S FINAL FAVOUR OR TANGLED TETHERS]**

[if 'suffering just talking']

BOSS: [ANGRY] THE NERVE OF YOU...

[if 'just like you']

BOSS: [CONFUSED] ...WHY... HOW COULD YOU POSSIBLY KNOW?

**I can see it in your multiple eyes.**

BOSS: DO YOU EVEN KNOW WHAT IT'S LIKE TO SUFFER?

→ Lost a friend. (+1)

→ Everyone suffers. (-2)

→ Sure you're hurting. (+2)

[if 'lost a friend']

**I lost a friend once. It hurt more than anything, still think about him every day.**

BOSS: WE'VE ALL LOST SOMETHING...

→ Favour for a favour.

→ I can tell you have. (+2)

[if 'favour']

**If I can make up for what I lost by saving someone else, then it's not pointless, right?**

BOSS: ...I GUESS NOT.

[if 'tell you have']

**I can tell you've lost a lot. Even yourself.**

BOSS: [CONFUSED] ...

[if 'everyone suffers']

**Everyone suffers, you're not the only one.**

BOSS: \*HISSING NOISES\*

[if 'sure you're hurting']

**I'm sure you're hurting.. that's why this world exists now, right?**

BOSS: IN MY DOMAIN, I CANNOT SUFFER, ONLY INTRUDERS CAN.

[IF points are -5]

BOSS: ...YOU'RE WASTING MY TIME, HUMAN. FOR THIS YOU EARN MY CURSE. NOW YOU SHALL BECOME ONE WITH THE SWIRL.

**[ENDING RESULT C - ANTAGONISED APPARITION]**

[IF points are +5 or higher and no name clue]

**[ENDING RESULT B OR D - FRANKIE'S FINAL FAVOUR OR TANGLED TETHERS]**

[IF points are +5 or higher and names]

→ [Say their names]\* [if 'newspaper' and 'letter' at least]

**Ken, Peggy, Edward, Elisa, Doris, Frankie...**

BOSS: [CONFUSED] I... WHAT... WE... AARHGHAGRHAHG

*The thing lets out a confused sound that seems to shake the ground. But  
I persist. I have to.*

→ Henry.

**Henry... is that you?**

BOSS: [STUNNED] ...I...

FRIENDLY: [SHOCKED]

BOSS: .....

I know you're all suffering in there together, trapped just like we are in the tear right now. And you have suffered, you've had the worst of it. Bad luck for decades, lives lost far too early. All promising futures, gone in an instant. I know how that feels, and I'm still alive.

I know you don't mean to do this, or feel this way, but you don't have to be tied to this place anymore. I'll get your stories out there, help you heal, make sure this doesn't happen to anyone else.

BOSS: YOU... NO ONE HAS EVER MADE SUCH A CLAIM...

I can make that happen... just need to get back out there. And you can be free, you don't have to suffer like this anymore, scare the world into staying away. You can rest.

BOSS: ... OUR HEART ... IT FEELS... WHOLE... WHAT IS THIS...

→ Be free.

Be free. So we can call move on.

BOSS: [HEALED]

BOSS: HOW... HOW DID YOU MANAGE THIS...

[ENDING RESULT A - HOPE & HEALING]

V - IN-GAME TEXTS

TEXT\_OLD NEWSPAPER

**A HAUNTED PAST**

nov. 24th, 1950

The premiere of *To Catch a Train West* at the Cavalier Theatre was cancelled just last week after lead star Ken Wilmer Clark had been injured in a vehicle accident on the same evening. Clark was just a block away from the premiere when another vehicle ran a red light and resulted in a near-fatal collision. Clark had been rushed to Braithwaite Hospital in a critical condition and unfortunately succumbed to his injuries just days later, leaving many cinema goers with heavy hearts.

This comes just months after actress Peggy Jenkins fainted in the foyer of the theatre while at a fellow co-stars premiere night, leading to a coma. The Cavalier Theatre has suffered from a string of events ever since the late 1800s when the grounds first became a playhouse. Despite multiple renovations and change of ownership, the reputation of the theatre's misfortune has grown beyond superstition. Award-winning actor Gerard Melwitt is one of many now refusing to visit the grounds, claiming it to be a 'bad omen'.

Premieres were once a defining event for the Theatre, but now visitors are on a steady decline. Will the Cavalier ever return to its golden days, or will it fail to persevere in the new age and become another forgotten piece of history?

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**BELATED LETTER**

Dearest Edward and Elisa,

I hope this letter finds you well. I hear your newest performance was a success. The greatest congratulations to the both of you! I wish I could have been there to see the flaming sword performance, that was always a favourite of mine.

I write to you to congratulate, but I have also heard word you have both been under the weather since your tour commence. Please, be sure to take care of each other, have a rest from time to time. The stage will always be there for you when you are ready to return.

The world could always use more magic, be sure you can be there to provide it to the people for as long as you can.

As they say,

*The Show Must Go On*

Wishing you two all the best,

Desmond B.

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#### **TEXT \_MEMORIAL PHOTO**

There's a crooked photo frame, glass a little cracked. It's a photo of a young man standing at the ticket counter back when this place was buzzing, dressed well and smiling while waiting for attendees to line up. A plaque below reads: 'thanks for the smiles Frankie, you will be missed.'

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#### **TEXT \_PROGRAMME**

##### **THE PHANTOM ACTOR**

*WHEN A MYSTERIOUS CURSE BEFALLS A SMALL SEASIDE TOWN, THOSE RESIDING MUST FACE THE SHADOW THAT TERRORISES THEM.*

*STARRING: DORIS GOLD, WINSTON BERGMAN*

## **VI - ENDINGS**

### ENDING A - HOPE & HEALING

[SCREEN FADE IN]

Sometimes a talk is all that is needed, and you knew that from the beginning. The swirl had forgotten its origins and the souls within it, in need of a simple conversation to help ease its pain. Thankfully some rumours had brought in a jaded mind, but still a kind heart.

Your approach allows the swirl to heal, splitting into a string of spirits that soar through the air and the theatre hall echoes with cheers of thanks. Your ghostly companion thanks you one last time, guiding you back through the tear before you find yourself alone, just as you did in the beginning.

You're able to step out of the Cavalier Theatre a free man, and as you squeeze through the half-boarded entrance and step out onto the pavement you're met with warm rays of sun. The birds sing, the sky is as it had been before all this, and you never forget this day.

ENDING A

*HOPE & HEALING*

### **ENDING B - FRANKIE'S FINAL FAVOUR**

[SCREEN FADE IN]

The swirl had faded from this mysterious world, and for a single breath all seemed well. A noise of fearful confusion draws your attention as you glance towards your ghostly companion. He's pale... changing. There's a terror in his eyes, body slowly less a spectre but now ghostly strings... suddenly you realise the swirl was not gone from this world. It would only continue.

"...hey, pal." Your companion rasps. "I feel kinda faint... think you should get out while you can... thanks... for the company."

As his condition begins to worsen, his hand lifts to gesture towards the tear, urging you leave. You vow to return to the tear to help him when you can.

ENDING B



*FRANKIE'S FINAL FAVOUR*

**ENDING C - ANTAGONISED APPARITION**

[SCREEN FADE IN]

The swirl doesn't care for the empty talk of sceptics and jaded detectives, every word of doubt causes it to become bigger, spiting the human with its own existence for mocking the cluster. The room becomes overwhelmed with a heavy energy, you feel tired, and as the swirl nears closer and reaches out with one of its ghostly hands, you feel the energy start to sap from you and your vision goes black. When you wake, you find yourself motionless, still, as if your eyes are no longer yours.

Another soul for the swirl.

[FADE TO BLACK]

ENDING C

*ANTAGONISED APPARITION*

**ENDING D - THE TANGLED TETHERS**

[SCREEN FADE IN]

The swirl had faded from this mysterious world, and for a single breath all seemed well, but a certain knot in your throat has you uneasy. A noise of fearful confusion draws your attention as you glance towards your ghostly companion. He's pale... changing, ghostly tail now a growing tangle of strings. He looks toward you, eyes dull and form weak.

He almost looks... sad.

"...told you not to come here..."

He worsens, nearing closer as the tangle begins to weigh him down and surround the both of you. Before you can make a move back towards the tear you're walled in, overwhelmed by the clutter and all goes black.

The Cavalier lies in wait for the next curious soul.

ENDING D

*THE TANGLED TETHERS*

**ENDING E - CARELESS CAT**

[SCREEN FADE IN]

*Curiosity killed the cat.*

Famous last words. As your hand meets the tear you feel your body suddenly jump and you're in another room entirely, the colours are all off. A figure comes lumbering towards you at a speed you're not prepared for, a grin filled with multiple crooked teeth.

A voice booms *YOU SHOULDN'T HAVE COME HERE.*

[FADE TO BLACK]

ENDING E

*CARELESS CAT*