

# Lostwick

## A point-and-click mystery by Sam Palin

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This visually minimalist mystery follows Jaspir Greane, a defunct detective tasked with the police's dirty work. Lostwick estates have fallen silent, reports of a murder but zero urgency to evacuate. Snoop between corridors of concrete, picking up 'Clues' and talking to residents. These Clues manifest as playing cards, granting the player helpful bonuses when talking to suspects. Conversations play out like a game of cards, the player taking turns to uncover each characters' intertwining tales. Some residents are immune to threats, others to flattery. It's up to Jaspir Greane to find out which of these absurd personas killed young Esme Aicks. And which of them have done worse.

Included in this demonstration is an extract from Scene 1, the embedded tutorial, where you are enlisted for this job; Scene 5, a gritty showcase of tone; and Scene 10, an interaction with the snappy Mauve.



Rofferty Dwige

Rofferty:  
 "Yeah. Light's been like that a few weeks. Can't get a grant for an electrician 'til the landowner verifies it.  
 It trips if you press it too much. Blasted thing."  
 'Money' Unlocked  
 'Money' Played  
 Rofferty:  
 "The week's been stiff. Bank won't let me get a loan because of my... Situation."  
 'Money' Played again  
 Rofferty:  
 "See? Wallet's empty. I'm in debt unless I can land this gig.  
 And I'm giving you an opportunity. So impress me."  
 'Wallet' unlocked.

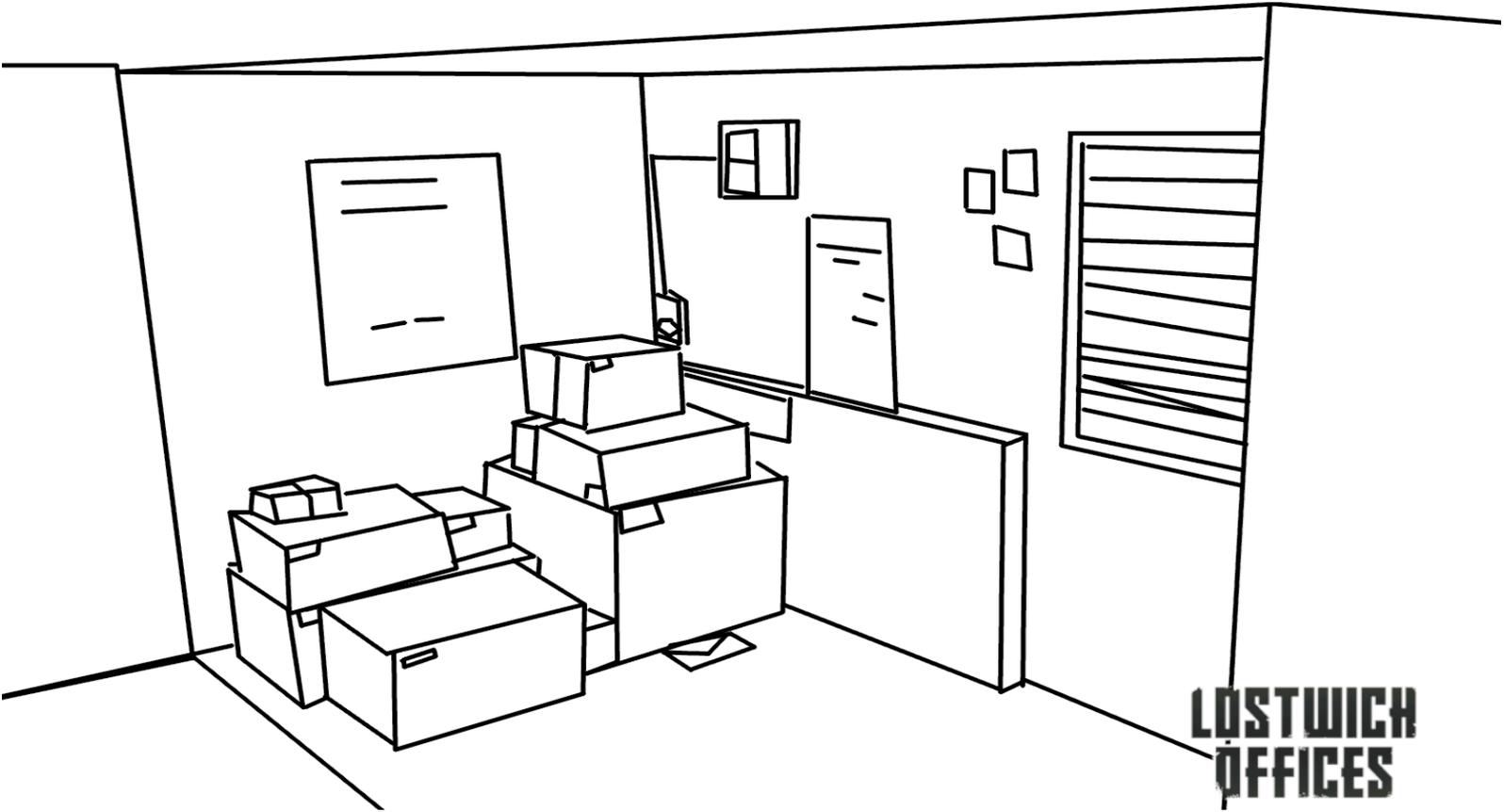
? Blue-Tagged Key ?  
 ?  
 Reveal the next card in the deck  
 ?

Play Card

Minimise

Exit

Blue-Tagged Key 	Breasts key 	Corroded Key 
Wallet 	Jar of Eyes 	Pipe Bomb 
Money 		



LOSTWICH OFFICES



### Your Head

"Feldgrau block's where Mr. Policeman said to meet. Poking around first can't hurt though, right?"

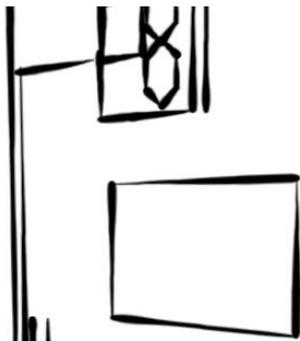
next



### Thoughts

"Too tidy in here. Someone knew I was coming."

next



Your Head

"Aside from the city of parcels, it's just envelopes, invoices and boring."



? \_\_\_\_\_ §

Blue-Tagged Key



\_\_\_\_\_

Reveal the next card in the deck

\_\_\_\_\_ ?

? \_\_\_\_\_ §

Breasts Key



\_\_\_\_\_

Reveal the next card in the deck

\_\_\_\_\_ ?

? \_\_\_\_\_ §

Corroded Key



\_\_\_\_\_

Reveal the next card in the deck

\_\_\_\_\_ ?

? \_\_\_\_\_ §

Pink-Tagged Key



\_\_\_\_\_

Reveal the next card in the deck

\_\_\_\_\_ ?

? \_\_\_\_\_ §

Jar of Eyes



\_\_\_\_\_

Reveal the suspect's entire hand

\_\_\_\_\_ ?

? \_\_\_\_\_ §

Pipe Bomb



\_\_\_\_\_

Discard the suspect's entire hand

\_\_\_\_\_ ?

? \_\_\_\_\_ §

Money



\_\_\_\_\_

Draw 1 card

\_\_\_\_\_ ?

? \_\_\_\_\_ §

Wallet



\_\_\_\_\_

Gain 1 random item pertaining to the suspect

\_\_\_\_\_ ?

## Scene 1

INT. Lustwich Police Station, Interrogation Room

A void of grey, built to drain suspects' hope until they're ready to admit to anything. We look at Rofferty Dwige, a wrinkled pear of a man. His job aged him too fast. At current, the room is obscured apart from the light's blinking, but it is sparse and lifeless. A one-way mirror reflects the officer. Plaster panels line the ceiling and scuffs line the floor.

[Officer]

"Grand to meet you, sir. I'm Sergeant Rofferty Dwige, and I've landed you the absolute dogs bollocks of a case!"

[Your Mouth]

"Come off it with the chirpiness. I'm still a jailed man, don't need you acting like you think we're equals."

[Rofferty]

"I know your twaddle, Mr. Grean. Ooh, we're all rotten bastards. Sure shit, mate. But we're givin' you the chance to help people 'ere. We ain't stickin' all our fingers in your pies, either. Just corroborate with us. Me."

[Your Mouth]

"You're not giving me a chance. You're using me while you've got me."

[Rofferty]

"Oi, look. That's nothin' to do with myself. I'm just willin' to hire you, and this time counts t'ward your community service."

[Your Mouth] "What a kind soul you are. We both know I can't decline the job, so just give me the circumstantials."

[Rofferty]

"I can only tell you them on-site, I'm afraid. First, you have to show me if you're really cut out for this scheme. I'm harbourin' a very dark secret. Tell me what it is."

[The room becomes visible to the Player]

[Your Head]

"Odd bloke. He's got to have planted some clues around the room."

[Inspect Officer Head]

"His bald spot twinkles to the tune of the lamp's spasms."

[Unlock Clue: 'Flickering']

[Inspect Officer Face]

"I don't like his moustache. Probably smells of corn."

[Inspect Officer Hands]

"His wedding ring sits on green skin. Looks like he cares more than his partner does. Wife? Probably wife."

[Unlock Clue: 'Wedding Ring']

[Inspect Officer Front]

"A blue uniform. Not my style really. The front is creaseless."

[Inspect Officer Reflection]

"The back of his shirt isn't ironed."

[Inspect Officer Lower Body]

"There's a wallet in his pocket. I can't get it."

[Unlock Clue: 'Wallet']

[Inspect Officer Shoes]

"Faux leather caked in mud, but polished at the toes."

[Unlock Clue: 'Muddy Shoes']

[Inspect Wall]

"The plaster is covering a film of mildew. Luckily it's only up close that you can smell the sickly must."

[Inspect Ceiling Lamp]

"The lamp's flickers look like cries for help."

[Unlock Clue: 'Flickering']

[script omitted for length]

## Scene 5

### EXT. Feldgrau Block, Shit Alley

It looks smelly. So smelly. Unidentifiable sludge teeming with ecosystems pools around ravaged bin bags. Cones and police tape are the only unsullied colour in sight.

[Inspect Outline]

"That's where the body must've been found. No signs of movement. No signs of struggle. I'll see what else is around."

[Inspect Fence]

"Fences are peppered with brown marks, it looks like the body could've been dropped. And I'd say those are some high impact splatters.

[Unlock Clue: 'Splatters']

It would be floors four to nine. That's too many rooms. I've got to narrow my lens."

[Inspect Dumpster]

"Isn't that where people usually hide bodies? Did they miss? The bins look normal right now, maybe I'll end up giving them a good rummage when I've got a lead."

[Inspect Litter Pile]

"Rats and snack packets."

[Inspect Drain]

"A pit of tunnels and rodent corpses. A ratacomb, if you will."

[Inspect Windows]

"What a wonderful view of... Shit Alley."

[Inspect Windows after unlocking 'Splatters']

"Eighteen windows overlook shit alley. And none of them heard a splat? The receptionist could help point out who might've been awake at five on a weekday."

[Inspect Washing Lines] "I wouldn't trust my clothes above this poo heap."

[Inspect Telephone Wires] "Lightning strings."

## Scene 10

### INT. Feldgrau Block, Flat 25, Living Room

A pile of shoes shoved against a sofa, false ivy draped over a cracked television, a coffee table of tarot cards and tossed clothes. Jackets, underwear, or accessories can be seen on every surface, and scattered around the floor. Cross-armed, on the settee, is Mauve.

[Interact with Mauve]

[Mauve]

"Sooo... Not a cop?"

[Your Mouth]

"No. They picked me up for this case. You aren't aware?"

[Mauve]

"Wow, sorry, I must've been caught up in my own stuff. I really hope no one was hurt!"

[Your Mouth]

"It's a murder case. At the minimum. So unfortunately, they were."

[Mauve]

"Well now that's just sad. Should I be worried? If someone breaks into my flat am I allowed to kill them is that legal?"

[Your Mouth]

"You realise that makes you sound awfully suspicious? Police are in charge of saying whether it's safe. I'm the finder-outer of what happened."

[Begin Gameplay]

[Play unyielding Clue]

[When a Clue without a response is used, a randomised response from this selection will play]

[Mauve]

"Sorry, not sure!"

"Aaa, can't help you there - my bad!"

"Hmm... Nope."

[Play 'Scumwishing in Scanc Pictum']

[Mauve]

"Yeah, that's one of the posters I've got! I had another one before. I don't know where that went."

[Play 'Splatters']

[Mauve]

"At five AM? I was just, you know, doing shit. Can't really remember much of that night, never noticed a squelch though. Sorry, that's not a pretty word."

[Play 'Coat']

[Mauve]

"Omg, yeah that's mine. I dropped it? Thank you. You're nice. I sewed this myself."

[Unlock Clue: Sewing]

[Play 'Sewing']

[Mauve]

"Omg do you want to see my sewing machine? Let me show you my sewing machine."

[Unlock Area: Mauve's Bedroom]

[Mauve moves to Bedroom]

[Go to Scene 12]

[Play 'Needle']

[Mauve]

"Fuck, man. What the fuck. Stop fucking pulling shit out man I'm trying to be nice to you. I can tell you my dealer if you stop scrutinizing my shit, dude. His name's G Longo. Go detect him."

[Unlock Clue: 'G Longo']

[Play 'Prerolls']

[Mauve]

"That's my shit you're looking through, man. Don't nick me."

[Your Mouth]

"I'm not nicking you. Just curious. Why are you smoking prerolls?"

[Mauve]

"WOW! I rolled them, actually. Some youth paid me to craft them for him. He's too scared of his mates thinking he can't roll. Sad, really. Kinda silly."