



A Child's Play

For centuries, Steeple Island remained a pastoral land. In the mid-eighteen hundreds, the island's legendarily restorative properties attracted affluent mainland tourists. Some claimed it was the soil. Others insisted it was the water that could cure arthritis, wrinkles, respiratory complications, even the common cold.

One such visitor was the industrialist, Winston Malgrave. A rich but sickly fellow, he became convinced of the island's invigorating powers. He purchased the island from the lone permanent resident, a farmer and tinkerer named Elmore Bligh. Mr. Bligh and his daughter Sarah watched as Malgrave transformed the Island. He built himself a massive residence. At the source of the island's acclaimed water, he erected statue of himself. Even more curious, a sprawling factory emerged from behind his manor.

Sarah fancied the clever and wealthy new resident of Steeple Island. She longed to leave the staid island and pursue theater and screen stardom. Winston seemed like the type of can-do man who could make her dreams come true. Despite modest objections from her father, they were soon married.

Winston Malgrave insisted that they stay on the island (now known as Malgrave Isle). He acquiesced to her desire to be an actress by building an opulent theater. He encouraged the mainland's best writers and performers to stage plays that she might star in. After a few semi-successful seasons, the playwrights and actors stopped visiting. The dark theater, a somewhat vain and hollow token of her husband's love, became Sarah's sanctuary. She retreated to it often, especially during her pregnancy.

Rebecca was born while Malgrave feverishly completed his project. With naïve assistance from his father-in-law, Malgrave built a sprawling industrial complex designed to extract and focus the restorative power of the island. While diverting the island's water in an elaborate underground infrastructure scheme, Malgrave found the true source: a gigantic crystal buried deep underground. Malgrave intended to create a very real fountain of youth by siphoning the energy found within the mysterious crystal.

Meanwhile, the rest of the island became neglected. Tourists stopped visiting. The seasonal owners of the town's shops sought to wrestle control of the island's amenities from Malgrave. Elmore Bligh disappeared. Rebecca and Sarah became ostracized from the community and forgotten by Winston. Rebecca found herself idly traversing the grand gardens and greenhouse Malgrave had built as mementos of his affection. Yet he forbade both his daughter and wife to enter large areas of his mansion complex. Sarah, in fact, had never been inside the technologically advanced chamber room until the day of the explosion.

Key Characters

Winston Malgrave – The ambitious Industrialist purchases Steeple Island, renames it Malgrave Isle and conducts an ambitious examination of the island's legendary rejuvenating capabilities. Upon discovering the source, Malgrave intends to exploit its core healing potential. His first attempt goes horribly wrong. Undeterred, Malgrave constructs a second device.

Sarah Malgrave (formerly Sarah Bligh) – Sarah Bligh, daughter of Steeple Island's lone permanent resident Elmore Bligh, marries Winston Malgrave. She hoped Winston would provide the cosmopolitan and intellectual life that seemed unattainable on the rural island. However, she finds herself married to a hubristic tyrant obsessed with reversing his natural decline.

Rebecca Malgrave – The daughter of Winston and Sarah, Rebecca is emotionally abandoned almost immediately following birth. Her mother, suffering from depression, has retreated inward. Her father is consumed by obsession. She is "adopted" by her grandfather, who looks out for her until he disappears shortly before the explosion.

Elmore Bligh – The island patriarch, Elmore has tended to his fields and his mechanical tinkering, while he amusingly watched a generation of visitors come and go each season. He is, at first, charmed by Malgrave's interest in the island. He is also initially flattered by Magrave's request for assistance in a wide variety of inventions. But Bligh grows skeptical of his son-in-law's intentions, especially after the birth and subsequent neglect of Rebecca.



In-Game VO

Winston Malgrave's Introduction Cut-Scene

[link to clip](#) (we found a perfect Malgrave)

INT. MCF OFFICE

Winston (O.S. Narration)

Greetings, Detective. Good evening (at least, I believe it is evening, a bat just fluttered from the rafters of my estate. I trust his instincts, if not my own), I am Winston Malgrave... the last resident of Malgrave Island. I wasn't always alone. Like many, I came here seeking the rejuvenating magic of the island's famed spring water. At the time, visitors insisted it could cure arthritis, wrinkles, respiratory ailments... even the common cold.

They had no idea.

You've received this package based on your reputation for discretion and effectiveness. I'm entrusting to you one of the greatest discoveries of this (or any) century. In the vial you will find a most extraordinary substance. With it, I believe we can cure most of the world's ills and, in the process save my beloved Sarah. I fear I could not live without her. But in order to make this miracle happen, I need your assistance securing more of this powder.

Come to my island posthaste. I will explain further. Thank you.

Chapter 1

Boat Approach to Island

From Device on boat:

Good day, Detective. I'm pleased you've taken this case. As you can hear, this apparatus I've provided allows me to communicate to you. Please take it.

Be mindful of your approach to my island. To your left and right you will observe the wreckage of less fortunate voyages.

To avoid the fate of these lesser sailors, carefully proceed between the two buoys to the island's dock.



Boathouse & Gate

Dock Entrance:

Welcome to my island, detective. Behind the boathouse, you'll find a doorway. Proceed inside to behold a most splendid sight.

Boathouse HO Scene:

As you've just witnessed, my remarkable machine collects particulates most efficiently. Continue searching this location. Sarah's recovery depends on the delivery of this miraculous dust.

Gate Entrance:

You will encounter some... precautionary fortifications as you traverse my island. I trust a detective of your skill will have little trouble navigating these unique features.

Garden

Entrance to garden:

I presume you're approaching the garden baths. Like other tourists, I found the waters that once flowed here to be nothing short of miraculous.

Near Device receptacle:

This apparatus sends me the dust you've accumulated thus far. I must collect it in distinct parcels. Otherwise the situation becomes ... hazardous.



Device Puzzle #1

Not enough dust:

My collection apparatus requires an exact quantity to operate. Look around Detective, surely there is more dust to be collected.

How to send dust through maze:

Once you've aligned a pathway from the device to the center, press the button on the device to release the dust into the collection chamber.

Failed send attempt (first time or two):

Is the path complete? Please try again, detective.



Chapter 2

South Street

Entrance to South Street:

You should be nearing town by now. This was once a vibrant scene. Festivals and colorful celebrations... alas, since the unfortunate event, everyone has abandoned me and my island.

At General Store puzzle:

You've likely encountered a contraption designed to obstruct our mission. Someone, a misanthrope no doubt, has affixed these to passages throughout my island. I trust your skills can bypass these befuddling mechanisms.

Plaza

In the town's center, the people erected the statue in my honor. It was unveiled on Founder's Day long ago. You'll find the likeness quite remarkable.

North Street

I dug this canal to protect my discovery. To keep the jealous and ungrateful at bay, I have removed the means necessary to lower the bridge. I trust that you possess enough wits to overcome this impasse.

Theater

Entrance to Theater (lobby):

You, no doubt, have noticed my theater. I built it for Sarah. I'd bring the world's best performance troupes to this palace so that, from her private balcony, she could enjoy all the timeless classics.

Theater Auditorium

I imagine you're enthralled by all I've gifted to this island, but I must remind you detective, delay jeopardizes our mission. Do hurry.

Waterworks

Ah, another precise delivery. I applaud your progress, Detective. You've also discovered the island's rudimentary waterworks. From here, you can control water-flow throughout the island.

Graveyard & Mausoleum & Mine Shaft View

At graveyard entrance:

Even I underestimated what this island was holding deep within its fertile lands. What I unearthed here was a triumph of will over nature itself.



Chapter 3

Front Lawn of Malgrave Estate

Welcome, Detective. Impressive tenacity. Clearly, I selected the right sleuth. Further progress requires a visit inside my estate.

Foyer (First Visit)

I imagine you expected my presence. My sincerest apologies for not meeting face-to-face, Detective. Suffice it to say that I'm sensitive to foreign ... contagions. Please, come into my study. I have left something for you.

Upon collection of Lever:

Our current electrical situation is grossly inadequate. Sarah's recovery requires considerably more power. Alas, my mansion's electrical system is dependent on an underperforming windmill on Elmore Bligh's farm. I need you to investigate.

However, Bligh's lands have been... blockaded. What is it they say about fences and neighbors? Passage through the fortification requires rebuilding a vandalized particulate collector. You'll find one replacement component on my desk. I suspect three others lie hidden in town.

Please make haste. Time waits for no one.

Chapter 4

Hint 1

While you've lollygagged about, I've recalled a salient fact: Bligh spent a lot of time loitering in the garden baths. Perhaps he left a lever behind.

Hint 2

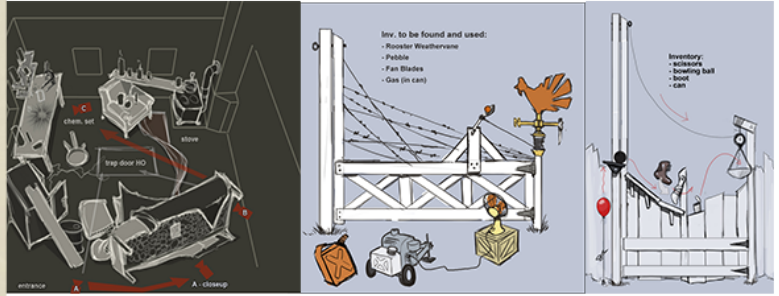
Pardon my interruption. Did I wake you? It just occurred to me that someone may have hidden a lever in the theater.

Taunt 1

Rapidity would behoove us all, detective. I hope you're keeping sight-seeing to a minimum.

Taunt 2

Curse that Bligh. That man continues to thwart me even from beyond his grave. I implore you to find those levers.



Chapter 5

Outside Farmhouse

Prior to my arrival, Bligh's greatest achievement was that windmill you see in the distance. It is your ultimate destination.

Field

We still lack power, detective. I'm forced to eat my cream corn cold. Cold!

Mill

Entrance to Mill:

Well, even at your leisurely pace, I expect you've probably reached the great turbine by now. I remind you that everything – Sarah's very existence – depends on more electricity. You must get Bligh's gears to produce.

If Player fails to plug in cord:

I'm still not receiving any power. Are you sure that you have plugged everything in?

Rebecca (tape recorder):

...he's always talking about her... says that he couldn't survive without her – even after the experiment destroyed everything. I can't let him do it again.

Chapter 6

None

Chapter 7

Greenhouse

(This is after using the device puzzle in vestibule, upon getting to the green house)

Yes, Detective, **YES!** I – no, we - are closer to our dream. One more delivery, detective. One more. You've gained access to the conservatory I constructed for my ungrateful daughter. She was never satisfied with whatever I provided her... No point dwelling on it. Let's continue our tasks, shall we? Sarah demands it.

Bedroom

Entrance to Bedroom:

Where are you, Detective? Our agreement requires you locate and collect particulate matter. I'll tolerate no snooping about my private residence.

Chapter 8

Mausoleum

Entrance to Mausoleum:

I did not authorize trespassing into the mausoleum! Please do not disturb any who might rest peacefully within. Detective, you are to collect what dust might be inside and exit immediately. Do not stray from the mission!

Clattering as microphone falls to floor and is then cut off.

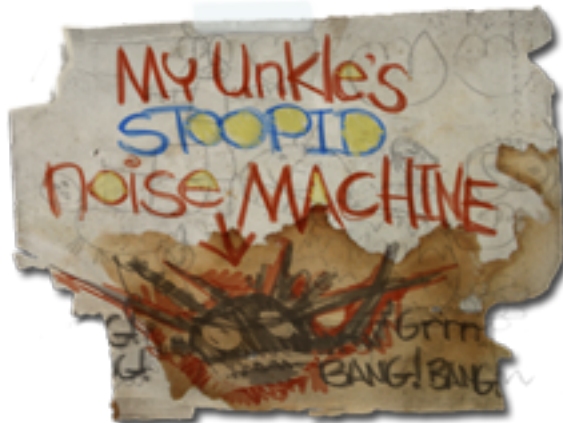
Upon unearthing Sarah's tomb:

I grossly underestimated you, Detective.

Yes, Sarah is dead. She died in a tragic accident many years ago. I sincerely apologize for the somewhat false pretense in which I summoned you to my island. But I assure you that your work here is not lost.

Indeed, Sarah can brim with life once again — provided you continue to bring me what I need.

Confounded? There is much on this island that's difficult to fathom. I believe that it's time we met so I can explain the true purpose of your visit to my island. Please meet me in my study.



Chapter 9

Study

Malgrave Cinematic (drop into cell)

Winston Malgrave (Trap Door)

INT. STUDY

Hello detective. Let me first, thank you for your... persistence. Your services have provided all the restorative power Sarah requires. The dust you've so diligently collected is more valuable than... well, life itself. As such, I'm afraid there's simply no way I could possibly accommodate you accordingly. Goodbye.

INT. CELLAR

REBECCA (O.S. - urgent whisper, repeated)

Detective? Detective?

CUT-SCENE

INT. CELLAR

Camera moves towards Rebecca's silhouette framed by trapdoor.

REBECCA (whisper)

My name is Rebecca Bligh. Winston Malgrave is my father. Our lives are in grave danger, detective. My father... he'll do us all great harm.

CUT TO: EXT. ISLAND – NIGHT

REBECCA (O.S. whisper) (CONT'D)

You've heard, I'm sure, of this island's restorative powers. My father, in particular, was convinced it was special. He made this place his home, married my mother Sarah and searched the island for its secret.

Many years ago, he found it in a giant rock he coined "The Malgrave Crystal." With the help of my grandfather Elmore, he built a machine that he believed could extract the power and restore him to a young man.

The experiment went horribly wrong. The subsequent explosion killed my mother and coated the island in this... infernal dust. Those that hadn't already left, fled. I (only eight at the time) ran away to my grandfather's farm. I doubt father even noticed my absence.

He's gone quite mad, you see... obsessed with rebuilding the machine and retrieving his youth. Now that he has all the dust he needs, you've become quite expendable.

But there is a way to stop him this time. We need to get you out of there to collect more dust. Then we need to find Sarah. It's -

MALGRAVE pulls REBECCA OFF-SCREEN (out of view from the player's POV in the cellar).

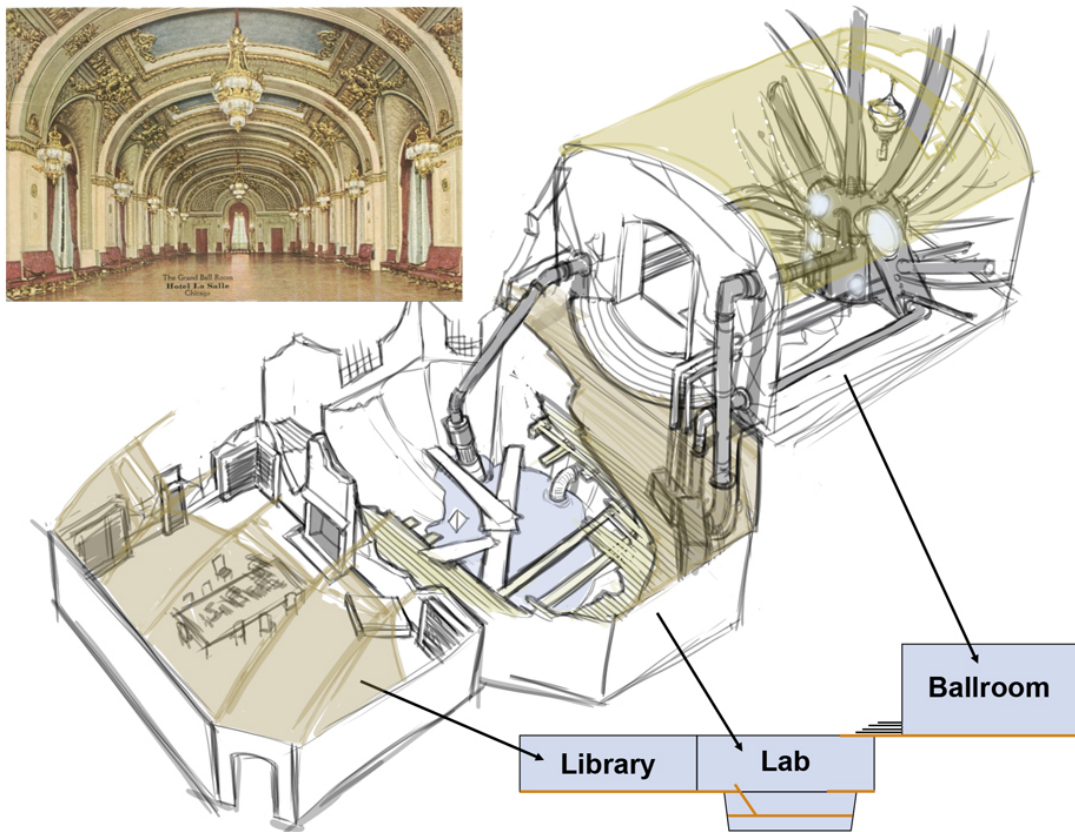
Enter Chamber.

Malgrave VO:

Detective? Well this is a surprise. Allow me to reveal the true reason for your visit to my island. This is SARA, my beloved sustaining and rejuvenating apparatus! A product of much love and suffering.

You see, I tasted eternity, Detective! I was so close. It could smell its intoxicating promise! But the original SARA couldn't withstand the power I asked of it. The subsequent explosion killed my wife, debilitated me and scattered the crystal's remnants across the island. I hired you to collect this dust. And, thanks to you, I am at the cusp of ultimate success.

Now run along good detective, the experiment's forces may prove fatal to the unshielded.



Camera returns to first chamber location.

Rebecca VO:

Detective... don't go! This place *is* extremely dangerous. However, there are switches that can dampen the electrical shockwaves. Use them to approach father's chamber!

Player pulls first switch.

Malgrave VO:

Your efforts are in vain Detective! You're too late!

Player pulls second switch, navigates to center spot.

Rebecca VO:

Well done detective. It's safe to approach the chamber. Now listen closely: We must use the extra dust you've collected to stop Father's madness once and for all. My grandfather left clues inside this room that will help you access a secret panel on SARA. Add the additional dust before the experiment concludes!

If father's mad desire is youth, then let's give him exactly that

Player finds clues, switches levers, final dust collection opens.

Malgrave vo:

What are you doing? Wait! I made precise calculations! Too much dust could send me back to... to...

You! You're a Saboteur! You're MY detective! How Dare you!

Player begins maze solution.

Malgrave vo: (played at solution)

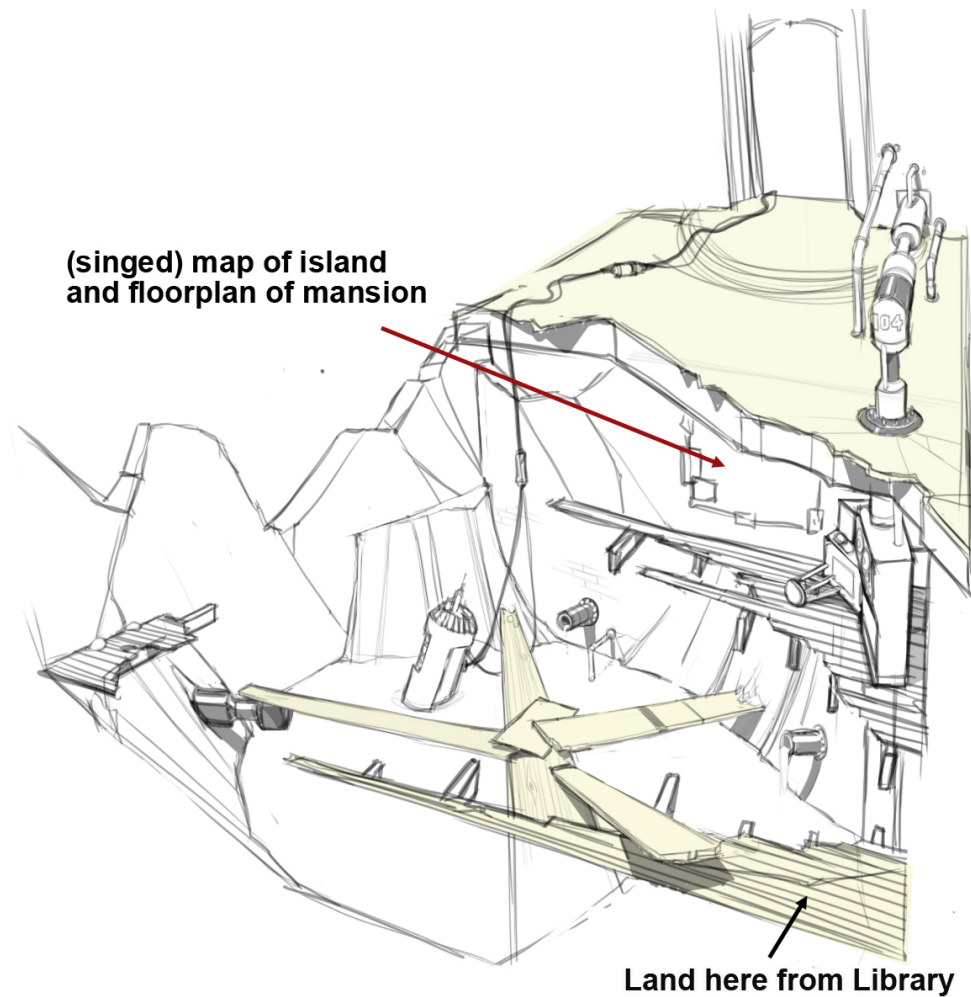
No! Stop! I've come so far... don't reduce me to... to... Aaaaahrrgg!

Malgrave emerges from Chamber. He looks about ten years old. Rebecca takes his hand. As they walk away player hears Rebecca.

Rebecca VO:

- This time around, father, things will be different.

The End



Key Points

The introduction cut-scene reveals a mysterious town, a mysterious man, a mysterious Mansion/Laboratory/Chamber, and a mysterious explosion. This clip should carefully avoid evoking Malgrave's malice and madness.

Subsequent gameplay slowly reveals the truth:

Boathouse & Gate

Malgrave's Tale

- Via the device, we are introduced to Winston Malgrave and his side of the story. His retelling emphasizes that something horrible has happened to Sarah (in reality, S.A.R.A.) and he needs player's assistance to resuscitate her (specifically, dust collection).

Real Story:

- **Collectable Postcard:** Postcard at dock reveals a cheerful boathouse with yachts and a speedboat moored nearby.
- The discarded suitcase displays a “Sarah” tag.
- Newspaper clipping: Explosion!

Spillway

Malgrave’s Tale

- N/A

Real Story:

- Rebecca’s diary page introduces an unhappy, lonely kid.
- Shipwreck: Random or a rescue/escape boat?

Garden (in flux in terms of content)

Malgrave’s Tale

- “Now you’ve begun a tour of the island’s old facilities. These baths were my introduction to the island’s mystical powers. But like other tourists, I had no idea of the island’s real power.”
- Fearful of jealous interlopers/enemies, Malgrave explains the gating mechanisms (and newly implemented dust requirement).

Real Story:

- Garden’s central feature is its large pool where bathers frolicked in the healing waters. It’s now empty and dilapidated. Later, we learn that Winston redirected the island’s water for his S.A.R.A project.
- A child has scrawled on the Bath/Pool tile: “Round and round the garden like a teddy bear. One Step, two step. Tickle you under there.”
- **Collectable Postcard:** Bath/Garden in full bloom and filled with bathers.

South Street

Malgrave’s Tale

- “Alas, ever since the unfortunate event, everyone has abandoned me and my island.”

Real Story:

- Newsstand News: Peculiar Energy Consumption...
- Malgrave coins hint at his hubris.
- General Store Contents:
 - o **Collectable Postcard**: inside the cash register, the player finds a postcard of the bustling town center (store, hotel). On the back: “BW: Before Winston” (Sarah’s handwriting).
[NOTE: we need to add a dilapidated hotel sign on one of the destroyed buildings]
 - o Malgrave Tonic Products (Healing/Revitalizing Snake Oil-style products).
 - o Bligh’s brand Seed & other sundries.

Plaza

Malgrave’s Tale

- “Statue erected by appreciative townspeople... before their mutiny.”

Real Story:

- Hamlet seems a bit morbid/heavy for a tourist destination.
- **Collectable Postcard**: A postcard displaying the town’s fountain (pre-Malgrave statue) boasts of the town’s water.
- The current statue casts Malgrave as perhaps a bit totalitarian/hubristic.

North Street

Malgrave’s Tale

- “They tried to remove me... as if I were some kind of dictator. I just wanted to be left alone.”

Real Story:

- A crashed motorcycle, littered with weaponry, reveals a pamphlet declaring: “Restore Steeple Is.”
- A drawbridge & Gate seems un-neighborly.
- The distant factory suggests something sinister/amiss.

Theater

Malgrave's Tale

- "I built this, all of it, for Sarah."

Real Story:

- Paintings of Sarah are everywhere, suggesting possessiveness/obsession.
 - o Including a depiction of Sarah holding a skull (like Hamlet). Creepy.
 - o Under a Painting of Malgrave and Sarah (still unidentified): "Winston, you're not fooling anyone!" (a sign of discontent?)
- Sarah was living backstage: revealed by bedding/clothes/books.
- **Collectable Postcard:** Postcard of magnificent theater's interior. Note on back (Sarah's hand): "He now forbids me to even play the piano."
- Chairs: "Sarah" & "Rebecca."
- Rebecca's drawing of a monstrous apparatus is labeled: "My dad's horrible noise machine"
- Urn: Inside the urn are the remains of Sarah. Now an inventory item to be returned to the Mausoleum, the urn had been placed in the theater by Rebecca (she considered the theater to be her mother's rightful resting place).

Butcher Shop

Malgrave's Tale

- "Bligh. Quality man, quality meats."

Real Story:

- Introduction to Elmore Bligh.
- Funny Quotes on boards suggest a friendly proprietor.
- Complementary notes and tabs/IOUs indicate favorable relationship townspeople.
- **Collectable Postcard:** Within the meat Freezer, a postcard depicts the Exterior of the Butcher Shop; a line of customers stream out the door.

Waterworks

Malgrave's Tale

- "You can control FZZIT down here." (Transmission spotty underground).

Real Story:

- Waterworks suggests extreme orchestration of island's water supply. Why?

Farmhouse

Malgrave's Tale

- "I cannot guide you here. Bligh, it turns out was... unpredictable as the weather. Beware."

Real Story:

- Reveal Farmer Bligh's penchant for inventions.
- Picture of woman and girl on wall. The woman looks an awful lot like Sarah (in theater paintings).
- Obtain GOLD KEY that opens Malgrave's gate or bedroom or some significant part of his manse/lab. The key's purpose is revealed in the Farmer's diary/dictation obtained in the barn safe.
- **Collectable Postcard:** Postcard of Farmhouse.

Mill

Malgrave's Tale

- "I need more electricity... see if you can get the geezer's gears to produce."

Real Story:

- Gain access to barn safe.
- **Collectable Postcard:** Postcard of Mill.

Barn

Malgrave's Tale

- N/A

Real Story:

- Cornfield dead-end clearing 1: A piece of lab equipment (identical to the one found later in Tearoom HO and Ground Zero) has landed in the ground. What on earth is that?
- Cornfield dead-end clearing 2: Playground Equipment. The Farmer has built this play area for his granddaughter.
- Upon opening the barn safe, player is rewarded with a substantial amount of Back-story. This is told either through diary pages or (ideally) dictation via a **second device frequency** player can

hear Bligh on the device (competing on the airwaves with Malgrave, the transmission is spotty and interrupted. Confirmed plot points:

- Bligh once owned the island.
- Bligh is Sarah's father.
- Malgrave has married Sarah.
- Bligh came to possess access to Malgrave mansion because he assisted in the construction of Malgrave's device.
- Rebecca is... SQUAWK (transmission interrupted or page torn).
- **Collectable Postcard:** Postcard of Barn.

Graveyard & Mausoleum

Malgrave's Tale

- N/A

Real Story:

- Player returns the urn to its spot in the Mausoleum, marked Sarah. Who is the Sarah that Malgrave claims can be resurrected/reanimated? The game just got spookier.
- **Collectable Postcard:** Postcard advertizing historic graveyard.

Mines

Malgrave's Tale

- "You've discovered the location of my greatest find. A triumph of will over nature itself." (fuzzy)

Real Story:

- Excavation pit from which crystal was extracted. True source of island's mystique is revealed.
- **Collectable Postcard:** Postcard: Spelunking on Steeple Island!

Front Lawn of Malgrave Estate

Malgrave's Tale

- "Welcome, Detective. Impressive."

Real Story:

- HO Scene reveals another bizarre contraption like the one found in the cornfield.
- **Collectable Postcard:** Postcard announcing Malgrave Island.

Foyer

Malgrave's Tale

- N/A

Real Story:

- Painting of Malgrave with the same woman depicted in Farmhouse and Theater.

Study

Malgrave's Tale

- In-game cinematic, Malgrave describes his desire for immortality and how "Sarah" will help him obtain it.
- Thwacks player into unconsciousness.

Real Story:

- With malevolent action, the real story and Malgrave's tale converge.

Cell

Story:

- "Thank you for the dust collection. More valuable than... well, life itself."
- Sarah & Farmer's scrawled messages in cell. Did they die here?

Quarters

Story:

- Paintings were all created by Malgrave.
- Sleeping Device designed to halt aging/decline.

Greenhouse

Story:

- Confirm: Rebecca is Malgrave's daughter and Farmer Bligh's granddaughter.
- Sarah has died in an accident.
- **Collectable Postcard**: Postcard of Greenhouse when it was a public garden.

Back Lawn

Story:

- Malgrave has re-routed the island's water for his personal use.

Factory

Story:

- Farmer Bligh was unknowingly helping Malgrave construct device, upon learning of Malgrave's intentions, he quit.
- Bligh was then captured and persuaded to keep working for the sake of his daughter & granddaughter.

Library

Story:

- Rebecca is on the island & nearby (she's using the player to get close to her father).
- She had been living (in hiding) with her elderly grandfather.
- **Bligh's Fate**: Bligh died of natural causes a few years after the explosion (fulfilling his role as antithesis of Winston).

Ground Zero

Story:

- Rebecca is revealed (at least in silhouette) as she assists player out of Ground Zero.
- **Sarah's Fate**: Sarah had confronted her husband here in what was his lab. She was opposed to this perversion of nature and considered his quest for longevity and youth to be the ultimate abandonment. They fought verbally before he stormed off into the chamber. Sarah, noticing that unsustainable pressure was building around the Chamber, sought to halt the experiment. She was too late, the apparatus malfunctioned and blew up. Sarah was killed and the island was severely damaged.

Chamber

Story:

- S.A.R.A. (a reconstructed Chamber) is revealed.
- **Puzzle:** Player must keep Malgrave's S.A.R.A. from exploding. Objective: flood Chamber with water, then open chamber before Malgrave drowns. Ironically, it is the water that saves him.
- **Malgrave's Fate:** Malgrave emerges from Chamber. He looks about ten years old. Rebecca takes his hand. As they walk away player hears Rebecca say, "This time around, father, things will be different."

