

Name Of the Father - Final Act

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Narrative in: Jarka has found the proof she has been searching for. She has tried to tell her brother that their father wasn't a collaborator after all, but he did not want to hear any of it. Jarka, now all alone, has to find a way to reveal the truth to the village.

Goal: Get inside the broadcast center and inform the village.

CUTSCENE START

Jarka is out of sight and looking for a way to enter the broadcast center. She sees the mayor talking to someone wearing a uniform. Jarka looks around the center and sees two more uniformed men standing next to a car with the letters "VB" printed on it. She leaves to evaluate her next steps.

CUTSCENE END

GAMEPLAY:

The player looks through a hand drawn map of the village looking for options for distractions. Each option gives a dialog.

(before opening the map)

JARKA

Damn it! I can't get inside with
the police men crawling around.
I need to distract them somehow.

(jarka opens the map)

OPTION 1 - The church

JARKA (CONT'D)

I could ring the church bell and wake
everyone up but then I would have no
time to run. Church isn't it.

OPTION 2 - Head on approach

Created using Celtx

JARKA (CONT'D)

Maybe I could sneak past them like I

did with the villagers. (pause)

Probably not, these guys would see me
instantly.

OPTION 3 (after the first two) - The barn

JARKA (CONT'D)

I could set the animals free, creating
a huge ruckus. Catching startled
animals could take them a while.

But would they even know about it?
Everyone is sleeping and the guards
are too far to notice.

I could set a small fire next to the
barn to alert the guards. Once they
notice, they will have their hands
full.

GOAL: Go to the barn and start preparations for the
distraction.

GAMEPLAY SEQUENCE

Player has to evade guard dogs and set the preparations for
freeing of the animals. The preparations are: gathering
haystack and getting tools for fire.

After finishing the preparations the player frees the
animals, some scatter and some don't move at all. Player
starts the fire and leaves the barn to watch the fire from
nearby bushes.

GAMEPLAY END

CUTSCENE

The sky becomes more and more cloudy, thanks to a strong wind
coming out of nowhere. A burning haystack has been blown towards
the barn which is starting to slowly catch fire.

CUTSCENE END

Goal:

You are on a timer. Free remaining animals before the barn

burns down or villagers take notice.

GAMEPLAY

The player finds ways to make animals move and leave the barn. The player navigates burning enviroment and clears path for animals.

GAMEPLAY END

VIGNETE

The player hears villagers shouting outside of the barn, calling for help.

VIGNETE END

GAMEPLAY

The main entrance is now full of villagers, the player has to follow a marten which is leading them out of the barn.

GAMEPLAY END

VIGNETTE

It starts raining, the rain is barely noticable, but its intensity is increasing by the minute.

A police officer trying to put down the fire:

POLICE OFFICER

Thanks god. Lets hope that the rain wont stop.

VIGNETTE END

GAMEPLAY

After escaping the barn the player has to reach the broadcast center. The village is swarming with people but the center is left unguarded. Player rushes through the village while avoiding villlagers.

Timer: Player has limited time for reaching the center. It is indicated by the size of fire and smoke comming from the barn.

GAMEPLAY END

<--After arriving to broadcasting room-->

GAMEPLAY - puzzle

The player has to find out how a broadcaster in the room works. The player finds a manual and using it sets up the broadcaster.

GAMEPLAY END

VIGNETTE

While the Jarka is setting up the broadcaster, there is a person trying to force open the door. The person watches Jarka through small window located at the top of the door. Jarka recognizes the voice, its the mayor.

MAYOR - (NON CHALANTLY)

Open the door Jarka, we both know you have done quite enough.

Jarka ignores the Mayor and continues her work.

MAYOR

Let this go Jarka. It is not too late. If you stop we can forget about this, we will work something out.

Jarka, finally acknowledging mayors presence.

JARKA

They have to know, they have to know that my father was innocent. That it was all a lie.

MAYOR

Do you know what would happen if you went through with this? Your family won't be the only ones paying the price.

Jarka finalizes setup of the broadcaster.

MAYOR (CONT'D)

Open the door Jarka, turn the machine off and forget about this. You and your family can start over.

The player is presented with two options: release the message or let it go.

OPTION 1 - RELEASE THE MESSAGE

JARKA

Fuck you. My father is dead because of you. My family is being slandered, harassed and beaten because of you. Everything you say is a lie.

CUTSCENE

Jarka presses a button and starts reading the message. In the background, there is the mayor, full of rage, trying to break the door down.

MAYOR

You stupid little girl. Now we are all damned, stop it, STOP IT.

JARKA

Hello, this is Jarka, the inkeeper's daughter. I have a document proving my father is innocent.

The mayor is at fault. It was him who snitched to the communists. He...

The mayor, with the help of officers, opens the doors. One officer puts Jarka in handcuffs and escorts her to their car.

Jarka, even though she has been caught, is excited. She expects the people to help her. Alas, after leaving the house, she finds no one. It's as if nothing happened. No one cares.

<--End for OPTION 1 in past-->

OPTION 2 - KEEP SILENT

CUTSCENE

Jarka puts her head down, sighs and slowly goes to open the door. At the other side waits the mayor with a half honest smile.

MAYOR

You did the right thing Jarka.

Nothing good would come out of this.

Go home and forget about this.

Jarka leaves the center. One of the officers was about to grab Jarka, but was stopped by the mayor. Jarka walks slowly towards her house, full of mixed feelings. The barn is no longer burning and the rain became weaker but still noticeable.

CUTSCENE END

<--END for OPTION 2 in past-->