

Welcome participants, so grateful to have you here! This is where you can find the script that everyone strictly must follow. Keep in mind that we're trying to tell a story from that one over 40-minute long video into a 4-minute video. *(aka how long that song goes)*.

Now, if you still have any questions Freil will be happy to answer them!

Before you start reading, let me explain the meaning of the different colors you will see throughout this document:

👉 **Green = Everyone.** It means **everyone** is present at that time.
(dead or voted out ppl do not count obviously)

👉 **Dark Magenta = Host(s).** It means Mr. Freil and/or Mr. Sneaky

👉 **Blue = Detective.** It means we're talking about Ceru aka a version where Ceru pretends to be innocent and **NOT** a murderer. In other words, do **NOT** present this version of Ceru as 'evil' at that moment.

👉 **Red = Murderer.** It means we're talking either about Ceru, Hope, or Tyron **OR** all murderers. In Ceru's case, that version should present Ceru as 'evil' at that moment.

👉 **Purple = Guest.** It means we're talking about a guest or every guest (can include **murderers** as well since they're trying to blend in but when there is a mention of **everyone** then the **murderers** are definitely involved as well. Just keep in mind that it is an unlikely possibility nonetheless. To avoid confusion tho: guest = guest always)

👉 **Orange = Anyone/Anything.** It means you are free to choose as you please.

👉 **Light Blue = Idea/Suggestion.** It means I will give you ideas and/or Suggestions to help you out on how you can do it. It is up to you if you want to do it or do something different for said topic.

👉 **a), b) c), etc = Likely (a) Part(s).** Just means that it would likely fit in one or (max) two parts to said thing. Please it's very important to communicate with each other to split each action (a, b, c, etc) perfectly in each part(s). So little disclaimer that this MAP can not work without communication.

☑ = this section is complete

🐼 *Everything you can find in this Document:*

☆ Code Names and Roles	2
☆ Clues Explained	3
1st clue: First Victim's Last Words.....	3
2nd clue: A unique Book.....	3
3rd clue: The hidden Message.....	4
4th clue: The lost Button.....	4
5th clue: The two lost ripped Pieces of Ribbons.....	4
☆ The Script	5
Start:.....	5
[Song starts playing at Part 7].....	6
[Part 12 Start: Immediate Scene Change to the Murderers' Secret Room].....	6
[Part 14 Start: Immediate Scene Change back to the Dinner Table Room (aka just back to everyone)].....	6
[Part 28 Start: Back to the Investigation now].....	8
[Part 36 Start: Immediate Scene Change back to the Dinner Table Room].....	9
[Part 39 Start: Immediate Scene Change to Scarlet's Room].....	9
[Part 42 Start: Immediate Scene Change to Paine walking in the Mansion's Hall]....	10
[Part 46 Start: Immediate Scene Change to Ceru in a different Mansion's Hall].....	11
[Part 47 Middle: Immediate Scene Change to the Dinner Table].....	11
[Part 49 Start: Immediate Scene Change to Klair's Room].....	11
[Part 52 Start: Immediate Scene Change back to the Dinner Table Room].....	12
[Part 54 Middle: Immediate Scene Change to Joyce's Room].....	12
[Part 55 Middle: Immediate Scene Change to Tyron's Room].....	12
[Part 58 Start: Immediate Scene Change to Rivers in the Mansion's Hall].....	13
[Part 64 Start: Immediate Scene Change to Mr. Freil's Room].....	14
[Part 66 Start: Immediate Scene Change to inside Room 11].....	14
[Part 70 Start: Immediate Scene Change to inside the Secret Room].....	15
[Last Part: Immediate Scene Change to outside the Mansion].....	16
The End...or is it?.....	16

☆ CODE NAMES AND ROLES

These are all people who actively participated and played a role in this story in some form if you're curious about the others you can ask Freil.

Congrats you've scrolled that far that you've found the **entry code** its: **A goatly expierence**

Plouse.: Ceru

Role: **Detective** + **Murderer**

the_shinysnorlax: Hope

Role: **Murderer**

Li0nWasH3re (aka Narrator): Tyron

Role: **Murderer**

mightykaiju (aka YourLocalGhostHedgehogs): Shadow

Role: **Guest**

klawed: Klair

Role: **Guest**

0_toast (aka Bred): Paine

Role: **Guest**

arachnidsGrip: Joyce

Role: **Guest**

queen0fspad3s (aka Art_Tastic): Rios

Role: **Guest**

euvipon (aka euvi): Blu

Role: **Guest**

KeithLaiten (aka LittleKetelin): Rivers

Role: **Guest**

Sadly user has been deleted but I thank you so much for participating, I know this message probably will never reach you but just know I'm very grateful 🙏

cloudyspoon (aka Lupin): Liu

Role: **Guest**

Sped: Scarlet

Role: **Guest**

★ CLUES EXPLAINED

I'll briefly explain in detail what is most important to keep in mind if you by any chance have to do a part where a clue is involved.

1st clue: First Victim's Last Words

The 'first real victim' was Shadow (and no, Steve was not a real person in the old server. Freil just needed to make the beginning 'jump straight to the point' kind of thing. Steve is just an NPC and nothing more and nothing less. 😞)

"More people were missing during the first fallen person... don't trust the higher being that is haunting us..." (you can also find that speech in a different document in this Google Drive Folder. It's called copy+paste clues)

The only thing you should keep in mind is that after Shadow's last words, they die. (Rip Shadow 😞)

2nd clue: A unique Book

Context: during their investigation, they entered Room 20 so this is what happens in that room:

Rios notices very late that something has tripped them and tries to keep their balance at the last moment by grabbing the bookshelf, which then causes a book to fall.

Rivers notices that book. (to get a visual idea of what that book looks like go to the clues folder)

Klair's attention is directed to a loose page and asked **Rivers** to turn the pages to the loose page. (**Rivers** did so ofc)

Everyone was stunned to see that there was a picture, which showed an ominous tall creature staring at them, though, it was covered in darkness, and no one knew for sure what that creature was. (to get a visual idea of how that might look like go to the clues folder)

Just as **Rivers** wanted to close that book, a key somehow fell out of the book.

Rios caught **everyone's** attention while holding the key.

Everyone wonders what the key will open, especially if it's coming from such an odd book.

3rd clue: The hidden Message

Scarlet died at the hands of the murderers. They left a note which reads:

Dwelling from **nothing**.

Gone where the everlasting **keen** of **thy** hope lies.

From the one that took it **before ok** light **fits**.

(to get a visual idea of how that might look like go to the clues folder)

4th clue: The lost Button

Context: after the encounter with Gramama:

Ceru notices something on the hall's ground. It's a dark purple button with 2 white stripes, which used to be on a coat. (to get a visual idea of how that might look like go to the clues folder)

There are 3 people wearing coats. **Tyron**, **Joyce**, and **Blu**.

All three of them have buttons attached to their coats.

Hopefully, to no one's surprise now, it's Tyron's button. (but in the story you guys voted for poor Blu)

5th clue: The two lost ripped Pieces of Ribbons

Context: the next day, **Klair** is found dead by **Tyron** moments later:

Ceru finds two different ripped pieces of ribbons lying on the ground next to a statue. (to get a visual idea of how they might look like go to the clues folder)

4 people wear a ribbon: **Klair** (Klair already died at that point ofc but it was something everyone knew they used to wear one as well), **Joyce**, **Hope**, and **Paine**.

☆ THE SCRIPT

Start:

(Character is free to decide, can be anyone)

☑ Part 1: Wakes up at the sound of their doorbell just to find out there is no one there but only an envelope on the ground.

☑ Part 2: (Character) picks it up and reads it (you can copy the message from the clues folder).

☑ Part 3-4: Shortly after **they** arrive at the location. (before entering **they** see the front gate open automatically before one of the maidens offers **character** a **tiny honey packet** - then that's where **everyone's** characters can be seen in the background when **character** enters the main hall)

Please EVERY parts do your Storyboards and/or edit it so it connects with the person before you. Freil will let you know when you can work on your part(s). Please be patient!

Part 5: **Mr. Sneaky** arrives before **Mr. Freil** (very important!).

Mr. Sneaky must look apologetic *before* **Mr. Freil** arrives with an apologetic expression himself yet also politely invites the guests to sit down. (you can just make a scene where everyone already sat down at the dinner table)

Part 6: **Mr. Freil** raises his glass so does everyone but then suddenly, Steve's dead body (yes you guys called the poor guy that) falls from above (the ceiling probably or whatever is up there we can decide on that one) landing on top of the dinner table.

Everyone looks petrified, shocked, confused, horrified, etc. **(NO ONE IS HAPPY AKA SMILES!)**

Part 7: Afterwards an alarm mentions lock-down (you can just make the scene turn to red-ish flickering lights) indicating everyone is stuck inside.

After the alarm cooled down, **everyone** is panicking, **some** demanding the **hosts** to be let out. (this all can be in one scene like in the background or something)

This unfortunately did not fit so feel free to do it as a meme/vine:

Mr. Sneaky punches the air, cursing Dinkleberg (you can just show a picture of Sheldon Dinkleberg from The Fairly OddParents) and **Mr. Freil** in the background looks visibly disappointed (maybe even shaking his head lol)

[Song starts playing at Part 7]

Part 8: **Mr. Freil** sits up from the table, looking at everyone with determination (try making it look like Freil is in the lead when he suggested investigating, you can also make everyone nod their heads in agreement)

Part 9: **Liu** suggests investigating downstairs. **Rivers** suggests investigating upstairs and **Ceru** suggests investigating the body. (You can make speech bubbles for those three characters.)

+Part 10: (The **rest** nod at **Ceru's** suggestion as if saying "yeah let's investigate the body").

Part 10: **Everyone** went to investigate the body then. **Ceru** notices a beastly scratch mark which looks nothing like any ordinary pet/human could pull off (If you want you can make it a bit gory, idc as long as it's clear it is inhumane) that is behind the head of poor Steve (which technically there could be more on other body parts but in the og it just says behind his head but I frankly don't care where it really is as long as it's behind poor Steve's body when **Ceru** turns him around to see better)

Part 11: **Everyone** looks shocked/scared, etc. from seeing this on poor Steve's body as **everyone** gathered back at the dinner table to discuss (you can just make them look like they're talking or smth) (Side note: Steve's body has been taken away by some butler/maid or smth so the dead body is no longer on the table, maybe still a little blood on the table but mostly the gruesome scene is gone when they're gathered back at the dinner table)

[Part 12 Start: Immediate Scene Change to the Murderers' Secret Room]

Part 12: **Ceru, Hope, and Tyron** can be seen discussing about who to kill first. (polaroid pictures of **Shadow and Klair** can be seen lying on the table they're discussing).

Part 13: **Shadow** got voted. (you can make it like they pointed at **Shadow's** picture or used a marker or smth to circle the picture)

Bonus: maybe you can make them look happy/satisfied with their pick aka their first victim

[Part 14 Start: Immediate Scene Change back to the Dinner Table Room (aka just back to **everyone**)]

Part 14: After **they** were done investigating the body, **everyone** agreed to investigate downstairs. (you can do the speech bubbles as mentioned many times and **everyone** nods)

Part 15: Make a scene where **everyone** separates from each other while investigating downstairs and then there is a close-up scene of **Liu**

Part 16: **Liu** notices a room that has the number '11', the very same room that was mentioned in the invitation to NOT be entered (potentially show a little flashback back to the scene of the envelope where you can see the rules again just to let the viewers get the idea or **Liu** holding the letter in **their** hands and reading it again)

Part 17: Make **Liu** look perplexed/unsure/hesitant to enter **Room 11** at first before **others** notices this and gathered around to discuss if **Liu** should enter **Room 11** or not. (you can make **them** look at each other thoughtfully, maybe **someone** puts **their** hand under **their** chin if u know what I meant w/ that I can def show a pic of what I meant if necessary)

Part 18-19: Then **Shadow** noticed **everyone** gathered at **Liu's** location before **they** (**Shadow**) joined **them**. (you can make **Shadow** walk closer towards **them**, perhaps make **them** look curious on why **everyone** is there before the realization hits in)

Part 18-19: Make **Shadow** look smug/overconfident as **they** joked about having multiple hedgehogs in a trenchcoat so "**they** can't die" (that was their words back then lmao) (you can just make a scene where **Shadow** reveals the hedgehogs hidden inside their coat to emphasize the bid)

Part 20: Before **everyone** decides to shove **Shadow** inside **Room 11** while **Shadow** is very reluctant to enter. (you can make it like as if **Shadow** is shaking **their** head, refusing to enter or even tries to shove **them** back in return but to not avail since **they** got pushed inside **Room 11** anyway) (basically what happened in a nutshell lol)

Part 21-22: Inside **Room 11**, it looks like any ordinary room in this mansion (go to the reference sheets in the Google Drive folder if we agreed on a design)
IMPORTANT Note: **only Shadow** went inside but before they could turn around to leave it was already too late... (Idea how that would make sense, **Hope or Tyron** was already inside **Room 11** as if they planned this all alone and one of their shadow looms over **Shadow** (lol so much shadow) before cutting to the scene where **Ceru** opens the door) [you decide. If you picked who then the other one you did not pick should be visible when the **others** just tuned in after **Ceru** announced to look inside **Room 11** - in reference to the next part]

Part 23-25: Following after **Ceru** went inside to notice **the body** and immediately went back to tell **everyone** the news. (you can make **Ceru** point towards **Room 11** and do a speech bubble which symbolizes that **Shadow** is about to die. It would make sense if **Ceru** even looks panicked/worried so would be cool if you can add an expression like that)

Part 23-25: **Everyone** is devastated to hear the news of the poor hedgehogs (they probably need to dig many graves now - pun intended).

Part 23-25: **1st CLUE ALERT!** Before **Shadow** died, their last words were: "More people were missing during the first fallen person...don't trust the higher being that is haunting us..." (you can make a speech bubble or just a text or maybe if you're quirky make a voice line the last one was more of a joke lol dw). So poor **Shadow** ded afterward.

f) f in the chat for **Shadow**

Obvious Note but still worth mentioning to not accidentally make a mistake: from now on do not draw/add Shadow in any way. Though I guess ghost hedgehogs in the background as an easter egg somewhere would be interesting. I'll allow that!

Part 26-27: Make a brief scene where **Ceru** solemnly says to avoid **Room 11** and **everyone** (probs still shaken up upon seeing the scene that happened previously to **Shadow**) agree/nod **their** heads. (I think this little detail would be interesting since **they** did later on went back there lol. Its like an ironic moment but also I want to create a little bonding-ish moment with the characters) [Little note: you can decide if **they** are still in **Room 11** or **they** are outside the door of **Room 11**]

[Part 28 Start: Back to the Investigation now]

Part 28-30: Now, **everyone** decided to investigate upstairs (like mentioned earlier you can make it like **everyone** separates to investigate and then a close-up of **Rivers** this time)

Part 28-30: **Rivers** noticed **Room 20's** door slightly open as curiosity got the better of **them**, **they** went inside and saw an ordinary bedroom with a bookshelf inside.

Note: it's important IF you draw a hall then make sure only **Room 20's** door is visibly the only one slightly open.

Part 28-30: **Rios** (being clumsy af) trips on **something** but before falling tho, they grab the bookshelf to regain balance

Part 31-32: which causes a SPECIAL book to fall **2nd CLUE ALERT!** (just a little detail, the bookshelf only shook a little before it went back to the original position, only the SPECIAL book fell and nothing else) (see reference in clues folder) and **Rivers** notices the book first!!!

Part 33: Meanwhile the **others** also entered **Room 20**. (Note: **Rivers** and **Rios** where already inside but make sure **Klair** is first to enter the room before the **others** as **they** (**Klair**) comes closer towards **Rivers** and **Rios**)

Part 34-35: **Klair** notices a loose page on the SPECIAL book that **Rivers** just picked up from the ground. **Klair** asks **Rivers** to turn the pages to the loose page. (you can make **Klair** do a little finger motion that says "flip to the loose page")

Part 34-35: **2nd CLUE ALERT!** After **Rivers** turns to the page **everyone** is shocked at what they saw (look reference for the page in the clues folder). (only if you want you can make the picture distort a little as if the longer you look at it the more unsettling it gets, also would be cool if you would like zoom slowly closer at the picture. Though, could you do something unique the moment this scene happens? I want the viewers to get the idea the picture is VERY ominous and perhaps...evil?)

Part 34-35: **2nd CLUE ALERT!** Before **Rivers** closed the book, a key fell out of the book and **Rios** picked the key up, catching **everyone's** attention as **they all** start debating where the key might fit

[Part 36 Start: Immediate Scene Change back to the Dinner Table Room]

Part 36: **Everyone** (even the **murderers**) can be seen sitting at the Dinner Table. The mood is rather depressing/upsetting (for obvious reasons after all what happened already) before **Mr. Freil** stands up from his seat like he's the one to break the silence in this room.

Part 36: **Mr. Freil** allows the **guests** to stay for the night in this mansion aka giving all of them assigned rooms to sleep in because of the lockdown.

Part 36: **Ceru** jokingly said dibs on **Room 11** (you can make **Ceru** look goofy to emphasize the fact its a clear joke while some of the others at the Dinner Table smile awkwardly or even get scared at the mere mention of said Room, you can decide how **they** react)

Part 37: A scene where you can see the moonlight from outside the window/a view of the mansion before seeing **everyone** go to bed in their respective rooms.

[Part 37 Start: Immediate Scene Change to the Murderers' Secret Room]

Part 37: It'll be a little detail that the **murderers** secretly met up at night while **everyone** is asleep. Do like a transition from the moon to the light bulb before [slowly] zooming out to see the **Secret Room**.

Part 38: **Ceru** is the one who talks first, making **them** appear like **they're** reminiscing **everyone's** character (you can just make **Ceru** look very thoughtful almost like a **detective** calculating their target's strength) before suggesting to leave **Rios** out of the question to target next (you can make a speech bubble of **Rios's** head and an 'X' before other victims like **Blue**, **Scarlet** or **Klair** appear in the speech bubble) while **Ceru** brainstorms, the other **murderers** agree to pick any of them.

Part 38: (I don't mind if it's going to be the same thing from before as long as it's clear they're picking new targets to kill) **Ceru**, **Hope**, **Tyron** can be seen discussing, having three more victims in mind which are **Blu**, **Scarlet**, and **Klair**. **They** chose both **Scarlet AND Klair**.

[Part 39 Start: Immediate Scene Change to Scarlet's Room]

Part 39: **Scarlet** can be seen sleeping in their bed unsuspectfully as **three shadows** or just **one shadow** (you can decide if all three **murderers** showed up or only one showed up)

a) If you selected all **three** then one of **them** holds a knife (you can still just show the shadow looming ominously at **Scarlet's** bed) **OR**

b) If you selected **one** of the **three** then **they** hold a knife (like I just said but with just one)

Part 39: Pretty obvious what happens next so you can make the stabby stab motion :)

Obvious Note but still worth mentioning to not accidentally make a mistake: from now on do not draw/add Scarlet in any way. Though I guess ghost Scarlet in the background as an easter egg somewhere would be interesting. I'll allow that!

Part 40: A scene of the sun rising in the sky, indicating its the next day (you can show one of the characters or more as they're waking up from their beds)

Part 40: **3rd CLUE ALERT!** You know the drill so we just skip and make a scene where **everyone** in the morning were already gathered in **Scarlet's** Room and find a note left (see references in the clues folder, btw you guys can do whatever for **Scarlet's** room) (you can show the msg for as long as necessary until your part ends)

Part 41: In reference to the end of the last Part, keep showing **Scarlet's** note at beginning as the letters that are very clear to read can disappear completely or make some kind of animation that spells out "Do not go where the key from the book fits" also make sure to somehow make it look like **Rios** figured out the encrypted message and shares the info to **everyone**.

[Part 42 Start: Immediate Scene Change to Paine walking in the Mansion's Hall]

Part 42-43: **Paine** hears a strange voice coming from a large painting and looks towards the large painting anxiously/scaredly (idc what you guys come up with for a painting) (you can add sound effects but please link the sound you used to Freil) (this part can take a bit longer because it depends of whatever sound effect(s) you used) **Note:** no one but **Paine** is there at that moment.

Part 42-43: **Paine** tries to speak to the strange voices first before slowly removing the large painting from the wall (probably shaking from fear) (Bonus: in that moment you can make some people in the background notice the scene as they come closer)

Part 44: You already know who it is! ITS GRAMAMA! (she can either eat something like a hat for comedic purposes or do other funny goat behavior and yes, Gramama is an actual goat and also yes, **Mr. Sneaky** is related to Gramama)

(I had to include this scene cuz I know how many of you guys loved gramama 🐐 Fun fact: thank Sneaky for suggesting this little scene bc without him gramama wouldn't have been a thing)

Part 44: **Everyone** is peeking inside aka **people** started noticing **Paine** and the goat grandma. (you can decide their first reaction)

Part 45: Make **Mr. Sneaky** have a calm, and a happy/excited expression upon seeing his grandmother before **everyone** looks at **him** in shock/confused/are flabbergasted. (feel free to do a little wholesome moment between Mr. Sneaky and his grandmother before the Scene Change. You can look at the fanarts for inspo)

[Part 46 Start: Immediate Scene Change to Ceru in a different Mansion's Hall]

Part 46: **4th CLUE ALERT!** Ceru notices a button that used to be on a coat when they were walking down a different hall unrelated to where Paine was (see reference in clues folder) (**IMPORTANT Note:** at this point Tyron must have lost one of the buttons on their coat)

Part 46: **4th CLUE ALERT!** Ceru picks up the button.

Part 47: Ceru starts walking towards the Dinner Table Room where everyone is currently inside chatting or something as Ceru gets everyone's attention while holding the button (you can do Tyron in the background look a little anxious because the realizations hits in. Little detail idea: Tyron removed their coat to avoid suspicion since Joyce and Blu didn't wear their coats at the time being as well and the following scene will make a lot more sense)

[Part 47 Middle: Immediate Scene Change to the Dinner Table]

Part 47: Everyone gathered at the dinner table (they're all sitting) as Ceru (probably the only one who's standing at that moment because the attention is on them) shows that button to everyone. (Little detail idea: Tyron removed their coat to avoid suspicion since Joyce and Blu didn't wear their coats at the time being as well and the following scene will make a lot more sense)

Yes, I'll allow Among Us memes for this scene in particular bc it somewhat was an Among Us moment during the actual event lol

Part 48: Everyone started debating who the button belongs to (you can make speech bubbles of people's faces and the majority said Blu)

Part 48: Blu got voted out before it got revealed they were not the imposter among them (yes you can make the Among Us ejected meme)

Obvious Note but still worth mentioning to not accidentally make a mistake: from now on do not draw/add Blu in any way.

[Part 49 Start: Immediate Scene Change to Klair's Room]

Part 49: As Klair turned off the lights to go to bed, someone is behind them (you can only do shadow of the certain someone looming over them)

Part 50-51: They did the stabby stab again (Scarlet's Room moment) before the figure ran away from the scene and Tyron was the one who found the body the next day. (You can make a scene where the others slowly gathered around Tyron)

Part 50-51: **5th CLUE ALERT!** Ceru (still in the Klair's Room obv) found two lost ripped Pieces of Ribbons lying on the ground next to a statue (idc what kind of statue you can decide) (similar to the little idea for the coats that they aren't wearing the ribbons at the moment so this situation makes more sense)

Obvious Note but still worth mentioning to not accidentally make a mistake: from now on do not draw/add Klair in any way.

[Part 52 Start: Immediate Scene Change back to the Dinner Table Room]

Part 52-54: Like always, **everyone** is seated at the Dinner Table and discuss about **Ceru's** finding. [You can do a flashback-ish scene or just speech bubbles that depict **Klair** (but as a ghost now lol), **Joyce**, **Hope** and **Paine** that wore Ribbons - similar to the little idea for the coats that they aren't wearing the ribbons at the moment so this situation makes more sense]

Part 52-54: Some people then mention **Joyce** since **Joyce** not only wore a ribbon but also a coat with buttons (from earlier) before it leads to people suggesting to investigate **their** room first **before** **Tyron's** Room. (you can just do speech bubbles as **everyone** nodded or agreed in any other way to investigate **Joyce's** Room)

[Part 54 Middle: Immediate Scene Change to **Joyce's Room]**

Part 52-54: Upon arriving at **Joyce's** Room, it soon got revealed that **they** indeed miss a piece of the Ribbon (Please don't forget there were two different kinds of ripped piece of Ribbons) but the lost button does not match **Joyce's** coat because all the buttons are attached. (you can show **their** coat hanging on the coat rack and zoom in to show all the buttons are attached plus the button looks completely different than the lost button and/or a different spot to show the ripped piece of Ribbon is missing a piece)

Part 55: Make **everyone** then look at **Tyron** suspiciously but **Tyron** tries to remain calm and denying **their** accusations (in reference to the missing button on a coat) while secretly panicking. (you can do like one sweat droplet go down while **they're** trying to look neutral and not **sus**) It didn't work as **everyone** starts to leave **Joyce's** Room to investigate **Tyron's** Room now.

[Part 55 Middle: Immediate Scene Change to **Tyron's Room]**

Part 55: **Everyone** then arrived at **Tyron's** Room.

Part 56-57: It soon got revealed **Tyron** is **SUS**. (similar to **Joyce's** Room, either also do **their** coat hanging on the coat rack or its lying on the bed. etc.) **[IMPORTANT Note:** make sure to hint at the fact that the lost button matches with **Tyron's** coat, don't forget to show that a button is indeed missing on the coat. (You can make **Ceru** hold the missing button to show it) **Another Note:** NO RIBBON STUFF, ONLY BUTTON STUFF! PLEASE DO NOT MIX IT UP!

Part 56-57: You can do it like how I said previously with **Blue**, an Among Us eject meme but this time make sure to say **Tyron** is the **imposter** lol bc at this point its quite clear **they're** voting **them** out. You can also show everyone's reaction when they got it right. (maybe make **Ceru** and **Hope** exchange glances, looking a bit nervous/uneased that their fellow partner in crime is no longer with them)

Obvious Note but still worth mentioning to not accidentally make a mistake: from now on do not draw/add Tyron in any way.

[Part 58 Start: Immediate Scene Change to Rivers in the Mansion's Hall]

Part 58: **Rivers** is walking alone in the Mansion's Hall and there are black mirror in particular in that part of the Mansion's Hall.. *(this small detail is necessary)* *(do this scene ominous/unsettling like you can already tell like something is watching them but its not very clear - for example the reflection of The Creature Lurking is barely visible inside the first mirror as their eyes are watching Rivers)*

Part 58: **Rivers**'s tiny honey packet fell to the ground before they could pick it up. **Rivers** noticed **Something Lurking** *(it's a goat-ish tall creature spoilers it's like from that one book's page aka Goat God)* inside the black mirror before it disappeared. *(if you considered the first suggestion then you can do it this way: Goat God becomes more visible in the mirror and Rivers tilts their head towards the black mirror before Goat God disappears completely from that black mirror)*

Part 59-61: **Rivers** tries looking for **IT**, walking further down the hallway to try spotting **The Creature Lurking (Goat God)** in any of those black mirrors but **IT** always disappears the moment **they** look towards the black mirror **Goat God** appeared in. (basically what this means is Goat God only appears when **Rivers** is not looking in a black mirror and the moment **Rivers** looks there **Goat God** poofs or however you like to interpret the vanishing part. Its up to you!) *(since your parts combined are debatably the longest compared to others you are free to do a certain scenes for example this one a bit longer than others)*

Part 59-61: *If you decided to do the last segment a bit longer* perhaps make **Rivers** run almost paranoidly/panicky because **they** feel like **they're** being hunted down by something otherworldly as **Goat God** slowly makes **IT's** appearance when **Rivers** gives up and stops running. The moment **Rivers** turns **their** back on the black mirrors entirely because **they** wanted to walk back to join the **others...they** died. *(you can use that one fanart for inspo btw)* *(I want you to be creative with this scenario. Please try to make it look like that Entity is actively following Rivers's every move but only through those black mirrors creepily. It's like a horror movie-ish scene and you can tell Rivers is very scared and maybe even goes a bit insane from that ordeal)*

[Note: Don't forget that **Goat God** only makes **IT's** appearance when **their** victim is alone which means the moment a new person is in a room **IT** disappears from any of the black mirrors]

Part 59-61: A close-up scene where you see **Ceru** standing in front of **Room 11**, contemplating if **they** should enter or not which **they** decided not to. *(you can make it like as if Ceru is barely close to touching the door handle before slowly moving their wing (bat hand ig lol) away)* **Ceru** then starts walking away from the door but only to find the **body**. **[Make Ceru look completely shocked since they know Hope couldn't have done it and they (the murderers) didn't even plan on killing Rivers in the first place - in reference to the Secret Room meetings]** *(ofc Ceru reports it to the others but that detail isn't that necessary anymore since everyone already gets the idea from the other times in this script alone)*

Part 62: Scene where **everyone** gathered around **Rivers**'s body and **Ceru** stepped forward to gently push the **body** to the side as **everyone** notices the very same scratch mark like back from poor Steve's body. (You can make a little flashback-ish scene)
(Note: IMPORTANT don't include **Mr. Freil** in this scene)

Part 62: Make **everyone** look towards **their** respective tiny honey packets in **their** hands, you can also make **some** anxiously try to find **theirs** in **their** pockets or **some** even grab the honey tightly towards **them** as if afraid **they'd** lose it. I highly suggest showing the invitation's rules, more specifically the honey part to let the viewers get reminded back from the start of the video. (You are free to stretch out this moment before **they** slowly **all** calm down and look around to notice that **Mr. Freil** was nowhere to be found. **Mr. Sneaky** might be the first to get concerned before the **others** also slowly start to wonder what happened to **him**)

Obvious Note but still worth mentioning to not accidentally make a mistake: from now on do not draw/add Rivers in any way.

Part 63: **Mr. Sneaky**, genuinely worried for **Mr. Freil**, is the first to speak up and immediately suggests to split up to search for **Mr. Freil**. **Everyone** agreed to **Mr. Sneaky**'s suggestion and **they** start to split up (you can decide in what groups, where etc. but do communicate with each other)

Part 63: Some starts at the Dinner Table Room (probs the fastest one where its clear **he** isn't there [can just be a still frame until a different POV is shown]). **Some** search downstairs (you can just make a scene where **they** in said group looks everywhere upstairs as **they** check every door [can just be a still frame again]), before **everyone** gathered back and shook their heads 'no' as if to say "**we** couldn't find **him** (either)". **Mr. Sneaky** then suggests entering **Mr. Freil**'s Room. (you can decide their reaction)

[Part 64 Start: Immediate Scene Change to Mr. Freil's Room]

Part 64: Upon arriving, **some** already start looking around but it was quick since **he's** still not here. **Rios** then gets closer towards the desk as **Rios** found **Mr. Freil**'s note on **his** desk (look for clues folder, more specifically copy+paste_clues)

Part 65: At the start, leave a few seconds so people can read **Mr. Freil**'s note a little more before the note slowly moves away (transition time!)

Part 65: Basically, **they** are then already in front of **Room 11**'s door, the very same Room they swore to avoid at any cost back then. (Do some fitting expressions on **everyone's** faces) Do a small animation where **Mr. Sneaky** grabs the door handle.

[Part 66 Start: Immediate Scene Change to inside Room 11]

Part 66: (transition time!) **Mr. Sneaky** pulls down the door handle to open the door to **Room 11** and the first thing **they** see is **Mr. Freil**, unscathed standing close to a bookshelf, **his** expression rather serious. **Everyone** enters **Room 11** now (Do some fitting expressions on **everyone's** faces).

Part 66: **Mr. Freil** (still in the same position) grabs a specific book (idc what it is) it makes a clicking sound. (highly suggest adding a sound effect, don't forget to give Freil the link to the sound effect)

Part 67: After that sound it reveals that the painting inside **Room 11** fell to the ground. (would be cool if you do a little fall animation) Now revealing a hidden door with a key hole. You can make Freil look almost proud to have found it out.

Part 67: Meanwhile a close-up of **Mr. Sneaky** visibly looking anxious/nervous (as if **Mr. Freil** is being onto him)

Part 68: **Mr. Freil** turns towards **Ceru**, asking to **them** to hand over the key. (in reference to the 2nd Clue) **Ceru** complies and gives **Mr. Freil** the key with uncertainty/nervousness. (Do some fitting expressions on everyone's faces since they're watching the scene unfold).

Part 68: **Mr. Freil** then uses the key on the keyhole, it fits perfectly and slowly opens.

Part 69: Inside it reveals a dark large hall/tunnel-ish. **Mr. Freil** entered first before **everyone** followed him inside as well. (Still do some fitting expressions on everyone's faces since they're watching the scene unfold but now also entering).

Part 69: Basically **everyone** enters and its very dark so you can just do a small animation as the remaining ones get inside as well after they were unsure.

[Part 70 Start: Immediate Scene Change to inside the Secret Room]

Part 70: (almost last transition time!) **Everyone** reappears from the darkness and finally see the Secret Room. **Everyone** was taken aback by what **they're** seeing inside (see reference if we agreed on how the secret room looks like)

Part 70: **Mr. Freil** confronts **Mr. Sneaky** with a serious yet a hint of sadness/betrayal in **his** expression. (bc **Mr. Freil** knows judging by **Mr. Sneaky's** reactions alone that **he** is responsible for all this madness and **Mr. Freil** is rightfully mad about it) **Mr. Sneaky** is visibly anxious but tries to defend **himself**.

Mr. Sneaky tries to reassure **Mr. Freil** (you can maybe make **Mr. Sneaky** put a hand on **Mr. Freil's** shoulder or something and then **Mr. Freil** moves his hand away, representing **Mr. Freil** had enough of his bs lol)

Part 70: In the end, **Mr. Sneaky** stops trying to defend **himself** and frowns (you can just make **Mr. Sneaky** sigh in defeat or smth)

Part 71: (I let your creativity run free for the following backstory) (then **Mr. Sneaky** finally explains [you can now do an flashback effect since he's telling about the past]) **Mr. Sneaky** explains the **1st Clue: the Victim's last words**, the "**Higher Being**" mention is the only thing necessary btw. Basically the reveal (*what I already spoiled mb*) is its an entity named **Goat God** who's basically been here in this mansion before the **hosts** moved in.

Part 71: In Response (you can just cut back to 'reality' aka without the flashback-ish effect) **Mr. Freil** doesn't seem to understand and demands answers before **Mr. Sneaky** continues but now shouting/looking more defensive as if saying "I have done this to protect us from **Goat God**!" and then **Mr. Sneaky** gets more delulu (/lhj) hitting with the "you understand, right?" while **Mr. Freil** is only starring at **him** like "wtf"

Part 72: Then **Mr. Freil** snaps (very angry) at **Mr. Sneaky** (you can make **Mr. Freil** get a bit handsy but NOT punching or something violent) what can I say? Its drama lol (I lost all my strength rewriting this script I have no energy to do the last bids better have mercy 🥺)

Part 72: **Mr. Sneaky** explains that "one of the butlers were kind enough to turn on the lockdown" and **he's** obv smug about it while the butler in question gets very nervous since his aah got exposed.

Part 73: **Mr. Freil** gives the butler a BOMBASTIC side eye before he remembered that the cooldown for the lockdown ended before looking towards the remaining **guests**, apologetically.

Part 74: **Mr. Freil** waves goodbye towards **them** as **they're** leaving. (you can decide the last transition!)

[Last Part: Immediate Scene Change to outside the Mansion]

Part 74: The remaining survivors now left the Mansion.

The End...or is it?