Away 0: Stolen Heart

Maintenance Guide

For V2. March 2022 - By Geep Contains Spoilers

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I. Lists of Items

Difficulty Levels

Nomenclature

- Difficulty Level 0 = DL0 = “Easy and Safe for Work” = SFW
- Difficulty Level 1 = DL1 = “Easy” or “EZ”
- Difficulty Level 2 = DL2 = “Hard” = Hard Mode
- DL1&2 = NSFW (has nudity); DL0&1 = Easy Modes

Effects of Easy Modes versus Hard

LOCKPICKS & PICKABLE LOCKS

In Easy Modes, you start with a triangle lockpick. It’s NEVER available in Hard, affecting these doors/lids:

- Smuggler’s Chest (Toad Alley)
- Tobacco & Salves Chest (Inn)
- Dog Meet Doors (behind Four Flags)
- Roff’s Metal Chest (Fireworks)
- Bank Main & Manager Doors (but not storage grill-door)
- Chip Room Door & Safe (casino)
- Backstage Doors (via gift shop)
- Art Studio
- Guards’ HQ Door
- Fulk’s Chest (Old chest, guards’ HQ)

So in Hard Mode, the foregoing must be opened by acquiring a key. See List of Locks for details.

EXTRA KEYS IN EASY MODE

- Gift shop Safe (which is non-pickable), and the Cash Box within. Keys on gift shop floor.

OTHER TOOLS

Compass: Available at start In Easy Modes. Hard Mode, it’s in the Tobacco & Salves Chest.

LOCATION OF LOOT

Loot wine glass in Art studio. Easy Modes – on middle shelf; Hard – on top shelf, accessed by moving crates

Effects of SFW versus NSFW

Generally, this affects only visuals and object-instantiation, not game play (other than Easy versus Hard differentiation). Changes are only at Four Flags. Main effects involve:

- Wall paintings (including Objective girl+puppy painting); these are itemized in other docs
- Presence of Floor 2 items: statute and (in curtained client area) sexually-suggestive gear.
- Choice of Floor 2 items in curtained client area: sofas versus beds
- Emily's Room towards ending: NSFW has strewn clothing & nudity in both live-action & cutscene with lovemaking.

List of Teleport Targets for Debug/Test

Some named items serve as teleport targets for the player, as a shortcut when debugging or testing, or as places to jump to in DR. This list EXCLUDES teleport targets used by AI or scripts (except lookats). Shown in alphabetic order by name.

Name	Type	Location / Comments
x_above_bar_ lookat	teleport	At front edge of awning over rooftop bar. Used as gimpse-of-emily lookat focus (unimpeded by monsterclip). Directs Emily's gaze in general direction of player if on roofline above boiler room; one route from wooden beam to niteclub.
x_balcony	teleport	Music hall, 1st balcony, front edge
x_billiard	rug	Floor 1. Map room pool table
x_boiler	teleport	Floor 3. Boiler room off niteclub
x_blue_room	rug	One of the mapper blue rooms, south side of map
x_casino	rug	Floor 0. Casino corridor
x_clients	rug	Floor 2. East-side clients' sofa area
x_dining	rug	Floor 0
x_duct	teleport	Duct between floor 2 & 3. After teleporting here, squat to get head inside roof
x_emily_room	teleport	Floor 3. Emily's room.
x_emily_note_ test_zone	rug	In blue room
x_exit	teleport	In kennel attic. Normal game exit.
x_foyer	teleport	In womens' quarters
x_front_lawn	teleport	Near waterline shaft/well & incinerator building
x_gallery	rug	Floor 0. Art Gallery. Segment of oval donut rug closest to front entrance
x_gents	teleport	Floor 1. In Red Room Gents' Club
x_giftshop	teleport	Floor 1. In giftshop/box office
x_girls_kitchen	rug	Floor 3. Kitchen & eating room, women's dorm
x_grandstand	teleport	Rear lawn, dog-meet grandstand upper level

x_guild	rug	Water guild HQ, second floor project office, lower town
x_hall	teleport	Floor 1. Rear of music hall, main seating
x_hq	rug	Floor 2. Guards quarters on mezzanine
x_inn	rug	Inside inn, outside Hornsby's door
x_inn_storage	package	Inside storage room, second floor of inn
x_inn_plaza	teleport	Sunken plaza leading to inn front doors
x_kitchen	rug	Floor 0
x_lobby	teleport	Floor 1. Lobby of music hall on entry balcony
x_manager	rug	Floor 0. Mezzanine in member accounts bank
x_printshop	teleport	Floor 2
x_rear	teleport	Outside, Main Building rear entrance
x_roof	rug	Floor 3. Rooftop nightclub, base of steps
x_roofpeak	teleport	On roofline above boiler room. One player route from wooden beam to rooftop niteclub.
x_roof_ valley_lookat	teleport	On roof, in northwest "valley". A route from wooden beam to rooftop niteclub. Used as gimpse-of-emily lookat focus.
x_south_roof	teleport	In enclosed space on rooftop above music hall
x_studio	dropcloth	Floor 1. Art Studio
x_teller	teleport	Floor 0. In member accounts bank, south side
x_tower	rug	Floor 3. Tower niteclub
x_tree_steps	teleport	Lower town, curved steps with bare tree
x_vault	teleport	Floor 0
x_well	teleport	Well & incinerator building, entrance to campus

List of Teleport Targets for AI or Scripted-Player Moves

See emily_related.script and zelda_thread() of away0.script.

Name	Relocates	To Location / Comments
05_path_emily_escape_attic_exit_teleport	emily_clothed_sfw, emily_clothed_nsfw	In north blue room, from kennel attic. To disappear Emily “up ladder” at game end.
emily_after_cutscene_spot_nsfw	emily_nude	In Emily's room, on north rug, between bed and escape door
emily_after_cutscene_spot_sfw	emily_clothed_sfw	In Emily's room, on north rug in front of escape door
emily_clothed_attic_spot	emily_clothed_nsfw	In kennel attic, replacing emily_nude with dressed model
emily_nude_dump	emily_nude	Dump no-longer-needed AI in north (near beam) blue room
emily_praying_dump	emily_praying	Dump no-longer-needed AI in north (near beam) blue room
player_after_cutscene_spot_nsfw	player	In Emily's room, south side of bed
player_after_cutscene_spot_sfw	player	In Emily's room, center of rug, foot of bed
printshop_door_rug	bleda	In foyer, outside gate
start_cutscene_spot	player	Move temporarily to rug in southern-most blue room for isolation from audio, AIs
teleport_zelda_rug	zelda	In blue room, from booth. To quiet her voice.
teleport_success_cutscene	player	In special blue room with cricket sounds, for normal ending

Objectives

Defined objectives are irreversible unless stated otherwise. The first 3, and #10, are visible throughout the game.

[1] Get gem I hid under bottles in Toad Alley's far corner

[2] Do business with my fence Hornsby at the inn. Then…

[3] Into Four Flags, and by dawn have loot worth over 1500
Includes gold, jewels (but not Lost Heart), & goods.

[4] Optional: Steal that girl-and-dog painting of the Countess. Becomes visible after visit to Hornsby, who refers to "a waif holding a puppy". The sought painting is in the art studio as an impoverished waif in Difficulty Level 0, or a semi-nude in Difficulty Levels 1&2. This objective is satisfied when player possesses 1 item of atdm:loot_painting_medium class, of which these 2 are the only instances.

([5] is disabled.)
[6] Don't kill anyone at Four Flags except guards. This objective becomes visible when the player arrives on the campus grounds, in conjunction with a popup note representing player thoughts about this goal. (It is not necessary to express this goal earlier, since the only civilians in the lower town are the armed Smuggler Dude -considered a guard - and Hornsby, implemented by a non-AI).

[7] Optional: Get 3 friends their Papers, before going to Emily. Becomes visible after Emily Note 4 is read and then closed. The player must first find the scrolls and put them into inventory. Then, to satisfy the objective, player must drop each scroll on the correct "tea tray" by each sleeping AI.

[8] Clean out all of Bleda's loot. Becomes visible after Emily Note 5 is read and then closed. Satisfied when script function Frob_Bleda_Loot_Item gets called 4 times, by 3 items in top-floor safe, 1 item in bank safe deposit box. Player is prevented from entering Emily's room if this is not satisfied.

[9] When done, go to Emily with her Papers and key. Becomes visible, like [7], after Emily Note 4 is read and then closed. Player is prevented from entering Emily's room if her Papers were not retrieved. (Not necessary to test for key, since that is prerequisite to getting to the room.) Satisfaction of this occurs (irreversibly) when player successfully enters room.

[10] Be gone from Four Flags before sunrise. Visible throughout game, and associated with successful completion. For normal with-Emily ending, when player goes up exit_ladder, script function do_ending plays mission success cutscene (or the skip-cutscene slide), then script-satisfies this obj. Alternative endings are allowed if:

- the player hasn't committed to helping Emily; and
- Objective 3 ("…have loot worth more than 1500") has been satisfied.

The alt endings are via:

- frobbing the chain on the rear city gate [south of main building]; or
- Fully opening the campus inner gate; or
- Fully (re) opening the well-side door to the well/incinerator building

The chain's frob script will show a helpful message if the loot objective is not yet satisfied. For the latter two, the doors when opened call alt_mission_done_check() in emily_related.script. The doors autoclose after a minute, to prep them for this triggering role.

Remaining Objectives are hidden and just implementation mechanisms.

[11 is disabled]{this hidden objective called visitFence; now instead triggered by frobbing lion door knocker.)

[12] Hidden objective – Call visitFence2 (Uses distance between player and hornsby_doormat, where player stands when door opened a crack)

[13 is disabled] [Previously, through V1, was hidden objective to call visitFenceReset when player near visit_fence_reset_spot on Hornsby landing. That spot is now gone. The mechanism is replaced by info_location_town_inn call_on_entry to visitFenceReset.]

Foregoing 3 Objectives, which are NOT irreversible, are in-effect resettable triggers for Hornsby interaction script aw0_inn.script.

[14] Hidden objective - when Emily note 3 is read (and closed) (Calls function Emily_Note_3_Was_Read in emily_related.script)

[15] Hidden objective - when Emily note 4 is read (and closed) (Calls function Emily_Note_4_Was_Read in emily_related.script)

[16] Hidden objective – when Emily note 5 is read (and closed) (Calls function Emily_Note_5_Was_Read in emily_related.script)

What to Edit Elsewhere if Objective Numbers are Changed

If you change objective numbers, besides specific items mentioned here, changes to debug.script comments and possibly code will be needed.

#	*What to Edit*
1	atdm_target_setobjective_state_fetched_jewel_done
2	atdm_target_setobjective_state_satisfy_biz_with_hornsby
3	● Entity atdm_target_setobjective_state_over_1000_ducats_done (used by debug.script only) ● #define OBJECTIVE_TOTAL_LOOT in emily_related.script. ● Objective 10's Success pre-condition.
4	atdm_target_setobjective_show_countess_painting
6	atdm_target_setobjective_visibility_no_kill_civilians [note: objective 5 disabled]
7	atdm_target_setobjective_visibility_friends_papers
8	● atdm_target_setobjective_visibility_bleda_loot ● atdm_target_setobjective_state_bleda_loot_done ● #define OBJECTIVE_BLEDA_LOOT in emily_related.script
9	● atdm_target_setobjective_visibility_emily_papers ● atdm_target_setobjective_state_emily_papers_done (used by debug.script only) ● #define OBJECTIVE_TO_EMILY in emily_related.script

10	atdm_target_setobjective_state_leave_four_flags

Testing/Debugging the Objectives

A “debug.script” provides functions to call from the console, of form “script name_of_function()”.

IMPORTANT: After so calling, you can’t save/load the game! If you try, you will get a “Can’t load console” error. This is a known TDM problem.

Functions:

- script inn() As if you have visited Hornsby at the inn
- script campus() As if arrived on the Four Flag campus via the well
- script notes() As if you have read emily notes, at least through Note #5
- script loot() As if you have gathered Bleda's loot and over 1500.
  Variants that just do one of these: loot_bledas(), loot_1500()
- script done() As if you have satisfied final objectives needed to end, except the final one triggered by going to an exit to cause mission success

Call the above in the indicated order, or use these cumulative functions:

- script test0() Calls inn
- script test1() Calls inn, campus
- script test2() Calls inn, campus, notes
- script test3() Calls inn, campus, notes, loot
- script test4() Calls inn, campus, notes, loot, done

ABOVE FUNCTIONS ONLY AFFECT OBJECTIVES, NOT WHAT PLAYER HAS IN INVENTORY! In particular, they do not provide the snake lockpick you would get from Hornsby, so you may wish, in DR, to make either that or the master_key available at outset.

Variant:

- script test3a() Like test3(), but also sets non-objective “has_emily_papers” to true.
- script test3b() Like test3a, but uses loot_bledas() instead of loot(), so 1500+ not satisfied.

Typical Usage:

test0() before visiting pump house (not tested in this way)
test1() before “teleport x_front_lawn” or anyplace inside Four Flags
test2() before “teleport x_vault” or “…x_boiler” to gather loot
test3(), test3a(), or test3b() before “teleport x_foyer” outside Emily’s door.*
test4() before “teleport x_exit” to kennel attic

* With test3(), you will be refused entry through Emily’s door, because you don’t have her papers. To bypass this, either use test3a(), or toggle “noclip” on, fly into the room, toggle off noclip, then approach the trigger zone inside door. Cutscene will play - unless you have done “script skip_cutscenes()” – then live play continue.

Also: script kill_town_ai() is available. Called automatically when emerging from well onto campus.

All the “test…” functions finish by emitting the console message: "Reminder: You can't save/load after making a 'script' call from console".

List of Paths

Paths that involve patrols or escape.

The new naming convention is, for simple path corners:

<nn>_path_<path_description>_<location_description>

Here, for any given path network, <path_description> is a consistent keyword or phrase, and <nn> is a consistent but otherwise arbitrary number. This form without suffix implies a path_corner.

Other path objects use suffixes: _sit, _wait, _waitfortrigger,_anim, etc. (Also _teleport used, which is not strictly a path object). The descriptions used for a path corner and its dependent types should match.

Name prefix <nn>_path_<path_descriptions>_	*Used by AI (name / shouldered name)*	*Nodes & AI assigned to DR Layer***
01_path_lower_town_	Watchman / Burkhard	OffCampusGrounds
03_path_floor2_	upper_floor_guard_thug / Fulk	MainBldgFloor2Content
04_path_niteclub_	tower_guard / Hercules	MainBldgFloor3Content
05_path_emily_escape_	One of the Emily AIs	MainBldgFloor2Content
06_path_floor1_	middle_floor_proguard_archer / Goughe	MainBldgFloor1Content***
07_path_floor0_front_entry_	front_entrance_guard_moor / Mundir	MainBldgFloor0Content
08_path_front_grounds_	front_patrol_guard / Csaba	CampusGroundsInnerWall
09_path_floor0_rear_entry_	rear_entrance_proguard / Ambustan	MainBldgFloor0Content
10_path_rear_grounds_ *	rear_patrol_torch_guard / Roff	CampusGroundsInnerWall
11_path_bleda_	Bleda / Bleda	MainBldgFloor2Content
12_path_kitchen_waiter_	kitchen_male_staffer / Bevil	MainBldgFloor0Content
13_path_emily_music_hall_	emily_clothed_sfw	MainBldgFloor1Content
14_path_emily_gents_club_ ^^	emily_clothed_sfw	MainBldgFloor2Content
15_path_emily_floor_1_landing_	emily_clothed_sfw	MainBldgFloor1Content
16_path_emily_floor_2_ladder_	emily_clothed_sfw	MainBldgFloor2Content
17_path_emily_nightclub_	emily_clothed_sfw	MainBldgFloor3Content

* This path is strictly sequential for now, so numeric suffix left; <location_descriptions> may be further renamed in future.
** Nodes & AI were previously mostly assigned to Default Layer
*** This guard is briefly on floor 2 in the music hall balcony, but for continuity those path nodes will be labeled Floor1
^^ Path starts and ends on floor 2, descends to gents' club midstair landing.

Not currently part of this naming scheme

path_corner_female_dice_player; path_corner_male_dice_player
The two card playing guards, path_corner_1 and path_corner_2

Regarding the DR Layer assignment of these and the sleeping AI within Four Flags: These are assigned to the appropriated floor's "…Content" Layer.

Loot List

Loot Item	*Gold (type 2)*	*Jewels (type 1)*	*Goods (type 3)*
(Note – "Lost Heart" gem is a Special item, not loot; not given a value.)			
Class atdm:prop_lootbag (def_attached, so not in seen in DR)	50		
atdm_loot_spilt_purse_silver_2 in smuggler's chest	25		
3x stacks silver coins, trunk in Water Guild project office	50		
atdm_loot_spilt_purse_payment from Hornsby	150		
3x atdm_loot_coin_single_... by inn bar bench	3		
Gold coin at far end of water tunnel	1		
atdm_loot_purse_gems_2 in bleda's safe deposit box		150	
atdm_moveable_loot_diamond_large_1 in bleda's safe deposit box		500	
In vault, upper box: 3x atdm:moveable_loot_vase_ @75	225		
In vault, upper box: atdm_moveable_loot_statue_lion_3	175		
Atdm_loot_spilt_purse_silver_..., under main rear steps	25		
2x single gold coins (@1), loot_wine_glass @15, under floor0 main steps (access via door near Zelda)	17		
Dining room, card players: atdm_loot_spilt_purse_silver_1 (@25, type 2) + 3x atdm:loot_coinstack_small (@2, type 2) + atdm_loot_coinstack_medium_silver_1 (@5, type 2)	36		
Casino chip safe, loot pile (note - chips are not loot)	75		
Upper box seats: atdm_loot_spilt_purse_1	50		
Music hall bathroom tip coins: 1 gold, 1 small stack silver	2		
Giftshop safe: atdm_moveable_loot_vase_1	75		
Cash box in giftshop safe: 4x Atdm:coinstack_small @2 + 1x coinstack_small_silver @1	9		
Giftshop low display case: atdm_moveable_loot_hairbrush_gold_1 (@15, type 2) atdm_moveable_loot_bowl_small_1 (@10, type 3)	150		40

atdm_moveable_loot_spyglass_fancy_1 (@30, type 3) atdm_moveable_loot_jewellery_bracelet_01_1 (@85, type 2) atdm_moveable_loot_religious_symbol_small_1 (@50, type 2)			
Giftshop tall display case: atdm_moveable_loot_exotic_crown01_1 (@350, type 2) + atdm_loot_amulet_wearable_1 (@100, type 1)	350	100	
Gent's club, raised stage: 4x atdm:loot_coin_single(@1, type 2) (2 by piano, 1 near swing, 1 in NW corner)	4		
Map room, trophy	250		
Gent's club, on floor by gold pole-dance pole: atdm_loot_broach_1		75	
2x single gold coins (@1), atdm_lionhead_amulet (@80, type 1), under main stairs up from floor1 (access via narrow passage besides stairs)	2	80	
Bleda's boiler room safe: Bleda's gems (@175, type 1) + atdm_moveable_loot_purse_3(@50, type 2) + atdm_moveable_loot_jewellery_bracelet_01_2(@85, type 2)	135	175	
Art studio. Either: Atdm_loot_painting_1 (skin la_muse_amuse) or atdm_loot_painting_2 (skin cottage_girl_with_dog) (only 1 at a time)			125
Art studio, by west wall: atdm_moveable_loot_candlestick_1 (@40, type 2)	40		
Art studio, on shelf: Easy modes: middle shelf. Hard: top shelf… access by moving crates atdm_moveable_loot_wine_glass_1(@15, type 2)	15		
Art studio, hidden behind paintings on shelving: Small gold coinstack (@2, type 2)+tall silver coinstack(@10, type 2) Amethyst purse (@75, type 1)	12	75	
Printshop: atdm_moveable_loot_trophy_1 (skin old_trophy)	250		
Fireplace mantle, client sofa area: 2x atdm:moveable_loot_statue_lion (@175, type 2)	350		
Guards HQ, Roff's metal chest: gold skull ring		60	
Guards HQ, Fulk's old chest: small religious symbol	50		
Nightclub, rooftop behind bar: atdm_moveable_loot_bottle_1			110
Gold coins, under grandstand(4@1) or near bet barrels(4@1)	8		
Total from above	*2604*	*1215*	*275*
Total from tdm_show_loot	*2731*	*1215*	*275*
Loot specific to Bleda	*135*	*825*	
Loot not specific to Bleda	*~2500*	*390*	*275*

AI Characters and their Names

An AI's "name" is not visible to the gamer, so generally reflects role & purpose. An exception are lead characters whose name is promulgated. For all AI, shouldered_name & shouldered_name_dead *may* be visible, so given personal name if any. But note that killing a civilian (except the off-campus smuggler) will fail the mission in Hard mode; spawnarg "innocent 1" marks them. Also, some guards will be hard to KO or kill.

Name (& Comments)	**Classname of Body - atdm:ai_...**	**Shouldered_ name****	**Carries Key**	**Innocent spawnarg**
Off Campus				
Dude [smuggler in alley]	guard_thug	Dude	Alley Chest	
Watchman	citywatch	Burkhard		
atdm_ai_citywatch_1 [at gate]	citywatch	Gert		
atdm_ai_citywatch_3 [at gate]	citywatch	Casimir		
Exorcist [plague doctor head]	mage01_female	Exorcist	Tobacco & Salves Chest	
On Campus – Patrolling Guards [Note 1]				
front_patrol_guard	guard_generic_02	Csaba		
front_entrance_guard_moor	moor02	Mundir	Ground Floor	
rear_entrance_proguard	proguard	Ambustan	Chip Room Safe; Ground Floor	
rear_patrol_torch_guard	guard_generic_01	Roff	Dog Meet; Roff's Metal Chests	
middle_floor_proguard_archer	proguard_archer	Goughe	Middle Floor	
upper_floor_guard_thug	guard_thug	Fulk	Upper Floor; Fulk's Chest	
tower_guard [formerly Bleda]	guard_generic_01_pauldrons	Hercules		
On Campus – Fixed or Short-Route Guards				
vault_drunk_guard	guard_generic_01b	Drugo		
male_dice_player	proguard	Wolrad		
Bleda [after cutscene]	guard_elite	Bleda		
card_player_1	guard_generic_01_pauldrons	Didimus		
card_player_2	guard_generic_02	Hector		
HQ_sleeping_guard	guard_thug	Cadwallader		
On Campus - Civilians				
kitchen_female_staffer	townsfolk_female	Polly		1
kitchen_male_staffer	townsfolk_commoner	Bevil		1

female_dice_player	sotha_ai_noblewoman01	Sophia		1
Stickman [standing operator of craps table]	labourer_wealthy01	Stickman		1
Zelda	mage01_female			n/a
singer	builder_acolyte	Emmanuel		1
coach_grayman	builder_priest	Coach grayman		1
(atdm_env_ragdoll_noblewoman_2) [dress in giftshop]	(atdm_env_ragdoll_ noblewoman)			n/a
gents_club_hookah_man	merchant01	Ninion		1
printer	inventor_scientist	Wombell		1
Mona [sleeping in tub]	nude_woman	Mona		1
Yolanda [sleeping under blanket]	nude_woman	Yolanda		1
Kat [sleeping under blanket]	townsfolk_beggar	Kat		1
emily_praying	(geep_ai_custom_wench)			1
emily_clothed_sfw	whore			1
emily_nude	nude_woman			1
emily_clothed_nsfw	whore			1
Niteclub Bar Keeper [sleeping]	labourer_wealthy01	Quivier		1

** also defined is a “shouldered_name_dead” of form “<shouldered_name>’s corpse”.

[Note 1] For patrolling guards, the frob_distance of every key carried (whether def_attached or bound) is increased from default 40 to 100.

Non-Default Relationship between Player and Some AIs

The player is, as Hornsby notes, “disguised as a gent, to fool most people, but the guards will recognized you.” To implement this, the player, while still in Team 0, will be treated as if in Team 3 (Nobles, commoners, servants) EXCEPT when dealt with by guards. (Also, criminals will be considered armed and in the know and also will treat the player like the guards do; not as a gent to be neutral towards).

This was implemented by adding an atdm:team_relations entity to a blue room. Because it’s the relationship between non-players and the player that’s modified, it only need to be specified in one direction (how the non-player treats the player, not vice versa).

Specifically, here is what’s specified:

- rel 1,0 1 // Team 1 (Builders) considers player (Team 0) as friendly (= 1)
- rel 3,0 5 // Team 3 (Nobles, commoners, servants) considers player as very friendly (= 5)
- rel 4,0 1 // Team 4 (Inventors/Engineers) considers player as friendly
- rel 7,0 0 // Team 7 (Pagans) considers player as neutral (= 0)
- rel 8,0 0 // Team 8 (Mages) considers player as neutral

Left as default:

- rel 2,0 -1 // Team 2 (All guards, City Watch, Houseguards, etc.) considers player as hostile (= -1)
- rel 6,0 -1 // Team 6 (Criminals) considers player as hostile
- rel 5,9 0 // Team 5 (Beggars, Street People) considers player as neutral

In addition, through scripting all the Emily manifestations are treated as “very friendly” to player. (This is probably redundant now. Reflects earlier situation, when team 3 – to which Emily is assigned - was not inherently friendly or neutral to player.)

(Note – After all this was implemented, it was discovered that Obstrotte has defined a more elaborate “hitman style” system in 2013 at https://forums.thedarkmod.com/index.php?/topic/14394-apples-and-peaches-obsttortes-mapping-and-scripting-thread/page/9/&tab=comments#comment-310926 . This would allow friendly/neutral AI to become hostile under a number of circumstances. It would probably need modification for our needs; will not attempt.)

See also the use of the “innocent” tag in “AI Characters and their Names” above.

Special Cases

The plague doctor mage is hostile to the player (by assigning her to team 6, Criminals), but has reduced visual and auditory acuity, due to her mask. Also largely mute.

For the drunk guard in the vault, to avoid him being alerted by guard activity outside the vault, he is changed to team 6 (Criminals).

See also the next section.

Suppressing Alerting of Some AIs

AI in Endless “Conversation”

For the singer and coach, there is a problem… if they become alerted (say, by a guard), then they never resume the conversations. As a workaround, their alert threshold spawnargs are raised as follow:

- alert_threshold5 Stays at default, 23
- alert_threshold4 18 → 22
- alert_threshold3 10 → 21
- alert_threshold2 6 → 20
- alert_threshold1 1.5 → 19

And, in the conversations workflow script, there are now calls to $singer.SetAlertLevel(0) and $coach_grayman.SetAlertLevel(0) before each conversation.

AI Sleeping at Outset, or In Must-Stay-Fixed Locations

Somewhat similarly, it is undesirable for certain AI to respond to guard alerts and/or arouse from sleeping. So their alert threshold values are also adjusted as above; in addition, each of their 5 “acuity_...” spawnargs are zeroed.

For storyline purposes, this affects women’s lockup inhabitants:

- sleepers Mona, Kat, and Yolanda
- the pre-cutscene praying Emily (though not sleeping)

To avoid bad behavior when awakened (e.g., treadmilling and/or walking through walls), this affects:

- Chair-sleeping printer (alert thresholds newly set V2)
- Zelda seated in her booth (acuities & thresholds newly set V2)
- Chair-sleeping kitchen chef (acuities & thresholds newly set V2)

(Regarding AI that are sleeping at the outset – with “sleeping 1” spawnarg – if aroused, will they ever go back to sleep? For now, leave this unresolved with respect to our sleeping guard and rooftop niteclub staffer.)

List of Keys

Area & Key Inventory Name	**Key Entity Name** # = def_attached key, not static bind key	**Where Found**
Lower Town		
Alley Chest	smuggler_key; smuggler_key1	On Smuggler in Toad Alley; Across street, 2nd floor bedroom
Inn	inn_key; inn_key1	In Alley Chest; In inn 2nd floor storage room
Tobacco and Salves Chest	tobacco_and_salves_key; tobacco_and_salves_key1 tobacco_and_salves_key2#	In white vase behind inn bar; In inn 2nd floor storage room; Exorcist's belt
Grate Key	waterline_grate_key; waterline_grate_key1	Pump House wall; Water guild 2nd flr office trunk
Campus Front & Rear Grounds, & Ground Floor (Floor 0)		
Dog Meet	dog_meet_key	On Roff, Rear Patrol Guard (rear_patrol_torch_guard)
Roff's Metal Chests	metal_chest_key #	[2nd key on rear patrol guard Roff]
Chip Room Safe	chip_room_safe_key #	On Ambustan, Rear Entrance Guard (rear_entrance_proguard)
Ground Floor South	ground_floor_south_key # ground_floor_south_key1#	On front_entrance_guard_moor Mundir On front_patrol_guard Csaba
Ground Floor North	ground_floor_north_key	On Ambustan, Rear Entrance Guard, 2nd key mid rear belt
Tellers Writing Desk	tellers_writing_desk_key	On manager's desk
Tellers Writing Desk	tellers_writing_desk_key1	In teller counter drawer
Middle Floor (Floor 1)		
Middle Floor	middle_floor_key #	On Goughe, Patrolling Guard (middle_floor_proguard_archer)
"Gray Key" [#str_10026, for safe]	safe_key	On floor (Easy Modes)
"Gray Key" [#str_10026, for safe]	safe_key1	On Goughe, Patrolling Guard (middle_floor_proguard_archer)
Cash Box [Cash box is within safe]	cash_box_key	On floor (Easy Modes)
Cash Box	Cash_box_key1	On Wolrad (male_dice_player)[Note 2]
Upper Floor (Floor 2)		

Women's Lockup	womens_lockup_key	In Bleda's Safe Deposit Box in Floor 0 Vault
Upper Floor	upper_floor_key #	On Fulk, Patrolling Guard (upper_floor_guard_thug)
Fulk's Chest [formerly: an old chest key][in Guards HQ]	fulks_chest_key	On Fulk, Patrolling Guard (upper_floor_guard_thug)
Cadwaller's Chest [in Guards HQ]	footlocker_key #	On sleeping guard Cadwaller in HQ
Tower/Niteclub (Flr. 3)		
n/a		

[Note 2] Because guard is sitting down, frob_distance left at default.

List of Locks

EZ = Easy Difficulty Only (i.e., DL0 & 1). Triangle lockpick is available at start. (In DL2, triangle lockpick is never available)

For “Locked?” column:

N = No Y = Yes, but no key for player Otherwise, name of key

For “Pickable?” column:

- “EZ” means lock requires triangle to pick (and possibly snake from Hornsby).
- “Y” means lock requires only snake (from Hornsby) to pick
- Combination in parentheses

	Locked? / Who has key?	Pickable?	Can Unlock w/o Key?
Lower Town			
Smuggler’s Chest	Alley Chest	EZ (t 1)	
Pump House Door	Y	Y (s 2)	
Water Guild Project Office Trunk	Y	Y (s 1)	
Inn Doors (2 keys)	Inn	Y (t 2)	
Tobacco & Salves Chest (2 keys)	Tobacco & Salves	EZ (st 11)	
Inn Front Doors	N		
Hornsby Door (special case – script operated)	(N)		
Waterline Grate Lock (2 keys)	Waterline Grate	N	
Rear Grounds			
Dog Meet North Double Doors (e.g., to Hounds & Hares) (dog_meet_north_door_1 & 2) Alternative Entry: rope arrow?	Dog Meet / Rear patrol guard	EZ (s 1)	Rear patrol guard; Rear entrance guard
Dog Meet South Double Doors (dog_meet_south_door_1 & 2)		EZ (s 1)	
MetalChestBody_1 [atop fireworks box]	Roff’s Chests / Rear patrol guard	EZ (s 2)	Rear patrol guard
Kennel Attic South Door (Escape)	Y	N	
Ground Floor (Floor 0)			
Tellers Writing Desk (tellers_writing_desk) [inside bank]	Tellers Writing Desk [key renamed]	Y (s 3)	

Bank Door (bank_door)	Ground Floor South / Front entrance guard Mundir (& front patrol guard Csaba)	EZ (ts 01)	Front entrance guard
Bank Manager Mezzanine Door North (bank_manager_mezzanine_door_north)		EZ (sts 121)	
Bank Manager Mezzanine Doors South (bank_manager_mezzanine_door_south)		EZ (sts 121)	
Bank Staff Door (bank_staff_door)		EZ (tst 121)	
Bank Storage Grill (bank_storage_grill) [under mezzanine]		Y (s 0)	
Kitchen Door (kitchen_door) (from corridor)	Ground Floor North / Rear entrance guard	Y (s 0)	Rear entrance guard
Understairs Door (understairs_door) (opposite Zelda)		Y (s 0)	
Chip Room Door (chip_room_door)		EZ (tst 212)	
Chip Room Safe (chip_room_safe_door)	Chip Room Safe / Rear entrance guard	EZ (sts 312)	Rear entrance guard
Front Double Doors	N		
Rear Double Doors	N		
Main Stairs Landing Double Doors (from Gallery)	N		
Casino Corridor	N		
Pantry (to Dining Room)	N		
Pantry Window	N		
Middle Floor (Floor 1)			
Gift Shop (door_gift_shop_1 & _2)	Middle Floor / Middle floor proguard archer	N	Middle floor proguard archer
Backstage Double Doors (from Box Office/Gift Shop)(door_backstage_1 & _2)		EZ (ts 01)	
Art studio (door_art_studio)		EZ (st 10)	
Gents club	N		
Map room	N		
Music lobby	N		
Music hall inner (propped open?)	N		
Music hall bathroom	N		
Air Duct Grate, music hall	N		
Air Duct Grate, besides stairs	N		
Giftshop Safe	Gray Key / Middle floor proguard archer	N	
Giftshop Cash Box (within safe)	Cash Box / male dice player	Y (s 2)	

Upper Floor (Floor 2)			
Women's Lockup Double Gates	Women's Lockup	N	Bleda [Note 3]
Ceiling Air Duct Grate (between laundry mezzanine & boiler room)	Women's Lockup	N	
Escape Door, Emily's Room	N [Note 2]	N	
OldChestBodyGuardsHQ	Fulk's Chest [2nd key on upper floor guard]	EZ (t 1)	
MetalChestBodyGuardsHQ [uses same key as rear fireworks chest]	Roff's Metal Chests	Y (s 2)	
FootLockerBodyGuardsHQ	Cadwallander's Footlocker	Y (s 2)	
Guards' HQ Door (door_guards_quarters)	Upper Floor / Upper floor guard	EZ (ts 11)	Upper floor guard
Print Shop Door (door_print_shop)		Y (s 1)	
Top Entry to Gents Club stairs	N		
Emily's Room, Interior Door	N		
Women's Dorm Door	N		
Women's Kitchen Door	N		
Air Duct Grate, Besides Statues	N		
(Ceiling Grate in Laundry Mezzanine, see Floor 3: Ductwork Floor Hatch)			
Tower/Nightclub (Floor 3)			
(Boiler Room, Ductwork Floor Hatch: see Floor 2)			
Tower Floor Hatch, to Floor 2 Ladder	N		
Door to Rooftop Niteclub	N		
Grate to Boiler Room	N		
(Elevator has no doors)	N		
Boiler Room, Main Duct Entry	N		

[Note 2] In story terms, Emily's escape door is locked, with the Women's Lockup key. But for technical reasons implemented as unlocked but (hopefully) kept inaccessible to the player except via standard cutscene-compliant ending.

[Note 3] In story terms, Bleda's has his copy of the Women's Lockup key on him, say, on a string around his neck. Implemented just by "can_unlock's" for the gate doors.

Weapons, Ammo, & Player Tools

All are Quantity 1 unless indicated. # = def attached

Location	Weapons & Ammo	Tools
Starting Inventory	Blackjack; 5 Rope Arrows; 5 Water Arrows	Hooded Lantern; Triangle Lockpick (except DL2)
		During dev: Key_Master (atdm:key_simple_glass)
Lower Town		
Smuggler's Chest		Spyglass
Smuggler Dude's Bedroom	Rope Arrow, Water Arrow	Health Potion; Breathe Potion
Inn Chest		Health Potion
Inn 2nd Floor Storage Room	Arrows: Moss, Vine, Rope, 2 Water	2 Health Potions
Inside Plaza Main Gate	2 Water Arrows; Noisemaker	2 Health Potions
Campus		
Main Building		
Ground Floor Pantry		4 Health Potions
Middle Floor Archer's Quiver	Broad Arrow #	
Upper Floor, Lockup Foyer		Health Potion
Upper Floor Guard HQ…		
…Box on Shelf	2 Flashbombs; 3 Moss Arrows; Water Arrow	
…Old Chest (Fulk's)	Short Sword	
…Metal Chest	Water Arrow; Noisemaker; Broad Arrow	
…Footlocker	Rope Arrow	
Rear Campus		
Fireworks chest	2 Flashbombs	

Frob Distances

In DarkMod.cfg, you can specify a tdm_frob_distance_default across FMs, which is “63” for a new install. This will apply to everything except picking a lock, which uses 40. Away 0 overrides the default distance for certain objects:

Object	Distance	Reason
Purse on moving street guard	100	Facilitate pickpocketing in motion.
Hornsby’s door knocker	40	Consistent with knock sfx & vocal patter
Keys carried by *moving* guards	100	Facilitate pickpocketing in motion.
Ottoman containing readable	Lid=50, Froblock=20	Avoid interference with using readable.
Chip room safe door & handle	50	Minimize conflicts between these 2 & content & candle atop
Key on sleeping HQ guard	90	To reach guard in bunk bed
Printing press control	200	To make it more obvious
Printing press printed page	100	To make it reachable beneath the press plate
Bleda’s boiler room safe door	35	To avoid conflicts with safe’s combination lock
Giftshop safe door & handle	50	Minimize conflicts between these 2 & content
Stepladder on floor of vault	30	
In vault safe deposit box: women’s lockup key, large diamond, loot purse with gems	100	Allow items to be had from open drawer by either using stepladder or standing atop deposit structure
Cuestick on map room pool table	1	As set on imported model. Probably source FM allowed frob by script, discouraged direct frob

Soundscapes

Defined Ambients

Ambients are shown alphabetically, as set in atdm_location_settings_1 in blue room. These have matching names with Info_locations shown in subsequent table. Except some info_locations simply use the default “ambient snd_silence”.

“Ambient” value	**Shader**
s_shader (predefined)	silence
snd_adult	devigint02_z
snd_art_studio	solitary_theme01_z
snd_bank	ticktack_loop_z
snd_boiler_room	loop_vent_2
snd_campus	weather_wind09_loop
snd_casino	mansion_tense02
snd_ducts	weather_wind06b_loop
snd_emily	city_sleeps02_z
snd_female_dorm	city_sleeps02_z
snd_giftshop	musicbox01a_z
snd_map_room	solitude_loop_z
snd_mausoleum	underground_caves03_loop
snd_nightclub_privy	silence
snd_success_blue_room	animal_crickets04
snd_success_override	water_docks04_loop
snd_tower	mansion_tense02_z
snd_town_default	hum07_loop_z
snd_town_inn	silence
snd_town_inn_storage	silence
snd_town_pump	machine_noise02_loop
snd_town_start	silence
snd_town_water_guild	silence
snd_vault	basement01_loop_z
snd_well_house	silence
snd_zelda	chains_multi

Defined Info Locations

Info_location…	Extent
_adult	Main Building Floor 1, gents club, corridor outside, both sets of stairs up to Floor 2. Client areas of Floor 2, up to curtain to "_floor2_rear".
_art_studio	Main Building Floor 1, inside art studio
_bank	Main Building Floor 0, inside member bank
_boiler_room	Main Building Floor 3, inside boiler room
_campus_front_ default	Front lawn & buildings, west side of rooftop night club (Main Building Floor 3)
_campus_rear_ default	Rear lawn & buildings, east side of rooftop night club (Main Building Floor 3) & its privy.
_casino	Main Building Floor 0, casino, dining room, chip room, rear entry, connecting hallway
_dorm_kitchen	Main Building Floor 2, dorm kitchen & spinning wheel alcove
_ducts	Main Building, within ductwork, multiple floors
_emily	Main Building Floor 2, Emily's room
_female_dorm	Main Building Floor 2, Female dorm bedroom
_floor2_rear	Floor 2, staff-only foyers on both sides of women's lockup gate. Plus stairway to guards HQ mezzanine and landing outside HQ door.
_giftshop	Main Building Floor 1, giftshop/boxoffice
_kitchen	Main Building Floor 0, kitchen & pantry. Ambient silence, additional speakers provide overhead light creaks, bubbling pots.
_main_building_ default	Main Building Floor 0 art gallery & its atrium, including music hall Floor 1 balcony lobby & stairs to upper box seats. Plus Floor 0 landing and main stairs to Floor 1.
_map_room	Main Building Floor 1, map room
_music_hall	Floor 1, music hall, including box seats, balconies, privy.
_nightclub_privy	Inside bathroom, Floor 3 rooftop
_roof_south_passage	Inside passageway at buttress atop south roof (above music hall)
_success_blue_room	Blue room to isolate player & hear crickets during ending cutscene.
_tower	Main Building Tower (floor 3); after RC2, includes new passageway
_town_default	Town plaza and streets (except town_start)
_town_inn	Inside ground floor of inn
_town_inn_storage	Inside inn second floor storage room
_town_pump	Inside pumphouse
_town_start	Small courtyard where player starts. Ambient silence. Speaker 11 provides city_sounds_varied.
_town_water_guild	Inside second floor room of Water Guild HQ
_vault	Inside member bank vault, including ladder into duct
_well _house	Inside campus well/incinerator building
_zelda	Main Building Floor 0, under rear stairs

Speaker-based Sounds

Speaker_...	**Sound shader**	**Comments**
4flags_front	Hum02	Main building entrance, presumably from lights
dude_bedroom	animal_flies_loop01	Second floor room across from Toad Alley. Sound of flies buzzing.
emily_beam	emily_over_here	Emily's shout from beam, before she jumps to kennel attic
emily_door_...	[3 Emily voice warnings]	…lack_loot, …missed_bledas_safe, …no_papers
heat_exchanger	Loop_vent_1	Inside Floor 3 boiler room heat exchanger
hornsby_...	[12 Hornsby voice clips]	Inn second story, from within Hornsby's room
inn_upstairs_door	knocking_on_door_01	When knocker on Hornsby's door is frobbed
kennel	animal_dog_distant	Small northside plaza, centered on kennel door
kitchen_lamp	wooden_creak_01	
kitchen_pots	bubbling_cauldron_loop	Floor 0 kitchen, near large cauldron & pan on stove. Other sound sources: fires under cauldron & under griddle: both are class light_fireflames_black_smoking with default snd_lit fire_lit_small
laundry_gramophone	angelic_gramophone_loop	Plays continuously, from laundry mezzanine
machine_...	[2 sounds]	..start2, …stop2. Floor 2 press in printshop
playerstart	city_voices_varied	Plays random overlapping sounds
water_<n>	water_stream01_loop	7 speakers along water line, starting with inside pumphouse

Performance Considerations

The original 2007 map design/implementation provided two large skyportaled areas, the lower town and campus. The latter encompassed a large front lawn, main building, and smaller rear lawn, with peripheral houses. The implementation had little visportaling to start. When Geep adopted this project, it was decided to keep this overall layout, while recognizing that the rather-open campus was not a good match for the idTech4 engine. One of Geep's early design changes, to add a rooftop nightclub, in retrospect added to difficulties. The new adjacent boiler room, carved out of an attic & with complex wall angles, also struggles. Changes described next are to get performance of this FM up to "adequate".

SkyPortals, VisPortals, and Auto-Closing

In the lower town, a finger of skyportal was added, making the map footprint comma-shaped. So visportals could then span the streets (angled in some cases). Openable windows/doors also visportaled.

On the main campus, the interior of the main building was reconfigured as rooms were given different purposes, with some walls and doors deleted or added. Subsequently, interior and exterior doors were visportaled, and doors were in many cases given a shorter auto-close time. Visportals were also stretched across corridors or stairwells (sometimes horizontally) if it was thought to be helpful.

In the rear campus, the dog-meet walls were raised up to facilitate horizontal visportals throughout. These, plus short vertical visportals reaching to new overhead stone beams, at least gave the graphics engine some relief when the player was at ground level.

Late in development, the campus was split into two skyportaled areas, using tower-aligned buttress walls. Therefore, at the rooftop niteclub you can't see front & rear areas simultaneously, nor does the engine need to render it. Winding passageways through the buttress have doors auto-close in 1 minute.

AI Removal

Once the player reaches the campus, the AI in the lower town are removed by script.

Hiding with Distance

An initial attempt to hide the rear campus eastern façade (the staff hostel) was superseded by the buttress division. What remains in use is this distance-hiding:

Entities	**hide_distance**	**Visibility**
Front lawn - walkway edging	1000	Hidden when viewed from nightclub, or far front lawn
Niteclub front (west) side:		
Bar canopy, sleeping AI & his chair, wall light, fence		Always visible
Most outside items, including lit candle	900	Visible from roofline, & from beam access-route below. Hidden from lawn unless against building
Items under bar canopy	500	Visible from club floor, & roof until boiler chimney
Niteclub rear (east) side:		
Brazier on post, fence		Always visible. [LOD brazier switches model at dist 300]
Outside items	900	Visible from club floor, privy roof, beam-access route. Hidden from lawn unless against building

II. Spoken and Written Contents

- Info for Translators

Hornsby Monolog at Inn

Player approaches door and knocks (existing game sfx already used). Hornsby, from behind door:

"(Groan, cough)*(arises, then plodding footsteps)* Builder's balls, I'm coming, I'm coming!"

[This is shouted, but goes from low volume to high volume as Hornsby nears door. Footfall fx recorded with voice.] Door cracks open; it's on a chain.

"Come, so's I can see's ya."

Player does so. Can't really see much inside. If player without gem, Hornsby slams door after saying:

"Damn your soul. I can tell you don't have the jewel. Come back tomorrow with it."

Otherwise, dialog continues: "Ha, it's you, here early. Great to see you. But I can't let you in… I've got the bloody flux. It's awful pain and stink. (Cough)(Cough)"

"Hey, you got that gem for me, at the price we agreed?"

Bloody arm with plate comes out, awaits player dropping Lost Heart on it.

"Captain, I didn't know *who* you be at first, in those posh clothes. A good disguise to fool the gents at Four Flags. The guards will know your face, though."

After player drops gem, arm & plate go in, door closes. "A pretty stone. Thankee. (Pause) You'll be wanting a sly way to Four Flags. If you fancy a swim, there's a water line under repair. Go to the pump house first."

Door reopens. Arm & plate reappear with 3 items: map, spilt purse with gold coins, lockpick.

Easy Levels: "Here's a lockpick for it. When you reach Four Flags, there's a low window that you can jigger open. And here's an old map of the ductwork, might help."

Hard Level: "Here's a lockpick for it. Sorry, the triangle pick hasn't come in yet. And here's an old map of the ductwork, might help." *(The low window is available in Hard, you're just not getting a hint about it. There will be no triangle lockpick throughout the game.)*

Player frobs all 3 items. "Capt'n, if you spot a painting of a waif holding a puppy, a certain Countess would pay well to nab that embarrassment from her youth. Skip the rest. The market for paintings stinks here, too many counterfeits."

“If your thieving goes well, I hope to see you later, afore ye leave town. I’m thinking I’ll feel better then. G’night.”

Arm retreats, door closes. Satisfies Objective 1. New optional objective posted.

Casino Dining Room – “Today’s Bill of Fare”

About the Choice of Menu Items

The text was inspired by Google searches about historic food in England and the Continent (particularly France and Germany) from Medieval through Victorian times. It is a mixture of commonly-known-now and obscure (particularly “weird” or “funny-sounding”). It is also a mix of poor and rich cuisines, since aspects of Four Flags cross class boundaries (and the staff must be fed too). As an example of the research process, regarding “salted cod”, a “haberdine search” found the very useful food chapter from the book “Elizabeth's London: Everyday Life in Elizabethan London”, by Liza Picard.

Recipes using foods ingredients both with and without TDM models were considered. Items explicitly mentioned on the chalkboards with TDM models (that appear within the kitchen or pantry) are bluefish, mackerel, deer leg, sausage, apple, pear, onions, peppers, cucumber, bread, and cheese. Additional models - plausible recipe ingredients - are garlic, bananas, carrots, turnips/radishes, and various herbs.

Implementation

The two chalkboards in the dining area are different halves of a single texture. The texture itself began with a photo of a Victorian schoolhouse writing slate on an antiquing site. In Photoshop, this was cropped, de-skewed, darkened. The Photoshop text is Viner Hand ITC in several font sizes, with menu items alternating white and yellow. Extra left side spaces were added to make that edge more ragged. The text (combined into a single layer separate from the slate background) was then given a light “colored pencil” effect, then a moderate “ripple” effect, to make characters less uniform. It was exported to the FM as the usual 24-bit .tga, where appears as textures/bill_of_fare_slate_768x512.tga. The material shader for this, called bill_of_fare_slate, is included in “casino_textures_custom.mtr”.

(Not done but would have been better in an ideal world: Break this into 2 textures, and created square 512x512 .dds versions. Subdivide “Supper Specials” into “Supper Specials Today” and “Supper Specials Tomorrow”… because total offerings seem a bit much.)

Text with Comments

The version below - in the left-hand column – does not capture the exact spacing of the texture.

Phrase	Comments
Today’s Bill of Fare	
All Hours	
Onion & Herb Potage with House-made Bread	*A Potage is essentially a stew. This is a low-cost version.*
Divers Cheeses & Fruits	*Divers means Assorted*
Smoked Fish Trench: Conger Eel & Local Trout	*Trench is short for Trencher, a wooden plate with depressions, more typically used with meat and gravy.*
Ice Oysters, Raw with Barley Bread	*Barley was a grain often used for brown bread*
Pickled Mackerel with Cucumber & Fennel	*Pickled Mackerel was historically popular, particularly in France*
Pears & Pippins in Spiced Red Wine	*Pippins is an apple variety*

Skirret Pie	*Skirret is a finger-like tuber. Compare with current sweet potato or yam pies.*
~~Hot Gingerbread, May be Had Gilded~~	*Hot Gingerbread was a common street food. The gilded variety with gold leaf was a rich man's treat. Strikeout to indicate it's sold out today.*
Mid-Day Meal Specials	
Bratwurst with Onions & Peppers on Banquette	*Yes, this is Baguette mis-spelled*
Golden Leek & Finch Potage	*A rich man's cuisine. Golden is saffron-dyed. Finch, just thrown in here for fun, is a small bird which, like larks and other small game, was also sometimes eaten.*
Supper Specials	
Carved Haunch of Doe Venison – from the Builder's Estate, with mint jelly	*Deer thigh*
Baked Haberdine (salt cod) Gratin	*Haberdine aka as Poor Jack, was a common cheap Medieval repast. But it could be tarted up into croquettes or, as here, a casserole with for instance potatoes, garlic, and olive oil.*
Spit-roasted Dottrel, plucked & herbed	*Dottrel also spell Dotterel is a type of plover, a shore bird eaten by sea-farers.*
Saddle of Mutton, by Weight, with Roast Potatoes & First Class Butter	*Good, non-spoiled butter could be hard to come by.*
Stewed Coney She-Rabbit with Currants	*Coney just mean "rabbit for eating"*
Fresh Catches – Bluefish or Doree. Grilled or Baked. With Citrus Butter	*Doree aka "John Dory" in England, is a bottom-dwelling coastal fish*
Sauerbraten & Savoy Cabbage	*"Savoy" is a particular cabbage type*

Music Hall Conversations with Singing

Conversations in the Conversation Editor

The overall flow starts with conversation “music_hall_1”, and at the end, loops back to it, forever. So this loop is more like an ambient track than most TDM one-and-done conversations.

Each table embedded below represents the phrases referenced within a sound shader, whose name in bold is shown in the Talk() command above it. One phrase is randomly chosen each time it’s entered.

All Commands, e.g., Talk(), will “Wait until Finished” unless indicated.

The overall session is broken up into 12 individual conversations:

- The odd # ones are spoken coach/singer responses
- The even # contain song phrases only, 1 stanza each.

At the end of each conversation, a script function is called, which decides which conversation to call next. There will be a 50% chance that the call/response conversation is skipped.

See also suppression of alerting during conversations, in “Suppressing Alerting of Some AIs” above.

Conversation music_hall_1

Coach.Talk (**Coach_Begin_Stanza_1**)

Thy should ever mindful of the Glory of the Builder, and use thy talents to bring it to the faithful ear. Begin.
Strive to calm thy thoughts, Brother. Begin again, from the start.
Let thy mouth be as the finest of tools, forming praise to the Builder… and proclaiming His works to brother and pagan alike**.** Continue from the beginning, twice through.
Wait, Wait. Back to the beginning. I wouldst see what our work has wrought.
Begin

Singer.Talk (**Singer_Acknowledgement**)

Yes, master (take 1)
Yes, master (take 2)
Yes, master. I shall try
Yes, Master. Perhaps like this…
I shall, master!
I see!
[no response][0.5, 1.0, 1.5, 2.5, 3.0 second durations of silence]

Singer.RunScript (Conversation1Done) *Go to Conversation 2*

Conversation music_hall_2

Singer.Talk (**Stanza_1**)

Pange, lingua, gloriósi	Córporis mystérium,	Sanguinísque pretiósi,
Quem in mundi prétium	Fructus ventris generósi	Rex effúdit géntium.

Singer.RunScript (Conversation2Done) *Go to Conversation 3 or 4 (50% chance each)*

Conversation music_hall_3

Coach.Talk (**Coach_Encouragement**)

Feel the tone, let it resonate in thy head.
Continue and we shall see what becomes.
Fine, fine.
Thou art upon it. Continue.
Let each phrase be laid like well-crafted bricks, one upon the other.
Be mindful of what you are building to the glory of the Builder, lad!
If thy are truly formed, thy will produce true works.

Singer. Talk (**Singer_Acknowledgement**) *Described under Conversation 1*

Singer.RunScript (Conversation3Done) *Go to Conversation 4*

Conversation music_hall_4

Singer.Talk (**Stanza_2**)

Nobis datus, nobis natus Ex decorus origine Et in mundo conversátus,
Sparso verbi sémine, Sui moras incolátus Miro clausit órdine.

Singer.RunScript (Conversation4Done) *Go to Conversation 5 or 6 (50% chance each)*

Conversation music_hall_5

Initial mild critique, then Interrupt with a stronger complaint. Singer responds & repeats stanza

Coach.Talk (**Coach_Mild_Critique**)

Very Good, but lift thy chest more, brother.
Stand tall and true… Project!
Raise thy chest, lad. Find thy core supported, a clear path out.
Fine, fine. Remember, strive to bring thy voice forward in thy head.
Reduce thy tone slightly, lest you overpower the phrase too soon.
Support thy song, as our Brothers support us all.
Raise thy chest, lad

Singer.Talk (**Singer_Response_to_Critique**)

I struggle with that still
Yes, master. It IS hard
Yes, master. I shall try
It bedevils me, Master!
Yes, Master. Perhaps like this…
I shall, master!
Yes, master (take 3)
It does elude me sometimes
I see!
It IS hard
Yes, master (take 4)

Singer.Talk (**Stanza_3_Part_1**; Don't wait)

In suprémæ nocte coenæ Recúmbens cum frátribus Observáta lege plene
Cibis in legálibus, *Interrupted stanza. Don't need Part 2 of this here*
Coach.WaitSeconds(18) *Adjusted so talkover occurs at right spot.*
Coach.Talk (**Coach_Critique_And_Repeat**)

Hold, Hold! The timbre didn't seem quite true. Try that phrase again.
No, No. Again. Imagine a cart path, you must drive your voice down the center.
Repeat that phrase again. Enunciate the words more carefully. Let not the Builder's words be corrupted by your own ill efforts!
Repeat AGAIN, lad. The gears grind fine, and only dedication refines the work.
No, no! Again.

Singer.Talk (**Singer_Response_to_Critique**) *See description immediately above*
Singer.RunScript (Conversation5Done) *Go to Conversation 6*

Conversation music_hall_6

Singer.Talk (**Stanza_3**)
In suprémæ nocte coenæ Recúmbens cum frátribus Observáta lege plene
Cibis in legálibus, Cibum turbæ duodénæ Se dat suis mánibus.
Singer.RunScript (Conversation6Done) *Go to Conversation 7 or 8 (50% chance each)*

Conversation music_hall_7

At the end of Stanza 4, the coach will talk over the last line, and ask for the phrase to be repeated.

No pre-stanza comments.

Singer.Talk (**Stanza_4**; Don't wait) *See description of Stanza 4 below*
Coach.WaitSeconds(28) *Adjusted so talkover occurs at right spot.*
Coach.Talk (**Coach_Critique_And_Repeat**) *See description in Conversation 5*
Singer.Talk (**Singer_Response_to_Critique**) *See description in Conversation 5*
Singer.RunScript (Conversation7Done) *Go to Conversation 8.*

Conversation music_hall_8

Singer.Talk (**Stanza_4**)
Verbum caro, panem verum Verbo carnem éfficit: Fitque sanguis Structor merum,
Et si sensus déficit, Ad firmándum cor sincérum Sola fides súfficit.
Singer.RunScript (Conversation8Done) *Go to Conversation 9 or 10 (50% chance each)*

Conversation music_hall_9

Coach, Talk (**Coach_Mild_Critique**) *See description in Conversation 5*
Singer.Talk (**Singer_Response_to_Critique**) *See description in Conversation 5*
Singer.Talk (**Stanza_5**; Don't wait) *See description below in Conversation 10*
Coach.WaitSeconds(10) *Adjusted so talkover occurs at right spot.*
Coach.Talk (**Coach_Kabitz**) *Short phrases of encouragement or mild critique; singing uninterrupted*

Feel the tone, let it resonate in thy head.
Continue and we shall see what becomes.
Fine, fine.

Thou art upon it. Continue.
Very Good, but lift thy chest more, brother.
Raise thy chest, lad

Singer.RunScript (Conversation9Done) *Skip 10 (stanza already done), go to Conversation 11 or 12.*

Conversation music_hall_10

Singer.Talk (**Stanza_5**)

Tantum ergo sacraméntum Venerémur cérnui: Et antíquum documéntum
Novo cedat rítui: Præstet fides suppleméntum Sénsuum defectui.

Singer.RunScript (Conversation10Done) *Go to Conversation 11 or 12 (50% chance each)*

Conversation music_hall_11

Interrupt, respond, continue

Coach.Talk (**Coach_Encouragement**) *See description in Conversation 3*

Singer.Talk (**Singer_Acknowledgement**) *See description in Conversation 1*

Singer.Talk (**Stanza_6_Part 1**; Don't Wait to finish) *Interrupted stanza*

Genitóri, Genitóque Laus et jubilátio, Salus, honor, virtus quoque

Coach.WaitSeconds(11) *Adjust for voiceover interrupt*

Coach.Talk (**Coach_Mild_Critique**) *See description in Conversation 5*

Singer.Talk (**Singer_Response_Part_2_of_3**) *Variant response (3 part exchange)*

Yes, master. I shall try
I shall, master!

Coach.Talk(**Coach_Response_Part_3_of_3**); *Variant response (3 part exchange)*

See that you do, lad

Singer.Talk (**Stanza_6_Part 2**) *Resume interrupted stanza*

Sit et benedíctio: Procedénti ab utróque Compar sit laudátio.
Amen. Alleluja.

Singer.RunScript (Conversation11Done) *Skip 12, go to Conversation 1*

Conversation music_hall_12

Singer.Talk (**Stanza_6**)

Genitóri, Genitóque Laus et jubilátio, Salus, honor, virtus quoque
Sit et benedíctio: Procedénti ab utróque Compar sit laudátio.
Amen. Alleluja.

Singer.RunScript (Conversation12Done) *Go to Conversation 1*

Phrases Recorded but Not Used, Due to Simplifications of Flow

1. Ho, brother, hold. Skip ahead a phrase… you need to practice that. [Coach_12.ogg]
2. From the start of that phrase, Master? [Singer_06.ogg]
3. Yes. And through to the Coda. [Coach_06B.ogg]

The Song: Pange Lingua (with Substitution Latin Phrases for Builder's Religion)

Original Text

Note to Translators: The singing should be left in Latin. This is included here for reference.
There are multiple English translations available of the original. For instance:
https://en.wikipedia.org/wiki/Pange_lingua_gloriosi_corporis_mysterium

Pange, lingua, gloriósi
Córporis mystérium,
Sanguinísque pretiósi,
Quem in mundi prétium
Fructus ventris generósi
Rex effúdit géntium.

Nobis datus, nobis natus
Ex intácta Vírgine,
Et in mundo conversátus,
Sparso verbi sémine,
Sui moras incolátus
Miro clausit órdine.

In suprémæ nocte coenæ
Recúmbens cum frátribus
Observáta lege plene
Cibis in legálibus,
Cibum turbæ duodénæ
Se dat suis mánibus.

Verbum caro, panem verum
Verbo carnem éfficit:
Fitque sanguis Christi merum,
Et si sensus déficit,
Ad firmándum cor sincérum
Sola fides súfficit.

Tantum ergo sacraméntum
Venerémur cérnui:
Et antíquum documéntum
Novo cedat rítui:
Præstet fides suppleméntum
Sénsuum defectui.

The following is the Coda, the block that ends the chant...

Genitóri, Genitóque
Laus et jubilátio,
Salus, honor, virtus quoque
Sit et benedíctio:
Procedénti ab utróque
Compar sit laudátio.
Amen. Alleluja.

Alterations for Away 0

Several translations were considered, and changes made only in the most pressing cases.

2nd stanza, 2nd line from:
Ex intácta Vírgine, *from the untouched Virgin*
to
Ex decorus origine, *from the beautiful origin*

4th stanza, 3rd line from:
Fitque sanguis Christi merum, *and the wine becomes the Blood of Christ.*
to
Fitque sanguis Structor merum, *and the wine becomes the Builder's Blood.*

Map Room – Diary of Last Days

The text for this book is in away0.xd as "colera_diary". You can understand it as a historic diary of an anonymous student at the Institute, an educational enterprise once housed in the Four Flags building, that failed in the face of a colera epidemic. (This is a nod to _Atti_'s original thoughts for storyline.) The writing style (e.g., "colerie" for "colera"; spelling and grammatical errors) suggests this student is from a lower-class or sea-faring background, perhaps new to literacy. Nevertheless, the student is no dummy, with a keen eye for observation and a flair for pithy phrases and storytelling. And frightened.

The events described, while fictional, were flavored by certain real-life contemporary reports of historic colera epidemics in England and America. The symptoms described for colera are accurate, and the astronomical omens of sunspots and meteor showers plausible. And the emotional tone resonates with the Covid-19 pandemic in progress during this FM's finalization.

Emily Notes – Contents, Actions, and Locations

There are 6 defined Emily notes, which may be discovered in any of 10 locations (plus 9 blue room locations). When the final defined note is picked up, the remaining unvisited note placeholders are automatically and quietly removed from the game, leaving only the game piece paperweights.

Frobbing a note plays a sound shader (frob_instrument_harp). Each note has a game piece on it, initially unfrobable.

Contents

The font used sometimes makes the commas and periods unobvious; that's why some punctuation marks have leading spaces. The notes read (in order-of-frobbing, not in location order):

1. "M'Lord – You're a new face. Dressed like gentry, but then why do you seek shadows when the guards come round? The bulge under your tunic . . . a quiver and loot bags? Thief, we may be able to help one another. More soon . - Emily"
2. "Handsome - I want OUT of here . We girls are beaten if we near an exit. Help me & I'll help you to a great prize ." "If not interested, fine. But then pick up no further notes, because the next will ask a blood oath, and refusal then is death ." - Emily"
3. "Our Pact" "To work & play together tonite" "I, the Thief, show my assent by touching now the red-round paperweight. Then Emily's next notes will tell all . But if I walk away, without assent, her fire arrows await, and I will be cast to hell like others before. - Thief"
4. "Darling - Beware the lead guard, Bleda - my 'husband' and keeper - vicious & corrupt. Can't really touch him directly, but we can rob him blind & flee. I need you to find my Papers, a scroll. Either Bleda or his Manager crony has them. If you can , grab those of the other 3 ladies too. - Emily"
5. "Sweetie - Bleda has a top-floor safe, coded 666. A safe deposit box downstairs too. I know little but that he grumbles that it's on a top row. In those seek his booty & his spare key to our quarters. - Emily"
6. "My Hero - No more notes - curfew has me in our late-night lockup. With my papers & that key & loot, come hither. If you have my friends' papers, drop each scroll on her tea tray, without awakening her. Then seek my succor tonight. We leave at first light. - Emily"

Actions

After frobbing Note #3, the game piece atop it becomes frobable. As the note indicates, if you frob the game piece, you commit to Emily. If you choose NOT to frob it, by "walking away" (to another info_location in the building), then your hair will catch afire and you burn and die. (There's a bright flickering light and a trigger_hurt that follows your hair location; also a narrator-channel sound of a large fire.)

After reading and closing Note #4, these Objectives become visible:

> [6] Optional: Get the 3 friends their Papers, before going to Emily
> [8] When done, go to Emily with her Papers and key

After reading and closing Note #5, this Objective becomes visible:

[7] Clean out all of Bleda's loot

Locations Where Notes Can Be Found

1. By Dressing Room Door, on upper-landing railing associated with Red Room Gents Club stairs
2. Art Studio, away from door, on crate with leaning painting
3. Rooftop Privy, on table with wash basin
4. Casino Dining Hall, on round table near wine rack
5. Behind Floor 1 Ductwork Vent, on platform floor. Vent is assessed by narrow passage near Blaggard Hall door.
6. Main Stairs from Floor 0 to 1, on Floor 1 side beam, possibly accessed by beam walking or mantling.
7. Map Room, on round table near billiards
8. Music Hall, bench in top row of 2nd balcony.
9. Next to Zelda's booth.
10. In the orange ottoman in the client area

These locations can be visited in any order, until the sequence of 6 notes has been collected.

The chosen 10 locations took into account a number of game-play considerations, plus the technical need (with some exception) to have no more than 1 per info_location to benefit the "hair on fire" triggering mechanism. Where there are 2 in the same info_location, they are kept fairly far apart, so the likelihood is low of picking up one note but not reading it until after the subsequent note is picked up (which could cause anomalies).

Also, for the future benefit of developers or translators that may need to adjust the text of Emily Notes, an area to test all the notes is set up in the blue room. In the game console, say "teleport x_emily_note_test_zone" or "teleport x_blue_room" to get to it. (Ignore the initial appearance of the red circle on the table; this is where it lives until needed for Note 3.) As in the main game, after reading Note 3, be sure to frob the red-circled paperweight before frobbing Note 4… or else your hair is alight.

Emily Notes – Implementations

Script functions discussed here should be in "script/emily_notes.script". (Also consider "maps/away0.script" or "script/emily_related.script".)

Provision of Sequential Note Contents

When an in-game Emily note is frobbed: it has S/R system spawnargs, causing a call to FrobEmilyNoteBlank(), which substitutes the appropriate one of the real notes in inventory. This function also triggers the frob sfx (currently frob_instrument_harp) as narrator. And, after the last of the 6 real notes is read, removes the excess 3 blank notes.

Solicitation of a Commitment to Emily after Note #3

When FrobEmilyNoteBlank() is called in associated with Note #3, it also remembers where that note was found, by setting script global string "note_3_found_in_info_location".

More generally, when any of the Emily notes is frobbed, a second thing happens besides FrobEmilyNoteBlank: the note's frob_action_script spawnarg is set to call a location-specific script function, of form Frob_Emily_Note_Location*N*(), where *N* is currently 1..6 . If Note # 3 is the one at that location (requiring player decision), the gamepiece at that location become frobable, and a glowing magic circle appears surrounding it (implemented as a letter O in a horizontal Entity GUI).

Later, when Note 3 is read and closed, a hidden objective calls Emily_Note_3_Was_Read(), which usually sets emily_foe = 1; to indicate that the player is a foe until we know better.

Each gamepiece is configured to call a unique frob_action_script function, of form Frob_GamePiece_X_Locations*N*(). Such a function (only actually called by the gamepiece on Note #3);

- Sets emily_note_3_gamepiece_frobbed to 1.
- turns its frobbability off again.
- sets emily_foe to 0.
- Hides the magic circle.
- plays a friendly sfx, harp sound.

If Commitment Spurned: Hair on Fire!

As you walk away, as soon as you leave the info_location zone, its spawnarg (which generally must be set for every info_location that hosts a note; currently all in main building) will fire:

"call_on_exit" "on_exit_from_any_main_building_info_location"

That function tests emily_foe, and if 0, no problem.

If it's 1, are you just returning to the zone given by "note_3_found_in_info_location" from an adjoining zone where you read the note? That's OK too… you still have a chance to make yourself a non-foe.

Otherwise, "BeDamned()" is called, which in turn triggers:

- target_trigger_hair_fire. *Once started, this repeatedly calls atdm_target_callscriptfunction_hair_fire, so that fire and trigger_hurt track player's head.*
- atdm_trigger_voice_2 *Fire sound effects*

The tracking of the player's head is adapted from Sotha's "nightvision", an alternative to ambient light that provides a dim light above the player. See video "Let's Map TDM Part 7: Lights", 14 minutes in, and further refinement by STRUNK in forum.

In the blue room are these related items:

- A set of 6 Emily notes, each with corresponding text section in xdata/away0.xd . When an in-game blank note is frobbed, this is substituted in inventory.
- For the harp sound, atdm_trigger_voice_1 has spawnarg "snd_say frob_instrument_harp". The spawnarg "as_player 0" means the sound plays as narrator. In turn, it targets adjacent atdm_voice_1, which has the usual "s_shader silence" default and "looping 0".
- Trigger_timer_hair_fire, that triggers atdm_target_callscriptfunction_hair_fire every 100 ms (due to "wait 0.1"), once started.

- atdm_target_callscriptfunction_hair_fire, that calls update_player_hair_on_fire(). The latter gets the player's eye positions, and correctly repositions these other items to follow the player:
    - the hair_fire light
    - the trigger_hurt_hair_fire box
    - the func_emitter_hair_fire particle effect
- A hair_fire light, with range cube 400 units on a side. Noshadows and with texture lights/ biground_torchflicker. Color is bright yellow orange (1, 0.914, 0.310)
- A trigger_hurt_hair_fire cube, 64 units on side. With NoDraw texture, so kill that filter to see it.
- A func_emitter_hair_fire, which uses the flamejet particle effect, primarily seen as blotchy flames around the head.
- For the fire arrow hit, atdm_trigger_voice_3 has a spawnarg "snd_say arrow_fire_hit", played as narrator due to "as player 0". In turn, it targets adjacent atdm_voice_2, which has the usual "s_shader silence" default, with "looping 0".
- Following the preceding by 1 second, for the hair fire sound, atdm_trigger_voice_2 has a spawnarg "snd_say element_fire_large", played as narrator due to "as player 0". In turn, it targets adjacent atdm_voice_2, which has the usual "s_shader silence" default, but "looping 1".

Additional Discussion

Using walk-away as "nay" means the player cannot avoid making a choice. If the player reads and closes Note #3 and then walks through an info_location boundary, that is considered a "nay" and causes death.

The notes' readable-substitution mechanism relies on *non-immobile* readables. So it's perfectly likely that the player grabs note 3 and walks away with it without reading it. (From a design perspective, the odds of this can be lessened, but not eliminated, by having all the notes placed at low-risk locations, where shadows & cover are good and/or patrols infrequent, so that walk-away motivation is lessened.)

So it's necessary to have more complicated mechanisms, so that the hair fire attack doesn't appear to happen without seeming cause. Besides the "note_3_found_in_info_location" mechanism discussed above, it the player refused to read Note 3, they will die when they attempt to frob Note 4.

By the way, all the info_locations have spawnarg "call_on_entry" "on_entry_to_any_info_location()" to collect current info_location.

The Zelda note location is an exception regarding enforcement of the nearest info_location boundary for hair-on-fire, because the note location is so close to the boundary. Instead, enforcement occurs at further boundaries. (Implementation: info_location_zelda does not define spawnarg "call_on_exit" "on_exit_from_any_main_building_info_location".)

Making Objectives Visible

Two hidden objectives, that trigger when a readable is closed, call the script functions:

- Emily_Note_4_Was_Read()
- Emily_Note_5_Was_Read()

Getting Access to Emily's Room (Normal Ending)

Towards the end of game play, if pursuing the normal ending, the thief arrives at Emily's bedroom door. The fact that he arrives means he has the key that works the escape door. He should have Emily's Papers (a scroll) and Bleda's loot, too. Also, he is not allowed into the room if the total loot objective has not been satisfied, because you can only go through Emily's room to exit once.

If the prerequisites are not satisfied, the door will only crack open, unseen Emily will deliver a verbal warning (without subtitles) through the cracked door, and the door is shut. Conditions have been refined, and are checked in the following order:

Emily's Warning Message #1

"I don't see my Papers in your hand. Come back when you've got that scroll."

Only Emily's Papers is checked here, since getting and delivering the Papers for the other women is an optional objective (with complicated failure modes).

Emily's Warning Message #2

"I didn't hear the creaking of Bleda's safe door being opened above me. Go away until you've hit that safe."

No items of Bleda's loot were acquired from his upper-floor safe, presumably because the safe or its combination were not discovered. This is the most likely reason the "get Bleda's loot" objective had not been satisfied when arriving at Emily's door. (Other Bleda loot shortfalls are handled by Message #3).

Emily's Warning Message #3

"Ah, my thief. [pause] Your loot bags look limp. Come back when they're stuffed."

This is said if either:

- Objective 2 has not been satisfied: The thief has not gotten 1000+ ducats/gold of loot.
- Not all of Bleda's loot was acquired (i.e., cases not covered by Message #2).

Emily's Cutscene Monologue and Action

See Also: "The Making of Away 0's Video Cutscenes.docx".

There are two versions of the video cutscene in Emily's room, for DL0 (SFW) and DL1&2 (NSFW). The beginning is common to both. The last 20% of SFW and 50% of the longer NSFW are different.

Skipping the Cutscenes

In-game, there is a frobable wall plaque next to Emily's door to irreversibly skip all cutscenes.

Alternatively, in the console you can type "script skip_cutscenes()" [parentheses required] to skip all away0 cutscenes. (See emily_related.script for the function definition and usage.) Be aware that using "script…" prevents subsequent Save/Loads.

Once a cutscene is underway, attempting to stop it with Escape or mouse clicks will be ugly.

Audio During Cutscene

The audio comes from custom .ogg files and their sound shaders, which is separate from (but the same content as) the audio in the .mp4 video files.

When the cutscene starts playing, the player gets teleported to a blue room whose ambience sound is silence. When the cutscene completes, the player gets teleported back to Emily's room, and the ambient music for that room begins.

Monologue and Action

These are informally listed as series of numbered "scenes" here, each of which roughly corresponds to one or more separate implementation "sets" (i.e., maps). Implementation details not visible in the Away 0 FM are beyond the scope of this document.

For All Difficulty Levels:

Scene #1:

> *Emily is praying at her bedside [medium shot]. She looks up [closeup}, sees the player, stands up quickly [medium shot]. We hear her door close behind the player.*

Scene #2:

> [Startled, breathless] "Oh my god! You've come! You didn't fail me!" (sound shader emily_1)
>
> *Rushes to player [long shot].*
>
> [Excited voice] "And you've brought what we need! Oh, my love! The key, the key…" (emily_2)
>
> *She reaches out for key. "What we need" is ambiguous here, to include her Papers and Bleda's loot.*

Scene #3:

Closeup of Emily's hand getting key. She runs to escape door [medium/long shot], unlocks & opens it. She stands at the threshold with her back to the viewer, looking out, silhouetted against the night sky. Cutaway to view of her from outside (zoom away).

[Exulting] "My new life can begin out there!" (emily_3)

She turns and faces back into the room.

Scene #4*:*

Leaving door open, with key dropped, she turns, runs back to thief, embraces him. Cinematic shots of couple hugging & (presumed) kissing. Interspersed closeups of Emily's face, eyes.

[20-30 seconds of enthusiastic kissing sounds (such as Hmm hums) and interjections like:]

"My love… oh, my god… you've saved me… oh, sweetie… oh, honey" (emily_4)

Scene #5 (DL0 only):

Suddenly, there are sounds outside of footsteps, then a lock being worked. [Extra sound effects to do] [Closeup of Emily's face]

[Startled, not expecting this. Sucks in breath] "Oh no, that's Bleda, I know his gait! He'll kill us!" (emily_7)

[Medium/long shot, running to door, turning back. Cut to closeup]

"Quick, follow me!" (emily_8)

Remaining Scenes are DL1&2 only

Scene #6:

Using extreme closeups, very short clips, and custom texture of bodice "mover", Emily's undressing is suggested. Then medium shot of her undressed, embracing and kissing thief again.

[More kissing, additional interjections as above] (emily_5)

Scene #7:

Then we see her lie down on the bed [long shot]. Midshots of her face, torso.

Scene #8

Then from front. Body motion suggests lovemaking; probably fade-outs/fade-ins with this.

[Moans, heavy breathing] (emily_6)

Blank screen, sounds of Emily & thief snoring; these are stock TDM sounds of builder, maiden.

Scene #9:

Player is besides Emily in bed (done in rotated set). Suddenly, there are sounds outside of footsteps, then a lock being worked. [Extra sound effect to do]. Emily delivers her lines. [Closeup of Emily's face]

[Startled, not expecting this. Sucks in breath] "Oh no, that's Bleda, I know his gait! He'll kill us!" (emily_7)

The viewpoint indicates that the player rolls over in bed to view door, then sits up on bed edge, then stands. [Done with player lean + video editing]

Scene #10

Finally, turns back to Emily, getting out of bed or entirely out. Medium/long shot, running to door, turning back. Cut to medium/closeup.

"Quick, follow me!" (emily_8)

Then transition back to live action.

The audio and general behavior is the same for scenes 9+10 and scene #5. But the video differs: clothed vs unclothed Emily, scattered clothing, exact path to exit. After the cutscene, Emily remains nude during her initial flight, but will find clothing to don (off-stage) in the attic she passes through right before the ending.

Implementation Notes

Tools

- OBS Studio is used for full-screen game capture.
- OpenShot is used for editing and simple effects, and to generate .mp4.
- Audacity is used to tweak and extract separate .ogg audio files from .mp4

Workaround for Cutscene Playback Sync Bug

When the game is run with "Uncapped FPS" off, the video runs slower than the audio, leading to increasingly unsynchronized lips as the movie played. This is a known problem of the game running 4% slower when "Uncapped FPS" is off. The workaround done here is to split up the audio file into short segments, and make corresponding changes to the sound shaders and script function.

Escape along Exterior Beam to Adjoining Kennel Building

Emily runs out the door, turns right onto the beam, and runs towards the end, where she turns back and waits. When the player eventually follows her onto the beam, she shouts:

> "Over Here! Hurry!"

Then jumps across the alleyway into the open kennel attic door.

Initial Simple Implementation on the Beam

Through RC2, the escape beam is a single piece, uninterrupted by a buttress wall and its turret pass-through added subsequently.

Emily holds up at a waitfortrigger path node, then the player passes through a triggeronce that targets her, causing her to continue on the path to the next node (which is also a waitfortrigger, that is triggered elsewhere). Imagine the path is linear and this is the physical layout:

Player >>>
[triggerOnce]
Emily >>>
[corner1 on beam][waitfortrigger1 on beam]
[corner2 in attic][waitfortrigger2 in attic]

Usually this worked fine. A problem arises if the player arrives too fast, and fires the triggerOnce before Emily is at the waitfortrigger1. Then the trigger signal is lost and Emily stalls at waitfortrigger1. The complete implementation fixes this.

Complete Implementation on the Beam (through RC2)

The same scheme as above was used, but with a backup. At the end of the beam there are 3 path corners very close to each other (given abstract names here):

- [corner0] An extra interim path corner that Emily heads towards as she runs the beam. Needed to make the changetarget mechanism effective. It targets [corner1].
- [corner1][waitfortrigger1] As previously. Targets [corner2 in attic]
- [cornerBackup]. Also targets [corner2 in attic]. No wait.

The [triggerOnce] (actually a triggerOnceEntityname limited to triggering by player1) targets 2 things:

- Emily (two versions)
- A new target_changeTarget, affecting [corner1], that removes the path going to [waitfortrigger1], and adds a path going to [cornerBackup]

Evidently target_changeTarget is not effective if Emily is already on the way to the affected node. So an extra interim node [corner0] immediately preceding it was added.

Also, immediately at the exit door, another triggerOnceEntityname (for player1) targets a speaker that plays Emily's voice clip. This is broken out as a separate trigger so that the clip plays before Emily leaps.

Re-Implemented after Addition of Buttress Wall & Mid-Beam Turret Pass-Through

The [triggerOnce] that had been at the exit door is moved instead to the east-side exit of the mid-beam turret. So the player is now much closer to Emily when she jumps.

The "Over Here… Hurry" trigger and speaker are left unchanged. The player now hears the call, but ususally will not see Emily fleeing, because she is already in the turret or beyond.

Emily’s Ending Cutscene

See Also: “The Making of Away 0’s Video Cutscenes.docx”.

This 60-second video is played when the “normal” ending (i.e., pairing with Emily) is successful, immediately preceding the stock “Mission Success” screen and tones.

Action

The action picks up the story a year later, a title informs us, as we see a long shot of the moored ship used in Away 1: Air Pocket and an overall background sound of crickets. We first hear the TDM mission success 3 tones. The view pivots to Emily is writing in her diary. She is seated on a veranda evidently perched on a bluff, overlooking the boat landing. We hear her thoughts as she writes:

“Dear Diary: It’s been a year since we escaped Four Flags and started roving from town to town. We make a good team, me flirting with the guards, him looting. We’ve led the high life, but now we’re flat broke again. And Bleda’s men…”

She is interrupted by the sound of her husband's men once again in pursuit. Specifically, we hear a door opening and someone saying the stock phrase “Who’s there? [indistinctly, then louder:] Hello”.

She stands up and warns the player/thief out loud (with lip sync):

[Louder] Argh, they’re coming again! [Shouts] Quick, Sweety! To the ship!”

She flees down the front steps towards the ship. With a last view of the ship, a text-over alludes to the next episode. The cutscene concludes, and segues to the standard Mission Complete menu.

Implementation in Away 0

A trigger_once_entity was placed at the exit_ladder, which calls new script function do_normal_ending() in emily_related.script. That function hides the player, plays the video and separate audio, and triggers the last objective that in turn plays the stock “Mission Success”.

The audio was once again broken into clips as a workaround to the “uncapped FPS” synchronization problem. To avoid noticeable gaps in the background crickets sound, this SFX was deleted from set and moved to another away0 blue room info_location. See the comments in emily_related.script for more.