

Night Light Interactive  
Whispering Willows  
Chapter 3 Gameplay Progression

INT. WILLOWS MANSION - NIGHT

DARBY allows ELENA to pass so she may find her father and defeat Wortham.

Player enters Mansion through door coming from Chapter 2.

Elena meets FLEUR in one of the first several rooms. Fleur is sad and wants her LOVE LETTER.

FLEUR

(Distressed)

Oh no, I've lost it! It's as though a part of me is missing.

Please, little girl, help me find it.

Help me find my lost Love Letter.

Wortham's words always worked so well to soothe me.

Elena must find the Love Letter and bring it back to Fleur.

SWITCH PUZZLE - Elena must move a heavy object onto a switch to hold a door open, which leads to the kitchen.

KNIFE PUZZLE - Elena must interact with a heavy butcher's KNIFE lodged in the table. After (2) player interactions, the knife comes free and is in Elena's inventory.

EXT. MANSION GROUNDS - NIGHT

Conservatory - Elena must use the Knife to cut vines on the Conservatory door, allowing it to be opened.

INT. CONSERVATORY - NIGHT

POT PUZZLE - Elena must fly up, possess the pot, and move it off the shelf. The pot breaks, revealing the CONSERVATORY KEY.

Elena can now use the Conservatory Key to open the locked door in the Conservatory, where they find the Love Letter.

INT. MANSION - NIGHT

Elena gives the Love Letter to Fleur.

FLEUR

Oh, thank you so much, Elena!

You have no idea what this means to me.

Please, take this ring as a token of my appreciation.

Wortham and I used it to hide secret messages around the Mansion.

But, I don't need it anymore.

You have helped me more than you know, Elena.

You are truly my savior.

FLEUR  
(Cont.)

Goodbye, sweet child.  
I hope you manage to find your father.

Fleur disappears as her spirit passes on. Elena now has FLEUR'S RING in her inventory. A symbol appears that directs her to the WINE CELLAR.

Elena walks to the Wine Cellar.

INT. WINE CELLAR - NIGHT

Elena uses Fleur's Ring to reveal a symbol that gives the wine rack combination. Elena uses the combination on the wine rack to reveal a secret path to the tunnels.

INT. TUNNELS - NIGHT

Elena walks through the tunnels below the Mansion. Cages line the tunnel's walls, and though they appear empty, the sounds of skittering legs can be heard coming from within some of them.

One of the skittering creatures can be heard following Elena. She dies if she's caught by it.

CRATE PUZZLE - Elena moves a crate in front of the hole the skittering creature crawls into, trapping it within the hole and making progression safe again.

Elena climbs up the ladder at the end of the tunnel and into the other half of the Mansion that is blocked off.

INT. MANSION - NIGHT

Elena makes her way through a few empty rooms leading up to WORTHAM.

INT. WORTHAM'S STUDY - NIGHT

Elena enters Wortham's Study to discover JOHN ELKHORN slumped unconscious in a high-backed chair. Wortham's semi-corporeal body stands menacingly over him, his hand poised over John's head, sucking the life essence from him. Elena is scared and unconfident - completely unready for this moment. As she walks into the room, John's eyes open, half-lidded.

JOHN  
(Struggling)  
Elena... Please, no...!

WORTHAM  
(Triumphant)  
Foolish girl. He's mine now!

Elena's eyes widen as she sees JOHN being helplessly overpowered. An expression of sadness and anger overtakes Elena's face. Elena steels herself just before she rushes toward Wortham.

As Elena approaches Wortham, he grabs her pendant. Wortham's dark powers glow black as he absorbs energy from the amulet. Elena struggles as a look of terror fills her face.

EXT - MANSION GROUNDS - NIGHT.

Elena is launched through a window that shatters as she bursts through it. She falls heavily to the ground and lands hard in the mud as the rain pours down around her and she loses consciousness.

FADE TO BLACK