

Archive 13 Narrative

Player/character

Dialogue

Monologue

Evidence

Events

Scene 1: Office Arrival

Player: Ugh, can't believe I'm having to do overtime, if things weren't so bad, I wouldn't have to be here

Player: Great, looks like I'm in trouble again (phone will flash with voice message)

Chief editor: Hey, (player), look, I don't know what's been going on with you recently, but our readership levels are at an all-time low, and I'm already having to cut our budget, so I need you to get your act together. All you have to do is go through all the sections on your computer and find something worth printing. And when I say this, I mean you need to do it ASAP! Alright, I'll talk to you later.

Player: Right, you heard the boss, let's get this thing started

Player clicks on computer

Player: Better check this out I guess.

Player clicks email

Scene 2: The Anonymous Email

Email inbox opens - one unread message

FROM: Unknown

SUBJECT: Archive 13: You need to see this.

ATTACHMENT: Case_File_1.zip

MESSAGE:

You don't know me. You don't need to.

What you do need is the truth they buried.

Twelve cases, one pattern, no suspect. They sealed the thirteenth, and erased everything. Or so they thought.

I'm sending you the first case. Look closely. The confession was forced. The suspect died before trial. Someone wanted him to be silent.

Don't trust anyone in your office.

When you see it, you'll understand why the others disappeared.

Player: What is this? An anonymous email about... Archive 13?

Player: This looks serious. Should I even be reading this?

Player: The editor said to find something weird. Well, this is definitely weird.

Player clicks download attachment

Player: Here goes nothing...

Scene 3: Case 1 - The Wrong Confession (1983) - Mini Case 1

Case file opens - Evidence viewer displays

CASE FILE #1: Marcus Webb - Murder Confession

STATUS: Deceased (Suicide in custody)

YEAR: 1983

Player: Okay, let's see what we have here... A confession from 1983. But something feels off about this.

Player clicks on first evidence piece

Evidence 1: Confession Transcript

Handwritten confession appears on screen

Player: The confession... It's handwritten. But look at this...the handwriting changes halfway through. It's shaky, inconsistent.

Player: And the signature... it doesn't match the earlier writing. Was he forced to sign this?

Player clicks on second evidence piece

Evidence 2: Police Report

Police report document appears

Player: The arrest report says Webb was picked up at 11:45 PM. But wait...

Player: The confession is timestamped 11:52 PM. That's only 7 minutes after arrest. No lawyer present. No right to silence documents.

Player: This confession was taken way too fast. Something's very wrong here.

Player clicks on third evidence piece

Evidence 3: Death Certificate

Medical examiner's report appears

Player: Webb died 3 days after his confession. Official cause: suicide by hanging.

Player: But the medical examiner's notes mention "unusual bruising patterns inconsistent with hanging." This was buried in the footnotes.

Player: They killed him. He was going to recant, so they silenced him and made it look like suicide.

Player clicks on fourth evidence piece

Evidence 4: Internal Memo

Heavily edited document appears

Player: This internal memo... it's heavily edited. But I can make out some words...

MEMO - CLASSIFIED

From: [REDACTED]

To: Detective J. Morrison

"Webb situation contained. Confession secured. The subject will not reach trial. Archive with previous cases under seal 13."

Player: Archive 13... This case was part of a coverup. And there are more cases like this.

Player: Detective Morrison... I should remember that name.

Phone rings

Scene 4: Editor Pressure (Case 1)

Chief Editor: Hey! I saw something pop up on the server. Looks like you found something juicy?

Player: Yeah... it's a cold case from the 80s. A man confessed to murder, then died in custody before trial. But the evidence suggests the confession was forced, and his death was-

Chief Editor: I don't care what it suggests. Does it sell?

Player: Well, yes, but if I publish this, I could be putting people in danger. What if—

Chief Editor: That's not our problem. Your problem is keeping this newspaper alive. Make it explosive. Conspiracy sells. Weird sells. Write it NOW, or I'll find someone who will.

Click - editor hangs up

Player: Damn it. I have to publish... but how much do I reveal?

Publication choice screen appears

Scene 5: Publication Choice (Case 1)

CHOOSE YOUR HEADLINE:

Player: *If I publish everything, people will pay attention... but I could be putting myself in danger.*

Player: *If I play it safe, the truth stays buried... but I keep my head down.*

Player: *What would a real journalist do?*

Option A: Sensational

"MURDERED IN CUSTODY: POLICE COVERUP EXPOSED!"

Full exposure revealing forced confession, suspicious death and Archive 13 connection.

Consequences: Readership +6 | Risk +5 | Reputation +2

Option B: Ethical

"Questions Raised About 1983 Murder Case"

Careful reporting on evidence inconsistencies without naming Archive 13.

Consequences: Readership +3 | Risk +2 | Reputation +4

Player makes choice

Scene 6: Consequences (Case 1)

IF SENSATIONAL:

Chief Editor: THIS is what I'm talking about! Front page, full spread! This is going to sell thousands of copies!

Newspaper front page appears with explosive headline

Player: My phone won't stop ringing. People are angry, demanding answers... but I'm getting threats too.

Answering machine beeps multiple times

Player: Oh god. What did I just do?

[Risk Level Increased: +3]

[Anonymous Source Trust: Decreased]

IF ETHICAL:

Chief Editor: I was hoping for something bigger, but at least it's solid journalism. It'll have to do.

Newspaper front page appears with measured headline

Player: *Legal experts are calling. Activists want to talk. This is making waves, just... more quietly.*

Player: *Maybe I made the right choice. But something tells me this isn't over.*

New email notification

Scene 7: Second Anonymous Email

Email notification appears

Player: *Another email from the anonymous sender...*

FROM: Unknown

SUBJECT: Case 2

ATTACHMENT: Case_File_2.zip

MESSAGE (if Sensational):

"You published EVERYTHING. You just painted a target on your back. They know you have access to Archive 13 now.

But since you're already in danger... you might as well see the rest.

I'll give you what you need for Case 2.

Or stay safe in your office. I'll send the files digitally.

Your choice.

-M"

MESSAGE (if Ethical):

“Smart move. You exposed the truth without revealing too much. They'll be watching you now, but you bought yourself some time.

You're ready for more.

I'll give you what you need for Case 2.

Or stay safe in your office. I'll send the files digitally.

Your choice.

-M”

Player: *Another case? They want me to keep digging...*

Player: *The pattern. What pattern are they talking about?*

Player clicks "Download Attachment"

FIELDWORK CHOICE SCREEN:

OPTION A: GO TO THE MEETING

- Potentially gain bonus information
- Face dangerous encounter
- Risk increases significantly
- Narrative becomes more personal

OPTION B: STAY AT THE OFFICE

- Receive files via email (same case info)
- Miss additional context/clues
- Safer, but less complete picture
- Anonymous source trust decreases

Scene: Court Street Station (If Player Goes)

3D environment - abandoned subway platform

Flickering lights, dripping water, distant train sounds

Player: *What am I doing here? This is insane.*

Player: *2 AM in an abandoned station, meeting someone I don't know about a conspiracy that's already gotten people killed.*

Player: *If this is a trap, no one even knows I'm here.*

Footsteps echo - figure emerges from shadows

Anonymous Source: You came. I wasn't sure you would.

Player: Who are you? Why all the secrecy?

Anonymous: My name doesn't matter. What matters is what I know.

Player: You sent me the Webb case. The confession that was forced, the suspicious death-

Anonymous: Marcus Webb wasn't the first. And he won't be the last.

Player: What do you mean?

Anonymous: Case 2. Sarah Chen, the missing witness. You'll see Morrison's name again.

Player: Morrison? The detective from the Webb case?

Anonymous: He's not just in two cases. He's in all of them.

Anonymous: But you need to understand something. Morrison is just the tool. Someone higher up is protecting him.

Player: Who?

Anonymous: I don't know. That's what Case 13 will reveal... if we can ever access it.

Distant sound - footsteps approaching

Anonymous: We're out of time. Take this.

Hands over USB drive

Anonymous: Additional evidence. Witness statements that were buried. Use them carefully.

Player: Wait, I have more questions-

Anonymous: Next time. If you keep publishing, they'll be watching you. Be careful who you trust.

Anonymous: Not everyone at your office is who they seem.

Figure disappears into shadows just as footsteps get closer

Player hides, watches as security guard passes

Player: *Jesus. That was real. This isn't just files and emails anymore.*

Player: *Someone's risking their life to get me this information.*

Player: *And someone else might be willing to kill to stop it.*

Player exits station

[FIELDWORK BONUS UNLOCKED]

- Additional evidence for Case 2
- Trust with Anonymous Source increased
- New dialogue options in future meetings
- Risk +3

Scene: Office (If Player Stays)

Player sits at desk, watching clock tick past 2:00 AM

Player: *I didn't go. Maybe that makes me a coward.*

Player: *But at least I'm a coward who's still alive.*

Email notification

FROM: Unknown

SUBJECT: I understand

I waited. You didn't come. I understand. This is dangerous.

Here's Case 2. Everything you need is in the files.

But you should know, there's context you're missing. Details that only come from talking face to face.

If you change your mind, I'll give you another chance.

-M

Attachment: Case_File_2.zip

Player: *I got the files anyway. So maybe not going was the smart choice.*

Player: *...So why do I feel like I just missed something important?*

[SAFE CHOICE MADE]

- Same case files received
- Missing bonus context
- Trust with Anonymous Source decreased
- Risk +0

