

# WELCOME TO HOTEL 96

*Capturing souls for a century*

Action-Adventure

Mystery/Horror/Dark  
Humour

When Billie's beloved older brother disappears, the only clue is a worrying voicemail from a creepy old hotel by the highway. To find Adam, Billie must unlock each room of Hotel 96, meet sinister guests who may be friend or foe, and discover the dark secrets of the Penthouse suite.

VENDING MACHINE: 2ND FLOOR  
PAYPHONE: 1ST FLOOR  
CHECK-IN: IF YOU DARE  
CHECK OUT: IF YOU CAN  
PETS MUST BE TAXIDERMIED -  
\$10 FEE APPLIES

## LOBBY

ELEVATOR >  
< EXIT

The  
Receptionist

1. CHARACTER PROFILE : BILLIE

2. MISSION TRIGGERS

3. CINEMATIC SCENE

4. LOCATION BIO : ROOM 4

FRONT DESK: 916-666-1896

HELP@ME.COM

13, LOST WAY, SOMEWHERE CA

THE CREATOR: SFMSHARP@GMAIL.COM

## HOTEL MAP

### PENTHOUSE SUITE

Mrs Smitherson...and Adam?

#### ROOM 9

The Boy in  
the Mirror

#### FAMILY ROOM

The Clown

#### ROOM 11

The Genie

#### ROOM 12

The Night  
Manager

#### ROOM 5

The Doxy

#### ROOM 6

The Cannibal

#### ROOM 7

The Cat-Man

#### ROOM 8

The Alien

#### ROOM 1

The  
Shapeshifter

#### ROOM 2

The  
Travelling  
Salesman

#### ROOM 3

Billie's  
Room

#### ROOM 4

The  
Raver

## CHARACTER PROFILE: BILLIE

### THE WORLD BEFORE:

It is 1996 and Billie is ten years old. The player can choose Billie's gender. They are sweet and smart, but shy. They get on okay with the kids at school, but they're happy to fade into the background and don't have close friends.

Billie lives in a run-down California suburb, in a single-story house that might have been nice once. Their father is a distant memory. Their mother spends her days hidden in her room, calling psychic hotlines, acquiring random crystals and muttering vaguely sinister predictions.

Billie's older brother, Adam, takes care of the family. He's always shielded Billie from the worst of their circumstances. He's the centre of their world.

### INCITING INCIDENT:

When Adam doesn't come home from his shift at the grocery store, at first Billie just waits. He always calls when he's going to be late. On a normal night, Billie would open a can of soup and have it hot by the time he walks in the door. He's starving after work.

Hours pass. Billie's stomach is rumbling. They pull a stool up to the stove and empty a can into a saucepan. When the soup is hot, they pour three bowls. There is music coming from their mother's room. Billie doesn't really want to go in. But Adam always makes sure Mama has dinner.

Conversation with their mother is...unsettling. Tonight, she wants to talk about her new dreamcatcher, ordered from a magazine. The phone rings and Billie wants to run for it, but Mama won't let them leave. There's a click as the answering machine picks up. Adam is trying to sound normal, but it's obvious something is wrong.

"Billie? Shoot, I hope you're okay. I ran into a little trouble, but I'll be home in a couple of days. Or as soon as I can, and you've got plenty of—"

Billie hears Adam gasp, and there's a low and terrible sound, somewhere between an earthquake's rumble and an animal growl. Then the machine clicks and the message is over.

Hands shaking, Billie dials \*69 to return the call. But the voice that answers isn't Adam.

"You've reached Hotel 96, how may we harm you?"

Adam's call came from a strange old hotel, less than an hour away. The sharp-tongued receptionist says he hasn't checked in, and Billie is about to give up. Then they hear Adam's voice again, just for a moment, a crackling whisper on the line. Pleading for help.

In desperation, Billie tries to explain the gravity of the situation to their mother. But she is in a world of her own.

There's nothing else for it. Armed with \$23 (stashed in the teapot for emergencies) and a dog-eared bus timetable, Billie leaves the safety of home to find Hotel 96 - and Adam.

## CHARACTER PROFILE: BILLIE



### DESCRIPTION:

Billie is short for their age, with hand-me-down clothes and a kitchen table haircut. They're always trying to blend in, apart from one signature accessory - a pair of light-up sneakers with wheels in the heels, this year's christmas present and their most prized possession. Also helpful if they need to move faster than usual...

Image for inspiration only: credit @JamKitsune

**BILLIE WANTS:** TO FIND THEIR BROTHER

**BILLE NEEDS:** TO LEARN HOW TO SURVIVE WITHOUT HIS PROTECTION

### VOICE PRINT:

#### **Billie is Always:**

Softly spoken, tentative, polite, submissive, naive, trying to please. Billie speaks only as much as they have to. Their vocabulary reflects a smart kid - they'll use the occasional big word if it saves them a longer explanation, but are still more likely to describe something as 'yucky' than 'disgusting'. When speaking only to themselves, or with someone they really trust, Billie's dry sense of humour peeks through.

#### **Billie is Never:**

Loud, assertive, aggressive, talkative, mean, rude. Billie does not share their thoughts with others unless asked - and you might have to ask more than once.

### SAMPLE LINES:

"My Mom? Um...she says she's misunderstood."

"Ew. This bus smells like Adam's work shoes."

"Excuse me, mister? I think you dropped your zip ties."

**THEMES:** FAMILY & LOYALTY - SAFETY & TRUST - IDENTITY & COMING OF AGE

BILLIE: SAMPLE CONVERSATION

INT. MAMA'S BEDROOM - EVENING

There are no lights on in Mama's bedroom, only the glow of the streetlight outside. Billie weaves through piles of books and knick-knacks that litter the floor.

Huddled on the bed, Mama stares at a dream catcher dangling from the bedpost. Billie sets a bowl of soup on the bedside table.

BILLIE

Time to eat, Mama.

MAMA

Dear child. Can't you see I'm feeding my soul?

BILLIE

I can get you some crackers.

MAMA

That's what they call me. Just because I see things other people don't.

BILLIE

I'll leave it here. It's-

MAMA

Cream of damned mushroom. I told your brother, get me anything else. Chicken noodle. Broccoli, even. But no. More mushroom, no magic. Is that why he didn't come himself?

BILLIE

He's not back yet. But-

MAMA

Oh no. My poor baby. He's left us all alone in this world. Oh, it's lucky this came in the mail today.

She strokes the dream catcher's feathers.

BILLIE

Don't be silly, Mama.

MAMA

We'll be okay. This will protect us. It lures the bad things in and tangles them up.

BILLIE

Bad things?

MAMA

I knew we were going to need it. I saw the shadows coming.

BILLIE

You mustn't be scared of shadows.

MAMA

I've seen them all my life. But never this close.

From the kitchen, the PHONE RINGS. Billie jumps, but doesn't move quick enough - Mama's bony hand wraps around their forearm.

BILLIE

It's Adam - I have to get it!

MAMA

You'll get it when the time comes. Then you'll wish you'd paid more attention.

BILLIE

Mama, please!

MAMA

You're both the same. Never listen to your mother. But this is the key-

Billie breaks free and runs to the kitchen. But it's too late. The answering machine blinks; one new message.

Hotel 96 - Combat Mission Triggers									
Billie vs The Undead Housekeeping Department		Mission Narrative & Gameplay							
	Phase 1	Triggered by a spillage on the hallway carpet, three zombie housekeepers emerge from the supply closet. Each holds a mop, which they use to attack. These zombies don't bite - yet - they're not allowed to eat on shift. Billie has three weapons to consider - the cigarette lighter (in inventory), the rifle (on the wall, can't pick up) and the fire axe (in case on wall, can be collected). Only the axe can inflict damage. The enchanted housekeeping uniform serves as armor, and hits can only be scored on unprotected areas. After a successful hit, a 'mess' item will drop. Billie can pick up and throw these to distract the enemies, making them easier to hit. Billie must score 3 hits to make each housekeeper drop their mop and return to the closet. In Phases 1 and 2, if Billie sustains 5 mop hits, they will be knocked out and stored in the housekeeping closet until lunch break. They wake up, escape, and immediately face the enemies again.							
	Phase 2	Once defeated, the housekeepers shuffle back to their closet, leaving their mops behind. No sooner has the door shut than the houseperson appears, pushing a supply cart. He picks up two mops and wields one in each hand. The fire axe has no effect on the houseperson - he blocks every attempt with crossed mop handles. Billie must pick up and use the remaining mop as a fighting stick and score a hit on exposed skin - face or hands. This dislodges a piece of skin, and the houseperson will stop to pick it up. He can heal the damage using glue from the housekeeping cart. While he is healing, he is vulnerable - bigger chunks of face and flesh will fall off if Billie scores more hits, and he is unable to attack. However, as long as the cart is intact, he keeps regenerating and Billie can't escape. To defeat him, Billie must set the cart on fire with the cigarette lighter while he is healing. Subsequent hits (5 total) will then destroy him.							
	Phase 3	The houseperson lies in pieces of goo on the carpet - these now function as a 'mess' item. On the burning cart, a radio crackles - the Housekeeping Manager is on her way. She appears from the elevator, her grey neck bent at a 90 degree angle. She wields a clip board with a razor sharp edge, slashing at Billie - three of these hits will knock Billie out. The Housekeeping Manager blocks any axe attack from the front and her uniform protects everything but her head and neck. Billie must distract her by picking up and throwing pieces of the houseperson. She turns around to clean it up, and 3 axe hits from behind will detach her head. Once her head is removed, the Housekeeping Manager picks it up, drops it in the garbage section of the burning housekeeping cart and returns to the elevator.							

String ID	Character	Dialogue	Context	Trigger Type	Status	Hooked Up?	Recorded?
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_ENTRY_1	Billie	Should they be working? They look half dead.	Housekeepers appear		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_ENTRY_2	Billie	Three staff for one spill? Something's not right.	Housekeepers appear		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_ENTRY_3	Billie	Yikes. Have they been on too many night shifts?	Housekeepers appear		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_PRE_1	Billie	I'm clean enough.	Enemies approaching before attack		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_PRE_2	Billie	No service please!	Enemies approaching before attack		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_PRE_3	Billie	I don't like this...	Enemies approaching before attack		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_AXEPROMPT_1	Billie	I need my own weapon.	Prompt to use fire axe		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_AXEPROMPT_2	Billie	There must be something here for emergencies.	Prompt to use fire axe		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_AXEPROMPT_3	Billie	Something sharp might help.	Prompt to use fire axe		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_TRYRIFLE_1	Billie	My arms are too short!	Billie tries to get rifle - can't reach		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_TRYRIFLE_2	Billie	Not without a growth spurt.	Billie tries to get rifle - can't reach		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_TRYRIFLE_3	Billie	Maybe with adult supervision. So, no.	Billie tries to get rifle - can't reach		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_TRYLIGHT_1	Billie	Too squidgy to burn.	Billie tries to use lighter		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_TRYLIGHT_2	Billie	Nope, too gunky.	Billie tries to use lighter		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_TRYLIGHT_3	Billie	They're just too soggy.	Billie tries to use lighter		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_TAKEAXE_1	Billie	I think I can swing it.	Billie picks up axe		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_TAKEAXE_2	Billie	Axe beats mop, right?	Billie picks up axe		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_TAKEAXE_3	Billie	Chop chop, let's do this!	Billie picks up axe		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_HIT_1	Billie	Kapow!	Billie inflicts damage		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_HIT_2	Billie	Gotcha!	Billie inflicts damage		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_HIT_3	Billie	Yippee!	Billie inflicts damage		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_MISS_1	Billie	It bounced right off the uniform!	Billie hits uniform armor, no damage		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_MISS_2	Billie	What's in these smocks?	Billie hits uniform armor, no damage		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_MISS_3	Billie	Stain proof AND hit proof.	Billie hits uniform armor, no damage		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_MESSDROP_1	Billie	She's shedding garbage.	Mess item drops after hit on housekeeper		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_MESSDROP_2	Billie	Mess on the carpet!	Mess item drops after hit on housekeeper		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_MESSDROP_3	Billie	She dropped something.	Mess item drops after hit on housekeeper		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_TAKEMESS_1	Billie	They might want this back.	Billie picks up mess item		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_TAKEMESS_2	Billie	Gross, but useful.	Billie picks up mess item		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_TAKEMESS_3	Billie	Sticky. They'll hate that.	Billie picks up mess item		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_DISTRACTPROMPT_1	Billie	Can I give them something else to clean?	Prompt to distract housekeepers		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_DISTRACTPROMPT_2	Billie	They sure run towards spills.	Prompt to distract housekeepers		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_DISTRACTPROMPT_3	Billie	They fight dirty, but they hate mess.	Prompt to distract housekeepers		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_THROWMESS_1	Billie	Come get it!	Billie throws mess item		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_THROWMESS_2	Billie	Clean up, aisle three!	Billie throws mess item		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_THROWMESS_3	Billie	Time to take out the trash!	Billie throws mess item		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_HSKP1AWAY_1	Billie	She's losing steam.	Housekeeper is close to defeat (1 hit away)		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_HSKP1AWAY_2	Billie	Just one more!	Housekeeper is close to defeat (1 hit away)		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_HSKP1AWAY_3	Billie	Just needs a finishing touch.	Housekeeper is close to defeat (1 hit away)		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_HSKPDEFEAT_1	Billie	Mop dropped!	Housekeeper is defeated, drops mop		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_HSKPDEFEAT_2	Billie	She's clocking out!	Housekeeper is defeated, drops mop		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_HSKPDEFEAT_3	Billie	Time to retire!	Housekeeper is defeated, drops mop		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_DAMAGE_1	Billie	Ow!	Billie takes damage		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_DAMAGE_2	Billie	That hurt!	Billie takes damage		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_DAMAGE_3	Billie	Yowch!	Billie takes damage		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_LOWHEALTH_1	Billie	I feel dizzy.	Billie is close to defeat (4 hits)		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_LOWHEALTH_2	Billie	This is too much.	Billie is close to defeat (4 hits)		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_LOWHEALTH_3	Billie	I can't take much more.	Billie is close to defeat (4 hits)		Draft	N	N

BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_BDEFEAT_1	Billie	I think I'm gonna...	Billie is defeated		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_BDEFEAT_2	Billie	Oh no...	Billie is defeated		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_BDEFEAT_3	Billie	I'm wiped out...	Billie is defeated		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE1_BILL_VICTORY	Billie	I did it! They're heading back to their closet.	All Housekeepers are defeated		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_ENTRY_1	Billie	Ugh. Another member of the creepy team.	Houseperson appears		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_ENTRY_2	Billie	More trouble, and this one has a cart.	Houseperson appears		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_ENTRY_3	Billie	Oh no. He looks even less friendly than his colleagues.	Houseperson appears		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_AXEFAIL_1	Billie	Stopped by a mop!	Billie uses axe, shot is blocked		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_AXEFAIL_2	Billie	He's too hard to chop.	Billie uses axe, shot is blocked		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_AXEFAIL_3	Billie	He saw my swing coming.	Billie uses axe, shot is blocked		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_MOPPROMPT_1	Billie	Should I not bring an axe to a mop fight?	Prompt to use mop as weapon		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_MOPPROMPT_2	Billie	Can I beat him at his own game?	Prompt to use mop as weapon		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_MOPPROMPT_3	Billie	Those mops pack a punch...	Prompt to use mop as weapon		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_MOPTAKE_1	Billie	Yeah, I can swing this.	Billie picks up mop		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_MOPTAKE_2	Billie	This could do some damage.	Billie picks up mop		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_MOPTAKE_3	Billie	If in doubt, carry a big stick.	Billie picks up mop		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_SKINDROP_1	Billie	He's lost some face.	Piece of houseperson's skin drops		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_SKINDROP_2	Billie	Was that ear or chin?	Piece of houseperson's skin drops		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_SKINDROP_3	Billie	Loose skin is the worst.	Piece of houseperson's skin drops		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_HPDISTRACT_1	Billie	He's busy. Now's my chance.	Prompt to attack while houseperson is distracted		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_HPDISTRACT_2	Billie	He's weak until the glue dries.	Prompt to attack while houseperson is distracted		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_HPDISTRACT_3	Billie	He's falling apart, can I finish him?	Prompt to attack while houseperson is distracted		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_CARTPROMPT_1	Billie	I see why he stays close to his cart.	Houseperson gluing self back together. Prompt to attack cart.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_CARTPROMPT_2	Billie	He wheels around his own repair kit.	Houseperson gluing self back together. Prompt to attack cart.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_CARTPROMPT_3	Billie	If he can't get the glue, maybe I can beat him.	Houseperson gluing self back together. Prompt to attack cart.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_LIGHTERPROMPT_1	Billie	Superglue and toilet paper. Sounds like a fire hazard.	Billie interacts with cart. Prompt to use the lighter.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_LIGHTERPROMPT_2	Billie	Lots of nice, dry things n here.	Billie interacts with cart. Prompt to use the lighter.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_LIGHTERPROMPT_3	Billie	So much plastic. Would this thing melt?	Billie interacts with cart. Prompt to use the lighter.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_CARTFIRE	Billie	And grownups say never play with fire...	Billie users lighter to destroy cart.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_HP1AWAY_1	Billie	There's not much of him left!	Houseperson is close to defeat (1 hit away)		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_HP1AWAY_2	Billie	He's barely holding it together!	Houseperson is close to defeat (1 hit away)		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_HP1AWAY_3	Billie	He's coming apart!	Houseperson is close to defeat (1 hit away)		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE2_BILL_HP1VICTORY	Billie	Phew! Now, who's going to clean up this mess?	Houseperson is defeated		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_HMENTRY_1	Billie	I think she's the boss. Now I'm really in trouble.	Housekeeping Manager appears		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_HMENTRY_2	Billie	Eek. I bet even her staff are scared of her.	Housekeeping Manager appears		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_HMENTRY_3	Billie	I don't like how she's looking at me...	Housekeeping Manager appears		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_DAMAGE_1	Billie	Argh, that's sharp!	Billie takes damage from clipboard		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_DAMAGE_2	Billie	She cut me!	Billie takes damage from clipboard		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_DAMAGE_3	Billie	Owie!	Billie takes damage from clipboard		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_MOPFAIL	Billie	She sliced right through it! Now what?	Billie tries to use mop - it fails		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_AXEFRONT_1	Billie	She saw it coming.	Billie attacks from the front with the axe - it fails		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_AXEFRONT_2	Billie	Rats, blocked!	Billie attacks from the front with the axe - it fails		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_AXEFRONT_3	Billie	She's too fast.	Billie attacks from the front with the axe - it fails		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_DISTRACTPROMPT_1	Billie	How can I get her eyes off me?	Prompt to use Houseperson goo to distract		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_DISTRACTPROMPT_2	Billie	I need to distract her. What can I use?	Prompt to use Houseperson goo to distract		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_DISTRACTPROMPT_3	Billie	I have to sneak up on her. Can I create some mess?	Prompt to use Houseperson goo to distract		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_TAKEHPGOO_1	Billie	Ew. This better be worth it.	Billie picks up Houseperson goo.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_TAKEHPGOO_2	Billie	Feels even worse than it looks.	Billie picks up Houseperson goo.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_TAKEHPGOO_3	Billie	Don't throw up, don't throw up...	Billie picks up Houseperson goo.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_HMDISTRACT_1	Billie	Now she can't see me.	Housekeeping Manager turns to pick up mess.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_HMDISTRACT_2	Billie	She's not looking. Now's my chance.	Housekeeping Manager turns to pick up mess.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_HMDISTRACT_3	Billie	She can't turn her head. Time to strike.	Housekeeping Manager turns to pick up mess.		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_HM1AWAY_1	Billie	Head's hanging by a thread.	Housekeeping Manager is close to defeat (1 hit away)		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_HM1AWAY_2	Billie	Just one more chop.	Housekeeping Manager is close to defeat (1 hit away)		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_HM1AWAY_3	Billie	I think I loosened it!	Housekeeping Manager is close to defeat (1 hit away)		Draft	N	N
BATTLE_FLOOR2_HOUSEKEEPING_PHASE3_BILL_HMVICTORY	Billie	I guess you can't kill the undead. But I'm safe for now, as long as I don't ask for extra pillows.	Housekeeping Manager is defeated.		Draft	N	N

Hotel 96 : Cinematic Scene

Trigger: Billie enters the correct number into the phone to reach Hotel 96's Family Room.

INT. ROOM #9 - EVENING

With the room phone to their ear, Billie looks towards a tall, ornate mirror on the wall. Instead of their reflection, there is a boy inside the mirror. He is about Billie's age, but his clothes and hair look like 1970s styles. His gaunt face twists into a sneer. He has been dead for a long time.

In the mirror version of the room, there is a hotel key card on the table by the phone.

MIRROR BOY

I wouldn't have picked you for my friend. But since there's nobody else, I think I'll keep you. For always.

BILLIE

I have a better idea.

Billie hits the dial button and the phone RINGS. The display shows Room #10.

Billie waits anxiously. Three rings. Four. Finally, the line is picked up.

GIBBO

(on phone)  
Yes?

BILLIE

There's a child here who needs entertaining.

GIBBO

Does he like to laugh?

BILLIE

I think he would.

GIBBO

(Beat)  
I'll be right there.

The wall shimmers and a sad-faced clown steps through, one giant black shoe after the other. This is GIBBO. He haunts



the hotel's Family Room, the site of his suicide in 1940, after vicious rumors shut the circus down. He is in black and white from head to toe, apart from some reddish smears on his shiny suit, and a bright red clown nose.

MIRROR BOY

Who's this weirdo?

BILLIE

This is Gibbo. He definitely didn't murder anyone... while he was alive.

MIRROR BOY

And after?

GIBBO

I'm a ghost clown. You have to give the people what they want.

MIRROR BOY

Go on, then. Tell me a joke.

GIBBO

Knock, knock.

MIRROR BOY

Who's there?

Billie tugs the clown's frilly sleeve. He bends down and Billie whispers in his ear.

GIBBO

Not your parents. They're never coming back for you.

The boy's eyes widen. There is a sound like a wet finger on the rim of a wine glass. The mirror is vibrating.

Then he throws back his head and LAUGHS. The sound echoes around the room. His laughing face flashes in every reflective surface, from the darkening window to the grimy ice bucket.

What spreads over Gibbo's face can't really be called a smile. But it cracks his thick greasepaint, and there are teeth involved.

MIRROR BOY

That's a good one. (To Billie) You were right. He's much more fun than you.

GIBBO

You should come and stay in my room. We can tell jokes whenever we like.

MIRROR BOY

I dunno. I'm not supposed to go places with strange men.

GIBBO

I'm a strange clown. Besides, you're already dead.

MIRROR BOY

Do you get visitors?

GIBBO

Lots. I'll let you have the ones who scream the loudest.

The boy plays with his hands, thinking.

BILLIE

He has bunk beds.

MIRROR BOY

I'm taking the top.

Gibbo pulls a long, black balloon from his pocket, blows it up and deftly shapes it into a skull. He offers it towards the mirror. A hand reaches through the glass to take it. Then the boy steps out into the room.

Gibbo guides the boy to the dividing wall and watches him step through. He turns to Billie.

GIBBO

You are one of the nicer children.

BILLIE

Thanks, but you're really helping me out.

GIBBO

Take this.

He takes off his red nose and hands it to Billie. Underneath, he wears another red nose.

GIBBO

In case you need to crack somebody up.

BILLIE  
Does it work?

GIBBO  
It might. Or maybe I'm just  
kidding.

Gibbo walks through the wall. Billie is left alone, holding the nose.

FLASHBACK TO:

Billie, eight years old, sits in a classroom. There are no other students, just a teacher giving them a telling off. Adam is outside the window, doing an impression of the teacher behind their back.

Billie fights to keep a straight face.

CUT TO:

Billie squeezes the red clown nose. It gives a loud SQUEAK.

The mirror shatters, cracking in the centre before exploding into shards. Billie ducks, covering their face.

When they look up, there is a key card on the carpet among the broken glass.

## LOCATION BIO: ROOM 4 - THE RAVER

Room 4 has the same grimy, worn-out feel as the rest of Hotel 96. When the place first opened, on New Year's Eve 1899, it was a monument to opulence. Art Smitherson's luck in the Klondike funded the project, named for the year they first struck gold. Shame he didn't live to welcome the first guests, but his wife was more than happy to take the reins. The rot set in long before the '66 fire and the place is a patchwork of half-hearted repairs and decor from different eras.

Room 4 is one of the smallest, with a tiny 'double' bed; luckily, the guest isn't planning on getting much sleep. Chintzy throw pillows and framed pictures suggest a vaguely floral theme - but these don't look like plants found anywhere on planet earth. The curtains are drawn, the small lamps dim, and there's been a Do Not Disturb sign on the door for as long as anyone can remember. There's always a thrumming base line playing, but no sign of a sound system.

The room is littered with party artifacts, from skimpy clothes to half-spent glow sticks. On the bed is a mound of CDs, spilling from their cases with liner notes unfurled. If you root around in the drawers, you'll find a discman, alongside suspicious little packets of pills and tabs. A pile of homemade 'zines poke out from under the bed. There's a collage of polaroids on the wall; the parties look wild but the faces are strangely blurry.

In the bathroom, the mirror has been turned into a sinister mural, drawn in bold strokes of eye pencil and lip liner. In the centre is a familiar-looking dream catcher. When someone stands in front of it, the reflection of their face sits perfectly within its circular web.

In this room, Billie meets The Raver. She's twenty-something, pale and lean with a shock of wild hair - someone who dances more than they eat and lives mostly after dark. She had a back story, once, but she's forgotten it. Her mind is so wide open it's basically a blur. She's absorbed a lot of helpful information during her stay at Hotel 96, but has no way of filtering it to answer a question. Clues in the room can help trigger her memories, but she mostly communicates in song lyrics.

It would be easy to get trapped in this eternal after-party. Get lost in the rhythm and forget who you used to be. And it gets harder and harder to 'just say no' to the party favours on offer. After all, The Raver makes so much more sense if you can get on her level...

To reach the third floor and move closer to finding Adam, Billie must tease out The Raver's knowledge from the musical jumble of her mind, without losing their own grip on reality. Once they have defeated The Boy in the Mirror (Room 9), they can return to Room 4 and pull the dream catcher from the bathroom mirror into this dimension. Combined with other collected objects, it becomes the essential weapon to defeat Mrs Smitherson - the resident of the penthouse suite and fiendish final boss of Hotel 96.

