

Simon versus Jack the Ripper

It'll do until I can think of a better title. I like steampunk, and I like the concept of almost magical technological devices as a toolkit to solve problems. And let's face it - virtually all Interactive Fiction is puzzle solving. If all goes well, I'll do a series of semi-comedic adventures with Simon the [Technomage](#). Because he's basically the first original character I thought of (although he's based on someone else's IP setting) — [Peter Cobcroft](#) 13/03/2006 14:36

Plot

1. Introduction of character
2. Introduction of setting
3. Example puzzle (fixing the engine)
4. Cut To: Jack's first crime (Shadow offer)
5. Simon's arrival (crash in gardens)
6. Side quest #1 that leads to public social event
7. Cut To: Jack's second crime
8. Discovery of body by Simon and subsequent incarceration/mistaken identity
9. Plot A: Simon escapes before the next body turns up
Plot B: Simon stays in jail until the next body turns up.
10. A: Fugitive Simon must track clues by himself
B: Innocent Simon must gather evidence for the constabulary
11. A: Confrontation with Jack
B: Entrapment and escape (Vorlon)
12. B: Confrontation with Jack (similar to A: above) (Vorlon)
13. Finish

Set pieces

- [Bad puns and situations](#)

Simon

[All about Simon](#)

Technomagic Toolkit

[Technomagic Toolkit](#)

- Microphone and small loudhailer for Voice of Authority [™]
- Smokebomb for mysterious disappearances (shortly followed by mysterious coughing and hacking, and mysterious hiding around corners or running really fast)
- Wizard's staff for hitting things with (sometimes this is intentional) and zapping things (requires recharging each time)

- Illusion powers
- A robe of keeping sharp hurty things from being sharp and hurty
- A black spaceship. Called Kewl. Capable of time travel, occasionally does so while Simon is in it.
- Crystal ball. For looking at locations where a probe is hidden.
- Probe. Microscopic camera/microphone.

Other Characters

- [Jack the Ripper](#) - antagonist (circa 1888 - non fictional) [Sebastion](#) (fictional)
- Police Constable Larry McSweeney
- [Metropolitan Police Commissioner Sir Charles Warren](#) GCMG KCB FRS (7 February 1840–21 January 1927) (non fictional)
- Lord Talbot Farnsworth and his wife, Lady Penelope
- Vincent and Pansy a lovestruck, but unlucky, couple.

Locations

- [Whitechapel](#) (majority of adventure)
 - Buck's Row a back street in Whitechapel two hundred yards from the London Hospital. First victim ([Mary Ann Nichols](#) discovered at about 3:40 in the early morning of Friday, August 31, 1888)
 - Back yard of 29 Hanbury Street, Whitechapel. Second victim ([Annie Chapman](#) discovered 6:00 on the morning of Saturday, September 8, 1888)
 - Dutfield's Yard, off Berner Street (since renamed Henriques Street) in Whitechapel ([Elizabeth Stride](#) discovered close to 1:00 in the early morning of Sunday, September 30,)
 - Dark corner of Mitre Square ([Catherine Eddowes](#) discovered at 1:44 in the early morning of Sunday, September 30, 1888)
 - Sewers
- [Kewl](#) (start and finish)
 - Pilot's cabin
 - Quarters
 - Access corridor
 - Storage room
 - Airlock
 - Engine room
- [Ball](#) (Entrance quest and Side quest #1)
 - Entrance foyer
 - Dance hall
 - Buffet
 - Terrace
 - Bushes
 - NW Grounds
 - NE Grounds
 - SW Grounds
 - SE Grounds
 - Fountain
- [Jail](#) (after the Ball)
 - Office

- Corridor
- Cell
- [Graveyard](#) (for the shootout/confrontation with Jack)
 - Behind gravestone
 - Behind crypt
 - Pathway

Puzzles

- (3) [Operating time device and/or repairing same](#)
 - Object/logic puzzle
- (5) [Landing Kewl](#)
 - Maths puzzle
- (6) [Socialising and getting people to talk to Simon](#)
 - Conversation puzzle
- (8) *non-puzzle, gathering clues from body*
 - Investigation
- (9) Escape from jail
 - Timing/object puzzle
- (10a) Getting in to the scene of the crime without being arrested
- (10b) Getting past obnoxious Londoners to gather clues
 - Timing/object puzzle
- (11a) [Attacks and defences, possibly maze-like](#)
- (11b) [Arrangements of police to trap Jack](#)
 - Placement/movement puzzle
- (12b) [Attacks and defences, possibly maze-like](#)
 - Placement/movement puzzle
- (13) [Getting back into Kewl and taking off](#)
 - Maths/logic puzzle

Objects

Should be an object-light game as Technomages come with their own toolkits :)

The tricky part is to creatively come up with negatives to most of the toolkit in situations it isn't meant to be used.

Code

[simonvjack.t](#) - the code so far (only just started)

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