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 rechargine 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
- (😎 *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)

From:
https://curufea.com/ - **Curufea's Homepage**

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