



Concept Art for the title screen of the game; attribution notes: see end of document

Game Concept:

“The Double Treason” is a small scale single player 3D-Adventure game situated in the Caribbean in the “Golden Age of Piracy”. The game focuses on the story to be told and is mainly about gathering clues and solving puzzles with a few elements of battle on the side. It takes many elements of classical “Point & Click”-adventures and transfers them to 3D-setting. Players can enjoy the atmosphere of beautiful Caribbean beaches, woods and mountains as well as the flair of obscure pirate dens from a 3rd person perspective for the main character.

The player assumes the role of Mary Read, famous pirate and companion of Anne Bonny and another notorious corsair by the name of Calico Jack. When the game commences the latter two are in a dire straits: They are held captive by a turncoat pirate by the name of Benjamin Hornigold who works for the British crown (again) and is in the process of extraditing Anne and Calico to the governor of Jamaica where a death sentence awaits them. The only way to avert this is to bail them out of Hornigolds hands by paying a huge ransom. Luckily, the three pirates (Mary, Anna and Calico) have accumulated enough riches for having enough gold to do so.

One problem is: Mary doesn't know where the other two have hidden the booty since they separated ways a while ago when Mary went on a mission on her own. And the other problem is: Mary has to be faster than Charles Vane, another pirate, famous for his ruthlessness and cruelty. Vane has also betrayed Calico and Anne recently as he made a deal with Hornigold and is now heading for the treasure.

A treasure hunt commences in which players have to find eight key quest items enabling them to find the stash while completing a few side quests. (Those who know something about the whole thing only deliver information for a favor in return).

Target Audience:

“The Double Treason” likely targets an adult or at least adolescent audience because of the rough language in some of the dialogues and it will also contain some elements of violence or alcohol abuse common among pirates. Yet, the game will not be using overtly graphic depictions of brutality or other rather unpleasant phenomena that would have accompanied actual historical piracy.

In terms of taste, the game targets an audience who likes puzzles, a good story and appealing visuals. Although the game does contain some (hopefully) thrilling scenes and some fights, it is not an action-adventure suigeneris. - So, it will likely be a bit more appealing to fans of the “Monkey Island”-series (or other canonical Point & Clicks) than for those of “Tomb Raider” or “Assassin’s Creed”.

To mention the elephant in the room early on: Monkey Island...

The Double Treason contains humorous elements but is far more sincere than this famous and rightfully beloved adventure.

It also also opts for a markedly more realistic looking graphics style, although some flashy shaders and flare effects might give the game a hint of comic art style as well – but a hint only!

In addition, the game follows a fictional story but repeatedly sprinkled with elements from actual history. It will in no way claim to be “historically accurate” but also less “pirate theme-park” than a lot of games which have drawn upon this setting. (Whereas this remark is not in the least to be understood as opposition to flashy and funny pirate-themed games but more as a means of definition by distinction.)

Monkey Island
(though The Double Treason will be more sincere)



Tomb Raider/
Assassin’s Creed

Target Devices:

“The Double Treason” will in first place target PCs although it also might be quite suitable for contemporary consoles. It is less well suited for mobiles and tablets. Since it is hitting for elaborated 3D aesthetics it will probably have some minimal requirements in terms of CPU, RAM and graphics cards. Yet, it does not target only the most high-end gaming PCs. Among other factors those will also not be necessary because “The Double Treason” will not take place in a giant open world setting but relatively small scale maps for the different scenes.

Background Story and Plot Outlines

Prologue:

In the prologue to this adventure Anne Bonny and Calico Jack Rackham set out to the African coast because the „fishing grounds“ of the Caribbean are more and more „over fished“. They are also becoming more hazardous because the Golden Age of Piracy – which had only just begun – is already waning as the navies of the great powers are closing in.

Benjamin Hornigold, former officer of Her Majesty's fleet and later „King of the Pirates” as well as founder of the Pirates Republic in Nassau, has recently accepted a royal pardon and turned coats once more. He now hunts other Pirates in the name of the English Crown.

With his major fleet he caught up with Anne's and Calico's three ships before the coast of Madagascar. Before he could detain the two pirates with most of their Crew – the one's who survived the onslaught – Anne managed to write a letter to Mary before the battle began, warning her of Hornigold's doings and those of another turncoat: Charles Vane.

In the dead of night Anne had sent out a dinghy with four pirates on board before the real battle between them and Hornigold ensued. These sailors were supposed to deliver the message to Mary and help her gather a Crew to collect the riches they had accumulated before Vane could.

Vane, notorious for his cruelty and ruthlessness, turned tail the moment he saw Hornigold's larger fleet coming. Unfortunately Vane, who's aid Anne and Calico had accepted begrudgingly to launch an assault on some Portuguese merchant ships, learned by means of espionage that the three companions – Mary, Anne and Calico – were in possession of hidden riches. He seized the opportunity and the heat of the battle to head out for the gold and silver of the three whilst keeping his own head out of the rope.

When the game starts, a race for the treasure – hidden somewhere on the Caribbean Islands – has only just begun. A race in which Vane clearly has the edge (in the beginning). Meanwhile Hornigold is in the process of extraditing Anne and Calico to the Governor of Jamaica. They will be imprisoned in Spanish Town (on Jamaica) awaiting their sentence, which will quite frankly be: death by the rope. Mary must find the treasure to pay their ransom before this sentence can be executed or to gather a crew to free her companions. The ransom offered by the Governor of Jamaica after dealings with Hornigold will in the end be a false pretense to catch the third notorious Pirate of the triangle: Mary Read.

How it goes on – The Beginning of the Game:

While all this is happening Mary keeps brooding on a tiny island called “Sandy Cay”. With what she had left in her pocket from their last privateering venture she has crept away to “Bill's Inn” on one of the very few places on the island that regularly sees human beings. Naturally, it is a pirate's den. Recently, there has been a massive dispute between the pirate trio: Calico had taken notice how close the women had become and seeing the two together broke into a jealous frenzy. After a heated debate it was Mary who in the end left the ship furious about Calico's insolence. In addition to the emotional turmoil and a broken friendship Mary missed a crucial event: the stashing of large parts of their shared riches. Before she left Anne had assured her she would drive out the nonsense out of Calico's head and come and get her at Sandy Cay to deliver Mary's rightful share of the spoils of their joint ventures. Unfortunately, this is prevented by the events described in the prologue.

Instead Mary will be notified by the innkeeper Bill that someone was asking for her – claiming it was a matter of life and death. It is one of the four pirates who managed to escape Hornigold's clutches: Bertram Wilbur James Dowdeswell III. At first, Mary is not inclined to deal with anyone since a round or two of absinthe have gotten to her. When she's ready to see Bertram – who's name she does not know yet – he has already left because he had some men of Charles Vane on his tail.

After a little bit of asking around in the tavern about who this person might be, Mary learns about the arrival of Vane's men on the island. Another pirate Jeanne D'Eau who is waiting outside of the tavern will deliver a message from Bertram that he wants to see Mary at midnight at the "Sad Sailor's Grave". Jeanne also gives Mary a mysterious coin with marks of tampering producing a new inscription and a lock of Anne Bonny's hair meant as a token of proof who sent Bertram to her.

When Mary arrives at the "Sad Sailor's Grave" Bertram will be already dead but searching surroundings thoroughly she will discover an old cigar box hidden under a root of a nearby tree. It contains another token of proof: Anne's beloved compass and a letter addressed to Mary informing her of the dreadful events off the coast of Madagascar.

Then she hears the trampling of hoofs. Vane's men are coming back to see if they missed something. The race has begun...

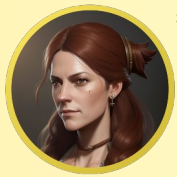
Dramatis personae:



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Mary (sometimes "Mark") Read:

Main character of the game. As a former soldier of the British and Dutch navies skilled with blades and fire arms. Also skilled in the art of disguise and a clever investigator. Until recently, sailed with Anne Bonny and Calico Jack Rackham.



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Anne Bonny:

Skilled sailor, known for her bravery and fierceness in battle. Mary's best friend, maybe more than that; in a relationship with Calico Jack Rackham. Currently held captive in Spanish Town, Jamaica awaiting a sentence for her deeds as a pirate.

Calico Jack Rackham:

Named for his plain "calico" clothing. At least until recently, also a good friend of Mary and as notorious as capable as pirate captain. Currently held captive in Spanish Town, Jamaica awaiting a sentence for his deeds as a pirate.

Charles Vane – The nemesis of the game:

Cruel and ruthless pirate, known for his brutality towards captives – who are sometimes just not made. Whereas a lot of pirates became what they are out of lack of options or are just in for the gold, Vane enjoys the aspect of hunting and violence. Towards his own crown he can be quite amicable. Yet, in the end he only cares for himself. If he sees an advantage he'll seize it. Even if that means turning and making profit of other pirates.



***Benjamin Hornigold:**

One of Mary's opponents although less brutal and less actively interacted with than Vane. Turncoat pirate, recently accepted a royal pardon, now acts as pirate hunter. Former captain of the "Marianne" and the "Ranger". Once dubbed even "King of the Pirates" as (one) leader of their "Pirates Republic" in Nassau. British patriot, only robbed Spanish, Portuguese and French ships.

All of the above mentioned are historical persons who once worked together in the “Pirates Republic” in Nassau. So they knew/know each other quite well.

Bertram Wilbur James Dowdeswell III.:

One of the four pirates who made it off Calico’s and Anne’s ships. Has been bookkeeper for several pirate captains. Diligent and loyal as a pirate can be. Was sent as a messenger to Mary. Already dead when encountered by the main character.

Jean D’Eau:

Once sailed with Ben Hornigold but despises him for his treacherous behavior and his hunt for pirates. At the beginning of the game unknown to Mary but will become her closest ally. Loves adventures and gold but hates *unnecessary* violence.



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Clearance Silverbeard: Old drunkard pirate. Former member of William Teaks (“Blackbeard”) crew. Now drinks away his retirement funds in Port Royal, Jamaica. Will give Mary a decisive hint on the treasure hunt in exchange for the most precious rum in all of the Caribbean.

Père Boyance:

Voodoo-Priest on Hispaniola. Recommended to Mary by another character. Will become a regular ally whose capacity to foresee the future will help her on her quest. Will give her a recipe for a health potion, a decisive hint to the whereabouts of the last surviving pirate of the four who made it off Anne’s and Calico’s ships: Saul Anchor. Also offers two crucial warnings about traps laid out by Vane and the Governor of Jamaica in compliance with Ben Hornigold.



***Francesca Dominique Dessaline (“The woman with the silver hair”):**

Head of a maroon community. Wise leader and capable fighter. In possession of a pistol with an ivory handle that is a piece in the puzzle for the treasure. Can eventually be convinced by Mary to join her in a decisive battle.

Saul Anchor:

The only remaining survivor of the four pirates who made it off Anne’s and Calico’s ships. Currently in hiding in a cabin close to Port-au-Prince on Hispaniola. Has a tattoo on his chest that is part of a map to the treasure Mary’s needs to find.

To be continued...

[*Image Disclaimer:] These character portraits were KI-generated by www.imagine.art and perchance.org/ai-photo-generator. They serve merely inspirational purposes and will in no way be used in the actual game.

Eight Pieces to the Puzzle: The Main Quest Items

- To find the place where Anne and Calico hid their fortune last Mary has to collect eight crucial quest items. The puzzle consists of four pieces of a map to find the right coordinates (the island where the treasure is buried) and four pieces of text indicating the exact spot on the island. The details of the map and the exact wording of the text will still have to be made up – but ideas for the piece already exist:

Map Piece 1): The first piece of the map is painted on a plate. The might seem quite obvious but the plate looks more like a tacky souvenir. Also, this piece doesn't reveal anything but serves as a means of orientation. In fact, this piece can be found in Bill's Inn on Sandy Cay where the game begins. It has been sitting on Bill's shelves for a while now. Mary has seen it before but thought nothing of it since anyone has to now first what to look for. Luckily, Bill treats the plate quite carefully. One, because he has been threatened to lose a finger if any damage should be done to the plate and for another, because he actually likes the tacky plate.

Map Piece 2): The second piece is drawn on the backside of a rum label of a very, very, expensive rum. This was the first means to prevent the bottle from just being drunken and thrown away. Secondly, it was left in custody of a very religious and very teetotaler methodist shopkeeper in Port Royal, Jamaica. Nonetheless, he was threatened with his life should he ever feel like drinking it. That was not an issue. But recently a servant of the governor has discovered the bottle in the shop and told his "master" about it. In the days after this the shop keeper was besieged to sell the bottle to the governor. He finally gave in, he did not want the piece around anyway.

Map Piece 3): The third piece of the map is scratched on the surface of a plank on the inside of a crow's nest on one of their ships (Anne's, Mary's and Calico's). The ship is currently in the custody of Benjamin Hornigold and anchored in the port of Spanish Town/Jamaica where Anne and Calico are imprisoned. Mary will have no other option as to make a visit to the lions den and sneak on the ship in the dead of night to make a copy of the map.

Map Piece 4): The fourth piece of the map is a classic. It is tattooed on the chest of one of Anne's and Calico's crew members: Saul Anchor. He was selected for his majestic chest hair because the hair would cover the map once it grew back. He is one of the four who escaped the clutches of Hornigold and Vane. The fella is in hiding because he has no inclination whatsoever to be found by either of the two. Sadly, this makes it difficult for Mary to find him, too. He is hiding in a small shack near Port-au-Prince, Haiti (Hispaniola).

Text Piece 1): The first part of the text puzzle is engraved on the backside of a coin – or to be more precise a coin that has been tampered with. Mary will receive this coin quite early in the game. It is given to her by Jeanne D'Eau (see Dramatis Personae) as a token of trust. Jeanne in turn has received it from Bertram Dowdeswell (see Dramatis Personae).

At first glance this coin looks like a normal „piece-of-eight“ or Spanish silver real. But instead of the usual „Hispaniarum Rex“ it now says: „Hispani[ola]“ and on the backside instead of „Philippus V. D. G.“ it says „[...] hilp [...]us v[ind].“

The original inscription points to the fact that the coin is at least far from being ancient since Philipp is ruling only since 1700. Something about this coin rings a bell with Mary but for the moment (the beginning of the game) she can't tell what exactly.

Text Piece 2): The next piece of the text is engraved on the back of a skull. It was a beloved trinket of the pirate trio which they dubbed “Horatio”. If their hunt for booty was successful they would bring “Horatio” on deck to celebrate with them. They would give him a sip of rum for each thousand coins they made and finally give “Horatio” his share: two coins placed in his eye sockets. The four pirates who made it off Anne’s and Calico’s ships in a dinghy when Hornigold encroached brought “Horatio” with them. Unfortunately they were later caught by Vane and his men. Two of them Bertram Dowdeswell and the guy with the tattoo made it out alive and managed to get set foot on the shore and escape through the woods. The other two were already shot when the boat hit the shoreline. Although Vane and his men searched the bodies they found nothing of use on them. “Horatio” had fallen off the boat earlier. Luckily, “Horatio” was washed on shore the next day when local indigenous people discovered the boat, the bodies and “Horatio”. They buried the bodies close by – and with one of them “Horatio”. On her search for the other three pirates (after her encounter with Bertram Dowdeswell) will eventually find out about what happened off the shore of ... (somewhere near Anguilla maybe). From the indigenous persons Mary can learn where they buried them and then has to do a little digging...

Text Piece 3): The third piece of text was engraved on the handle of a pistols made from ivory. It also was in possession of one of the four pirates who escaped Hornigold and Vane and also found by the indigenous people. Unfortunately, after they kept the pistol for a while later on they sold it off to a woman with “silver hair” who they have traded with on several occasions but whose name they don’t now. Mary will eventually learn that “the woman with the silver hair” is Francesca-Dominique Dessalinem. She is the leader of a maroon community living on a slightly larger island close by. The indigenous person will point Mary in the right direction but the details she will have to figure out on her own.

Text Piece 4): The last piece of text is hidden not on a physical device but in a shanty their Anne’s and Calico’s last crew used to sing. Since they thought nobody could possibly know what it means they sang the song a few times in the “Jolly Dodger”, a pirates den on Tortuga. Mary could also learned that song from the guy with the tattoo but when she eventually finds out about the song this guy will have been tortured to death by Vane and his men.

Art & Sound

Visual Style Summary:

- Realistic 3D graphics for characters and nature
- Likewise more or less realistic look for characters
- maybe a little exaggeration for pirate clothing and weapons (but only a hint!)
- Mostly realistic models, color tones and texture surfaces for objects in nature: more or less accurately depicting nature in a Caribbean setting
- Some effects for water & sky (ostentatious shaders & skyboxes)

Textures, Materials & Shaders:

- Ragged appearance of clothing and blemished skin textures for pirates/ characters

- Realistic materials for surrounding nature, e. g. for sand on the beaches, bark on palm trees etc.
- Textures and materials for predominantly wooden interiors: weathered and dusty look, maybe a little splintered
- Also realistic looking “metal” materials for tin cups & mugs, translucent materials for rum bottles etc.
- Alpha clipping for palm leaves
- Salient shaders for scenes surrounded by turquoise water
- Different beautiful looking skyboxes depending on the time of the day

Lighting:

- Atmospheric lighting for scenes that play during different parts of the day:
 - At night: sun light breaking through palm leaf fingers leaving fine defined shadows on the ground
 - At night: torches flickering in the dark; the glow of candles coming out of windows.
- Mostly baked lighting for high quality:
 - except “sun”, directional light (changing color as day time changes?)
- Lens flare for bright Caribbean sun light and beautiful sundowns

Visual Effects:

- Particle systems with sparks for torches, camp fires + smoke effects,
- Dust particles trailing behind Mary (the main character) as she walks through the sand
- Smoke effect for pistol shot

Sound:

- Solemn pieces of music with classical instruments for outdoor scenes when no danger is imminent
- A little more explicitly “piraty” dramatic/emotive music for important story moments and pirate towns
- Melodramatic scenes: heavy on violins
- Joyous music, fiddle tunes and accordion for indoor scenes in pirate dens/ drinking holes, maybe some sea shanties

Controls and Interface

Camera:

- 3rd person camera
- One mode for just following the main character with clamped zoom;
- One mode for looking around (on right-mouse-button-click):
 - Other Controls are disabled in this mode.

- Switching between several cameras & angles for animated scenes

Controls:

Default settings:

- W-A-S-D + mouse movement:
→ Moving back & forth with W or S, rotate character (“turn”) with A + D.

Default Keyboard Configuration:

- SHIFT: Run
- SPACE: Jump
- E/ Left-Mouse-Button: Interact
- TAB: Switch to combat mode

In combat mode:

- Left-Mouse-Button: Attack: Slash with saber
- Right-Mouse-Button: Fire with pistol
- CTRL: Kick or punch (non-lethal-attack)

User Interface:

Minimal UI Elements in “play mode”:

- 8 frames with icons for quest and other items at the bottom of the screen (only visible when active)
- dialogue box pop-up: old paper texture as backdrop for dialogue frame (see the header on the first page for an impression)
- blood stains on “camera” – screen space overlay on main canvas – indicating injury (actual health value not visible)

Main Menu:

- Save/ Load-Screen

Settings Menu:

- Keybindings
- Graphics settings: low, middle and high detail etc.
- Sound settings (volume effects, music)

In-Game Menu:

- **World-Map with interactive marked spots (places)** where Mary can travel to.
→ Fog covering the places of the map which are not yet available

- **Quest-Log/ Journal Screen/ Window**

- **Inventory Screen/ Window:**

→ main character can have multiple items in inventory and drag them onto the above mentioned inventory slots visible in “play mode”

- Text displaying current amount of “pieces of eight” (in-game currency) with coin icon.

Gameplay and Mechanics

“The Double Treason” will not have complex/ complicated mechanics since it lives mainly by its dialogues and its puzzles.

Solving Quests & Puzzles:

- When Mary solves a puzzle successfully (or makes progress in doing so) when she asks the right questions, discovers an item relevant to a quest or solves one of the mini-game-like events (see below) **this progress is registered and saved by the quest system.**

- **Solving a puzzle or a piece of the puzzle** enables **new dialogue options, unlocks places on the map** and opens doors that were previously locked – sometimes quite literally.

“Discovery Mode” vs. “Combat Mode”:

- Switching between “discovery mode” and “combat mode” by pressing “TAB” (or other key assigned).

Discovery Mode:

- “Discovery Mode”: **Walking around and interacting with NPC’s** (opening dialogues) **and game objects:** picking up objects, pressing buttons, pulling levers etc.

- **Right-Mouse-Button** (default settings): **zoom in and alter the camera’s perspective and angle** without moving the main-character at the same time.

→ **Objects** Mary can interact with **will be highlighted** by a glow and a little particle effect as long as the button is pressed.

Combat Mode:

- In “Combat Mode” **weapons are drawn** and Mary can attack with the weapons she carries:

→ **A saber and a flintlock pistol.**

- **Weapons deal a constant amount of damage** depending at the weapon.
→ Currently: 10 for the saber and 30 for the flintlock pistol.*

* (A standard enemy of Charles Vane's men has 30 HP, therefore will be killed at the third successful strike with the saber or killed when hit with a bullet of the pistol).

The Flintlock Pistol:

- **Zoom and hair-cross aiming** with the pistol **on Right-Mouse-Button pressed**.
→ **Button release: fire only once** then **reload: takes several seconds**.
- Players should make very good use of this; the likelihood of having enough time to reload the gun when in full action is very low.

Hit-Points & Combat Strategy:

- **Blood stains on HUD indicate injury** of the main character.
- **Main character, Mary, and enemies have only a few hit-points/ go down after few hits**.
- **Getting hit in combat should be avoided all together:**
- **Preferable strategy:**
 - **dancing around enemies** and ducking their attacks
 - **only strike when** enemies have their **guard wide open**
- **Nice pirouettes, flips and rolls** for the player **to choose from** should **spice up combat** even more.



A screenshot taken from an experimental scene from the The Double Treason Unity project - depicting the character Mary Read drawing her saber to get ready to fight one of Charles Vane's minions

The World Map:

- **Interactive map** accessible **from in-game menu**
- Depicts some **islands of the Caribbean** and **places Mary has already visited**.
- **Travel by selecting a spot on the map.**
- More places unlocked as players progress with the main quest
- **Finally, the place of the hidden treasure itself.**

Puzzles & Mini-Games:

- Game shall contain a few **mini-games** which are **partially played on additional 2D-GUI's**.
- The **most frequent mini-game** will imitate **lock-picking**
- Mary has to use a **skeleton key** to interact with a mechanism to pick a lock.

Other mini-games:

- Playing cards with pirates
- Drinking contests

To be continued...

Saving & Loading:

- Players can **save their progress any time via the main menu**.
- **All quest progress, inventory items** as well as **the last character's position** will be saved.
- **No "re-spawn" on death:** but Player's can **simply load their last save-game**.

Sample Dialogues and Scenes:

Opening Scene: Mary awakens in her room in Bill's Inn:

[Narrator's Voice:] You wake up with a burning, soar throat. Everything is aching. You never felt this way before. The hammering in the back of your skull is massive. Or wait... Is it hammering at the door?! ... Yes, it is...

The deep, growling voice of the innkeeper thunders through the ramshackle door of the chamber's entrance.

[Innkeeper:] Ey, Mary! Wake up, for fuck's sake! There is someone, wants to speak with you. Is' urgent he says.

[Mary's replies:] Oh, f*** off Bill! I'm expecting no one. Not at this time, not later actually. I want to sleep! Leave me be! 'Tis to early in the Morning!

[Narrator's voice again:] Is it morning? As you carefully open one eye a searing pain flashes through your brain as it is confronted with the few light beams still coming through the closed window shutters. When they do this it is mid day.

[**Bill, the innkeeper:**] 'Tis mid day already, Mary! Come on! Haven't got all day, waiting here for ya!

[**Mary's voice:**] As I said Bill, it is too early! Tell the bloated Fuck – who ever it is – to shove off! Mary Read has to sleep a little longer!

[**Bill:**] Fella, is already waiting for two hours now. Won't go away. Although I told him to. Is a matter of life and death he says.

[**Mary:**] Oh, then it makes no matter. 'Cause I'm dead for good, I think. - He can come back in the evening. If he wants to wait, let him wait! Till resurrection day for all I care.

[**Bill:**] Fine, going to tell him that... Oh, and Mary...

[**Mary:**] Oh, for fuck's sake Bill! What?!

[**Bill:**] Wouldn't ya mind paying your booze tonight? Would ya?

[**Narrator's voice:**] A deep, growling sigh is to be heard from Mary before she answers:

[**Mary:**] „Yeaah, Bill! Going to! You know I got the money!“

[**Bill:**] Well, then I wonder why I ne'er see some of ya.

[**Mary:**] Told ya: wait till Anne and Calico come back! They're keeping my share. When I get it, I could just buy your shit hole of an inn!

[**Bill:**] *Yeah*, you told me. Told me two months ago. 'Til then be careful what you say 'bout my lovely inn. - Now, let *me* tell ya something: either buy your booze out of your own pocket tonight and pay the fucking rent while you at it or... you shove off! Can take the fella with ya!

[**Mary:**] Asking for a cut throat, Bill?!

[**Bill, a bit less confident now:**] No, no... don't care what you do... What I'm asking for, is some coin, it is. Bring it round, and bring it soon. Is what I'm saying!

[**Mary:**] Will do Bill, will do... Now; FUCK OFF!!!

[**Narrator's voice:** *Some vulgar insult is mumbled by Bill while he moves down the stairs, followed by...*] “Wrench!”

[Mary:] Can still here ya, Bill!

[Mumbles again, then goes away...]

[Scene:] As Bill is finally gone, Mary reaches for the almost empty bottle of rum next to her bed and takes in a good swig.

[Narrator's voice:] Aw; that helped! It always does... Makes the worst pain go away... 'til a fresh one comes at least.

[Scene:] Then Mary grabs the lice ridden pillow and tucks it over her head.

[Narrator's voice:] It takes you the better part of an hour to fall asleep again... But then the welcoming darkness comes...

[Narrator's voice:] By the color of the light and the temperature in the room, it is late afternoon when you open your eyes again. You feel significantly better than in the morning – although not exactly fresh...

You legs are shaky still as you move out of bed. Your hands are trembling as well, although only mildly.

You had a fair share of rum in your lifetime, the good stuff as well as the really bad one. The latter far more often. But, ooph... this new stuff! Absinthe is what its called. Makes a hell lot of fun, even lets you see things; but also has a devastating impact...

Scene 01 – Mary's Room:

- This is the first when the player takes over. When they rummage through the room; they can collect Marie's weapons: a flintlock pistol and a saber; a few silver coin and memorabilia.

- The pistol is to be found when Mary takes a closer look at the bed: It is underneath.

- The saber is tucked in the sheath and hangs loosely over a chair.

- In a drawer Mary can find some of her own coin: a few silver. When they player picks them up, Mary will say: „Oh, nice! Didn't remember that I had anything left in here. Will suffice to shut up Bill 'bout the tab; but will hardly pay the rent... Anyway, the big hearted fool will not kick me out – or will he?!“

- On the desk lies Mary's hat and a scarf.

- When the player lets Mary pick up the scarf; Mary says something like:

„Would never go out without you... would I? My eternal reminder of Anne's beauty and kindness.“

- When the Player tries to leave the room without collecting the items; Mary might say:

„Should probably collect my stuff before going down there. Might need my weapons. Cause you never know. Fella says he has a message for me. It is pirates land after all.

[And to make the player look for the coin, instead upon finding – see above:]

“Also, I might have some coin left... Will hardly suffice to pay the rent, but might be enough to shut up Bill ‘bout the tap.”

First Entry into the Tavern Room at Bill’s Inn:

[Narrator’s voice:] “As you stagger down the stairs, the tavern is already filling. Some are in their cups already. Most of the faces you know. You either sailed with them, drank with them, fought with them – verbally or physically – or at least know them from sight. - At the moment, you can’t see no one, who you never met before...”

- The first address to talk to is of course Bill. One of the Pirates in the tavern actually knows the messenger from sight. Although they remember the name only vaguely. Otherwise they (the pirates in general) hardly have any useful information. But one or two who are not too drunk yet are able to describe the messenger to Mary. There will be more about Hornigold and Vane after Mary has found the body and Anne’s Letter (see: “How it goes on”).

- Meanwhile the mysterious guy has fled when he heard the trampling of hoofs outside. He suspected it could be some of Vane’s men looking for him. In fact, it was just so. But the guy – Bertram Dowdeswell – left a message with Jeanne D’Eau who is waiting outside of the tavern that he wants to meet Mary at midnight at the “Sad Sailor’s Grave” (see “How it goes on”).

Dialogue with Bill:

[**Bill Greeting:**] „Ah Mary, managed to get up on your feet, I see... What’ up with paying your tap or better still: the rent?!”

[**Mary – Dialogue Options:**]

(1) „Here you go Bill. Should suffice for the tap, I think. The rent will follow when I finally get word from Anne and Calico.“

(2) „Well, Bill, don’t have the money...yet. You’ll have to wait a little longer.“

(3) „What about they mysterious stranger now? The who has to talk to me so urgently? Where is he?”

[**Bill’s Reactions:**]

To (1) „Oh, that’s a nice surprise! ... A paying customer after all... Alright Mary, you can stay for now. But you’ll have to pay the rent by the end of the week or you’ll have to find another place. This time I mean it, seriously! Can’t wait any longer ‘til your mysterious treasure comes round.“

To (2) „Oh, that’s a shame! Listen to me Mary, you pay your tap ‘til the end of the day or I’ll have to kick you out! I mean it this time... And no drinks for you today!“

To (3) „Dunno’. Suddenly, rose from his table as if stung by an adder. Shouted after him: what about this urgent business?! Just, said: You’ll know how to find him. Then ran out the back door...“

[Mary’s Dialogue Options]:

(1) “Sure Bill, what ever you say... Just believe me: the booty is real. You must have heard of our last coup. I’m actually sure you do.“

(2) “Sure Bill, what ever you say... Don’t believe you really would kick me out, or would you? I know I have become to dear to you. Also, I’m not sure you can afford to loose customers on this god forsaken island – where you had the ingenious idea of opening a dive on – especially not those who sail with a crew of 200 – all potential paying customers...”

(3) “Hmm... that’s peculiar. Tell me at least what he looked like. Still know the heck who the fella might be...”

[Bills Reactions:]

To (1) „I have. I have heard a lot of things about you, your precious Anne, the famous Calico Jack and that notorious crew of yours, of your infamous or glorious deeds – depending about whom your talking to. Only I have never seen anything of it. I only ever meet broken pirates with a hardly a silver their pocket. What the heck are you doing with the ship loads of treasure everyone’s talking about?! It’s all seamen’s yarn if you ask me! - Until you and your lot can convince me otherwise: You know the drill!“

To (2): „Dear?! Dear indeed, Mary. Dear indeed. Oh, so fond, have I become of you. Because I like being milked constantly and threatened on occasion. That’s what makes me especially inclined towards people.“

To (3): „Small guy and scrawny. Black hair, with broken glasses on his nose. If it wasn’t for the cutlass on his belt and the shoddy clothes he’d looked more like an accountant than a pirate to me.“

[Mary’s Dialogue Options:]

(1): „Sure Bill, whatever you say...“ **[End of Dialogue]**

(2) „I know, Bill, I know. That’s why I keep doing it!“ **[End of Dialogue]**

(3) „Hmmm... I might, in fact, have known a guy like this once.* Any more hints, Bill? Any clue where he might have gone? A direction at least?“

* see Mary's connection to the stranger

[Bill's final answer on the topic:]

„Nope. Sorry, Mary. I was behind the counter the whole time... Just ask around. Some of the lads in here might have been all ears when a stranger asked for the famous and supposedly rich Mary Read... Although one more thing... He might have talked to somebody outside. Think I heard his voice...“

[Mary's final answer:]

„Thanks Bill. See ya around.“ **[End of Dialogue]**

[Bill's final reaction – maybe on an above head dialogue balloon:]

„Bye, Mary. Good luck... and don't forget about the rent!“

Mary's connection to the stranger:

→ When Mary leaves the counter – a monologue window appears, reciting what she remembers about the accountant like pirate:

[Mary in her head:]

„Hmmm... Bill's description of the guy sounds... very much like a guy I sailed with for a short time. Hadn't much to do with him though... Ugh... What was his name again? ... Berny... Bernard... B. W. Downing or something like that. In fact, of the bookish type. Not an especially fearsome pirate, but... Very helpful when administering finances or negotiating with the sons of nobility. Also, made good use of people underestimating him. - And if I remember correctly... Oh, sure. Might well be that Anne hired him a while ago. Hugh... Is Anne reaching out to me? But why would she have sent this guy and not one of our close comrades?“

→ In fact it was Bertram Wilbur James Dowdeswell III. He left a message with Jeanne D'Eau who is waiting outside of the tavern that he wants to meet Mary at midnight at the “Sad Sailor's Grave” (see “How it goes on”).

Pirates in the Tavern:

Drunk Pirate 01:

(Dialogue balloon): Just rumbling when talked to. „Bzzzz... rrrmmmpff... mmmnh... bzzz...“

Drunk Pirate 02:

(Dialogue balloon): Twitching in his sleep when interacted with: „Huuuh... Oh, no... please don't leave me with the bad men, Mommy! I don't want to be on a ship! I don't want to go the navy! I wanna stay with you Mommy!“ [Then falls asleep again.]

[Narrator's voice/ Animation scene:] “Booming laughter is to be heard from some of the pirates... while others show a sad look on their faces – as if they know exactly what he is muttering about in his sleep.”

Pirate 3 – John(ny) England:

Physical Description: small but with broad shoulders; always carries a cocky smirk on his face; This is extended to a broad smile through his rotten teeth when talking to people; wears a fancy bandana and many earrings as well as the cliché striped sailor/ pirate shirt in combination with flamboyant pantaloons.

[Initial Question – Mary's Dialogue Options:]

„Ey' Johnny, Bill told me that a guy came in here, looking for me. Had something urgent to discuss apparently... (Looked like the bookish type, Bill said)*. But vanished before I could bother to deal with him. Have you seen the guy? Did you know him?“

[* If Mary got this information from Bill.]

[Johnny's Reply:] „Ey Mary, always a pleasure to see the shining star of Sandy Cay.“ (Name of the island)

[Mary:] „Yeah, yeah, old charmer. Better leave it be... Come on know, Johnny. Asked you a question...“

[Johnny:] „Just being nice, Mary, as one should. Yeah, saw some new face this morn'. Never seen him before. Looking for you, he was – hugh? Was already loitering about when I came in here. Lingered quite a while. Looked nervous if you ask me.“

[Mary:] „Hugh, nervous you say? Nervous as in a hurry or nervous as in afraid something might happen? As somebody was after him?“

[Johnny:] Both, I guess. Had an unhealthy color, that guy. Looked as he hadn't eaten in days. Also looked as if the banshee is going to come for'[[h]im.”

[Mary:] Is that so? When did he leave? Was something going on at that moment? And have you seen where he went?

[Johnny:] Dunno, when he left exactly. Say, an hour ago or two. One moment he was starring at the stairs, up where you room is, the other he was nervously lookin' at the door. Then there was some rumor outside. Guess, we all heard it: This was the moment when he suddenly jumped to his feet and asked Bill something: For the back door, I suppose. 'Cause this is also where he went. Seconds later, gang of four comes in. Almost kicked in the door. Rude, if you ask me. Mean looking fellas those were. Looked around as if they were ready to kill the next man uttering so much of a word. Gave them my famous smile nonetheless. One especially pleasant looking sort gave me the eye for a moment, but then turned round' and bothered other people."

[Mary:] "Wonder why Bill didn't tell me 'bout this gang of four. You did not know them, did you?"

[Johnny:] "Na, did not know them. Well, the one lad I might have seen before. But dunno where. The big one who gave me the odd looks..."

[Mary:] "So maybe no complete strangers to everyone here, hugh? Have you seen to whom they might have talked?"

[Johnny:] "Well, to Bill of course. Then to the one passed out on the table over there. Almost shat his pants already when they came in. This is probably why the big guy immediately turned to him after I gave him the smiles. Played a little with dagger on his side and the lad broke. Stuttered and muttered something. Did not get what, but saw him point to the back outside with his thumb under the table. When they left he knocked back a whole bottle of rum in no time. Ha! What a coward!

I would also talk to Bob Risley, if I where you. Turned his back on them when the entered. While they were talking to Bill he got up, went to the thunderbox and stayed there for a suspiciously long time. Only came back when the band had gone..."

[Mary:] Thanks, Johnny. Thanks a lot. That was actually very helpful."

[Johnny:] "As I said, Mary. Always a pleasure. Anytime."

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