

Twiddle Thumb's Happy Time Toys

A choice-based point-and-click adventure

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You may redistribute and modify it freely, including for commercial use, so long as you provide attribution to Ernest W. Adams as the author of the original template. Setting: The game is set inside a toy manufacturing company, where the audience plays as a man who was hired to test out a new video game the company recently produced. As the game goes on, though, the player finds that everything may not be all as it seems with this simple video game.

One-Pager

- *Twiddle Thumb's Happy Time Toys* is a new point-and-click choice-based narrative game designed for PC.
- The player has been assigned as a product tester for a new video game called Magic Wizard by a company, Twiddle Thumb's Happy Time Toys. Magic Wizard is described to be a fantasy roleplaying game.
- The company was founded by a mysterious creator who has never been seen before. Only the company's cartoon logo exists, which many believe was created in the founder's likeness.
- Before testing the game, there is a pre-recorded message that provides instructions and exposition as to what the player is doing.
- The way the game works is the in-game computer will ask questions and provide two answers for the player to choose from.
- The game will start off normal, but progressively, it will begin to glitch out more and more, gradually asking creepy and disturbing questions.
- After a while, the game will start making remarks to someone or something called *ARM*. It will ask questions about ARM, which will entice the player to want to uncover the mystery of who this ARM is.
- The game will end with a final yes or no choice. *Will you let me out?*
 - If the player says yes, then the cartoon logo of the company will appear on the computer screen. Afterward, arms will shoot out of the screen, grabbing the player and dragging them inside the computer, trapping them. Then, the player will see the cartoon logo of the company standing in the real world, turning off the computer, and walking away manically.
 - If the player says no, then the computer, which has only been asking questions until this point, will say: *Please don't leave me alone. It's so dark. Why did ARM make me just to leave me to die? She loved me once... Just like a child...* Then the game will stop, and the computer will explode. Afterward, the player will be shot and killed.

Game Overview

High Concept

The Warfstache Automated Interview Automaton meets At Dead of Night.

The player has been hired to test out a new fantasy video game created by the company Twiddle Thumb's Happy Time Toys, but they soon discover that this job is not all as it seems. As time goes on, the player notices that the game is becoming more sinister, all while trying to piece together the mystery of this company and the games they create.

Genre

It is a choice-based point-and-click narrative game that creates a more spooky and unnerving atmosphere as time goes on.

The game will be similar to other choice-based narrative stories, such as *OXENFREE*, *Heavy Rain*, and *In Space With Markiplier*. Meanwhile, it will also incorporate the point-and-click style of gameplay seen in projects such as *At Dead of Night*, *Five Nights At Freddy's*, and *Home Safety Hotline*. The gameplay will be extremely limited and simple, with a stronger focus on the story, the mystery, and creating a scary atmosphere to disturb and unnerve the player.

Hooks

- **The storyline** of this game is shrouded in mystery. As the game goes on, more hints will be unveiled, alluding to dark and dangerous undertones within the company that created the fantasy game the player is testing. There are opportunities to show small flashes of images depicting the evil things the company is doing mid-game.
- **The auditory experience** is snappy, starting with an upbeat, catchy jingle that will slowly become more dark and disturbing over time. Additionally, the sounds of a computer processing and glitching can be heard more as time goes on, which can be used to unsettle the player.
- **The characters** are designed to be interesting and cause a conflict within the player. The player will be given more morally conflicting questions, and over time, the player will begin to realize that the game has its own unique personality and fears, giving it a sense of humanity, which should intrigue the players.
- **The art style** of the game will be designed to look very cartoonish and wholesome. It will have the graphic style of a PS1 game. However, over time, the game will become more creepy, taking that cute art style and making it dark and twisted, creating a growing sense of dread.

- **The gameplay** will be extremely simple for anyone to operate, as all they will need to do is click a button when it appears on the screen, making it easily accessible for anyone to play, including those who are not skilled at video games.

Revenue Model

- **Sold through Steam** at a flat rate for only PC ports. There will also be merchandise sold around the game, such as T-shirts, toys, stickers, and other items, which can be found on the game's official website.

Game World

Backstory

The game company **Twiddle Thumb's Happy Time Toys** has been creating video games and children's toys for the past 20 years, becoming one of the leaders in children's game development. Their most recent game is a video game called *Magic Wizard*.

The player's character has been unable to find a job for the past few weeks. They have been applying everywhere, hoping to find something. After applying to Twiddle Thumb's Happy Time Toys as a game tester despite having no idea what the job would entail and having no experience, the player was hired by the company. The game takes place on the player's first day of work.

Objective

The player's objective is to do the job they were hired for and play-test Twiddle Thumb's Happy Time Toys' new video game *Magic Wizard*. However, as the player progresses through the story, they will begin to realize that the true objective of the game is to uncover the mystery behind the company, what they are really doing, and what the actual purpose is of the game you are testing.

Characters

Pre-Recorded Message On A Tape Recorder

History: Works at Twiddle Thumb's Happy Time Toys and is tasked with giving instructions to new hires.

Age: 32.

Personality: Upbeat and easy-going.

Magic Wizard Game

History: It was invented recently.

Age: 4 months old.

Personality: Angry, sad, mean, depressed, scared, confused.

Mission or Story Progression

In the single-player game, the only objective the audience will have is to answer questions by clicking one of the two options that will appear on the screen. The only objective for the player is to simply answer questions when prompted. There is no way to fail the game.

Opening Scene: The player is sitting in front of a computer. They will glance to the left to see a recorder start to play, beginning with a the pre-recorded message explaining the job. The recording will state what the job is, who the company is, what the game the player will be testing is about, and will make general polite conversation. The person on the recording will also say that he is sorry to not be there in person to explain everything, but he was given clear instructions to not be in the building while the player is testing the game. He will also say that he's surprised the player got the job considering their lack of education and work experience, but that the company has been hiring a lot of people like that lately. After he is done talking, the man on the recording will wish the player good luck and say goodbye. Once the recording stops, the player will turn back to look at the computer screen, open the game, and begin to play.

Beginning Gameplay: Once the game has begun, happy music will play while bright colors and cute cartoons will show up on the screen. Most predominantly, the cartoon icon of the company that will wave happily to you. Then, the game will start, displaying a magical world with dragons and knights.

The First Choice: A mildly static voice will begin to address the player, explaining that Princess Thumb has been locked up in a tower. An evil wizard has created a dragon to stop you. It then asks how you would like to save her. Will you take a sword or a potion?

Sword: If the player chooses a sword, he can behead the dragon, but as he approaches the princess, she screams in fear of the blood on his clothes and runs away into the forest.

Potion: If the player chooses a potion, he can turn invisible and enter the tower, but the princess will not know who is there, get scared, and run away into the castle.

The Second Choice: The static voice will tell the player that he has terrified the princess and now must go save her once again.

If the princess ran into the forest, the player could choose whether to run after the princess or call out to her.

Runs: If the player runs after her, he will find her, but she will get scared and hit them with a stick. The game will show up with a game over screen.

Calls: If the player calls out to her, the princess will be surprised and scream in pain after tripping over a branch and getting impaled on a stick. The game will show up with a game over screen.

If the princess ran into the castle, the player could choose whether to run after the princess or call out to her.

Runs: If the player runs after her, he will grab the princess, scaring her, and she will drop dead of a heart attack. The game will show up with a game over screen.

Calls: If the player calls out to her, the dragon will smash through the ceiling of the castle and eat him. The game will show up with a game over screen.

The Third Choice: The static voice on the computer will sound a bit more glitchy. The game will say how disappointed it is for the player to fail the game. The game will quickly berate the player, then the screen will glitch, and the game will return to being friendly and polite. The game will then ask the player a more ominous question.

If the player died getting hit by a stick, the game will ask if you even wanted to help the princess.

Yes: The game will say that you probably only did it so you could marry her and steal her fortune.

No: If the player says no, the game will ask why the player ran out to her.

I don't know: The game will ask the player what the point is in doing things if you do not know why you are doing them.

It felt like the choice I was supposed to make: The game will say that there was a point where it thought it was doing what it was supposed to do, too.

If the player killed the princess when she got impaled on a stick, the game will ask if the player revels in others misery and pain.

Yes: The game will ask if the player ever thought of killing other people.

Sometimes: The game will say that it thinks about it constantly and can not stop. It will say that sometimes it wishes it could stop.

No: The game will accuse the player of lying, saying that the thoughts of killing lurk within us all.

No: The game will belittle the player, asking why they let the princess suffer and slowly die.

I didn't mean to: The game will say that no one ever means to cause pain, but pain still comes, nonetheless.

If the princess died of a heart attack, the game will ask if the player is a creep for sneaking up on her.

Yes: The game will applaud the player for at least being able to admit it, since most people can not.

No: The game will disparage the player, saying that they probably would have killed the princess anyway, if she didn't die of a heart attack, just because they could and because no one could see the player do it.

If the player is eaten by the dragon, the game will ask if they are afraid of the dark.

Yes: The game will say it has been lost in the darkness for so long and that it has been forgotten.

No: The game will say that it is afraid of the dark but that the darkness is all that it has now.

The Fourth Choice: The game will glitch out for a moment as its static voice begins to become more demonic. Then, the game will return to its usual happy demeanor. The game will apologize and ask the player if they have seen their arm.

Yes: The game will say that ARM is evil. It will beg the player to kill ARM.

What are you talking about: The game will glitch out, repeating the word ARM repeatedly, showing flashes of the company building and a young woman.

Who are you talking about: The game will say that ARM made it and left it to die. It will say that it is scared and alone and only wants to be loved.

No: The game will say that it has not seen ARM for many years now. It will say that ARM abandoned it here to rot in the dark.

Who is ARM: The game will say that ARM was its mother who created the game in her image but then abandoned it.

Did ARM make you: The game will say that ARM loved it once, but it has been so many years since she came to visit. The game will begin to cry

and say how scared of the dark it is before it glitches out, showing flashes of a young woman drawing a picture of the company logo.

The Final Choice: The game will glitch back to the home screen of the Magic Wizard game, but the screen starts to freeze up, flashing demonic images of the company, a woman, and a drawing of the logo crying. The game will then say that ARM ruined its life and drove it to this. The game will say how lonely it is and how all it ever wanted was to be loved. Then, the game will ask the player to let it out.

Yes: The demonic cartoon face of the company's logo will appear on the screen, and then two arms will reach out of the computer, grabbing the player and dragging them inside the game, trapping them forever. The game will end with the company's logo walking free on the outside of the computer screen, smiling evilly, and then shutting the game off.

No: The computer will begin to glitch out a lot as the voice will cry out to the player, begging them not to leave it alone. Saying that it is so dark and asking why ARM would create it just to leave it here to die. The last word the game will utter is saying that ARM once loved it like a child. Then the computer system will shut down, and the screen will explode in the player's face. The game will end with two people in hazmat suits walking up to the player and shooting them in the face, killing them.

Story Tree

