

**Global Game Jam - *Memento* Script**  
**Theme: What Home Means To You**

**Scene 1: Home alone on the bed.**

**Dialogue Trigger 1.1**

[Angel]: You've lived a good, moral life. I want to give you something in return for your good deeds. What is your wish?

Player obtains **Diary**. Player looks at angel.

**Dialogue Trigger 1.2**

[Angel]: You want to return home? I'll take you there.

**Scene 2: Amusement park with family.**

**Dialogue Trigger 2.1**

[4/12/2018]: Dear Diary, Today is the third day of our family trip. Sam and Andrew have always wanted to come to the amusement park, so we finally brought them here. As soon as we entered the park, Sam and Andrew dashed off to buy ice cream and candy. It took me some time to find them. When we reunited, a staff member offered to take a photo of us.

**Dialogue Trigger 2.2**

[Isabella]: Oh dear! Where have the kids gone to?

[Isabella]: Can you go find them and tell them to come to the castle so we can take a picture together?

**Dialogue Trigger 2.3**

[Sam]: Dad, I want some chocolate ice cream!

[Sam]: Ok, will you buy some for me after we take the photo?

**Dialogue Trigger 2.4**

[Andrew]: Wow! The roller coaster looks fun!

[Andrew]: Gather at the castle? Sure, I'll race you there!

**Dialogue Trigger 2.5**

[Pandaman]: Camera? I do have one!

[Pandaman]: Of course, I'd be glad to take a photo!

**Dialogue Trigger 2.6**

[Pandaman]: Alright everyone, say cheese!

Player gathers Sam, Andrew, and Pandaman. Player obtains a **Family Photo**.

**Scene 3: Dance party**

**Dialogue Trigger 3.1**

[10/25/2005]: Dear Diary, I just came back from a ballroom party. I talked to this girl named Isabelle who didn't seem like she was enjoying the party. She was beautiful and intelligent. I realized that we have the same taste in music when she told me about her favorite music genre, and that gave me an idea to get her attention.

### Dialogue Trigger 3.2

[You]: So, how are you enjoying the party?

[Isabella]: Well, it's really nice and all. I just wish we had a different song...something Jazzy would do.

Player puts **DiscAlternative** or **DiscRock** in the **RecordPlayer** -> talk to Isabella → **Dialogue Trigger 3.3** [Isabella]: Aww, how I wish we had different music.

Player puts **DiscJazz** in the **RecordPlayer**.

Player talks to Isabella → **Dialogue Trigger 3.4** [Isabella]: I love this song! We have so many things in common.

### Scene 4: Football field

#### Dialogue Trigger 4.1

[3/5/1995]: Dear Diary, After months and months of hard work, we finally won the championships!! I can't believe I scored a goal at the last second of the game!! We definitely did wayyyyy better than before. Go Bears!!

Player has to kick the ball into the goal. Player obtains the **Football**.

### Scene 5: Childhood home

#### Dialogue Trigger 5.1

[8/15/1986]: Dear Diary, I wanted to give my mom a BIG surprise so I cooked her chicken noodle soup! I put in chicken meat, noodles, and some carrots. She said she liked it!!

Player gets **Carrot**, **Noodles**, and **ChickenMeat**. → **Dialogue Trigger 5.2** [Mother]: Aww, thanks!! Here's a gift for you!

Player obtains **Diary**.

### Scene 6: Pitch black

#### Dialogue Trigger 6.1

[Angel]: Now that you've recalled your journey...tell me. Where is home? I'll take you there. Player chooses from **Family Photo**, **DiscJazz**, **Football**, **Diary**, and **going out**.

- **Family Photo** -> **Dialogue Trigger 6.2** [Angel]: I see...Your home is your family.  
→ **Dialogue Trigger 6.2.1 Ending 1: Family**

→ Your family is what home means to you. Your family brings you warmth, and gives you the most joy in life. You appreciate the time you've spent with your wife and your kids, and you wish you go back to that time.

- **DiscJazz** -> **Dialogue Trigger 6.3** [Angel]: I see...Your home is your love for life.  
→ **Dialogue Trigger 6.3.1 Ending 2: Romance**  
-> Isabella is everything to you. She's the one who gave you support when you most needed it. You want to continue to be by her side, and experience that initial romantic feeling again.
- **Football** -> **Dialogue Trigger 6.4** [Angel]: I see...Your home is where your friends are at.  
→ **Dialogue Trigger 6.4.1 Ending 3: Friends**  
-> You wouldn't have gone to where you were in your career without your friends. They give you solid advice and never gave up on you even when you gave up on yourself. You understand the value of friendship more than anyone, and you wish to rekindle the inner spirit you shared with them.
- **Diary** -> **Dialogue Trigger 6.5** [Angel]: I see...Your home is where your mom is at.  
→ **Dialogue Trigger 6.5.1 Ending 4: Mother**  
-> You know how much hard work, effort, and sacrifice your single mother made in order to get you a good education. The delicious food that she made, and the relaxing home she provided are things you'd never forget. You want to tell her how much you love her once again.
- **[Player goes out]** → **Dialogue Trigger 6.6** [Angel]: Is that your final choice? Going back to the present? That's fine with me...  
**Dialogue Trigger 6.6.1** → **Bonus Ending: Memories**  
-> After recalling your memories, you understood that you wouldn't want to go back. You've loved and have been loved. You've lived a fulfilling life and you wouldn't want to change anything. It's time for you to move on...

