

BOODUNNIT?!

STUDIO KOPROL

CHARACTER DIALOGUE: VINCENT THE VIGILANTE VENT REPAIRMAN

MATCH: every human who is not a cop

ATTITUDE: passionate, erratic, chaotic good, sneaky

CONTAINS CLUE: NO

LINKED CLUE: scrap of red fabric

NON-MATCH BARKS:

1. There's no one here. Nobody at all. Not a soul.
2. I don't talk to cops. Or animals. No, I'm not crazy. Go away.
3. Why are you talking to an air vent? What are you, a cop? Buzz off.
4. I am imitating the sound of a working air vent.

MATCH CONVERSATION:

DIALOGUE 01-05

VINCENT

Who's there? Not some stinky cop, I hope?

Let me take a whiff.

SNIFFF!!!!

Hmm... you don't smell like a cop. Who are you?

I guess I don't care. As long you're not a cop, you're a friend.

QUESTION 01

VINCENT

What's your business?

DIALOGUE OPTION 01: WHO?

PLAYER

Who are you?

DIALOGUE Q01 A01-11

VINCENT

Doesn't my reputation precede me?

In the eyes of the law, my name is Vincent the Vigilante Vent Repairman.

No, it's not my birth name. It's who I've chosen to become.

My mission is to improve the air quality of Boonkle.

People are breathing ALL THE TIME here. It's polluting the air like crazy.

That's why I only breathe when I really need to.

I've been fixing all the air vents around town to purify the air. But they're kind of sucky.

I have to fix them all the time. Too often to plan appointments.

But people don't seem to be a fan of unplanned maintenance work on their houses.

Long story short...

I'm on the run from the law.

>RETURN TO QUESTION 01.

DIALOGUE OPTION 02: MURDER?

PLAYER

Do you know anything about Julia's murder?

DIALOGUE Q01 B01-09

VINCENT

Julia? Julia Lawson, right? Yeah, I know who you're on about.

Real nice gal, she was. A right pothead.

...What's a pothead?

A pothead is someone who pots plants. And she was potting like crazy.

Loved plants, she did. The air around her house was always so crisp.

I can get along with anyone who cares about air quality as much as I do.

But I don't really know anything about her death. I wasn't in the area when it happened.

...I don't really even know when it happened.

But it wasn't me. You can count on that.

>RETURN TO QUESTION 01.

DIALOGUE OPTION 03: LEAVE

PLAYER

Sorry, I've got to go.

DIALOGUE Q01 C01

VINCENT

Keep your eyes peeled, alright? Us rebels gotta look out for each other.

>CONVERSATION ENDS.

If player has found the clue "scrap of red fabric" then the following option is unlocked, replacing dialogue option "murder":

DIALOGUE OPTION 02: CLUE?

PLAYER

What do you know about this fabric scrap?

DIALOGUE Q01 D01-08

VINCENT

Hey, that looks familiar! Don't tell me...

Oh no!! My cape has ripped!!

This is truly awful. I'll never be the same. I'll never look as funky fresh as I did before...

Where was this? What?! It was on the roof of the crime scene?!

Hey, now, I know this isn't looking good for poor ol' Vincey boy...

... but I promise it wasn't me!

Sure, yes, I was near the crime scene last night. B-but I was only fixing the air vent on the roof!

I didn't have nothing to do with the murder! I swear on my honor as a vent repairman!!

>CONVERSATION ENDS.