

# Ghost Helper - Secret Quest

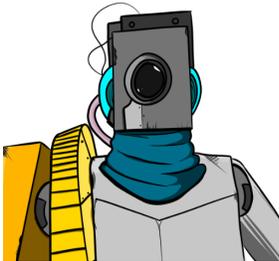
*Ghost Helper* is an upcoming first-person exploration and visual novel game about a sentient robot exploring the ruins of a lost civilization and helping ghosts pass on by completing side quests. The game takes place in The NCM, an ancient arcology designed like a shopping mall.

The following is an excerpt from a hidden subquest involving two of the ghost characters. The player must interact with both characters while their respective quests are open.

---

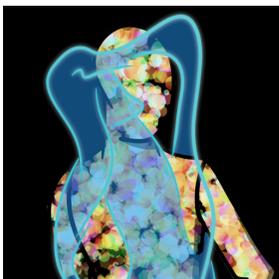
## Characters

Vertov:



The player character. A scrapped general labor robot jettisoned out an airlock and left to drift in space for years. Eventually rescued and rebuilt, Vertov now travels with their partner as a salvage crew specializing in ancient Earth artifacts.

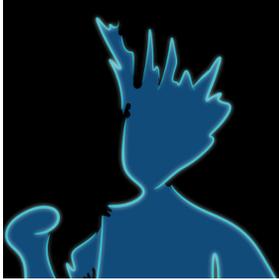
Grace Munroe:



A ghost possessing a mannequin outside a dilapidated clothing store. Gives Vertov the quest 'Haunt Couture' in which she tasks Vertov with helping her put together an outfit, as they always had to hide who they were & wanted to use their funeral as her one chance at self-expression, but her family's opposition to their desire has left Grace angry and stranded as

a ghost.

Morris Morrison:



A brash, punkish ghost haunting an empty storefront, Morris gives players the quest 'Be Dead, Do Crimes' in which they ask Vertov for help vandalizing the mall as they never had the courage to while alive. Morris had feelings for Grace but never worked up the courage to express them.

## Script

---

*PART 1: ACTIVATING QUEST (talk to Morris Morrison while both quests are activated)*

### **MORRIS**

Hey man, what's up? Saw you standing over there staring into the Vista Chic display like you were having a conversation with it.

### **VERTOV**

I was. It was another ghost who...wanted clothes.

Perhaps you could help. Did you know a Grace?

### **MORRIS**

As in 'Grace Munroe' Grace? She's still here?

I hate to say I'm not surprised, especially with how her family was.

(MOCKINGLY)"All upstanding citizens here, nothing different here, no sir."

She really deserved better.

### **VERTOV**

You two were acquainted? Perhaps you could assist me in determining what she wants.

## MORRIS

Yeah, we were friends. The few people we could be ourselves around.

So she's going to get that proper send-off thanks to you huh?

## PLAYER CHOICE

- ▼ 1. Maybe. Any information would help.

### MORRIS

I remember we were hanging out with friends of ours, Crab Simms & his sister Poppy. Don't think I ever saw Grace's face light up so much as when Poppy put her in that wild spacegoth dress.

I was speechless, grinning ear-to-ear. Being part of something that could make her so happy. It was all I wanted in that moment.

### VERTOV

Did you love her?

### MORRIS

Well, I mean. She had a complicated life. My family was complicated. I didn't want to throw more onto what she had going on...

Wait, fuck it. I'm dead, why am I being so indirect? Yes! Yes, definitely. I just never had the guts to say or do anything.

### VERTOV

So you never discovered if it was reciprocated?

### MORRIS

Nope. Too afraid of ruining what we already had, ya know?

## PLAYER CHOICE

- ▼ 1. Yes, in fact, I do.

### MORRIS

That was rhetorical, but alright.

*CONTINUE THROUGH CHOICE 2 AS DIALOGUE*

- ▼ 2. Do you want me to tell Grace?

### MORRIS

Screw it, I'm dead. Let's do it!

CONVERSATION END

- ▼ 1. No.

CONVERSATION END

*PART 2: CONCLUDING QUEST (talk to Grace Munroe)*

## VERTOV

Do you know Morris Morrison?

## GRACE

Yes. He was one of the sweetest people I ever met.

The first time I was ever fully myself was at his funeral. I even wore the necklace he gave me. He would have loved it. I wore it til the day I died.

What about him?

**VERTOV**

Were you aware of his feelings? For you.

**GRACE**

I had a hunch. More of a hope really. He was one of the first people I told.

He just chuckled and said, "That makes sense. I knew there was something special about you."

Don't think I realized what he meant, or just convinced myself it wasn't there.

I wish I had known. I would have told him the same. But it was too late

*IF 'morrisQuest\_complete' IS TRUE*

**VERTOV**

He has moved on. Passed to another existence.

**GRACE**

Hopefully I can find him once I'm beyond this place.

Let's get back to it though! The sooner we build this outfit, so sooner I can talk to Morris again.

**VERTOV**

Yes ma'am

*ELSE*

**VERTOV**

He is still here. I will let him know

**GRACE**

Yes! Let him know wherever we go from here, I will be waiting for a belated first date.