

## The World of Lexica

This game, made for Amplify Education and released in December, 2014, is a 3d adventure game in which the player takes the form of a Curioso, and journeys through a magical Library that's in peril. The way the player saves the Library is by reading (progress measured by technical checks under the hood), by playing mini-games designed to increase specific language arts skills, and by going on adventures and quests with various book characters from classical literature.

## Side Quests

In addition to the main path narrative, there are mini-games and side quests. Side quests can be character-oriented, advancing a character's story arc, or can relate somehow to a book in our eReader.

## The Riddle of the Daisies

This quest was written for use in *The World of Lexica* as a book-related side quest, which needed to take place in a graveyard. I chose *Spoon River Anthology* as the reference book because I felt it lent itself naturally to a graveyard quest.

### Objectives:

- Use the graveyard location as a backdrop
- Use *Spoon River Anthology* as a reference
- Help the player solve a mystery using various poetic epitaphs, which readers of *Spoon River Anthology* do when reading the various townspeople's epitaphs. In this way, the player can develop an appreciation for *Spoon River Anthology*
- Give the player more than one way to solve the mystery, earning either a "good" reward or an "evil" reward

### Quest:

Upon speaking with [REDACTED FEMALE CHARACTER] after the main episode content, she asks you to investigate something going on in the graveyard. She feels the presence of a restless spirit, but does not know how to pacify the spirit, contact it, or otherwise help it. She asks that you investigate, and she will grant you a boon. She suggests you walk around the graves in the graveyard and see if there is anything strange going on.

There is a grave where daisies grow; no matter how many you pick, they grow back immediately. This is the "strange grave" [REDACTED FEMALE CHARACTER] is talking about.

[FEMALE NPC] is near Daisy's grave, wallowing in the beauty of death and the mystery of brightly-colored flowers in such a dark place; she also wonders why the daisies always grow back, and has just enough information to be able to offer a clue. [FEMALE NPC] knows that the answer has something to do with the epitaphs on certain gravestones and how they fit together, but she hasn't found all the related epitaphs yet because they're all over the graveyard, and some are obviously hidden. She thinks there might be as many as six. (Player will be able to find them because they'll be some of the only gravestones that are interactive...they are turned on after you receive the quest from [REDACTED FEMALE CHARACTER]. Some will be obstructed by environmental things that require abilities to solve, and perhaps [FEMALE NPC] can suggest this if Player gets stuck.)

The grave with the daisies is the grave of a young woman named Daisy Gray. Her epitaph indicates that she died of a broken heart after being left at the altar one Saturday morning in June, by her true love Henry Baines, who disappeared without a trace.

**DAISY GRAY**  
*Here lies lovely Daisy Gray  
Plucked while full in bloom  
Her broken heart could never leave  
That Saturday in June  
Her love was placed in Henry Baines  
Her heart would never falter  
Even though he left the girl  
Abandoned at the altar.*

You are able to read other gravestones, placed variously around the graveyard (which are written in poetry, similar to *Spoon River Anthology*), and a counter counts how many of the epitaphs you've read so far, out of how many you still need to find (and you get passive notifications after each):

**EDWARD HENNIMAN V**  
*He died alone with all his gold  
Embittered, old, unmarried  
That he had lost his Daisy Gray  
The burden that he carried  
He'd have sought her happiness  
And he'd have never hurt her  
But in the end, her heart belonged  
To Baines, that foul deserter*

**WINIFRED GRAY**  
*In this pauper's resting place  
Lies widow Winnie Gray  
Who watched as Daisy's broken heart  
Did naught but fade away  
Winnie's lasting one regret  
Her daughter died a Miss  
She could have married Henniman  
Who could have paid for bliss*

**PEGGOTY SHARPE**

*Mrs. Sharpe, the widow here  
Would while away the hours  
Gossiping with everyone  
And selling people flowers.  
Her business waned, she always said  
(And people thought her crazy)  
When Henry Baines first disappeared  
And he stopped buying daisies*

**SHERRIFF EARNEST BROWN**

*Buried here, with badge and boots  
Is Sheriff Earnest Brown  
For fifty years he plied his trade  
Protecting those in town  
That "accident," his secret shame  
No man could e'er absolve  
That he'd been paid a hefty sum  
To keep the crime unsolved*

**UNMARKED GRAVE**

*Here, a man found on the road  
That Saturday he died  
Some accident had maimed him  
So, he's unidentified.  
The sheriff never solved the case  
So no one ever knew  
The daisies gathered in one hand  
Remain the only clue*

NOTE: The elder Henniman's grave needs to be gated in some way to make sure it can't be found before the others.

**EDWARD HENNIMAN IV**

*Fathers do as fathers must  
A saying tried and true  
The rich man had a secret sin  
Which just the sheriff knew  
Henry journeyed down the road  
To soon be joined in marriage  
The Elder Ed, to help his son,  
Struck Henry with his carriage*

Once you have read Daisy's epitaph and the other 6, you get a passive prompt to return to Daisy's grave, where there is now a glowing presence visible (done with FX, it's a shimmer). You can talk to the

shimmer, which is the spirit of the unidentified man. He thanks you for your persistence, glad to have someone who might understand his story.

He introduces himself as Henry Baines. His spirit remains, day after day, giving Daisy her favorite flowers (daisies) because he feels guilty. He knows she died thinking he abandoned her, but as you now know, he did not. You have a choice of what you can tell him about what you've learned:

**1. You can tell Henry that Daisy never stopped loving him, and never married.**

1. Henry thanks you and is at peace, saying as he disappears that he blesses Daisy's grave, and may the daisies continue to bloom there forever (which, the daisies always remain on the grave once the quest ends, you can always pick them, and they will always grow back).
2. You can return to [REDACTED FEMALE CHARACTER] for your reward. She scoffs at love, but is glad you solved the mystery. She rewards you a "heroic" themed armor
3. [FEMALE NPC] is overcome with the sad beauty of the whole situation.

**2. You can tell Henry that Edward Henniman IV murdered him,** so that his son could marry Daisy instead.

1. He is glad to know what actually happened now, and thanks you for that but he will now haunt his killer, Henniman, forever.
2. The daisies then disappear and Henniman IV's grave then glows red for the remainder of the game because Henry is haunting that grave. Perhaps there is a spooky SFX now associated with this grave if you ever click on it again.
3. You return to [REDACTED FEMALE CHARACTER] for your reward. She is glad you solved the mystery, and is amused that you chose to cause trouble, as she probably would have also chosen. She rewards you an "evil" themed armor
4. [FEMALE NPC] is very confused by your actions.