

# LQ-030 - What a Joke!

DH-G3-IC1.0	Demonstrate appropriate decision-making when encountering inappropriate content online
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Note: Player can move freely for any conversation unless otherwise stated.

Note: from the start of this quest Ben is sad.

## QUEST START - 1.1

SOMEWHERE IN THE COLONY, EXT - DAY.

Icon appears showing a message from Helpfulness: Fun fact: Ben is sad!

Long message if opened: Fun fact: Ben is sad!

## HELPFULNESS

(autogenerated V.O.)

The colonists are working hard on the first annual Station 66 talent show. Ben is telling jokes.

(a beat)

While online, he found some very adult jokes and told Rory. Now everyone is upset with him.

(a beat)

He wants your advice.

- OBJECTIVE: Go to Ben.

## 1.2

THE FARM, EXT - DAY.

Ben and Rory are standing outside the building.

- OBJECTIVE COMPLETE: Go to Ben.

Player freezes.

HELPFULNESS

(autogenerated V.O.)

Show Ben how to handle content that's too old for him.

- OBJECTIVE: Show Ben.

**C04→ 3.)**

**LEARNING OUTCOME: DH-G3-IC1.0**

*Learn about what to do when encountering inappropriate online content*

Question:

Ben accidentally watched a very adult comedy video online and came across a joke about a naked woman jumping on a trampoline. He felt embarrassed but thought it must be okay if the audience laughed.

What should he do?

Option 1:

Ben shouldn't do anything and pretend they haven't seen it.

**True**

Option 2:

Ben should tell the joke to his friends and see what they think.

**False**

**Option 3:**

Ben should tell a Trusted Adult and get help about how to proceed.

**True**

Success noise!

- OBJECTIVE COMPLETE: Show Ben.

Player unfreezes.

#### HELPFULNESS

(autogenerated V.O.)

Everyone is working to make the talent show a success.

(a beat)

Bokoko is even baking a cake...but he's out of fish!

- OBJECTIVE: Adventure to the dock.

Player must adventure to Farzin's dock. As Player travels Helpfulness provides the following information. Gameplay continues throughout. Does not affect gameplay.

#### HELPFULNESS

(autogenerated V.O.)

All colonists are sharing their talents. Francine takes apart robots in minutes.

(a beat)

Alice is organising a vegetable growing contest. Rory sings.  
Krysta paints green foxes.

(a beat)

Elliot made a Harvestatron dance the tango. Dorothy plays speed chess.

(a beat)

Lucy's short story is about a space robot who helps people. And so on...

FARZIN'S DOCK, - DAY.

The dock is empty i.e., Farzin is not there.

- OBJECTIVE COMPLETE: Adventure to the dock.

#### HELPFULNESS

(autogenerated V.O.)

Bokoko's berry layer cake recipe asks for three fish.

- OBJECTIVE: Catch fish 0/3.

This new objective runs on a counter, counting up to 3, at which point the objective will be complete.

Gameplay: fishing.

Success noise!

- OBJECTIVE COMPLETE: Catch fish 3/3.

#### HELPFULNESS

(autogenerated V.O.)

Great catch! Bring them to Bokoko.

- OBJECTIVE: Give fish to Bokoko 0/3.

Player adventures to Bokoko.

#### 1.4

BOKOKO'S HOUSE, EXT - DAY.

The outside of Bokoko's house has been decorated with the party assets from LQ-008 1.6. If possible, it should look like colonists have been very enthusiastic with the decorations.

Player goes to Bokoko and gives him the fish. This objective runs on a counter, counting up to 3, at which point the objective will be complete.

- OBJECTIVE COMPLETE: Give fish to Bokoko 3/3.

Success noise!

BOKOKO

(voice recording from "LQ-001" - "1.3")

You is full of much bravery and brain.

HELPFULNESS

(autogenerated V.O.)

Update: Elliot says Ben lost confidence after the bad reaction to his last jokes.

(a beat)

To feel better, Ben wants you to hear his new jokes.

- OBJECTIVE: Go to Ben.

## 1.5

ELLIOT'S HOUSE, INT - DAY.

Elliot, Rory, Krysta and Ben are inside. They are grouped together as though they were recently talking.

- OBJECTIVE COMPLETE: Go to Ben.

Player freezes.

KRYSTA

(part of voice recording from "AD-004" - "1.5" - "KRYSTA - 2")

I could tell Ben's jokes in my sleep. I've heard them all.

HELPFULNESS

(autogenerated V.O.)

Don't worry Ben. Helper Human is here to hear you practice.

PLAYER

(part of voice recording from "LQ-001" - "1.5")

Don't give up.

- OBJECTIVE: Listen to Ben's jokes 0/2.

This new objective runs on a counter, counting up to 2, at which point the objective will be complete.

Ben's jokes one:

BEN

(voice recording from "AD-004" - "1.5" - "BEN - 3")

What do you get if you give flabbage to an alien?

(a beat)

A sad alien.

Ben's jokes two:

BEN

(voice recording from "AD-004" - "1.5" - "BEN - 5")

What does an angry Harvestatron say?

(a beat)

Beep! That's all they ever say!

Success noise!

- OBJECTIVE COMPLETE: Listen to Ben's jokes 2/2.

Ben is happy!

Player unfreezes.

RORY

(voice recording from "AD-004" - "1.3")

Ben's funny.

HELPFULNESS

(autogenerated V.O.)

Good listening, Helper Human! You helped Ben's confidence!

Success noise!

END.