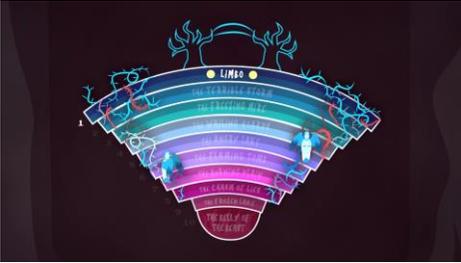
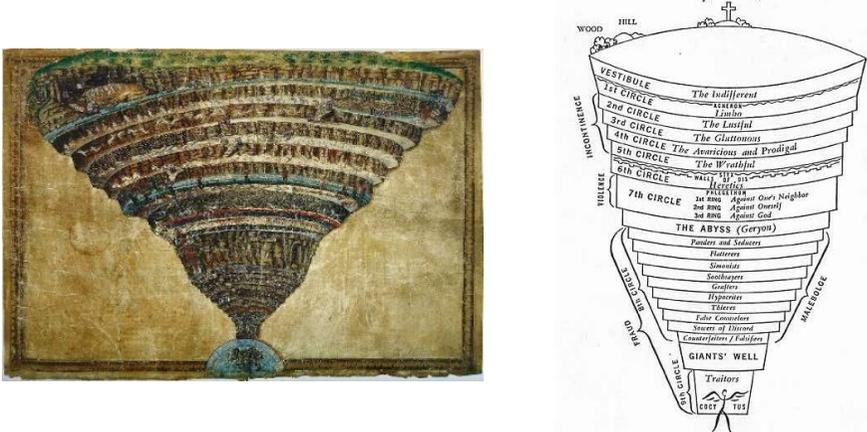


	SCRIPT	IMAGES & SOUND	REFERENCE
5.1	J: Sherlock, can you hear me?		
5.2		<p>Sherlock and John by Matchlight (design)</p> 	<p>From: <i>Night scene</i> (1616-17), by Peter Paul Rubens (1577-1640), and <i>A lady admiring an earring by candlelight</i>, by Godfried Schalcken (1643-1706)</p> <p>We wanted an atmospheric opening, in darkness and shadow, and these seventeenth century paintings provided an appropriate touchstone.</p> 
5.3		Scene Rotation	<p>From: <i>Stranger Things</i> (2016-)</p> <p>The TV series <i>Stranger Things</i>, which features an alternate dimension called the Upside Down, offers an homage to 1980s pop culture, drawing on the work of Steven Spielberg, Stephen King, as well as many other films, anime and video games. Moreover, the principal mystery at the heart of the first series concerns the whereabouts of a missing boy (Will, played by Noah Schapp). As such, it provided an obvious point of reference for this episode of TGIO. We decided to emulate the technique from the opening credits, involving the screen turning upside down. We also borrow from <i>Stranger Things</i> in our use of lights strung throughout the forest. See 5.20 for further details.</p> <p>Interestingly, in April 2018, filmmaker Charlie Kessler filed a lawsuit against the Duffer Brothers, claiming that their idea for the basic story of <i>Stranger Things</i> was copied from his 2011 short film <i>Montauk</i>.</p>

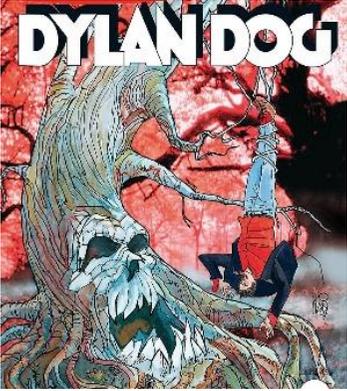
THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

5.4		SFX (sighs)	<p>From: Dante's <i>Inferno</i>, the first part of the epic poem <i>Divine Comedy</i> (1308-21)</p> <p>One of the first sounds we hear in <i>The Unreliable Narrator</i> is a series of sighs. This is a reference to the First Circle of Dante's <i>Inferno</i>: Limbo. As soon as Dante enters '[t]he foremost circle that surrounds the abyss', the first thing he notices is an auditory element:</p> <p style="padding-left: 40px;">There, in so far as I had power to hear, Were lamentations none, but only sighs, That tremulous made the everlasting air.</p> <p>Translation from: <i>Divine Comedy</i> (1867, volume 1, canto 4), by Longfellow</p>
5.5		Soundtrack (music)	<p>From: <i>Stranger Things</i></p> <p>The soundtrack of <i>The Unreliable Narrator</i> involves an adapted version of the main theme to <i>The Game is On!</i>, inspired by the music that accompanies the opening title sequence of <i>Stranger Things</i>. The original soundtracks for <i>Stranger Things</i> are composed by Michael Stein and Kyle Dixon of the electronic band <i>Survive</i>. The show's opening theme is based on an unused piece of music that Stein composed much earlier in his career; it ended up in a library of work that was available for potential commercial licensing.</p>
5.6	J: Oh, there you are. What is this place?		
5.7	S: Hang on John. How curious ...	<p>Games Console (design)</p> 	<p>From: Various</p> <p>The design of the console was influenced by various classic arcade games, including <i>Street Fighter II</i> (1992, Capcom) and <i>Street Fighter Alpha II</i> (1996, Capcom). The coin slot follows a classic design, while the coin itself comes from <i>Super Mario Kart</i> (1992, Nintendo).</p> 

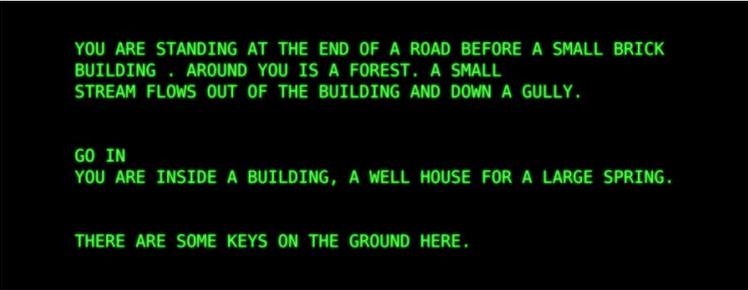
THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

			
<p>5.8</p>	<p>Game Map (design)</p> 	<p>From: <i>La Carte de l'Enfer</i> [The Map of Hell] (1480-1490), by Sandro Boticelli (1445-1510), and other illustrations of the Circles of Hell from Dante's <i>Inferno</i></p> 	
<p>5.9</p>	<p>Game Map (text)</p>	<p>From: Dante's <i>Inferno</i></p> <p>The name of each level in the game, from 1 to 10, draws upon features from the Circles of Hell in Dante's <i>Inferno</i>. For example: The Terrible Storm (Level 2) refers to the Second Circle of Hell in which the lustful are buffeted by the winds of an endless violent storm; The Wailing Hoards (Level 4) refers to the Fourth Circle of Hell in which the greedy and the avaricious are compelled to joust and fight with each other using as weapons huge money bags that they push with their chests; The Burning Plain (Level 7) refers to the Third Ring of the Seventh Circle, in which blasphemers are stretched out upon a burning sand scorched by flames falling slowly down from the sky; and so on.</p>	

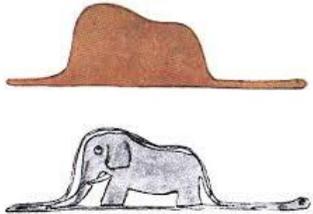
THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

<p>5.10</p>		<p>Exterior: Entrance to the Forest</p>	<p>From: Various</p> <p>When considering the look and feel of the entrance to the forest we had various points of reference in mind, including ‘The Dark Hedges’ (a famous avenue of beech trees that features prominently in <i>Game of Thrones</i> (2011-2019)), an illustration of the gates to Arkham Asylum from the <i>Batman</i> comic book series, and the front cover from an issue of the Italian graphic novel series, <i>Dylan Dog</i>.</p>    
<p>5.11</p>		<p>Exterior: Tree Trunks and Harpies</p>	<p>From: Dante’s <i>Inferno</i></p> <p>In Dante’s <i>Inferno</i> those who have committed suicide are transformed into gnarled, thorny trees and then fed upon by harpies, vicious birds with the faces of women; the trees are only permitted to speak when broken and bleeding. Our forest features both harpies as well as people transformed into trees.</p>

THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

<p>5.12</p>		<p>Neon Writing (text)</p> 	<p>From: Dante's <i>Inferno</i></p> <p>In Dante's <i>Inferno</i> the Gate of Hell bears the inscription 'Lasciate ogne speranza, voi ch'intrate', which is most often translated (into English) as: 'Abandon all hope, ye who enter here'.</p>
<p>5.13</p>		<p>Exterior: Two Paths</p> 	<p>From: <i>Adventure</i> (1976, William Crowther)</p> <p>In 1975 William Crowther released <i>Colossal Cave Adventure</i> on the ARPAnet system (an early packet switching network, and the first network to implement the protocol suite TCP/IP). This text-based adventure game was inspired by the dice-based role-playing game <i>Dungeons and Dragons</i>. In 1976, Don Woods approached Crowther to ask whether he could develop the game further. Crowther agreed and, after adding various enhancements, Woods distributed his version on the internet, after which it became one of the most influential computer-based role-playing games ever.</p> <p>We wanted to begin by giving Sherlock and John an <i>Adventure</i>-style scenario: should they take the path to the left or to the right?</p> 
<p>5.14</p>		<p>Three Hats Floating in the Breeze (design)</p>	<p>From: <i>Miller's Crossing</i> (1990, dir. Joel and Ethan Coen), and <i>The Little Prince</i> (1943), by Antoine de Saint-Exupéry</p> <p>In <i>Miller's Crossing</i>, the prohibition era gangster movie by the Coen brothers, Gabriel Byrne plays Tom Reagan, a rumpled, whiskey-soaked, antihero – the brooding right-hand man to Irish kingpin, Leo O'Bannon. Reagan's hat – a simple fedora – is central to his character and the narrative. In the film's title sequence, the hat blows along a forest path, caught in the breeze, dancing</p>

THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

			<p>between the trees in what might be a fairy tale scene. Later, Tom recounts a dream to his lover Verna about walking in the woods when the wind blows his hat off; she pre-empts the ending: ‘And you chased it right? You ran and ran, and finally caught up to it ... picked it up. But it wasn’t a hat anymore, it had changed into something else, something wonderful.’ ‘Nah,’ he responds, ‘it stayed a hat and no, I didn’t chase it. Nothing more foolish than a man chasing his hat.’</p> <p>In <i>The Little Prince</i>, the pilot narrator recounts how, as a child, he attempted to draw a picture of a boa constrictor digesting an elephant, before asking some grown-ups whether his drawing frightened them. They replied: ‘Why should anyone be frightened by a hat?’ The illustration below features the narrator’s drawing number 1 (what may or may not be a hat) and his drawing number 2 (unequivocally, a boa constrictor digesting an elephant).</p> <p>In our forest, we have three ‘hats’ floating in the breeze: Tom Reagan’s hat, the ‘drawing number 1’ from <i>The Little Prince</i>, and a classic Deerstalker which is, of course, famously synonymous with Sherlock Holmes.</p> <div style="display: flex; justify-content: space-around; align-items: center;">   </div>
5.15	J: What is? Sherlock?		
5.16	S: <b>It’s a game, John. One we really should play ...</b>		After all: <i>The Game is On!</i>
5.17	S: <b>Even curiouser.</b>		<p>From: <i>Alice’s Adventures in Wonderland</i> (1865), by Lewis Carroll</p> <p>Sherlock’s comment evokes the famous quote from Carroll’s work: <b>“Curiouser and curiouser!”</b> cried Alice (she was so much surprised, that for the moment she quite forgot how to speak good English).’</p>

THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

<p>5.18</p>	<p>J: The fairy. She told us to <b>follow the path</b>, but which one?</p>		<p>From: <i>The Adventures of Pinocchio</i> (1883), by Carlo Collodi, and <i>The Wizard of Oz</i> (1939, dir. Victor Fleming and George Cukor)</p> <p>In Chapter 18 of Collodi’s work, the Blue Fairy says to Pinocchio: ‘Surely; go ahead, but be careful not to lose your way. <b>Take the wood path</b> and you’ll surely meet him.’</p> <p>Similarly, in the film adaptation of <i>The Wizard of Oz</i>, Glinda, the Good Witch of the North, advises Dorothy to follow the yellow brick road if she wants to reach the Emerald City.</p>
<p>5.19</p>	<p>S: This path, John. The one to the right. I’m sure of it.</p>		<p>How does Sherlock know that the path to the right is the correct one to choose? It’s elementary: because there’s nothing more foolish than a man chasing his hat. See 5.14 for an explanation.</p>
<p>5.20</p>		<p>Light Bulbs and Filament (design)</p>	<p>From: <i>Stranger Things</i>, <i>Shutter Island</i> (2010, dir. Martin Scorsese), and others</p> <p>The use of a string of lightbulbs to indicate that Sherlock has chosen the correct path was borrowed from <i>Stranger Things</i>, in which light bulbs are used to indicate paranormal activity and a connection between the real world and the Upside Down (Joyce, played by Winona Ryder, believes that her missing son Will is trying to connect with her through the various strings of light bulbs that she has hung up in her house). Moreover, struck by the image and colour of a bulb from the Scorsese film <i>Shutter Island</i>, we decided to use the filament within one of the bulbs to transition from this scene, to Level 5. <i>Shutter Island</i> features heavily in episode 6, <i>The Adventure of the Photographer’s Stratagem</i>.</p>



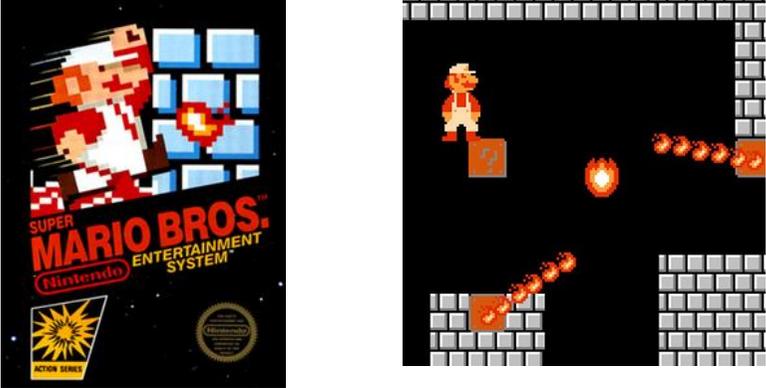
THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

			
5.21		<p>The Angry Lake (title sequence animation)</p> 	<p>From: <i>Stranger Things</i></p> <p>The animation of the title The Angry Lake – which enlarges towards the viewer revealing a new scene behind it – was inspired by the title sequence of each chapter in the <i>Stranger Things</i> series.</p> 
5.22	J: Sherlock, those poor souls ...	The Angry Lake (Level 5)	<p>From: Dante's <i>Inferno</i></p> <p>This scene represents a combination of Dante's Fifth Circle of Hell, and Ring 1 of the Seventh Circle. The fifth contains the river Styx, a filthy cesspool in which the wrathful spend eternity struggling with one another. In Ring 1 of the seventh, the violent and the aggressive spend eternity in a river of boiling blood. Moreover, centaurs patrol the Ring shooting arrows into any sinners trying to emerge from the river. In our version, the centaurs aren't shooting arrows, but throwing fireballs. See 5.24 for further details.</p>
5.23		Exterior: The Angry Lake (design)	<p>From: Gustave Doré's illustrations for Dante's <i>Inferno</i> (1861)</p> <p>Gustave Doré (1832-83) first published his illustrated folio edition of Dante's <i>Inferno</i> in 1861, choosing to finance publication himself having struggled to find a publisher willing to take on the expense of the project. It was a commercial and artistic success. An illustrated edition of <i>Purgatory</i> and <i>Paradise</i> was subsequently published by Hachette as a single volume in 1868.</p>

THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

			<p>For more information about Dante, Doré and the <i>Divine Comedy</i>, see the online resource <a href="#">The World of Dante</a>.</p> <div style="display: flex; justify-content: space-around;">   </div>
<p>5.24</p>		<p>Centaurs (design)</p> 	<p>From: Dante's <i>Inferno</i>, and <i>Assassin's Creed</i> (2007, Ubisoft)</p> <p>In Ring 1 of the Seventh Circle of Hell, centaurs patrol the area shooting arrows into any sinners trying to emerge from the river of boiling blood.</p> <p>In our version, we decided to give all but one of the centaurs hoods, a very oblique reference to the stormtroopers from the <i>Star Wars</i> franchise, as well as to <i>Assassin's Creed</i>, a video game franchise that has sold over 100 million copies since it was first lanuched in 2007.</p> <p>Of course, the video game also inspired a live action film released in 2016, starring and produced by the Oscar-nominated actor Michael Fassbender. In general, reviews of the film were less than enthusiastic.</p>
<p>5.25</p>		<p>Fireballs (design)</p>	<p>From: <i>Super Mario Bros.</i> (1985, Nintendo)</p> <p>The fireballs being thrown by the centaurs at the sinners trying to emerge from The Angry Lake, are based on the fireballs from <i>Super Mario Bros.</i> And, if you look closely, at the heart of every fireball is a page scrunched into a ball. These pages are from the original film script written by Mary Westmacott (Episode 2) that Agnes has stolen and replaced with her own. Other pages scattered around the scene include abandoned ideas and draft dialogue from previous episodes of <i>The Game is On!</i></p>

THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

			
5.26	S: There's nothing we can do. <b>This is a place of the damned</b> ...		After all, they are in a games-based version of Dante's vision of Hell.
5.27	S: ... and <b>we can't save everyone</b> ... but, John, the ground, it's littered with paper ... Pages, My God ...		<p><i>Career of Evil</i> (2015), by Robert Galbraith (aka J.K. Rowling)</p> <p>[Robin:] 'Brockbank might not be the killer, but we know he's a rapist. You could go to Alyssa and warn her she's living with---' / 'Forget it,' said Strike's voice harshly in her ear. 'For the last fucking time, Robin, <b>you can't save everyone!</b>'</p>
5.28	S: ... <b>these are discarded ideas and stories</b> ... <b>These are our</b> ...		Foreshadowing, of a most obvious kind.
5.29	J: Sherlock! On the other side of the lake, the gateway to Level 6 ...	Scene Rotation	<p>From: <i>Stranger Things</i></p> <p>As with the opening scene, our scene rotation at this point speaks to the opening credits of <i>Stranger Things</i>. See 5.3 for more details.</p>
5.30		The Chasm of Lies (Level 8)	<p>From: Dante's <i>Inferno</i></p> <p>It was inevitable that Sherlock's confrontation with Agnes should take place on Level 8 of the game. In Dante's <i>Inferno</i> the Eighth Circle of Hell is reserved for seducers and flatterers, for hypocrites and thieves, and for counterfeiters and falsifiers. No doubt, it also provides a home for those guilty of plagiarism and copyright infringement.</p>

5.31

Exterior: The Chasm of Lies (design)



From: Stonehenge and *Street Fighter II: The World Warrior* (1991, Capcom)

The set design for Sherlock and John's confrontation with Agnes and Mr Hush is inspired by the prehistoric monument, Stonehenge, and the last stage of the arcade game *Street Fighter II: The World Warrior*. The final battle in *Street Fighter II* takes place in an ancient temple in Bangkok, where players are confronted by the primary villain of the game: M. Bison. A would-be world dictator and megalomaniac, M. Bison's ultimate ambition is to control the world's governments through his covert crime syndicate, Shadaloo. He serves as the host of *Street Fighter II*'s fighting tournament and is the last opponent fought in the game.

Interestingly, the character was originally intended to be called Mike Bison (for the English language market), a parody of the real-life boxer Mike Tyson. However, the name was changed to M. Bison to avoid any legal complications.

The way in which the skulls are carved into the stones is inspired by the *Mount Rushmore National Memorial*, a massive sculpture completed in 1941 under the direction of Gutzon Borglum and his son Lincoln. Mount Rushmore is also the location of the climax of *North by Northwest* (1959, dir. Alfred Hitchcock)





5.32

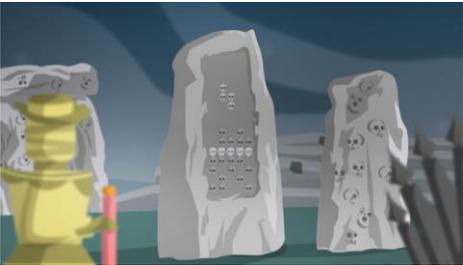
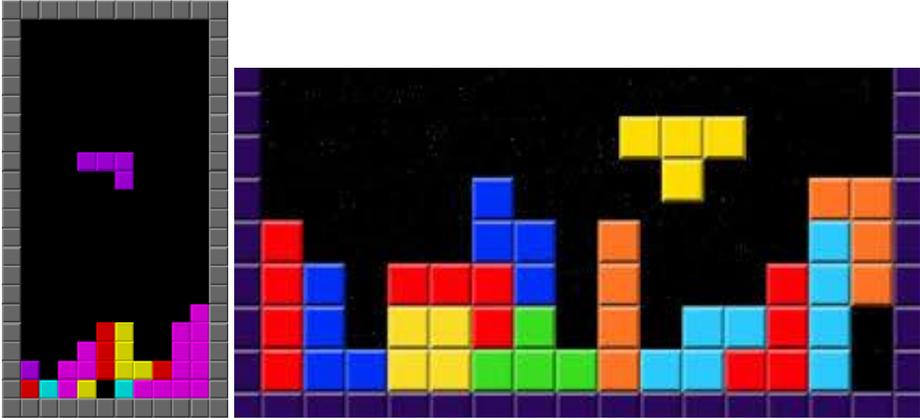
Gaming Stonehenge

From: *Sacrilege* (2012), by Jeremy Deller

The choice of Stonehenge as part of the backdrop to the confrontation with Agnes and Mr Hush was, in part, influenced by the fact that we wanted to introduce another gaming element to the scene. We were drawn to Stonehenge because of Jeremy Deller's work *Sacrilege* – a life-size, bouncy castle version of the prehistoric monument. In a similar fashion, some of the ancient dolmens become the site for a game within our Level 8 – a skull version of Tetris. See 5.33 for further details.



Deller's sculpture was created as a centrepiece for the 2012 Glasgow International Festival for Visual Art. Coincidentally, one of the co-creators of *The Game is On!* series also exhibited at the 2012 Glasgow International Festival, collaborating with three Glasgow-based artists to curate a programme of thematically linked exhibitions, installations and pop-up events including a series of presentations on parody and appropriation within legal and artistic domains. This work was commissioned by The Mutual ([www.themutual.org.uk](http://www.themutual.org.uk)) as part of *The Mutual Charter*.

<p>5.33</p>		<p>Skull Tetris (design)</p> 	<p>From: <i>Tetris</i> (1984)</p> <p>Two of the stones surrounding Sherlock and John’s confrontation with Agnes and Mr Hush feature a version of <i>Tetris</i> with tetrominoes made of skulls.</p> <p><i>Tetris</i> – one of the most popular video games in the world – was the first entertainment software to be exported from the Soviet Union to the US.</p> <p>In 2012, the copyright owners of the game brought suit against Xio Interactive, Inc. asserting that their game <i>Mino</i> copied the entire ‘look and feel’ of Tetris. Applying the idea-expression dichotomy principle, the US court found that the <i>Tetris</i> design, movement, playing field dimensions, display of ‘garbage lines’, appearance of ‘ghost’ pieces, colour changes and automatic fill-in of the game board at the end of the game (all of which were copied by Xio) were aesthetic choices in implementing the game, and therefore were protected by copyright. The court granted summary judgement in favour of the plaintiffs.</p> <p>The history of <i>Tetris</i> was recently told in graphic novel form by Box Brown.</p> 
<p>5.34</p>		<p>Skull Motif (design)</p>	<p>Apart from Skull Tetris, the decision to incorporate skulls throughout the scene – embedded into the dolmen and scattered around the ground – was influenced by San Bernardino alle Ossa, a Milanese church with an antechamber decorated with skulls and bones.</p>

THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED



5.35

Agnes's Chair (design)



From: *Game of Thrones* (2011-19)

Agnes's chair draws on the design for The Iron Throne from the TV adaptation of George R.R. Martin's epic *Game of Thrones* saga. In our version, however, the swords have been replaced with pens.



THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

5.36	S: <b>Agnes Peabody</b> , I presume? And you are?	Agnes Peabody (name)	<p>From: <i>The Murder of Sherlock Holmes</i>, the pilot episode of <i>Murder, She Wrote</i> (1984, dir. Corey Allen)</p> <p>As noted in 2.29, Agnes Peabody, a minor character in the pilot episode, is an aspiring writer, who accuses Jessica Fletcher (among others) of plagiarism. Here, however, the tables have turned. Agnes, who has chosen to inhabit her own version of Dante’s Eighth Circle of Hell, is a writer, plagiarist, thief and murderer all rolled into one. For details about Agnes’s design, see 2.30.</p>
5.37	A: This is <b>Mr Hush</b> . He doesn’t speak.	Mr Hush (name)	<p>From: Mr Shush (<i>Things To Do In Denver When You’re Dead</i>) and the supervillain Hush (<i>Batman</i>)</p> <p>The name Mr Hush is an amalgam of Mr Shush, a hitman played by Steve Buscemi in the 1995 film <i>Things To Do In Denver When You’re Dead</i> (dir. Gary Fleder), and the supervillain Hush (Tommy Elliot), created by Jeph Loeb and Jim Lee, who first appeared in the Batman comic book series in 2003 (Issue 609).</p>
5.38		<p>Mr Hush (design)</p> 	<p>From: Hush, Mr Shush and the actor Rondo Hatton</p> <p>In terms of design, Mr Hush also draws on both Hush and Mr Shush, as well as the cult movie icon Rondo Hatton.</p> <p>Hatton played The Hoxton Creeper in the 1944 Sherlock Holmes film, <i>The Pearl of Death</i> (dir. Roy William Neill). He also played a character called The Creeper in <i>House of Horrors</i> (1945, dir. Jean Yarbrough) and <i>The Brute Man</i> (1946, dir. Jean Yarbrough). From our perspective, Hatton – as The Creeper – provided an obvious point of reference for Mr Hush, a villain that can be found in, and travels through, shadows.</p> 

THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

			
<p>5.39</p>		<p>Mr Hush's Dagger (design)</p> 	<p>From: Carnwennan</p> <p>Carnwennan is the name of the dagger wielded by King Arthur of Camelot. Among its other properties, the dagger was said to shroud Arthur in a darkness that allowed him to attack his enemies without their knowledge. We thought this provided the perfect inspiration for Mr Hush's dagger, given his metahuman ability to travel through shadows. See further 5.43.</p> <p>Below, are two illustrated versions of Carnwennan.</p> 
<p>5.40</p>	<p>S: How convenient.</p>		
<p>5.41</p>	<p>A: Shhh, easy Mr. Hush. The great Sherlock Holmes is our special guest, and obviously he's worked out part of the story.</p>		

THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

5.42	S: You killed Mary ...		The solution to the mystery of episode 2 is finally revealed.
5.43	A: Well I can't take all the credit. Mr Hush is one of <i>my</i> finest creations. An assassin who travels through shadows, and a master of disguise ... he's an everyman, your next-door neighbour, the postman on the street ...		<p>As we learned in episode 2, Agnes Peabody was first conceived by Mary Westmacott as a 'writer turned detective,' a character clearly influenced by Jessica Fletcher from <i>Murder She Wrote</i> (see 2.29). Agnes willed herself into being (see 2.47), and, in turn, wrote the character of Mr Hush into existence, her faithful, deadly right-hand man.</p> <p>Mr Hush is more than just an assassin, however. He is a metahuman, capable of umbrageous teleportation; that is, he can travel from one place to another through shadows. It was Hush who murdered Mary, appearing in her study through the shadows in the corner and so bypassing all locked windows and doors. Take a look around. Is Mr Hush lurking in the shadows of your room?</p> <p>Mr Hush is also a master of disguise: he plays the postman that delivers what appears to be Mary's letter to Sherlock at the start of episode 2, as well as the cat in the Hollywoodland office in episode 1.</p>
5.44	J: But why?		
5.45	S: Isn't it obvious John? This is about stories, about stories never told, stories that might be.		
5.46	A: Bravo Mr Holmes. Always <b>the big Brain!</b> No wonder Mary chose you, and not me, or Sam, or any of the others.	<p>The Brain</p> 	In episode 2, Mary considers a line-up of six plausible character-types frequently used in detective fiction. One of these is 'the brain,' the archetypal version of which is, of course, Sherlock Holmes. See 2.37.
5.47	S: So, you stole her script and took over the narrative.		Another 'grand reveal'.

THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

5.48	A: And why shouldn't I? I'm an author after all. But to <i>her</i> , I was just an afterthought, a half-baked idea for a character. I wanted more, so I took it. <b>And fair is fair.</b> I wrote myself into the world, and into your story ... If you think carefully, you'll find traces of me everywhere. And what was the alternative? Remain a shadow of an idea on a scrap piece of paper? Agnes Peabody is more than that. I have a voice, I've got stories to tell, and yours ends here Mr Holmes. It's time to leave you on the cutting room floor. Mr Hush, if you please.		By far, this is the longest piece of 'original' dialogue in the entire series of <i>The Game Is On!</i> , but even here we draw loosely on various themes and points of reference that feature in earlier episodes, as well as familiar and well-worn literary and cinematic tropes. And of course, Agnes repeats the message she instructed Mr Hush to leave at the scene of Mary's murder: 'Fair is fair'.  See also 5.36 and 5.43.
5.49	S: 'Not quite.'		
5.50	A: 'What's that?'		
5.51	S: Sherlock takes a page from his pocket, and starts to read. Agnes and Hush are rooted to the spot. 'What is that?' she asks again, glaring murder from her furious eyes. 'An ending,' says Sherlock. 'You think you've taken control of this story, but other endings still exist. I found this on Level 5, among the other discarded scripts that your centaurs are destroying.'		Sherlock takes on the mantle of the narrator. But is he the unreliable narrator referred to in the title of the film?
5.52	S: You may think you're the villain of the piece, but you're still just a two-bit player from Episode 2, with a		A harsh and somewhat egocentric assessment on Sherlock's part. Agnes is, undoubtedly, the villain of the piece.

**THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED**

	walk on part in Episode 5.		
5.53	S: You forget that I too am an author. This is my story, and I'm taking back control. 'You can't do this,' she cried.		<p>In the original canon Holmes authored a number of books.</p> <p>These included: <i>The Book of Life</i> (referred to in <i>A Study in Scarlet</i>), <i>Upon the Distinction Between the Ashes of Various Tobaccos</i> (referred to in <i>The Sign of Four</i>), a <i>Monograph upon the Polyphonic Motets of Lassus</i> (referred to in <i>The Adventure of the Bruce-Partington Plans</i>), a <i>Monograph upon all forms of secret writings</i> (referred to in <i>The Adventure of the Dancing Men</i>), a <i>Study of Tattoo Marks</i> (referred to in <i>The Adventure of the Red-Headed League</i>), and a <i>Practical Handbook of Bee Culture, with some Observations upon the Segregation of the Queen</i> (referred to in <i>His Last Bow</i>).</p> <p>In addition, Holmes (rather than Watson) wrote accounts of two of his own adventures: <i>The Adventure of the Blanched Soldier</i>, and <i>The Adventure of the Lion's Mane</i>.</p>
5.54	S: Cut to black.		
5.55	S: Sherlock and John find themselves in a long corridor. At the end, in an alcove, sits a boy ...	<p>Interior: The Boy</p> 	<p>From: <i>Pinocchio</i> (1940, dir. Norman Ferguson, T. Hee, Wilfred Jackson, Jack Kineey, Hamilton Luske, Bill Roberts and Ben Sherpsteen)</p> <p>The boy's pose mimics that of Pinocchio – as a stringed puppet – in the Disney film. For details about the design of 'the boy', see 1.15.</p> 
5.56	J: Sherlock. The boy. We've found him.		
5.57	S: End.		

## BIBLIOGRAPHY

- Brown, Box, TETRIS: the games people play (2016)
- Carroll, Lewis, Alice's Adventures in Wonderland (1865)
- Collodi, Carlo, The Adventures of Pinocchio (1883)
- Conan Doyle, Arthur, A Study in Scarlet (1888)
- Conan Doyle, Arthur, His Last Bow (1917)
- Conan Doyle, Arthur, The Adventure of the Blanched Soldier (1926)
- Conan Doyle, Arthur, The Adventure of the Bruce-Partington Plans (1908)
- Conan Doyle, Arthur, The Adventure of the Dancing Men (1903)
- Conan Doyle, Arthur, The Adventure of the Lion's Mane (1926)
- Conan Doyle, Arthur, The Adventure of the Red-Headed League (1891)
- Conan Doyle, Arthur, The Sign of Four (1890)
- Dante, The Divine Comedy (1308-1321)
- de Saint-Exupéry, Antoine, The Little Prince (1943)
- Galbraith, Robert (aka J.K. Rowling), Career of Evil (2015)
- Longfellow, Henry Wadsworth, Divine Comedy (1867)
- Mignacco, Luigi (writer), and Corrado Roi (artist) and Angelo Stano (cover), Dylan Dog (comic), Issue 249: I ricordi sepolti (2007)
- Willingham, Bill, Fables (comic), Issue 1 (2002)

## MUSIC CREDITS

Stein, Michael and Kyle Dixon, 'Stranger Things' from the Stranger Things soundtrack, 2016

## IMAGE CREDITS

Alphabet Wall with lightbulbs, from Stranger Things (2016), available:  
[www.pinterest.co.uk/pin/89720217556398322/](http://www.pinterest.co.uk/pin/89720217556398322/)

Carnwennan (Dagger), Image 1, available: [http://warehouse-13-artifact-database.wikia.com/wiki/King\\_Arthur%27s\\_Dagger,\\_Carnwennan](http://warehouse-13-artifact-database.wikia.com/wiki/King_Arthur%27s_Dagger,_Carnwennan)

Carnwennan (Dagger), Image 2, available: <http://narutofanon.wikia.com/wiki/Carnwennan>

Detail from Adventure (1976), available: [www.dwrl.utexas.edu/2016/03/11/why-historicizing-games-matters/](http://www.dwrl.utexas.edu/2016/03/11/why-historicizing-games-matters/)

Detail from San Bernardino alle Ossa, Milan (2016), photograph by Ronan Deazley

## THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED

Godfried Schalcken , A lady admiring an earring by candlelight, available: [www.artnet.com/artists/godfried-schalcken/a-lady-admiring-an-earring-by-candlelight-hetv908N1eoT1JH4SSqv6w2](http://www.artnet.com/artists/godfried-schalcken/a-lady-admiring-an-earring-by-candlelight-hetv908N1eoT1JH4SSqv6w2)

Gustave Doré, Centaurs patrolling the violent against others, from Dante's Inferno (first published: 1861), available: [www.art.com/products/p12061422-sa-i1505678/gustave-dore-centaurs-illustration-from-the-divine-comedy-by-dante-alighieri-paris-published-1885.htm](http://www.art.com/products/p12061422-sa-i1505678/gustave-dore-centaurs-illustration-from-the-divine-comedy-by-dante-alighieri-paris-published-1885.htm)

Gustave Doré, Virgil addressing the centaurs, from Dante's Inferno (first published: 1861), available: [www.wikiart.org/en/gustave-dore/the-centaurs-nessus](http://www.wikiart.org/en/gustave-dore/the-centaurs-nessus)

Hush, the supervillain from Batman, available: [https://comicvine.gamespot.com/hush/4005-9588/images/](https://comicvine.gamespot.com/hush/4005-9588/images/hush/4005-9588/images/)

Illustration of a hat, or perhaps a snake digesting an elephant, from The Little Prince by de Saint-Exupéry, available: <https://rhapsodyinbooks.wordpress.com/2014/11/23/review-of-philosophy-an-illustrated-history-of-thought-by-tom-jackson/little-prince-snake-hat/>

Image of a Gold Coin from the Super Mario Kart franchise, available: <http://mariokart.wikia.com/wiki/Coin>

Illustration of Dante's Circles of Hell, available: [www.pinterest.co.uk/pin/5348093278006172/](http://www.pinterest.co.uk/pin/5348093278006172/)

Image of the 'Gates to Arkham Asylum', available: <https://lxamonique.com/tag/arkham/>

Insert Coin to Play logo, available: [www.redbubble.com/people/drtees/works/21338706-insert-coin?p=sticker](http://www.redbubble.com/people/drtees/works/21338706-insert-coin?p=sticker)

Jeremy Deller, Sacrilege (2012), available: [www.jeremydeller.org/Sacrilege/Sacrilege\\_Video.php](http://www.jeremydeller.org/Sacrilege/Sacrilege_Video.php)

La Carte de l'Enfer [The Map of Hell] (1480-1490), Sandro Boticelli (1445-1510), available: [commons.wikimedia.org/wiki/File:Sandro\\_Botticelli\\_-\\_La\\_Carte\\_de\\_l%27Enfer.jpg](http://commons.wikimedia.org/wiki/File:Sandro_Botticelli_-_La_Carte_de_l%27Enfer.jpg)

Mr Shush (Steve Buscemi) from Things To Do In Denver When You're Dead (dir. Gary Fleder), available: [www.pinterest.co.uk/pin/371547037987392439/](http://www.pinterest.co.uk/pin/371547037987392439/)

Nintendo Arcade Game, screen design and font, available: [www.pond5.com/stock-footage/22782541/press-start-and-insert-coin-old-arcade-video-game.html](http://www.pond5.com/stock-footage/22782541/press-start-and-insert-coin-old-arcade-video-game.html)

Number Five bulb, available: [www.tindie.com/products/Hius/in-18-in18-nixie-tube-set-of-6-pcs/](http://www.tindie.com/products/Hius/in-18-in18-nixie-tube-set-of-6-pcs/)

One Player/Two Player buttons, available: [www.123rf.com/photo\\_84256571\\_select-one-player-or-two-players-button-detail-of-an-old-arcade-video-game-control.html](http://www.123rf.com/photo_84256571_select-one-player-or-two-players-button-detail-of-an-old-arcade-video-game-control.html)

Peter Paul Rubens, Night scene (1616-17), available: [www.wikiart.org/en/peter-paul-rubens/night-scene-1617](http://www.wikiart.org/en/peter-paul-rubens/night-scene-1617)

Red lightbulb with filament visible, from Shutter Island (2010), available: <https://film-grab.com/2012/07/07/shutter-island/#jp-carousel-9280>

Rondo Hatton as The Creeper, available: [www.louisvillehalloween.com/meet-the-creeper-who-is-rondo-hatton/](http://www.louisvillehalloween.com/meet-the-creeper-who-is-rondo-hatton/)

Stonehenge, available: [www.discoveringbritain.org/activities/south-west-england/aerial/britain-from-the-air-stonehenge.html](http://www.discoveringbritain.org/activities/south-west-england/aerial/britain-from-the-air-stonehenge.html)

Street Fighter Alpha Two Arcade Game, coin slots, available: [www.fightersgeneration.com/games/sfa2.html](http://www.fightersgeneration.com/games/sfa2.html)

Street Fighter II Arcade Game, console, available: [https://strategywiki.org/wiki/Street\\_Fighter\\_II/Walkthrough](https://strategywiki.org/wiki/Street_Fighter_II/Walkthrough)

## **THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED**

Street Fighter II, Image 1, available: [www.youtube.com/watch?v=6OlenbCC4WI](http://www.youtube.com/watch?v=6OlenbCC4WI)

Street Fighter II, Image 2, available: <https://www.reddit.com/r/StreetFighter/>

Super Mario Bros. Box Art (US) for the NES, available: [https://en.wikipedia.org/wiki/Super\\_Mario\\_Bros.](https://en.wikipedia.org/wiki/Super_Mario_Bros.)

'The Dark Trees', from Game of Thrones, available: [www.telegraph.co.uk/news/2017/10/11/game-thrones-road-northern-ireland-closed-traffic-amid-fears/](http://www.telegraph.co.uk/news/2017/10/11/game-thrones-road-northern-ireland-closed-traffic-amid-fears/)

'The Iron Throne', from Game of Thrones, available: [http://gameofthrones.wikia.com/wiki/Iron\\_Throne](http://gameofthrones.wikia.com/wiki/Iron_Throne)

## **FILM and TV CREDITS**

Assassin's Creed (2016, dir. Justin Kurzel)

Game of Thrones (2011-2019)

Miller's Crossing (1990, Joel and Ethan Coen)

Montauk (2011, dir. Charlie Kessler)

Murder, She Wrote: The Murder of Sherlock Holmes (pilot episode) (1984, dir. Corey Allen)

North by Northwest (1959, dir. Alfred Hitchcock)

Pinocchio (1940, dir. Norman Ferguson, T. Hee, Wilfred Jackson, Jack Kineey, Hamilton Luske, Bill Roberts and Ben Sherpsteen)

Shutter Island (2010, dir. Martin Scorsese)

Stranger Things (2016-)

The Game is On! The Adventure of the Forger's Apprentice (2017, dir. Ronan Deazley and Bartolomeo Meletti)

The Game is On! The Adventure of the Girl with the Light Blue Hair (2015, dir. Ronan Deazley and Bartolomeo Meletti)

The Game is On! The Adventure of the Missing Note (2018, dir. Ronan Deazley and Bartolomeo Meletti)

The Game is On! The Adventure of the Six Detectives (2016, dir. Ronan Deazley and Bartolomeo Meletti)

The Wizard of Oz (1939, dir. Victor Fleming and George Cukor)

The X-Files (1993-)

Things To Do In Denver When You're Dead (1995, dir. Gary Fleder)

## **VIDEO GAMES**

Adventure (1976, William Crowther)

Assassin's Creed (2007, Ubisoft)

Street Fighter Alpha II (1996, Capcom) (arcade version)

Street Fighter II: The World Warrior (1991, Capcom)

Street Fighter II (1992, Capcom) (SNES version)

Super Mario Bros. (1985, Nintendo)

## **THE GAME IS ON!: THE UNRELIABLE NARRATOR – ANNOTATED**

Super Mario Kart (1992, Nintendo)

Tetris (1984, Alexey Pajitnov)