**Dialogue lines for the partner in crime:**

**As the player is sitting down, before starting to fiddle with the slot machine:**

                        “Push this… Cut that… *humming.* Alright, that should give you 5 minutes.”

“ Nod when you’re ready to start.”

            “Ok. *Sigh*. Remember, we’re splitting the profit here.”

*START THE TIMER NOW*

**1.**       **As the player begins to open the slot machine**

            “Let’s start. You didn’t forget your screwdriver, did you?”

**If the player picks the wrong tool**

                      “Dude. DUDE. A screwdriver. It’s not hard.”

**2.**       **As the player begins to use the screwdriver**

“Rockin’. I think the first thing you should come across is a set of wires, dead center. You see ‘em?”

**As the player signals yes**

“Good. I’ve got the machine’s interior design in front of me. You see a fuschia wire? Cut it.”

**As the player signals no**

“I don’t know what else to tell you except that you need to get your eyes checked. I’ll be waiting for when you’re ready to continue.”

**3.**       **As the player cuts the wire­­**

“Okay. The box should be unlocked now. Nab what’s inside..”

**If the player cuts the wrong wire**

“*Deep sigh.* That’s *not* fuschia. We’re moving on.”

**4.**       **After the player retrieves contents of box**

“I know you’ve got some good loot, but you might as well go all the way. That goes for me, too. Try pulling the top drawer.”

**5.**       **After the player pulls the top drawer**

“Great. Do you see crisscrossed wires? If you line ‘em up straight, the bottom drawer should unlock.”

**If the player arranges the wires wrong**

“Uh, I’m getting big red flashes over here. Did you really line them up straight?”

**6.**       **After the player lines up the wires**

“We’ll get back to the top later. Pull out the bottom drawer for now.”

**7.**       **After the player pulls out the bottom drawer**

“Do you see buttons? You should see a bunch of buttons. Push the emerald green button.”

**If the player presses wrong button**

“Emerald green is NOT the same as forest green. *Sigh.*”

**8.**       **After the player pushes the emerald button**

“Good, good. If I’m not mistaken, a new drawer will appear in the middle.”

“There might be some wires you’ll have to hack through. Make sure you *don’t* cut the sky blue and the golden yellow wires.”

**If the player cuts the wrong wires**

“Ah, forget it. We’d be wasting too much time to fix up *your* mistake.”

**9.**       **After the player cuts remaining wires**

“I think you’ll like what you find. *Hehehe*. *Ahem.* Let’s go back to the bottom and pull out another drawer.” (If we want the rubber duckie to be inside the machine I think here would be a good place to find it.)

**9.**       **As the player pulls out the second bottom drawer**

“Hmm… this diagram’s a little confusing. Try, uh, pushing the buttons that light up. Push them in order.”

**If the player messed up the order**

“Um, I don’t think that went so well. Why don’t we try the final drawer near the top instead?”

**10.**       **After the player presses the buttons in order**

**“**Awesome, that’s gonna give us a nice haul. The last loot you’ll stumble upon should be in near the first top drawer.”

**11.**       **After the player opens the second top drawer**

“Oh. Oh boy, this might be tough. Stay with me here. You’ll want to pay attention to the flashing buttons and cut the wires of the corresponding colors. In the order they flash.”

**If the player messes up the order**

“I guess that one was a longshot. I do wish you would listen better.”

**12.**       **After the player completes the last puzzle**

“We…You did it! Oh, gee wiz, I didn’t think you could pull that one off.”

“We have time left. Maybe try your hand at *legally* earning what you need.”

**13.**       **If the player runs out of time**

“You might want to think about lea-……….. \*radio static\*”

**Proposed puzzle order**: Cut middle wire -> pull top drawer -> rewire connections (rearrange wires) -> pull bottom drawer -> press buttons -> Cut remaining middle wires -> press flashing buttons -> cut wires while buttons flash

IF WE HAVE MORE PUZZLE IDEAS/NEED MORE SPACE TO FILL, I’M OPEN TO WRITING MORE. SAME GOES FOR IF WE NEED TO CUT SOME CONTENT.

**When the player pulls the lever before the puzzles are complete (pick one at random)**

“I hate to interrupt your fun, but I thought I was supposed to be helping you dissemble the slot machine?”

“What are the chances you’ll win? Personally, I think it’s small.”

“Should I shut up? I should, shouldn’t I?

“Ohh, I like the sound. I kinda don’t want to help you tear it apart anymore…”

“I’d appreciate it if you save the playing for after we’re done, thanks.”

**Note on actually playing the slot machine:** I think we should have the player be able to pull the lever whenever they please, regardless of where they are in the puzzle-solving.

FEEL FREE TO AD-LIB FOR WHEN WE VOICE ACT! AIM TO MAKE IT SOUND AS REALISTIC AND BELIEVABLE AS POSSIBLE. (basically we can cater the speech dialogue to the voice we are portraying)