# The first level: Introduction to Q: TBD story and setting

# Intro sequences to the start of Q: TBD

## First level character dialog

The character dialog, for all of those in the first level will be as follows; of the order in which the player will encounter said dialog entity:

### PIBot

When PIBot jumps up to standing for the first time: “Greetings unknown person! I think I must have been falling asleep here, waiting for someone like you to walk down the road and notice me. I am PIBot, that is; Personal Intelligence Robot, I say falling asleep, but I don’t mean really, I am a robot after all, but I can imitate sleep, I must have done so, while I was being bored, waiting. Guess I must have been left here after the war of 21’, ah well. As such, I have something of the upmost importance to tell you, but first; what is your name? Do tell me.”

After the player gives PIBot the default name (Unknown), in some manor: “Right…so you won’t give me your name then? I’ll just have to know you as ‘Unknown’, then, hmm, the unknown person; not too interesting…”

After the player gives PIBot a name that is not the default name of ‘Unknown’: “Ah! So that is your name eh? That is very interesting! What a kind person you must be. I will record this name of yours, in my primary storage banks.”

After PIBot has finished their intro sequence: “Ok then, I’ll follow you! Let’s go down the road a bit, as I have something to tell you, don’t want anyone sneaking up on us you see, so down the road a bit, then I’ll tell you.”

If the player moves down the path far enough, PIBot’s intro gets interrupted, so they shout this at the player: “Hey! Wait up there! W-w-what is your name? I do have something important to tell you, wait up!”

After the player has gone far enough down the current canyon path: “Ok, that’s far enough, what I need to tell you is of the upmost importance, it is tha-”

In response to the CombatAdmin’s introduction: “Good to know, other robot that appeared out of nowhere.”

PIBot’s emphasis on their important message: “Regardless, I must tell you what I know, or we could be in trouble, what I need to tell you, is tha-"

PIBot’s emphasis on the important message, after the player interrupts the CombatAdmin’s intro: “Please stop wondering off, I don’t think you know where you are going, I can help you with what I kno-”

If the CombatAdmin’s intro gets interrupted “Wait! Don’t go wandering off friend!”

If the player wonders off even further and the tutorial NPC has appeared: “Come back friend! Wait, who are you?”

When PIBot is telling the player they will now keep out of Sacramento’s way: “I will move over here for the time being, I do not want to aggravate this person whom appeared out of nowhere”

In response to Sacramento saying “Ah, one of those old PIBot type robots hmm? Tell me then robot, where are you and your friend heading to?”: \*Teleports back near the player\* “I will stop hiding for the moment then, I am still trying to recall my intended destination, to show this person something important”

In response to Sacramento saying “Ahh…what is so very important there then?”: “I know that it is important, this is hard locked into my storage banks, but I am not sure what this important entity is…”

### CombatAdmin

After the player has gone far enough, PIBot is about to tell the player something, but then: “Greetings team that requires my help and assistance! I am the CombatAdmin. I administrate combat, as well as a few other tasks, in addition to combat administrating.”

If the player goes far enough, so that the CombatAdmin, interrupts their intro to call out to the player: “Where are you going, unknown entity? Do not run off!”

Should the player have wondered off even further and after PIBot has said their line: “I will execute Combat administration immediately, beginning now.”

### Sacramento

First line of their introduction, upon gaining line of sight with the player for the first time: “Ah, there you are, I am the one, the only, Sacramento! Awhaw, tell me, where are you off to then?”

If the player answers the first question Sacramento asks them with “Nowhere in particular”: “Good…then you won’t mind staying here now, will you?”

If the player answers the first question Sacramento asks them with “I am waiting for this robot to tell me”: “Ah, one of those old PIBot type robots hmm? Tell me then robot, where are you and your friend heading to?”

In response to PIBot saying “I will stop hiding for the moment then, I am still trying to recall my intended destination, to show this person something important”: “Ahh…what is so very important there then?”

In response to PIBot saying “I know that it is important, this is hard locked into my storage banks, but I am not sure what this important entity is…”: “If it is so very important, then I will back you up, if that is ok with your companion, robot.”

If the player answers the first question Sacramento asks them with “I do not know”: “Ohhh…I know where you can go….”

If the player does not mind staying put, Sacramento tells them their plan: “Ah...I have a plan to inform you of then, you see, I have scouted out what is up ahead, I have seen a bunch of military grunts there, I will assist you with them, by using this ground to ground missile I have here: \*Shows the missile to the player\* I just require a target location of your choosing, I also have a shotgun on me, to blast them with, let’s get started then.”

Which then prompts Sacramento to recall a certain snippet of info…“Wait up there, just here \*Points at the canyon sub-segment\* is where I left a certain item, I think we should collect that”

If the player does mind staying put, Sacramento vents their outrage towards the player, then engages them in combat: “How dare you! I was going to inform you of my plan! Sacre bleu! \*Draws shotgun\*”

Firing a shot whilst stationary: “Dodge this fiend!” or

“I have you now!”

Firing a shot while moving: “Stop trying to flee!” or

“You won’t get away!”

Reloading their shotgun whilst stationary: “Time for a reload…” or

“Wait a moment, then I have you…”

Reloading their shotgun while moving: “I will catch you!” or

“You won’t escape me!”

Upon defeating the player: “You did not stand a chance…” or “Why didn’t you listen…”

When being defeated by the player: “You’re in trouble now-ARGHRH!!” (Change to an appropriate death cry when recording) or “I did not deserve this-ARGHRH!!” (Change on recording too)