RPP -2 Dialogue Path Names

Audio/Dialogue/Scene01\_JessArentYouSick

Jess, aren’t you sick of looking at that thing yet? It looks exactly the same as the first day we got here.

Audio/Dialogue/Scene01\_ThinkingAboutHome

Just thinking about home.

Audio/Dialogue/Scene01\_ThatsNice

That’s nice. I’m only literally hanging by a string, but it’s cool. I can just keep spinning around in circles until I throw up. Or… you can take me over to that console.

Audio/Dialogue/Scene01\_OhRightBaby

That’s nice. I’m only literally hanging by a string, but it’s cool. I can just keep spinning around in circles until I throw up. Or… you can take me over to that console.

Audio/Dialogue/Scene01\_ItsNick

It’s Nick... and that was ONE TIME…

Audio/Dialogue/Scene01\_AlrightAlright

Alright, alright, let me get this thing turned around…

Audio/Dialogue/Scene01\_AndHereWeGo

And... here we go...

Audio/Dialogue/Scene01\_IsThisYourFirst

Is this your first time? [pause] It doesn’t seem like you’re ready.

Audio/Dialogue/Scene01\_ShutUp

Shut Up.

Audio/Dialogue/Scene01\_IDontWant

I don’t want to force you to do something you aren’t comfortable with.

Audio/Dialogue/Scene01\_NickIfYouSay

Nick, if you say one more word…

Audio/Dialogue/Scene01\_OkayIWouldnt

[laughs] Okay… I wouldn’t want you radio HR.

Audio/Dialogue/Scene01\_Finally

Finally! Now hook me up.

Assets/Resources/Audio/Dialogue/Scene01\_DoACircle

Thanks. Do a quick circle around the station and make sure we’re in good shape.

Assets/Resources/Audio/Dialogue/Scene01\_OhShit

Oh, shit…

Assets/Resources/Audio/Dialogue/Scene01\_WhatsThat

What’s that?

Assets/Resources/Audio/Dialogue/Scene01\_EmergencySim

Don’t you remember emergency simulation training? It’s the proximity alarm.

Assets/Resources/Audio/Dialogue/Scene01\_ThatsBad

I’m pretty sure that’s bad.

Assets/Resources/Audio/Dialogue/Scene01\_CaptainObvious

Thanks, Captain Obvious.

Assets/Resources/Audio/Dialogue/Scene01\_ProximityAlarm

Is that the proximity alarm?

Assets/Resources/Audio/Dialogue/Scene01\_Seriously

Seriously, I think we should get back into the station.

**Act II**

Assets/Resources/Audio/Dialogue/Scene02\_JessJess

Jess!...Jess!... can you hear me? If you can hear me please respond! Are you okay? Hello!

Assets/Resources/Audio/Dialogue/Scene02\_Ugh

Ugh…

Assets/Resources/Audio/Dialogue/Scene02\_ImFine

I’m fine. Are you okay?

Assets/Resources/Audio/Dialogue/Scene02\_SnapOut

Snap out of it!

Assets/Resources/Audio/Dialogue/Scene02\_NotExactly

Yeah…. well, not exactly

Assets/Resources/Audio/Dialogue/Scene02\_NotSure

I’m not sure where I am. I can’t stop spinning, and I can barely make out what’s left from the station.