**Dialogue for the Agent**

**Upon playing the game for the first time in the tutorial**:

Welcome operative 121717. I’m code name: THUNDERCAT, but you can call me Agent. We’ve selected you for this top secret operation because of your excellent driving background. As far as street racers go, there’s no comparison. Hell, you make   
Din Viesel look like a kid playing with matchbox cars on the living room floor on Christmas morning.

You’re going to be trying out an experimental weapon we’ve been developing for quite some time at The Agency. We call it TRIANGULUM. We need to know if this weapon is truly viable in the field. After all, you don’t enforce global hegemony with last year’s self-piloting drones and stealth bombers. All of that is old news. Needless to say, all of this is top secret. If you’re fond of your kneecaps, you won’t be talking to anyone about this.

Before we send you off in the field, we’re going to get you oriented with a little simulation. See that little Simul-Drone. That’s you. Drive around with the WASD keys.

**After opening door 1 of the tutorial:**

Great work, you can move around. Now, inside that little container we’ve got an aggressive little simulation that wants nothing more than to destroy your drone and feed on your simulation corpse. Let’s try out our weapon him, shall we? Press SPACEBAR to deploy a beacon. Deploy three beacons to activate the TRIANGULUM. Anything within the bounds of the weapon will be zapped with enough voltage to kill everything in the Atlantic Ocean. Go ahead, give it a shot.

**After opening door 2 of the tutorial:**

That’s the spirit. Again!

**After opening door 3 of the tutorial:**

Alright, now we’re in a special room. Our engineers have been working on some experimental upgrades to the weapon. We’re going to send enemies after you. Triangulate them, and over time, these upgrades will appear in the middle of the room. Drive over the powerups to activate them. I think you’ll like this…

**After opening door 4 of the tutorial:**

Alright we’ve got one last puzzle for you to make sure we aren’t sending some numbskull into the field. Triangulate the two trapped enemies.

**After opening door 5 of the tutorial:**

Alright, great work in the simulation. I’ll see you out in the field!

**Playing Level 1 for the first time:**

Hello again operative. We’re out here in the Middle of Nowhere, Utah. We used to test nukes here back in the ‘50’s but now we don’t use it for much. It’s secluded so we’ve selected it as the first test location for our weapon in the field. The armadillos here are mutated from the radiation. They’re quite ferocious and the radiation has made them grow significantly over time. If one of them hits your car, the force will probably be enough to put you out of commission.

Speaking of your car, we’ve got you hooked up with a ’76 Speedster sedan. Sure it might be a little rusty, but it’ll get the job done. Plus it only cost the agency a few hundred bucks so when you break it, who cares? Just don’t mess up the Triangulum, that’s a multi-billion dollar piece of equipment. We’ve mounted it to the bottom of your car and it should fry those suckers. We’ve got you enclosed in a laser fence, and our engineers will bring in Armadillos from the outside to see how much you, and the weapon, can take.

Enough talking. Go put those irradiated monsters out of their misery!

**Accessing the upgrades shop for the first time after the player’s first death**

Welcome to the Shop! Remember those upgrades we had you try out in the simulation. We’d like to attach them to the weapon for use in the field. Unfortunately, we used up most of our department’s budget making the weapon in the first place. So you’ll have to prove to some of the higher-ups that the weapon is viable for military use. For each enemy you zap, they’ll add more tax-payer-dollars to our department’s budget. See that Icon: (insert Tax payer dollar points icon) in the top right. That’s your Tax-Payer-Dollar-Points. As long as the government sees the weapon is viable, there’s no cap to how much money they’ll give us.

Sometimes you’ll hear nerds complain: “More than half of the government’s discretionary spending is on the military, woe is me!” or they’ll say “We’re the world superpower but we have a terribly underfunded education system.” I’ll tell you, people who say that are losers, and we here at the agency are winners. You don’t topple the Yugoslavian government by spending money on textbooks. We don’t have an upper limit when it comes to kicking ass.

Click on an upgrade to read its description and find out its cost. When you purchase the upgrade, our engineers will develop that ability. As you continue buying upgrades, you can continue up the progression tree.

**Playing Level 2 for the first time:**

Boy, you sure took care of those armadillos. PETA would have a fit. Anyway, the higher-ups have decided it’s time to move on to bigger and better things. We’ve moved up to the mountains where we’ve quarantined the yeti population. The public would freak out if they knew yetis were real. But then our experiments on yeti training couldn’t continue. The yetis up here are the ones who failed military training. They’re still bitter about it, so they might not be so happy to have you visiting. We’ve also got some penguins our scientists were messing with in the lab. They’re expendable.

And… you’re moving up in the world, we’re giving you a Ledorean 5000 from ’85. Get to it!

**Playing Level 3 for the first time:**

Alright, we’re really getting traction with this weapon inside the agency. Each enemy you take down will give us more Tax-Payer-Dollar-Points to work with than ever before. We’ve also decided to give you the latest and greatest vehicle. This car will handle much better than all the junk you’ve been using before and it runs off the electricity generated by the TRIANGULUM. Unfortunately the critters we’re sending you up against can still send that bad boy to the shop with one hit.

Let me brief you on the location before we send you into the fire. You’re inside an active volcano where we’ve been genetically modifying snakes to increase their fire resistance. We’ve also got some spiders… Yuchk. What’s grosser than a damn spider? Wait a second… what is that? That looks like a lava monster coming out of a hole in the rock. Huh…. Didn’t know those existed. Oh well, Good luck! Go make us some money!

**After beating wave 5 of Level 3:**

Alright, you’ve convinced the agency of the weapon’s usefulness. For now, keep upgrading the weapon, and we’ll think of a new location to further test the weapon. Good work Operative!