

## FINAL UPDATED BANK HEIST DIALOGUE + SCOPE CHANGES

### Scope changes implemented:

- Entire game limited to **only reception area**
  - **Removed all puzzles**, vault, keys, and extra rooms
  - Reduced **gameplay time to ~2-4 minutes**
  - Focus shifted to comedic dialogues and toy gun interaction only
  - **Added new earpiece guy lines** guiding player to increase clarity and humour
  - Ending simplified to **alarm trigger and indoor metal pole gag** for comedic loop closure
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### Updated Dialogue

**Bank Secretary:** \ "Oh wow... you really walked straight into that pole outside. Are you okay? Do you need any help? What brings you to the bank today? ...How much are you looking to withdraw?"

#### Dialogue options:

1. "Haha, no no... I'm actually here to withdraw... all the money."
  2. "Just... give me a glass of water. Or... some ice for my forehead."
  3. "Where... where am I? Is this heaven? ...Why does heaven look so boring?"
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#### If player chooses Option 1 (attempted robbery):

**Bank Secretary:** \ "Oh... you're trying to rob the bank? With that bump on your forehead? Should I call the police now, or wait until your brain cells regroup first?"

**Earpiece guy:** \ "Smooth move, Einstein. Have you considered threatening them with your medical bills instead? Look around and find something... less pathetic."

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#### OBJECT: Glass of Water

**Earpiece guy:** \ "Yeah, hydrate yourself, champ. We wouldn't want you fainting in the middle of your grand, idiotic heist."

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#### OBJECT: Toy Water Gun

**Earpiece guy:** \ "What is that?... A... water pistol? Are you planning to threaten them into surrendering or just annoy them into submission with a splash attack?"

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#### RETURN TO SECRETARY WITH TOY GUN

**Bank Secretary:** \ "...Is that a... water pistol? Seriously? Are you going to threaten me into... getting wet? Should I grab a towel or just surrender now?"

**Earpiece guy:** \ "Wow. Terrifying. I think she just pissed herself... from laughter."

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## **NEW EARPIECE GUY LINES – GUIDANCE AND NAVIGATION**

**When the player first wakes up:** – "Welcome back, Sleeping Beauty. Try looking around, maybe you'll remember what you're here to do."

**After picking up the water glass:** – "Good, you found water. Now try finding something that might actually help with, you know... the robbery part."

**If the player hesitates after picking up the toy gun:** – "What are you waiting for, an instruction manual? Point it at someone and try not to trip over your own shoelaces."

**If the player looks lost in the reception:** – "Reception desk. That's your target. Go on, superstar."

**When the alarm goes off:** – "Nice job, genius. Now RUN before they mop you off the floor."

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