**HAMM-3R texts**

**INTRO SCREEN**

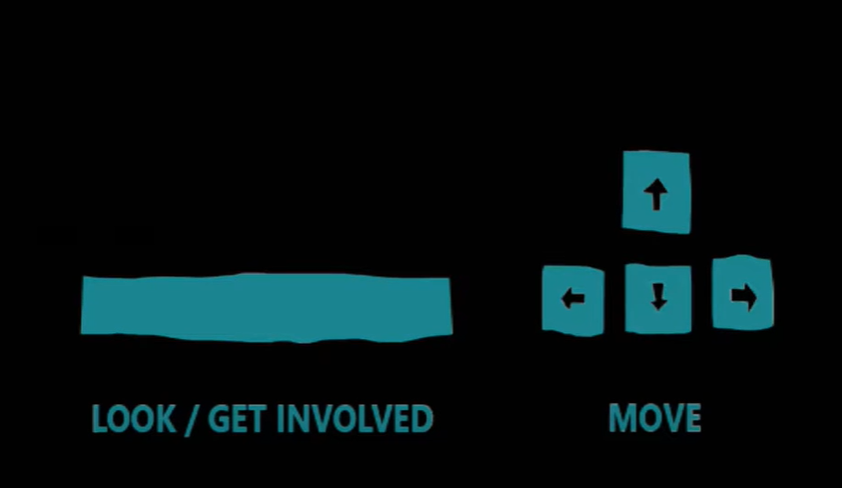
**HAMM-3R (2025)**

>> PRESS ANY BUTTON TO START <<

[ESC] TO PAUSE / INFO

**PAUSE SCREEN**

>> [ESC] TO GO BACK <<



(SPACE OR RETURN TO TAKE ACTION / SHOOT) (WASD OR DIRECTIONAL ARROWS TO MOVE)

**FIRST SCENE (the arrival of the HAMM-3R)**

MARTÍN [CONCENTRATED]: Easy now.

**>> PRESS [LEFT] TO DECELERATE THE CARGO SHIP <<**

(Follows the deceleration gauge mini-game. Depending from how hard we hit the station, there could be 3 – or possibly 4 – outcomes).

1 – SOFT DOCKING:

(small screen shake, clunky sounds effect)

TESS [SMILING/LOOKING AWAY]: Nice and smooth, Captain. I am impressed!

MARTÍN [SMILING]: Madame, ‘Smooth’ is my middle name.

3R: LuÍs. You actually have a middle name and that is LuÍs.

(then go to the NEXT bit of this section)

2 – MID DOCKING:

(mid screen shake, clunky bump effect)

TESS [CONCERNED]: Ouch!

Ever heard of deceleration procedures, cowboy?!

MARTÍN: [A BIT ANGRY] Oh, come on! That was not that bad of a docking!

3R: Not that bad for someone who is technically a primate, I suppose?

(then go to the NEXT bit of this section)

3 – HARD DOCKING:

(heavy screen shake, crash-like sound effect)

TESS [ANGRY]: FUCK! Are you trying to knock the station out of orbit?!

MARTÍN [CONCERNED]: I- So sorry, Tess!

Diós, I don’t know what happened there.

3R: Well, I guess that is what you get for **[activity]** while docking...

**[activity]** could be either

* [snacking on dried mushroom]
* [watching alien rom-coms]
* [clipping your nails]
* [texting your daughter]

(then go to the NEXT bit of this section)

4 – [OPTIONAL] CATASTROPHIC DOCKING:

(trigger an explosion, screen shakes, explosion sound)

TESS: [CONCERNED] Holy…

(screen fades to white, the writing game over appears with the two usual messages:   
**>> PRESS ANY BUTTON TO START <<**

**[ESC] TO PAUSE / INFO**

)

(then go to the NEXT bit of this section)

**NEXT BIT:**

MARTÍN [ANGRY]: Hey! What’s with the sass?

3R: It is not in my programming, if that is what you are asking.

[new message] Sass is more… More of a personal preference, I guess.

MARTÍN [NORMAL]: Cannot have personal preferences when you’re not a person, ass-splash.

TESS [NORMAL]: Sorry to interrupt the banter, fellas, but I have a station to run.

I will wire you the credits for this old tanker as usual. Anything else I can do for you?

MARTÍN [NORMAL]: Guess not, Tess. We are planning to haul in another big one in four weeks or so.

TESS [SMILING/LOOKING AWAY]: Roger that. Try and take care out there, the both of you!

Tess out! [ADD STATIC NOISE]

< pause of three or four seconds >

3R: That was cold.

MARTÍN [ANGRY]: Just shut your artificial mouth and push us out.

(the HAMM part of the ship pulls out and the camera pans on outer space)

MUSIC + TITLES

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Programming: **Ahmed A. Khalifa**

Art: **Irina Tomova** (3D modelling and textures) & **Daniele Giardini** (concept art and illustrations)

Made possible thanks to **MDIA** [logo] & the **Institute of Digital Games** [logo]

[to be completed once we have all names including Danielius and all the testers]

TITLE LOGO: HAMM-3R

**>> PRESS [SPACE] TO CONTINUE <<**

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**Second scene (Inside the HAMM - V.1)**

MARTÍN: [FROSTY/CONFUSED] Wh-Where… What?!

3R: Wakey wakey, Captain.

MARTÍN [FROSTY/NORMAL]: Has… Has it been a month already?

3R: Afraid not, boss. We just reached the new tanker.

MARTÍN: [FROSTY/CONFUSED] Then why did you unfreeze me? A-are we in trouble?

3R: Trouble: I am not sure.

This is more of a precaution, for which your help is necessary.

MARTÍN [FROSTY/NORMAL]: Mhhh…

3R: I will debrief you after we are done with post-awakening diagnostics.

For now, could you try and look all the way to the left?

**>> PRESS [LEFT] TO TURN TO THE LEFT <<** (Note to Ahmed: pressing the ‘A’ key is also a valid response to this prompt; all the other buttons will not have any effects)

MARTÍN: [FROSTY / NORMAL] Ouch.

3R: Wonderful. Let us try the right-hand side now?

**>> PRESS [RIGHT] TO TURN TO THE RIGHT <<** (Note to Ahmed: pressing the ‘D’ key is also a valid response to this prompt; the note stuck to the right-hand side of the cryo-pod should be fully visible now).

3R: Good enough.

Okay, you can try and step outside of the pod. Please be careful…

**>> PRESS [FORWARD] TO EXIT THE CRYO-POD <<** (Note to Ahmed: pressing the ‘W’ key is also a valid response to this prompt; the note stuck to the right-hand side of the cryo-pod should be fully visible now).

--

In the room, the player can examine the posters. **Posters** will have a variety of possible responses from MartÍn [FROSTY/NORMAL]: [posters]

* Well, this is a funny one!
* What’s there not to like about these posters?
* I like my decorative prints just I like my coffee: dark and loosely hanging from a metal wall. Yes.
* Works of beauty, the both of them.

**Trash/clothes on the ground:**

MARTÍN: [FROSTY/NORMAL] Yeah, well… Guess I’ll pick that up some other time.

**Fridge:**

MARTÍN [FROSTY/CONFUSED]: Eating is out of the question, I am still dizzy from ~~with~~ cryo-sleep.

(alternating with)

MARTÍN [FROSTY]: Not hungry: being brought back from the dead has a way of upsetting my stomach.

(and finally)

MARTÍN [FROSTY]: Hard pass.

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Once the player approaches the door out of the room, please have 3R say the following

3R: You seem disoriented, Captain. Trust me, it will soon pass.

Please make your way to the control room.

The player will then cross the corridor and arrive at the control room. When passing by the computer, Martin will automatically start the dialogue that introduces the player to the mission.

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MARTÍN [NORMAL]: Okay, **[problem]**

**[problem could be]**

* so, tell me what’s going down in tanker town, buddy.
* buddy, lay it on me. And keep in mind that I have a splitting headache.
* …\*BURP\*… What do you need my half-frozen ass for, 3R?

3R: Look, this might be nothing. Here’s the thing –

According to my sensors, the last tanker does not appear to be completely dead.

MARTIN [DOUBTFUL/QUESTIONING]: How could this be?

[CONCERNED] I mean, that lemon out there has been gathering cosmic rays and interstellar dust for more than twenty years!

[QUESTIONING] Presence of organics?

3R: None that I could detect from here. Still, we need to make sure it’s clean before we haul it in.

MARTIN [NORMAL]: And for that, this boy needs to personally walk inside that thing.

Well, fuck me. Gravity and pressure okay in there?

3R: I took the liberty to power~~ed~~ up and ready the tanker for your visit.

All door sensors are green.

(the in-game camera AUTOMATICALLY turns towards the DOOR which will be all green and welcoming, the players will need to walk there themselves)

**>> PRESS [SPACE] TO ACTIVATE THE DOOR TO THE CONNECTING CORRIDOR <<**

Once the player tries to open the door using [SPACE], 3R hails the captain back.

3R: Are you not forgetting something, Captain?

(the in-game camera AUTOMATICALLY turns towards the COMPUTER which will be all green and welcoming, the players will need to walk there themselves)

MARTIN [SMILING]: **[forgetting]**

**[forgetting]** can be

* [Smiling] Well, 3R, you are right!   
  [Smiling] Thank you very much for the warning and constant support throughout this mission.
* I agree that it would be wise to visit the toilet before going in.
* Is it my pants again?

3R: No, I mean… You see, I merely wanted to remind you to take the plasma gun with you.

(the camera will automatically pan to the gun cabinet that will open revealing the gun with a clicking sound and perhaps a positive – that is ascending – musical tone accompanying the appearance of the gun).

3R: It would not be advisable to go in unarmed.

**>> PRESS [SPACE] TO EQUIP THE RAY GUN <<**

Should the player try to use the door AGAIN before collecting the ray gun, 3R will refuse to let the player through with one of those two sentences (in the order proposed below).

1 – 3R: Captain, as we have already established, there is a chance you are not going to be alone in there.

Just take the gun.

2 – 3R: Yeah, no! Just so we are clear here: I am not going to let you through that door without a weapon.

Once the player picks up the gun, the door will automatically open and the third part of the game will start.

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THE FOLLOWING PART APPLIES AFTER EXPLODING AT LEAST ONCE.

**Second scene (Inside the HAMM - V.2)**

MARTÍN: [FROSTY/CONFUSED] **\*Rapid, shallow breathing\***

3R: I am afraid it is wake up time, boss.

MARTÍN [FROSTY/CONFUSED]: (only the second time) Wha–

what the double fuck was that?!

W-where am I?

MARTÍN [FROSTY/CONFUSED]: (from the third time onwards) Wh–

Why the hell does this keep happening?!

3R: I guess you had a nightmare, boss.

I heard one can have pretty upsetting dreams when emerging from cryo-sleep.

MARTÍN [FROSTY NORMAL]: I am not sure that was a dr–

3R: Please try to remain calm as I run some tests.

Could you help me out here and please turn your head all the way to the left?

**>> PRESS [LEFT] TO TURN TO THE LEFT <<** (Note to Ahmed: pressing the ‘A’ key is also a valid response to this prompt; all the other buttons will not have any effects)

3R: Not bad, not bad. And now to the right, please?

**>> PRESS [RIGHT] TO TURN TO THE RIGHT <<** (Note to Ahmed: pressing the ‘D’ key is also a valid response to this prompt; the note stuck to the right-hand side of the cryo-pod should be fully visible now).

3R: Well, according to my readings you are fit as a fiddle.

Please get out of that pod and meet me in the control room, I need to show you something.

Once the player gets to the computer in the control room, the gun cabinet will already be open and the gun is waiting inside. As soon as he passes by the computer, Martin will automatically start the dialogue below.

MARTÍN [NORMAL]: Let me guess: you detected electric activity in the big tanker we need to haul.

Oh, and you cannot exclude that some living creatures are still in it.

3R: Well, color me impressed, Captain!

MARTÍN [NORMAL]: Awesome, then let me grab my plasma gun and I’ll be on my way.

(Again, the gun cabinet will be already open in this phase of the game, and a ray gun will be inside)

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**Third scene (Inside the tanker)**

Inside the tanker there will be a few occasions for barks (we’ll decide the logics of this later) and scripted events. The final part of this scene is dedicated to meeting the computer in the last room of the tanker.

NOTE FOR AHMED: 3R will be unglitched until the HEALTHPACK. Use the glitched icon after collecting the HEALTHPACK.

**BARKS (not to use in the computer room in the tanker):**

**BARK 1:**

3R: You okay in there, Captain?

MARTÍN [NORMAL]: Doin’ just peachy, buddy.

3R: It was all a bit too quiet, that is why I was asking…

**BARK 2:**

3R: Does the inside of the tanker look unusual to you?

MARTÍN [NORMAL]: Nothing out of the ordinary, at least for now.

**BARK 3:**

3R: Ahem, Captain?

MARTÍN [NORMAL 2]: Yes, what is it?

3R: Nothing, never mind me. Sorry.

**BARK 4:**

MARTÍN [NORMAL]: 3R, can you see where I am?

3R: Now that life support is on I can barely see anything in there.

MARTÍN [ANGRY]: Mhhh…

**BARK 5:**

3R: Please keep your eyes peeled for anything unusual, Captain!

MARTÍN [ANGRY]: Hey, I know why I am here. Please stop behaving like a stupid machine!

3R: Ouchie…

**BARK 6:**

MARTÍN [CONCERNED]: I- I think…

Nah, I guess that was nothing.

3R: Feel free to buzz in anytime. I am listening.

**BARK 7:**

3R: Mhhh… I have a bad feeling about this, Captain.

MARTÍN [SMILING]: Feelings? You?!

3R: \*SIGHS\*

**BARK 8:**

MARTÍN [NORMAL]: So far it all seems pretty dead to me.

3R: I am not sure I heard that right. Could you repeat?

MARTÍN [NORMAL 2]: I said it’s all good for now.

3R: Copy that, Captain, thank you.

**BARK 9:**

3R: Want… Want to hear a joke?

MARTÍN [NORMAL]: Not now, 3R.

3R: So, one human and two artificial intelligences walk into a bar…

MARTÍN [ANGRY]: I said not now!

3R: \*SIGHS\*

**BARK 10:**

3R: About what you said earlier…

MARTÍN [NORMAL]: Yes?

3R: I- I guess it does not matter. Forget about it.

UPON PICKING UP THE HEALTHPACK, there will be two options (to be used randomly)

**HEALTHPACK PICKUP 1:**

3R: What was that sound, boss?

MARTÍN [NORMAL]: Hard to explain, buddy, do not worry about that.

3R: Oh. Okay, I guess.

**HEALTHPACK PICKUP 2:**

MARTÍN [NORMAL]: Well, looks like I just found something interesting.

A… A remedy of some kind.

3R: You are not going to eat expired pills that you just happened to find lying around, are you?

MARTÍN [NORMAL]: \*MUNCH MUNCH\* Of course not!

--

UPON ENTERING THE FINAL COMPUTER ROOM

MARTÍN [NORMAL]: All right, looks like this is it. Let’s see what’s going on in here.

TO PROCEED, THE CAPTAIN CAN NOW SHOOT THE COMPUTER OR EXAMINE THE COMPUTER

**SHOOT > (the computer will bleed)**

MARTÍN [HAPPY]: Huh?! That was weird.

Oh well, what is done is done.

3R: Well boss, that was quick.

MARTÍN [HAPPY]: I know, I know. Both good-looking AND efficient. What can I say…

3R: Right, yes.

Now please make your way back onboard the HAMM.

I need to depressurize our cargo before starting with the loading procedures.

MARTÍN [NORMAL]: On my way, buddy.

**EXAMINE >**

**>> PRESS [SPACE] TO EXAMINE THE COMPUTER <<**

MARTÍN [HAPPY]: Nobody is around anymore but…

Well, it looks like someone forgot to turn their weird computer off. This might explain the electrical signals you sensed.

3R: A computer, huh?!

MARTÍN [CONCERNED]: Yeah, and it seems to be running a– A sped-up simulation of some sorts? Wonder how long it’s been going...

3R: Funky! Anyway, decide what to do with it and make your way back onboard the HAMM.

I need to depressurize this bad boy before starting the loading procedures.

**>> PRESS [X] TO LET THE SIMULATION RUN   
OR PRESS [Y] TO TERMINATE IT <<**

(Terminating it shuts the screen off, neither choice matter functionally for the game)

--

On the way back to the ship, 3R will have, at a certain point, these two barks (played randomly):

**BARK 11 (EXTRA) >** 3R:Come on now!

**BARK 12 (EXTRA) >** 3R: Look, I understand you are not looking forward to more cryo-sleep…  
MARTÍN [ANGRY]: Yeah, yeah… Chill your artificial tits, I am almost there!

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**Upon returning to the HAMM, the gun will be lowered automatically and the interface will disappear. The following conversation will ensue:**

3R:Welcome back, Captain!

MARTÍN [NORMAL]: Thank you, and thank fuck that was nothing.

Guess you’ll take it from here, buddy?

3R:I sure will. See you in two weeks!

MARTÍN [NORMAL]: Goodnight…

(ending sequence where martin automatically walks down the corridor, the screen fades to black and a new version of the beginning song underscores the rolling of the end titles)

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**BAD ENDING (when shooting red stuff)**

Following some explosive / white-out effects inside the ship (very quick with screen-shake), the players will see a scene like that of the beginning (i.e. TESS’s space station) and a small glimmer of light of in the depth of space (which is the tanker’s explosion seen from a distance).

Tess will comment on that with her ANXIOUS face (the version of her portrait with an open mouth) with something like: Uh-oh…

The screen will then fade to black and begin rolling the ending sequence… WHICH WILL BE SOON INTERRUPTED BY A SCREECH OF A VINYL RECORD and with Martin waking up again in his pod, confused [see **>> Second scene (Inside the HAMM - V.2)**]