

CINEMATIC - EXT. BARRACKS - WINTER 1943, LATE AFTERNOON

NIKITINA (NPC, 20) has pulled ROSANOVA (PC, 22) away from the barracks to have a private conversation. Snow falls gently around them as they walk, with the sky turning dark. Their backs to the camp, they wrap themselves up in their thick coats trying to keep warm.

NEGATIVE CHOICES

ROSANOVA OPTION #1
(suspicious)
Why have you brought me all the way out here?

NIKITINA RESPONSE
#1

(glaring)
Don't play dumb. I know you're up to something.

POSITIVE CHOICES

ROSANOVA OPTION #2
(well-meaning)
What do you want to talk to me about? Is everything okay?

NIKITINA RESPONSE
#2

(bluntly)
Do you think nobody's noticed you sneaking off?

Nikitina stops and stands beside Rosanova, turning to speak directly to her.

NIKITINA (CONT.)

I saw you going off with SHEPTROVA and her team yesterday. You have no business with the 586th regiment, you're a *pilot*, for God's sake, not a soldier!

ROSANOVA OPTION #1

(defensive)

This have nothing to do with you. Besides why are you spying on me?

ROSANOVA OPTION #2

(nervously)

I-I know it looks bad, but it's important- I wouldn't be doing it otherwise!

NIKITINA RESPONSE

#1

(annoyed)
Spying on you? For the past three days you've disappeared for hours before collapsing into bed - still in uniform, by the way!

NIKITINA RESPONSE

#2

(raising an eyebrow)
I'd hope you weren't doing it for nothing. You'd be an even bigger fool than I thought.

Nikitina looks towards the camp, seeing a group of younger girls walk by laughing before turning back to Rosanova.

NIKITINA (CONT.)

Whatever you're doing needs to stop. The...other girls in the regiment look up to you, and if you keep sneaking around they're going to get the wrong idea. Or worse, the Commander might

find out - and those girls don't deserve to take the fall for your arrogance.

ROSANOVA OPTION #1
(scoffs)
Are you *threatening* me?

NIKITINA RESPONSE
#1
(irritated)
No! I'm just- *trying* to understand what you're doing.

If all three negative/positive choices are selected, an additional dialogue option is unlocked.

ROSANOVA OPTION #1
(angry)
What you're *trying* to do is intimidate me. You've hated me from the moment I stepped foot in camp!

ROSANOVA NEGATIVE UNLOCK OPTION
(smiling through teeth)
There's nothing for you to understand. If you know what's good for you, you'll back off.

NIKITINA RESPONSE
#1
(incredulous)
Hated you? You're so dramatic. You clearly don't want to tell me anything so don't come crying to me when you need my help.

NIKITINA NEGATIVE RESPONSE UNLOCK
(frustrated)
Fine! You want to get yourself into trouble? Be my guest! Just know that if you endanger me or this regiment, I'll be the first to say your name.

ROSANOVA OPTION #2
(earnest)
I can't, not yet! I'm on to something big, and if I can find proof then we can stop it.

NIKITINA RESPONSE
#2
(confused)
Proof? Something big- what are you talking about?

ROSANOVA OPTION #2
(worried)
I don't want to involve you, or anyone in this if I don't have to. You just have to trust me.

ROSANOVA POSITIVE UNLOCK OPTION
(softly)
I know we've gotten off on the wrong foot, but I hope you know that I take what you say very seriously. I promise to do the right thing.

NIKITINA RESPONSE
#2
(defeated)
I hope you know what you're doing. Anything you do reflects back on the rest of us. Remember that.

NIKITINA POSITIVE RESPONSE UNLOCK
(taken aback)
Oh-? Alright then...Just- whatever it is you're doing, be careful.

NEGATIVE CHOICES ENDING (3 or more negative options chosen):
Nikitina scowls at Rosanova before storming off, drawing the attention of some soldiers nearby as she moves past them.
Fade out.

Rosanova and Nikitina's relationship meter decreases.

OR

POSITIVE CHIOCES ENDING (3 or more positive options chosen):
Nikitina gives Rosanova a small nod before walking away, leaving her standing alone in the snow. Fade out.

Rosanova and Nikitina's relationship meter increases.

OR

If the player does not have 3 or more options on the positive or negative path, it will default to the ending that matches the path of the final choice in the scene.

Rosanova and Nikitina's relationship meter will change based on if the interaction ended positively or negatively.