# Revised Dialog

IMPORTANT CHANGES: Wife’s name is now Iliyana . Double down on the Russian undertones. Ivan briefly served in the military or was trained.

GOALS: Shorten some of the longer lines. Make some of the quest-related dialog reflect narrative. Make the goal of getting to the top of the lighthouse to fix the beacon EXPLICIT, so that the character knows that is the goal of the game or will be in a hypothetical full release.

NOTE TO KEATON: Ivan needs to be a bit more emotive. His lines are all delivered in a similar tone and rhythm. He is depressed I understand. However most “manly” men express their depression in very irritable ways. So I want to go with 3 specific tones. His reduce affect sad tones (monotone, depressed way of speaking), his emotive sad tones (Like he is holding back tears) when he is speaking about Iliana and experiencing grief and his grumpy/irritable side (Like he is trying to not scream and throw something across the room) when things go wrong or he talking about being removed from the island.

# Level 1 – Narrative Lines

**Enter** – **grumbling** *“A fuse must’ve blown… again. I need to get her lit again… The ships need her light.“*

**1st Trigger Zone** – “This place is a mess… if Iliyana was still around she would have made me clean it

**Narrative Object 1 Interact** (Son’s Letter) - “My son should understand… I can’t just leave, not like he did.”

**Narrative Object 1 Leave** – “I spent my life with her here… I can’t… I can’t just move on .”

**2nd Trigger Zone** - **“**The ships need to steer clear of these waters… I can’t let them down too.”

**Narrative Object 2 Interact** (Commander’s Letter) - “This is my home…” – *Needs to be delivered with a bit of anger*

**Narrative Object 2 Leave** – “They will have to drag me from this place… This is all I have left of my Iliyana …” – *Constrained anger in the first half, he calms down and ends the 2nd sentence on a more sober tone*

**3rd Trigger Zone** – “Burnt out again… I’ve got the spares… “

**Narrative Object 3 Interact** (Boat) - **Light chuckles** “Thar she is… the beauty. Me and Alex use to take this out to sea, before she got sick…” **deep breathe**

Narrative Object 3 Leave – None

## Level 1 – Objective Lines

These lines are played after Ivan completes an item on his checklist.

**Interact with DV Board** (First )- “Need to get this cover off if I want to see what’s going on here…”

**Repeated Interactions with DV when he can’t work on it more** – **inaudible grumbling**

**Find Wires** – Wires… Tangled, but still usable.

**Find Screwdriver** – Ah! There it is, where it belongs. Surprisingly…”

**Find Switch** – There it is… I knew I ordered a new one…

**On Completing the fix** *– “That’s some sloppy wiring, but it should get the job done.”*

**After DV board sparks and lights pop, boiler starts to shake** *– “Ahh! Damn!”*

**Reacting to the boiler shaking and making noise** *– “That’s… too hot to touch. I think the thermostat burnt out…”*

**Hearing the pipe burst** *–* ***grumbles “****Sound like that was from upstairs… damn it”*

**Walks Away from the area after the DV board blows again**: “I should head back… I don’t Have time for this. I’ll just have to climb in the dark.”

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# Level 2 – Narrative Lines

Technical Thing – To interact with the painting and the rocking horse, the player first needs to remove the steam. The clues for the code will be distributed throughout zone 1 and 2. Zone 3 will be locked behind the door. If Ivan tries to interact with a story object before the steam is cleared, he will complain he can’t see (Optional).

**Enter** – There’s steam everywhere, I can’t see a thing… Pipe must have burst

**1st Trigger Zone** – “Looks like the pipe burst… again”

**Narrative Object 1 Interact** (Painting) – Last time I was back home was for the funeral… I couldn’t look your brother in the eyes… I miss you Illy”

**Narrative Object 1 Leave** – none

**Narrative Object 2 Interact** (Son’s Letter) - “My son should understand… I can’t just leave, not like he did.”

**Narrative Object 2 Leave** – “I spent my life with her here… I can’t… I can’t just move on. What would I even do?”

**2nd Trigger Zone** (After Steam Jet) – Nicholai use to play here… *We made sooo many happy memeries Here. We watched you grow up here.*

**Narrative Object 3 Interact** (**Nikolai’s** Rocking Horse) – I brought this from the mainland for him. He would rock on it for hours and hours…

**Narrative Object 3 Leave** – I wish I could just go back to those days… We were so happy… we were all together.

**3rd Trigger Zone** – none

**Narrative Object 4 Interact** (Sturdy Ladder) – **light chuckle** “This old thing… It broke once, didn’t work when I tried to fix it the first time… Alex laughed at me when I fell flat on my arse… (This is a slightly bittersweet/happy tone, not negative)”

**Narrative Object 4 Leave** – “I had to fix it her way… thing hasn’t so much as creaked in the last 8 years… I wish she was still here… I miss that laugh…”

## Level 2 – Objective Lines

Interact with Burst Pipe/Steam Wall – “Damn it… It’s too hot.”

Leave Burst Pipe/steam wall – “I need to shut the valve if I want to get past. Where did I leave that wrench.”

Find Wrench – “Right where I left you… Last time I had to fix this…”

Fix Burst Pipe – “There… Shut. Should stop the steam”

Interacting with Door when you haven’t found the clue – I really… should know this code after all these years… Alex kept changing it, trying to find something easier to remember…”

Leaving Door when you haven’t found the clue – “Why do we even have a code for this door… we’re on an island! **Chuckles** who would boat all the way out. Stupid rules…”

Finding Clues on Painting – “Wait… 1892… the year of our wedding… Of course,”

Leaving the door when you have found the clue, but haven’t opened the door yet – “It’s on that photograph… What was it again? Let me check…”

Unlock Door – “There we go.”

HAVE THIS VOICELINE THAT PLAYS AT THE BEGINNING OF THE CREDDITS, or maybe fade the screen to black, play the line and then transition to credits. Whatever works: “Now let’s get the beacon lit shall we…”