# Revised Dialog

IMPORTANT CHANGES: Wife’s name is now Iliana. 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 Iliana 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 Iliana…” – *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.

These lines are already in the OG doc, will move them over later and clarify how they trigger in the new system later

**Interact with DV Board** (First )- “ye… burnt out. Where’d I put those spares…”

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

**Find Wires** – Wires… Tangled, but I’ll need them.

**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 and shit**  *– “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 it was from upstairs… damn it”*