**[pause as the TV shuts off, and room 2 is shown again]**

Player: (…Again with the temper tantrum, huh.)

Player: (Seriously, why’s he so pissed off at you?)

Player: (He and Dr Danger have fought against STOP field agents in the past, but that’s not your department.)

Player: (What right does he have to act all high and mighty towards *you?*)

Player: (…)

Player: (Right - *supervillain.* Big ego, no self-awareness. Don’t overthink it)

**[pause as walking sounds play and the protag enters corridor 3]**

Player: (...The dim corridor stretches before you, with no answers to offer.)

Player: (Yes, it’s darker here - but not in an unpleasant way. It’s warmer than the previous rooms, literally and figuratively.)

Player: (The wooden floorboards and the decorated wallpaper feel… welcoming. Nostalgic, even.)

Player: (If you viewed this hall alone, you’d assume it’d belong to a family household. Not to a scheming terrorist and her kooky sidekick.)

Player: (It’s been a very long... day? Hard to tell how much time has passed.)

Player: (The gentle heat tempts you to sit down on the floor. Or maybe lie down.)

[pause]

Player: (Um… Would Cautionne allow you to take a quick breather?)

**[animate camera movements to simulate the protagonist slowly crouching down to the floor]**

Player: (If he meant what he said about not harming a hair on your head, then maybe the smart thing to do would be to-)

Dr. Danger: Very tempting for a wooden floor, isn’t it?

Player: (Gah! A third time?!)

Dr. Danger: *Heated flooring.* My work has always been stressful, so I’ve always strived to maximize comfort wherever I could.

Dr. Danger: Of course, when your work is done, you can sleep here all you like. But before then, you’ve got dishes to clean, washes to run, bedrooms to vacuum…

Dr. Danger: …and of course, Cautionne to take care of.

Dr. Danger: He represents a unique challenge, I know. But you wouldn’t have gotten this far if you and I didn’t believe you could do it.

Dr. Danger: While I’m away on business, it’s important that you keep him on his daily routine. 7am to 9pm – regularity is key.

Dr. Danger: Remember that all his dietary habits, health regimens and study exercises are detailed in the files that we went over together.

Dr. Danger: I apologize if you’ll have to decrypt them again, but...

Cautionne and I have made a habit of hiding our tracks for good reason.

Dr. Danger: And when the day is over, feel free to play games, watch movies or read comics together.

Dr. Danger: If you need a suggestion, Cautionne told me that he loves the “Cantaloupe Mall” course on “Marco Kart”.

Dr. Danger: ...I might be pronouncing that wrong, but he’ll know what you mean.

Dr. Danger: So, take care. If things go smoothly, I’ll be back for him in a week.

Dr. Danger: And if things *don’t* go smoothly... Well, there are systems in place that will guide you on what to do.

Dr. Danger: That’s all for now. Goodbye.

Dr Danger: And thank you for taking care of my...

**[Dr. Danger pauses, and her expression changes – showing she’s holding something back]**

Dr Danger: Note to self, re-record instructions at earliest convenience. Try not to be so ominous, next time.

**[recording switches off]**

**[pause – return to the corridor 3 scene]**

Player: (That message wasn’t for you, and it wasn’t for one of Dr. Danger’s goons either.)

Player: (But a babysitter? *Really?)*

Player: (Who in the world would be qualified to babysit *him?*)

Player: (...)

Player: (No one, apparently.)

Player: (...C’mon. Just focus on the task at hand.)

**[pause, walking sounds play as the player goes to room 3]**