Lines

Tyche

-entering CPC =

Oh good, you’re here. It’s always nice to see you die in front of me. More…. personal.

It’s nice to have guests. The blood from the others was just about to dry out.

You would make a great decoration.

-player dies =

And so the frail one falls.

Splendid. Another corpse.

It seems you are dwindling.

-player kills an enemy =

Oh don’t worry. There are always more.

That’s alright. It seemed rather crowded in here anyways.

Isn’t it funny that you have to kill that which you made? Rather romantic really.

-enter room=

Another room, another way to die.

I can see you lose hope with every room you enter.

Do you still have hope?

Oh please mind the mess.

-unlock door=

A small hitch in my plan but no matter. You will still fall.

Do you really want to go in there?

You know doors stay closed for a reason.

-find a keycard =

Ever closer to face death aren’t we?

It seems you may have some hope…

That’s alright. You will die ether way.

-miscellaneous =

Forfeit all hope.

How is dying?

I assume you just like running around doing nothing.

Just give up. It will make this easier.

-boss spawns =

Don’t worry; I have a new friend for you.

Behold your demise.

Come and see your fate.

-boss dies =

Just another pawn. I have plenty more.

You only draw yourself closer to death.

Another will come.

-event starts=

Let’s play a game.

I am becoming bored.

I wonder how you will handle this.

Players

-turn start =

Ready.

Bravo responding.

Communication clear.

Standing by.

Ready to go.

-moving to a room =

Let’s see what’s in here.

Clearing room.

Moving forward.

Taking point.

- Spot enemy =

Contact.

I got another bot here.

Carful we have incoming.

- destroy enemy=

Another down.

It’s clear.

Let’s get a move on.

- miss enemy =

Damn it. Shot wide.

Shot failed to connect.

Stop moving damn you.

-scavenge success=

Found something.

Now here we go.

Let see if this is still good.

-scavenge fail =

Great junk.

Only got junk here.

Can anyone find anything?

Oh this is bull.

- take damage=

Taking fire.

Pinned down.

I’m hit.

I’m wounded here!

-player dies=

You have one down!

Shit fall back!

We need a medic!

-heal =

Patching up.

Feeling better.

Alright, ready to go.