Used item default answers

Inspect:

C1: Hey, let’s not waste any more time on that, I just wanna get out of here.

C2: I don’t think we can use it anymore…

C3: Seems like we did everything we could with this.

C4: Let’s not waddledy waddle here. What? What do you mean it’s not a real word?

Interact:

C1: Darling, snap out of it. We can’t use it, let’s just go back to the other stuff.

C2: I’m sorry… I don’t see how this can useful…

C3: I said it isn’t useful. Knock it off, punk.

C4: Oh mate, I can’t do anything with this beside use it as an air guitar.

Breaker box

* Unopened

Inspect :

C1: This is used to redirect electricity, no? Uh? It’s… stuck. I can’t open that.

C2: Dad never let me near those things… they’re dangerous…

C3: A breaker box. Hum… it’s stuck hard.

C4: Look at this! I’m sure there’s some juicy wires to play with behind that door.

Interact:

C1: It’s stuck I said. I can’t open that.

C2: Sorry, electricity scares me…

C3: Hum… \*grunt\* and there. It’s opened.

C4: Aaaand I can’t open it! Go figures!

* Opened

Inspect :

C1: It’s a big jumbling mess. I’m definitely not touching that!

C2: I remember the wires… I don’t want to touch these, please…

C3: It’s opened now, but I can’t make any sense of the wiring.

C4: WOW! This is lizardfolk-grade quality wiring! Damn bastards are good at science stuff!

Interact:

C1: And what exactly do you want me to do? Electrocute myself to death?

C2: I SAID NO!.. Ahem, sorry… please, let’s just try something else…

C3: I’m a goon, not an electrician.

C4: I’ll just shut down some of that sweet sweet juice! And here, it’s diddly done!

* Used

USED DEFAULT ANSWERS INSPECT/INTERACT

Lights

* Base state

Inspect :

C1: I’ll just try not to step on that lightbulb.

C2: They should have made a safer light, if they expected us to walk on the ceiling.

C3: Walking on the ceiling… this whole experiment feels like a badly scripted dream. They better not be experimenting on my boy too.

C4: Man I feel like in a James Bond movie!

Interact:

USED DEFAULT ANSWERS INTERACT

* Light off (Following breaker box interaction)

Inspect :

C1: Chips only shut down that light bulb? What a waste of time.

C2: Oh! The light is closed now!

C3: That was a big mess of wire to shut down a single lightbulb.

C4: Man, it only shut down that puny… wait a minute. That’s an awfully big socket for a bulb as big as Bonnie’s dignity.

Interact:

USED DEFAULT ANSWERS INTERACT

C4: Let me unscrew that bad boy… hey, I can rewire that! Let’s check if that did anything!

Computer

* Unpowered

Inspect :

C1: Seems like a computer, but it’s not working.

C2: Look, an azerty keyboard! I remember using those back in France.

C3: A computer… can’t use them without my son’s help I’m afraid.

C4: It’s so hi-tech and yet, they decided to use an Azerty keyboard. Only lizardfolks are that insane.

Interact:

USED DEFAULT ANSWERS INTERACT

* Powered (After rewiring the light)

Inspect :

C1: Oh, it’s working now! Kinda. I can’t understand a single word displayed there.

C2: Oh, it’s in french! There’s an option to “dispense” and a password field…

C3: Oh, this is french. I sadly can’t read that, sorry.

C4: Yo dude, I can’t read croissant.

Interact:

C1: Darling. I’m not gonna mash buttons at random.

C2: I’ll just try the dispense option for now… oh, a little drawer just opened! It contains… bobby pins..?

C3: I can kill a man in more ways than you can imagine, but operating a french computer isn’t

C4: Oh yeah, let me just engage my universal translator implant! You douchenoggin.

* Lockpick dispensed

Inspect :

C1: Oh, bobby pins? I definitely can use them as lockpicks.

C2: Why would it be so complicated to get bobby pins?

C3: My wife leaves those everywhere around the house. I can’t stand it.

C4: Yoooo I see where this is going bro!

Interact:

C1: I’ll just hold onto these, sugar.

USED DEFAULT ANSWERS INTERACT

* Lockpick taken

USED DEFAULT ANSWERS INSPECT/INTERACT

* Password obtained

Inspect:

C2: Maybe I can input that French word in the password field?

USED DEFAULT ANSWERS INSPECT

Interact:

C2: And… done! It now says… follow final directive? What final directive?

USED DEFAULT ANSWERS INTERACT

* Used

USED DEFAULT ANSWERS INSPECT/INTERACT

Safe

* Base state

Inspect :

C1: Hum… I could open that for you, with the rights tools.

C2: It’s a safe! Oh… it’s locked…

C3: A safe. High quality too. Won’t be easy to open without a key.

C4: Yo dude, that looks lock up tight! Wish I could blow it up…

Interact:

C1: Darling, I can’t just open it like that, I’m not a magician.

C2: Hum… I’m sorry, I don’t think I can do anything.

C3: I may be strong, but I can’t just open that up.

C4: Sorry! No explosives, no help from Chips, mate.

* Lockpick acquired

Inspect :

C1: Thoses bobby pins I picked up could very well do the job

C2: It’s a safe! Oh… it’s locked…

C3: A safe. High quality too. Won’t be easy to open without a key.

C4: Yo dude, that looks lock up tight! Wish I could blow it up…

Interact:

C1: Give me a moment, darling… here, all done!

C2: Hum… I’m sorry, I don’t think I can do anything.

C3: I may be strong, but I can’t just open that up.

C4: Sorry! No explosives, no help from Chips, mate.

* Opened

Inspect :

C1: There’s a cute box inside! But it can’t be opened? How troublesome.

C2: A wood cube? I don’t understand what it could be used for.

C3: It’s just a cube. Solid, but in wood. I could probably crush it with my bare hands.

C4: Sick colorless rubik cube. No clue what it could be used for though.

Interact:

C3: I could just… oh wait, I broke it. My bad. Wait, is there something inside?

USED DEFAULT ANSWERS INTERACT

* Box broken

Inspect :

C1: Oh, a scrap of paper! It’s… oh god, it’s some more gibberish.

C2: There’s a piece of paper there...

C3: Look’s like there was some paper in there. Can’t read it though

C4: I’m not touching that. Looks like a lizardfolk trap thing or… maybe it was an egg??

Interact:

C2: It’s a french number! “Quatre-mille-quatre-vingt-quinze”. Where could we input this though?

USED DEFAULT ANSWERS INTERACT

* Scrap of paper taken

USED DEFAULT ANSWERS INSPECT/INTERACT

Getting out of the cell (first time)

C1: Alright darling, let’s get down to business. I’m sure you want to get out of here as much as me.

C2: Why am I here? What did I do wrong? I just wanna go home. Can you help?

C3: Hey. I read the briefing. Let’s just get this done, I’m needed elsewhere.

C4: Hey buddy. Name’s Chips. If we get out of here and you’re not human, I’ll blow you up!

Getting out of the cell (subsequent)

C1: Need me? I’m all yours, darling.

C2: I’m out… what do you need me to do?

C3: Alright. Just warn me before spinning that crazy room, speaker boy.

C4: You called me? Found explosives? Lizardfolks? Oh, both?!

Getting in the cell

C1: Tsk, I don’t like being in there. Don’t keep me waiting

C2: O-Oh, if that’s what you want…

C3: Understood. Call me back if you need me.

C4: Ah men there’s nothing cool to do in there!

Execute button

* Before getting the final directive

Protag: It’s not working

* After getting final directive (The only one talking is the one chosen to die)

C1: Wait, did you just… that gas… you didn’t, you little… I just want out of her! My revenge isn’t complete! Please! I beg… you…

C2: The gas… I don’t understand… why pick me? I just… saved them… from the torment… I did what… I wish was done to me…

C3: The gas… I see. I understand, I’m no angel. Please, just tell something to my boy… tell him… that I…

C4: Seriously dude?! After that 5 minutes of wholesome bonding?! You gotta be kidding me. Just watch me, I’m gonna get reincarnated… and I’m… I’m going after you…

If nobody is chosen:

No subject was executed. Test Failed.

Escape door (protag)

Inspect: That’s a big ass door. Looks sturdy, like a bunker door.

Interact: It won’t budge.