Level 1, Encounter One;

Guard One: Crap, it’s the Cobra! Waste him!

Guard Two: Hold your fire!

Guard One: Are you nuts!?

Guard Two: I just got off the wire with the Old Man. He’s on our side.

Guard One: And I’m the freaking Premier! You can’t trust the Cobra, man.

Guard Two: If the old man says he’s cool, he’s cool.

Guard One: Bull. If he’s on our side, he should prove it. Yo, Cobra! If you’re on our side, get back to the Common area. A couple of your fellow prisoners are holed up there. If you can clear them out, I guess we’ll let you through to the rest of the cell block.

Level 1, Encounter Two:

Prisoner One: Hey, it’s the Cobra-man! Let him in!

Prisoner Two: Cobra-man! Didn’t know you were trapped in here. We’re holding this vent here so our boys in the rest of the cell block don’t get flanked, but we’re screwed if anyone with a gun comes through. Hey, so long as you’re here….

Prisoner One: Yeah, you’re better at this crap then we are. Look man, there’s a couple of guards barricaded in Guard Room Alpha.

Prisoner Two: They’ve got a cabinet of shotguns and ammo in there, but we can’t get through them with these shivs.

Prisoner One: If you can clear them out, we can hat up and hold this room against an army.

Prisoner Two: Not to mention, you’ll have a shotgun and a clean path through to the rest of the block.

Level 1, Encounter Three (If you kill the prisoners):

Guard One: I don’t believe it. You really capped those punks?

Guard Two: That’s the Cobra. Ice cold, man. Here, take this. You can use it more then we can. (Gives shotgun to player)

Guard One: Give ‘em Hell!

(Door opens to level two)

Level 1, Encounter Four (If you kill the guards)

Prisoner One: Hell yeah! Cobra-man comes through in a pinch!

Prisoner Two: Thanks for the streetsweepers, man. Head on through the vent; let Marco know what’s going on, will ya?

Level 2, Encounter 1A(Coming from the vent after helping the prisoners)

Prisoner One: Hey, who are you!? Where’s Tony?

Prisoner Two: Hold on, it’s the Snake. Snake, Tony send ya? Yeah, I’m Marco. You got them shotguns? Sweet.

Prisoner One: Hey, man, can you give us a hand? A couple of our boys are stuck on the other side of a smokey sandwich, between Blocks A and B. We’re going to bail them out. If you’re with us, follow us there.

Level 2, Encounter 1B(From the door)

Prisoner One: Freeze! You ain’t getting past here, smokey!

Prisoner Two: Hey, it’s the Snake. He’s cool, man. Musta blown away those screws on the other side of that gate, huh?

Prisoner One: If he’s so cool, then let him cap those guys holding us down.

Prisoner Two: Hey, that’s a good idea. Snake, can you smoke those guys at the corner of A&B? Thanks, man.

Level 1, Encounter 1C(From the vent, having killed the prisoners)

Prisoner One: Hey, who are you!? Where’s Tony?

Prisoner Two: Hold on, it’s the Snake. Snake, glad to see ya.

Prisoner One: Damn, the Snake? Hey, man, can you give us a hand? A couple of our boys are stuck on the other side of a smokey sandwich, between Blocks A and B. We’re going to bail them out. If you’re with us, follow us there.

Level 2, Encounter 2:

Guard One: Hold your fire, boys. Snake’s on our side. Ain’t that right, Snake?

Guard Two: Hey, we could use the help. We’ve got a bunch of escapees pinned down around the corner. We were just about to charge ‘em. You in? Great. You lead the charge.

Level 2, Encounter 3A (Helped the prisoners):

Prisoner One: Thanks for the help, man. Now if we could just get through this gate…..

\*Smashing sound from stairwell on right, Prisoner Three runs up\*

Prisoner Three: They’re being slaughtered! The screws got freaking assault rifles! We need all the help we can get!

Prisoner Two: That’s our cue. Move it, Snake!

Level 2, Encounter 3B (Helped the guards)

Guard One: Damn, Snake. That was brutal. Glad you’re on our side, huh?

Guard Two: Get a move on, they need ya in the chow hall. \*Opens Gate\*

Level 2, Encounter 3C(Killed them all)

\*As Snake walks up to gate, it slides open. Snake walks through\*

Level 3A, Encounter 1(Helped Guards/Prisoners):

Prisoner One: Hell yeah, reinforcements! Listen up, we got screws armed to the teeth, and…..hey, what’s he doing here?

Prisoner Two(Accompinying Snake) What, the Snake? He’s the guy who got us here?

Prisoner One: Bull. He smoked my buddy Tony back at Block A.

Prisoner Two: Well, he musta had a good reason, then.

Prisoner One: Well, I got a good reason to let him hit the screws, then. Have fun, Snake. Me and your buddies will hold up here. You guys got a problem with that? (Shucks shotgun)

Level 3A, Encounter 1(Helped Prisoners)

Prisoner One: Yeah, reinforcements! Listen up, we got screws armed to the teeth, keeping us away from the warden’s digs. Best we’ve got is this body armour.

Prisoner Two(Accompinying Snake): Better let the Snake have it; he’s been the man today.

Prisoner One: Sure thing. Let’s give ‘em hell, Snake.

Level 3A, Encounter 2(With guards, only if you helped the Guards in the first level)

Guard One: Hold it right there, Snake. The boys outside are pretty pissed at you, you know.

Guard Two: Seems you’re having trouble remembering what guard uniforms look like.

Guard One: We’ll make it simple. The guys that just let you through back there? They’re not guards. So you kill them. Got it? Good.

(If the player tries to pass the guards without killing the prisoners at the start of the level, they open fire)

Level 3A, End Level(Helped Prisoners)

(No cutscene)

Level 3A, End Level(Helped Guards)

Guard One: Guess you’re on our side after all.

Guard Two: Yeah. Come on, we’ve got to get the Warden out of here.

Level 3B, Encounter 1(Helped Prisoners/Guards OR Killed them all):

Guard One: It’s the Snake!

Guard Two: Yeah, just in time. You capped my buddy, Snake.

Guard One: We don’t have time for this crap, man. We’ve gotta break through; they’re gonna charge any minute.

Guard Two: We’re not charging. Snake is. Ain’t that right, Snake? (Shucks shotgun)

Level 3B, Encounter 1(Helped Guards):

Guard One: It’s the Snake!

Guard Two: Yeah, just in time. We need your help to get through the escapees in the next room.

Guard One: We managed to get an assault rifle up here; it’s yours, man. Let’s give ‘em hell.

Level 3B, Encounter 2(Only if you didn’t help the guards at least once)

Prisoner One: Snake man! What the hell is up with you? Who’s side are you on?

Prisoner Two: Yeah! Word is you’re backing the smokeys.

Prisoner One: I don’t believe it, man. Just go and cap those guys in the john behind you, and we’re square. K?

Level 3B, end(Helped Prisoners)

Prisoner One: We’ve got the Warden and his thugs holed up in his office. Why don’t you go and present our grievances, Snake?

Level 4(Entered from 3A, never helped guards)

Prisoner One: We’re almost to the Warden’s Office. Word is he didn’t make it out.

Prisoner Two: Good. I’ve got a complaint I’d like to present.

Level 4(Entered from 3B, never helped prisoners):

Guard One: They’ve got the warden pinned down in his office. We’ve holed up good, but we can’t hold out forever!