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, Tony send ya? Yeah, Tony’s like that. Glad to see ya.

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 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 kitchens. \*Opens Gate\*

Level 2, Encounter 3C(Killed them all)

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