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?