

General Barks

Character(s): Grunt Enemies

Event: Spotting the Player

"ENEMY OVER HERE!"

"BIG ALIEN FREAK AT TWELVE O'CLOCK!"

"What the- ENEMY COMBATANT!"

"Hey, it's one of those big alien freaks - GET HIM!"

"HOSTILE SPOTTED, OPEN FIRE!"

"Bad guy, over here!"

Event: Enemy dies nearby

"Dammit, they got Larry!"

"Oh man, this isn't like the simulations at all!"

"MAN DOWN!"

"Game over, man! Game over!"

"They just killed him with his own gun!"

"Man down over here, man down!"

"Crap, they got one of us!"

Event: Hooked

"What?"

"Huh?"

"Grunt of surprise"

"Grunt of surprise 2"

"Grunt of surprise 3"

Event: Weapon stolen

"What the hell? My gun!"

"It stole my gun!"

"My gun, it's got my gun!"

"Hey! Give that back!"

"Get back here!"

"Dude, what?!"

"Hey!"

"My gun!"

Event: Idle

"I'm really glad they gave us boots, because to be honest I never learned how to tie shoes."

"Well, it was either this or working freighters in the outer ring. And we all know how things go out there."

"I mean we can breathe the air here, WHY do they make us keep our helmets on ALL THE TIME?"

"I think I've forgotten what real food tastes like. I actually had a dream last night about eating a ration pack."

"Yeah, I'm not really a great shot. But I've got one skill the space corp really needs: I can stand around and talk to myself for a looong time."

Character(s): Big Enemies

Event: Spotting the Player

"Hostile spotted!"

"Unknown species, open fire!"

"Enemy spotted, focus fire!"

"Time to earn your keep, you lemons!"

Event: Enemy dies nearby

"Oh, you're all useless!"

"Stop dying! That's an order!"

"Ugh, just stop giving it guns!"

"The trash takes itself out."

"Never liked that one anyway."

Event: Hooked

"Hey!"

"Stop that!"

"*Grunt of surprise*"

"*Grunt of surprise 2*"

"*Grunt of surprise 3*"

Event: Weapon Stolen

"You don't know what you've just done!"

"I'm going to flay you alive!"

"You'll pay for that!"

"That was a gift!"

"YOU'RE DEAD!"

"You know what? Keep it."

Event: Idle

(Quiet) "This armor is... realllly uncomfortable."

~~"Hold on, I think one of the joints on this thing is rusted stuck."~~

"Recruits get mad when I tell them to polish their boots - do they even KNOW how long it takes to polish this whole suit of armor?"

"Y'know, a lot of people pay their way to get to my rank. Not me. My dad did it."

"I've had to pee for like an hour but it just takes so long to get out of this thing."

Beat-Specific Dialogue

Character(s): Danny

Event: Tutorial

"Testing, is this thing on? Hey, it's Danny. I'm staying back with the others, but maybe I can still be helpful. I've got a live feed from your visor ~~Your visor is broadcasting a live feed~~, so I'll try to shout out anything I see."

"Uhhh, path forward looks blocked... Look around, maybe there's something nearby you can use to clear it?"

"Grab one of those batteries with your Hooks. Careful, they're a little, ~~uh...~~ volatile."

"Alright, throw that at the blockage. But uh, don't stand too close."

~~"Nice, the way is clear!"~~

"Oof, that's pretty high. Is there anything up there that you could latch your Hook onto?"

~~"Damn, you're zippy!"~~

"More blockage. This looks kinda loose though: maybe you could just kick it loose?"

"Looks a little cramped. You'll have to crawl through."

"Hey, shh! Radio chatter. There's bad guys up ahead: ~~they're looking for the wreckage.~~"

"He's armed: you can use those hooks to take his weapon right out of his hands!"

~~"Ah! He's mad! Quick, shoot him!"~~

~~"That was good, but~~ be careful: there's more up ahead."

"This canyon should open up at some point. I think just up ahead."

Event: Open Outdoor Arena

"Woah. What is THAT? That's huge!"

~~"That one's got a shield. Maybe try to break it. Or shoot around it. I dunno, you probably know what you're doing."~~

"You could check out that massive wall. There might be other interesting things around too, though."

Event: Hook Blocked

~~"Ugh, that shield blocks your hooks. You wanna break it before you try again?"~~

"Some of these guys are harder to steal from. Look for something they might be using to block your hooks, and try to break it!"

Event: Optional Armory

"Looks like an armory. Could be holding something good inside."

"Damn, that thing is crazy! Don't hurt yourself!"

Event: Optional Barracks

~~"Ugh, barracks. You know they kept my cell right next to the latrines? Yeah, didn't smell great."~~

~~"Huh. Guess some of these guys don't even know why they're here. That makes two of us."~~

Event: Optional Fishing

"Ooh, this looks fun!"

"Woah, that's a big one!"

Event: Ramp Arena

"They've set up all along this structure, but they definitely didn't make this. This architecture is... I've never seen anything like this before."

~~"Woah, big guy! Careful, he's got a lot of armor. You'll have to chip it off to get to the guy inside."~~

"That big guy is covered in armor plating. You'll have to break through the armor to expose get to the pilot."

~~"There's gotta be some way to get your hands on his guns."~~

"Looks like they've blasted their way into the wall. They must really want something in there. Or on the other side. Should probably follow them: we need a way through as well."

Event: Inner Wall Traversal

"There's all sorts of tunnels in here. Weird. Who made this place? And what's it for?"

Event: Wall Arena 1

~~"Woah, look at the size of that thing!"~~

~~"It turns slow, try to stay out of its line of sight!"~~

~~"That thing is covered in metal plating, you're going to have to break through!"~~

~~"Whew, ain't nothing you can't take down!"~~

Event: Wall Grapple Traversal

~~"Oh my god, how THICK is this WALL??"~~

"These chains kind of remind me of the ones on your hooks... probably just a coincidence, right?"

Event: Pre-Overlook Transition

"Woah, these guys were slaughtered. Just double-checking, you didn't do that, right?"

Event: Overlook Arena

~~"Woah... it's massive."~~

~~"How far does this thing go?"~~

"Hey, your friend over here got some satellite image up, ran a few scans or something. This wall? It goes around the whole planet. Like the whole thing, a full ring around it. And it's emitting some sort of energy field over half the planet - that must have been what crashed your ship!"

Event: Post-Overlook Transition

~~"More slaughtered soldiers... someone else is cutting these guys down. Or... something else."~~

Event: Wall Traversal 2

~~"Hey, your friend over here got some satellite image up, ran a few scans or something. This wall? It goes around the whole planet. Like the whole thing, a full ring around it. And it's emitting some sort of energy field over half the planet - that must have been what crashed your ship!"~~

Event: Wall Arena 4

~~"Hey, they've got a zipline set up. You should take that down to the bridge below!"~~

"Hey, see that zipline they've got set up? Take it down to the bridge below, I've got an idea."

Event: Bridge

"See that huge pillar up ahead? Based on your friend's scans, it's pulling energy out of the planet and discharging it throughout the wall. If you're quick, you can catch a ride on it straight to the top of the wall. Then we can see where to go next."

Event: Pre-Final Arena

"Okay, so bad news: turns out all these other guys had the same idea. There's a whole platoon up ahead."

Event: Boss Fight

“She looks just like you!”

Character(s): Apostle

Event: Introduction Cutscene

“Blasphemer. You dare to tread these sacred halls, failed crusader? Too impatient to abide the Call; too weak to complete your mission. Would that your shame would bleed freely from your fallen soul and tarnish your gilded armor and chains. Mark me, apostate: you will not lay your sullied gaze upon the land of the Chosen. By my chains, I swear it.”

Event: Combat Barks

“Fie!”

“You stand for nothing!”

“You deny your chains their purpose!”

“Enough!”

“Primitive weaponry!”

“RAH!”

Event: Taking Damage

“*Grunt of pain*”

“*Grunt of pain 2*”

“*Grunt of pain 3*”

Event: Closing Cutscene

“BY THE WILL OF THE CREATOR, I TETHER MY LIFEblood TO YOUR DEMISE!”