

General Barks

Character(s): Grunt Enemies

Event: Spotting the Player

"Oh crap- GUYS, OVER HERE!"

"BIG ALIEN FREAK AT TWELVE O'CLOCK!"

"What the- ENEMY COMBATANT!"

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

"IT'S THE FREAKIN BAT! Wait, wrong game... enemy over here!"

"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!"

"Shit, they got one of us!"

"They're killing us!"

Event: Hooked

"What?"

"Huh?"

"*Grunt of surprise*"

"*Grunt of surprise 2*"

"*Grunt of surprise 3*"

Event: Weapon stolen

"What the hell? My gun!"

"Shit, it stole my gun!"

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

"Give that back you son of a bitch!"

"We don't take things that aren't ours, asshole!"

"Get back here!"

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 really liked that one anyways."

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!"

Beat-Specific Dialogue

Character(s): Danny

Event: Tutorial

"Woah, this is crazy! I can see you perfectly through this helmet-camera-thingy."

"Uhhh, path forward looks blocked... These big trucks usually come with a spare battery or two, why don't you look around."

"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 you could latch your Hook onto?"

"Damn, you're zippy!"

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

“Nice - looks a little cramped though. 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: use your Hooks and take his gun!”

“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!”

“More bad guys. One of them’s got a shield. Maybe try to break it. Or shoot around it. I dunno, you probably know what you’re doing.”

“You should probably check out that massive wall. Although it looks like there could be other interesting things around.”

Event: Optional Cave

Event: Optional Armory

“This looks like an armory or something. 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 barrack 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.”

“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 were these made 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??”

Event: Overlook Arena

“Woah... it’s massive.”

“How far does this thing go?”

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!”