

Voice Lines for: Regularity Director Kairos

[As the door closes behind the player, they see the file that they had started this mission for. They pick it up and read it only to see that it's a trap. That's when the speakers all around the room start to go off, although the connection seems insanelly rough.]

"Agent Prime- No, Adam. I am Director Kairos as I'm sure you know. I can't imagine how many lies your organization has spread about me within your ranks but not I, nor you, have the time to be able to unpack all of those."

[The agent goes to speak, anger written over their face before they are interrupted]

"There's no time to talk either so just listen for once. You are on the wrong side. You always have been. The organization that you work for has been lying to you, but it's up to you to find those lies out and confirm for yourself. They are trying to destroy and control time, while we are trying to protect it to make sure that it is never altered again. You are the only one that can stop this. After all, it's your- "

[The audio begins to break up here so jump cuts and stuff added in post are good. After the final word it's completely cut off]

Voice Lines for: Commander Malloy

[Commander Malloy is seen inside the shooting range and equipment area. He is sitting down on a bench and holding his boots. After hearing footsteps, his head shoots up with a startled sort of disposition. He shows clear symptoms of jumping in time too much, but is still one of the best that Anomaly has under their belt. His voice is gruff, with a southern twang. Kind of like how a cowboy might sound.]

“Welcome back, Kid. Figured that you would be back quicker than everyone else was giving you credit for. Put a drink on it too, even.”

[He spits on to the rag and starts to spit shine his boots, he seems exhausted as well. Seems that he and Nurse Horace have had some pretty long nights with Agent Prime’s absence.]

“Now things are a bit different since you left. The scientists under Director Jannus have made a breakthrough when it comes to your ability to time jump and move. Why don’t we run through the basics for now. Step over there and we’ll simulate some bullets coming at you. Just don’t get hit, obviously.”

[Commander Malloy walks over to the shooting range next to the person that was already shooting in the range. As the player gets in position, Commander Malloy shakes his head]

“No no, you’re not standing on this side yet. Walk through towards the target.” \*The player goes to say something but the Commander interrupts\* “Like I said, don’t get hit.”

[The Agent doesn’t protest, realizing that it’s futile before she walks down towards the target. Once she gets down there, she turns around to see the Commander with a standard issue pistol.]

“Alright let's get the basics of shifting and time jumping. Let’s focus on shifting to the left to avoid projectiles. Stay in the middle and wait for me to fire.”

[A pop up on the UI gives the keybind Q - lean left\*]

“Perfect, you’re already getting back into the swing of things. Let’s try shifting to the right now.”

[A pop up on the UI gives the keybind E - lean right]

“Now, this is going to be a slight change-”

[Before he finishes, he shoots a final bullet into the chest of the Agent. The pop up F - rewind. After pressing, the agent is taken back to right after she finished the second test. Commander Malloy attempts to do the same thing but shifts out of the way either to the right or left.]

“Good, seems the time jump function on your watch is working perfectly fine. You’re all ready to go unless you want to get some practice in with your gun.”

[The player looks towards the time machine door but is interrupted once again before they are able to speak]

“Actually, rewind. Pick up a gun and go practice for a bit to get the hang of things. The sights might be different from when you were last here. The Director is waiting for you by the machine. It might not be true for us, but he has all the time in the world, so take your time.”

[The Commander walks back over to the bench he was on and begins shining his boots once again.]

Voice Lines for: Clark the Clerk

[Clark looks up from the desk, immediately excited to see Agent Prime]

“Oh thank god! I was worried that you wouldn’t be coming back, yes I was. Were you able to relax enough? No I’m sure you weren’t definitely not...”

[He looks back down at his computer and after a quick little scan sound, a keycard is placed on the counter in front of Agent Prime along with the standard issue watch.]

“Here you go, all set! Just go through that door right over there on the right.”

[Clark pauses for a second before the protagonist can respond, then reiterates]

“My right, your left. Sorry, dear.”

[He then goes back to what he was doing before, typing away without a care in the world. Who knows what he’s actually working on.]

Voice Lines for: **The Director**

**[Playing on the screen inside the lobby]**

Welcome to Anomaly Incorporated, the most advanced time travel organization in the world. If you think about it, we've already seen it come to fruition. The only difference between the past, present, and future is persistent and stubborn illusion. Our company saw through this illusion and we have capitalized on it in every way possible. A rich, spoiled child going back to when they were embarrassed in front of their class, a spouse going back to stop themselves from cheating and ruining their lives, even political candidates going back to try and resolve their past controversies... And it's a chance for people to see their loved ones one last time. There's good and bad in everything as long as you look for it, as my grandfather said... And as my grandfather's grandfather said... and as my grandfather's grandfather's grandfather said, but I'm sure you get the point now.

Our glorious foundation was founded in 9th Century BCE, right at the conception of time travel theories. At that moment, infinite versions were created in a millisecond among different timelines. That started the... **[fades quietly into unintelligible murmuring once the player leaves. Loop if they come back through the door or close behind them?]**

**[Director Janus stands by the time machine, admiring the machinery itself. He almost looks in awe of his own work, like he might not have seen it before]**

"Welcome back, Agent Prime, we have been missing your delicate touch in our recent missions. As you can see by the state of your early return at our request, they probably haven't gone as smoothly..."

**[He turns around to face the player and starts to speak again]**

"This mission is insanely important, hence why I'm here in person rather than me on the screen you're so used to..."

[He looks at his watch before standing up a bit straighter]

“I have to make this quick as I don't have a lot of time before my next meeting. Your job is to go in, retrieve the main data bank within Regularity's database. They've completely taken over a former outpost of ours and are reaping the benefits as we speak. Don't let the saying fool you, we don't have all the time in the world. Work fast, Agent Prime.”

[Director Janus walks away without another word, not even turning around to make sure that the Agent was able to get through the machine. He figures that you'll be able to do this just fine.]

Voice Lines for: **Nurse Horace**

[Nurse Horace sitting at a desk reading over paperwork, not even looking up at the various gunshots heard or the player walking in. They are a lanky, gaunt looking female that has dark circles under their sunken eyes. Their voice is tired, clearly they are ready for this day to be over]

“...You’re kidding right?” \*still not looking up from their desk\*

[The nurse continues to interrupt the main character without letting them speak at all.]

“You just cost me a drink. I was positive that you weren’t going to be coming back after your accident.” \*they finally look up\*

[They stand up, smoothing out the wrinkles in their pants]

“Let’s get started already, there might not be anyone here but I’m insanely busy.”

[Starts performing check up, fades to black as the nurse walks over]

“Are you sure you should even be back at all? You seem fine physically, but I can’t imagine it being easy coming back to work so soon.”

[The player thinks for a moment before responding but is cut off before she can]

“Actually nevermind I remembered I really don’t have the energy to listen to you, Commander Malloy is past that door over there. Don’t keep him waiting.”

[The Player jolts awake after being killed in the future, they are sweating and clutching at their chest and, once again, Nurse Horace doesn't look up as they appear back.]

"That was sooner than I thought, are you feeling rusty or something?"

[A pause]

"...Oh, yeah. I thought that I might have forgotten about something. We updated our system since your accident. The company decided that leaving our fallen agents in a random point in time probably isn't the best policy. Thus began the Director and I, mainly me, slaving away at a way to preserve your consciousness and your body despite suffering blatant physical harm. Don't ask me how it works, your head will probably explode again... but isn't time travel just fascinating?"

\*Once again, the player's mouth opens to inevitably ask a question, but Nurse Horace interrupts again\*

"That was an invitation for an answer. Despite our company motto, time is a pretty limited resource when you're in the present day."