

In-Game Dialogue: First playable sequence (tutorial)

Larkin has just awoken from this opening memory-dream sequence. The player gains control of the character.

LARKIN: Sounds like Wazoo's already working the shop...

LARKIN: I can't get back to sleep with all this noise. Might as well start my daily duties.

Audio and visual cues (trail of oil on the ground, mechanical sfx) guide the player out the bedroom, around the corner, and into the shop.

Trigger	Speaker	Line/Action
<i>Player spends a while inside room / attempts to leave immediate area</i>	Larkin	The shop sounds busy. Wazoo could use a hand.
	Larkin	<i>"Flakers lose favour."</i> I think the towners might leave me to starve if I don't go in for my duties. ...Not like they don't already want to.
<i>Player enters workshop</i>	Larkin	Morning, Wazoo! Wazoo?
<i>Player approaches Wazoo</i>	Wazoo	<i>Wazoo notices player. Player control <u>limited</u>.</i>

LARKIN: Morning.

WAZOO: Mornin', kid. You look like sewer sludge. I wake you up?

LARKIN: I dreamt of the sky again.

WAZOO: Yeah, with the missing brother, hey. I hear ya. I know you're sleepin' rough. Lotta tickets to get through today, but I'll keep it light on ya. Promise. Check the bulletin board out front. I put aside three tickets for you to take care of, all 'round town. Gotta make sure you get out sometimes, yea?

*Player regains control of PC. **Quest navigation/item interaction tutorial.***

LARKIN: Chimmi, Beck (ugh)... Errrr, this last one's just a scribble. (to Wazoo) Hey, what's a messy spiral with a long tail supposed to mean?

WAZOO: That's Leelo's signature. Lanky guy who works the waste processor? He already dropped off his heating module, but he doesn't know reading or writing, so all you gotta do's chat with him and see what's the problem he needs fixed. He'll be near the composter pit — but don't worry. You'll know him when you smell 'im.

WAZOO: Other two, the usual. Find 'em, pick up their broken, bring 'em back here for fixins. Take your time, hey? Get some fresh air. And say hi to Chimmi for me.

LARKIN: On it, boss.

Player regains full control of PC. Quest direction indicates for player to leave the shop.

WAZOO: *(as player leaves shop area)* What'd I say about callin' me- ... Ehh, whatever.

LARKIN: Okay, who's first... let's check the map. ***Inventory/equippable tutorial.***

To complete this quest, three NPCs must be interacted with, in any order. The player can explore Bastiontown freely, except when a quest NPC encounter has been initiated.

Beck is the closest NPC to the workshop, likely the first quest NPC encountered.

Trigger	Speaker	Line/Action
<i>Idle: player outside Beck's detection boundary</i>	Beck	<i>Beck plays I-Spy with her two young children.</i> I spy, with my little eye... something starting with "L" / "S" / "G".
	Children	'Lectric-line! / Supply dock!! / Generator!!!
<i>Player approaches Beck's household</i>	Beck	Kids, go inside. <i>Beck shoos her kids into her home, blocking the front door with her body.</i>
<i>Player continues approaching Beck</i>	Beck	You here on Wazoo business?
	Larkin	Yes. I've got your ticket here, if you want proof—
	Beck	That's fine. You're plenty close enough. Please wait there while I get my screw gun. <i>Beck enters her house for several seconds.</i>
<i>Player stays at distance from house; occurs passively</i>	Beck	I'll leave this screw gun over here. You can pick it up once I'm back on my porch. <i>Beck gives PC a wide berth, puts the <u>SCREW GUN</u> down on the ground, and returns to the porch.</i>
<i>→ Player makes significant approach to house; triggered on approach</i>	Beck	How can I make more clear it's only on Wazoo's respect that I let you set foot on my soil?! You back off or I do what I should've done when you first came to this town like a bad omen. <i>Beck brandishes a metal pipe: a threat. After a few moments she enters her house to get the screw gun.</i>
<i>Player picks up <u>SCREW GUN</u></i>	Beck	You best bring that back to me in one fixed-up piece. Seven families on just this block here are relying on me n' that puppy there to patch up the holes in their houses so the kids sleep warm at night. You hear?

Chimmi is located on the south side of town, in a zone called “water treatment plant”.

Trigger	Speaker	Line/Action
<i>PC approaches Chimmi</i>	Chimmi	Hey, Larkin, over here!
<i>Player control <u>limited</u>. Walk-n'-talk as Chimmi guides us through the maze that is Bastiontown's water treatment facility.</i>	Larkin	Said on your ticket you had an issue with the filtration now? Just one thing after another, huh...
	Chimmi	Yep. That darn pump's been giving me grief, so now that Waz finally got it running again, it's the filter that gives. (laughs) Such is life.
	Larkin	Oh, Waz– Wazoo told me to pass on a message:
	Larkin	“Hi.”
	Chimmi	Real eloquent with words, that guy. Mad smart though. Bastion's original water filtration system was built to tide over during short-term emergencies, but Waz's modifications have let it hold out for eight years now.
<i>Reach the destination.</i>	Chimmi	<i>Chimmi extracts a cubic section of pipe: <u>FILTER UNIT</u>. Anyway, here's the little bastard.</i>
<i>Upon acquiring the <u>FILTER UNIT</u></i>	Chimmi	In the meantime while Waz is <i>fixin'</i> , we'll only be able to use water for crops, not drinking.
	Chimmi	Well, thanks, boy. Bring 'er back once she's ready and willing. And tell Waz to give you a break once in a while, hey? Got you running like a broken pipe as of late.
	Larkin	Heh, will do. I'm sure the other Towners won't be happy to see me catch a break.
	Chimmi	Oh, screw 'em. Working dogs like you and me? We see each other's struggles. Don't let them get to your head.

Leelo is located on the northeastern side of town, a little isolated from the rest of the townspeople (probably due to the smell).

Trigger	Speaker	Line/Action
<i>Idle</i>	Leelo	<i>Leelo hums merrily, pushing a cart of rotting plant matter.</i>
<i>PC approaches Leelo</i>	Larkin	(sniff) ...What a smell. This'd better be Leelo, 'cause I don't know if I've got the guts for something <i>more</i> pungent.

<i>Formatted as selectable dialogue options; serves as the tutorial/intro to multi-choice dialogue.</i>	Larkin	Leelo? / Are you Leelo?
	Leelo	<i>Leelo's cart grinds to a halt. He turns to face the player.</i> The newcomer workshop boy! You saw my ticket?
	Larkin	And we got your delivery. / Could I get the details on what the issue is?
	Leelo	Ahh, yes, yes! I'm getting problems with the heater in the compost chamber, it's taking too long to get up to temp. I think it's in the heater coil wiring, but that's all I know. Better if I don't touch the mechanicals.
<i>Player tries to leave (the first time)</i>	Leelo	When's it gonna be done by?
	Larkin	We've got a lot of tickets to catch up on, so... / It could be a while. Wazoo's got plenty of urgent fixes to take care of.
	Leelo	Please, have mercy, the farmboys're hounding me about it. It's slowed turnaround time for new soil. Even if it's not a tomorrow-hurting, it'll be hurting a hella lot more in six weeks when lost harvest would be ready for picking.
	Larkin	...I, uh, I'll see what I can do.
<i>Player tries to leave (the second time)</i>	Leelo	See ya, workshop boy! Come back soon before the farmboys get me! <i>Leelo continues rolling his cart toward the outside of town.</i>