

Promising Beginnings - Script

Outline of Level 1's script in-game.

Overview

Quest One: New Acquaintances

Quest Two: Rescue Alert

Quest Three: Annihilation

Quest Four: A Moment To Rest

Quest One: New Acquaintances

[Part One: Unskippable Dialogue]

(Player starts level and enters outfitting screen)

DAPHNE 'BAGS' XING: "You're back. That's good."

"Let me see the damage... Hm."

sighs with relief "That mine had me worried, but this looks like it only needs a wrenchie before it's back to normal."

"Everything else is finally ready now. Just let us know what you want and we'll hook it up."

LAURA 'SCREWDRIVER' ARCHER: "Oh, good timing. Meet Ant, our beloved space-traffic controller."

"He'll keep you alert of any enemy ships when we're out there."

ALAN 'ANT' SERRANO: "Hello!!"

"I mean, uh," *quickly salutes* "Salutations, Captain!"

"I'm Alan Serrano—or just Ant, as the others like to call me. I know the names are similar, but not the same, and it's complicated—Actually, you know what? Just call me whatever you want."

LAURA 'SCREWDRIVER' ARCHER: "What the-"

"What's the emergency signal blaring about this time?"

Quest Two: Rescue Alert

[Part One: Unskippable Dialogue]

(Player is still in outfitting screen)

ALFRED 'ICE-POP' EDDERKOP: "All units, prepare your engines,"

"There has been an emergency signal from a Research Station in range of your star charts."

"The Royals have just attacked the area and taken over a good portion quickly."

"Seek out the enemy before they can try to overtake any more territory."

"Rear Admiral Marino, handle this."

CHARLES 'PRINCE' MARINO: "Yes, sir."

"You all heard the Admiral. Track down those strays before they can do any damage."

VIORELLE 'SMIRK' CARBONE: "Yes, sir."

"On it. Power up the warp-" *leaves call*

CHARLES 'PRINCE' MARINO: "You, I know you're a new Captain, but you're the closest one to the Research Station. Destroy the lingering enemies, but be cautious."

(No more dialogue plays until player progresses and finishes outfitting)

ALAN 'ANT' SERRANO: "Ahh, our first mission in this beauty! How exciting!"

"Enemy turrets have been placed around the asteroids and the research station itself."

"Detecting enemies coming in, they're- Oh *my*! *stars in his eyes* These are an entirely new model than before!"

LAURA 'SCREWDRIVER' ARCHER: "Ant, you better not be geeking out over there."

"All guns are ready, Captain."

Quest Three: Annihilation

[Part One: Unskippable Dialogue]

(Player has finished first Elimination objective)

ALAN 'ANT' SERRANO: “I’m getting some new signals here, Cap! Seems like our backup has arrived just in time to be late.”

“It’s... These aren’t ally ships.”

GIANNI JEAN FRANZI IL: “You... YOU RUINED ALL THE FUN!”

“Who do you think you are?!? Trying to stand against the might of our forces?”

“...DO YOU REALLY THINK YOU CAN JUST-” *sighs* “JEREMIAH, IS THIS THING ON?”

ALAN 'ANT' SERRANO: “Uh, it’s on.”

GIANNI JEAN FRANZI IL: “WHY IN THE TUSTE ARE YOU GUUNZIS ALL SO EAQKING QUIET?”

"You guys want a fight this bad? I'LL SHOW YOU A FIGHT!!"

“You disgusting rebels will all eaqking pay for this.”

(Part Two: The enemies are back/attacking the player)

ALAN 'ANT' SERRANO: “Wha- THAT’S A MAXILLIUM STEEL HULL!”

Quest Four: A Moment To Rest

[Part One: Unskippable Dialogue]

(Player has completed second Elimination objective)

ALAN 'ANT' SERRANO: “That... was... INCREDIBLE!”

“You really are a miracle worker, Cap. I was sweating quite a bit after seeing the size of those cruisers and ships, but turns out you're just as slicksome as our last captain was.”

CHARLES 'PRINCE' MARINO: "You... handled them all. That's quite a feat."

VIORELLE 'SMIRK' CARBONE: "No more strays detected, sir."

CHARLES 'PRINCE' MARINO: "I see, good job. We should take this time to get repairs. Best to not let our guard down."

ALFRED 'ICE-POP' EDDERKOP: "I just got the report from Marino. You've done a stellar job, Captain. I'm... impressed."

"Keep your head held high, you've saved numerous lives today with your bravery."