

Outline

One of the first supply run side missions given to the player, offered as an optional tutorial. Low stakes, low impact; main focus on teaching mechanics. If the player completes any other supply run before this one, it will no longer be available, as several lines of dialogue reference this being Ezo's first run.

Goals

- Teach the player about supply runs
 - Their typical style and rewards for completing them
 - Their narrative context in the world
- Teach the player that they can use NPCs for personal gain, and mechanic/narrative consequences thereof
- Allow the player to learn more about the world, if they so choose

Key

K! - Karana speaking

B! - Bekam speaking

E! - Ezo speaking

Q! - Quest giver speaking

T! - Quest target speaking

[need Num, unlock Num] Unlocked interactions from previous choices

AMB Ambient/non-direct dialogue

(DIRECTIONS)

== Section name

* Dialogue branch

> Dialogue choice

** Replacement branch on loop

-> Divert

Loop to top of current section unless branch diverts

-> END closes the script

<- UI change

Environment cues

Script

Start

Walk close

AMB Q! - Hey, you three. You available?

<- TALK

if firstTalk {

K! - Need something?

Q! - It's urgent. Bounty hunters, right?

B! - What gave that away?

Q! - Perfect. I've got crates of food I need sent out to Fort Kix. Up for it?

} else {

Q! - Changed your mind?

}

* Yes

K! - What's in it for us?

Q! - Found a few diamonds nearby. That should do you.

-> questions

* No

K! - We don't have time for this.

<- EXIT

AMB Q! - Flakers, all of you.

-> END

* Later

K! - Maybe later. We're busy.

<- EXIT

AMB Q! - Urgent, man! I'll make it worth your while!

== questions

* Supply runs

E! - Is this something bounty hunters normally do?

Q! - Seriously? Did you wake up yesterday?

B! - He did, actually.

K! - Settlements ask us to make deliveries across the Pan when they can't. They usually pay well.

B! - Sometimes pay well.

* [unlock 1] Fort Kix

K! - Has something happened at Fort Kix?

Q! - We don't know the full details. All we got were distress signals.

Q! - Food was one they kept repeating over and over. At us, anyway.

** Distress signals

K! - Have there been any recent distress signals?

Q! - No. That's why this is urgent.

* Diamonds

B! - We didn't hear anything about diamonds here.

Q! - Do you think we care about diamonds? We can't eat those.

Q! - It's you weirdos who go crazy over some shiny rocks. Only reason to hold onto them.

* Leave

K! - We'll deliver this as soon as we can.

<- EXIT

AMB Q! - Now get out there. Poor kids at Kix are starving, or something.

AMB Q! - Heh. Kids at Kix. Kix kids...

In truck

AMB B! - So, we're selling this?

AMB E! - What?!

AMB B! - Worth at least a new gun, I think. Kara?

AMB K! - A couple nuts and bolts, at most.

AMB E! - We can't do this, can we?! (BEAT) Can we?

AMB B! - We can do what we want.

AMB E! - But they'll be mad, surely.

AMB K! - Of course they will. (BEAT) We'll play it by ear, as we always do.

Delivery

Walk close

AMB T! - Hey, haven't seen you before.

<- TALK

K! - We've got a supply run from Allia. Food.

T! - Allia? We sent that call out weeks ago. I assumed they couldn't spare anything.

T! - We've got our fill from Keichi, but we could always use some spare...

T! - Ah, that's got nothing to do with you. Thanks for this.

-> questions

== questions

* Fort Kix

K! - How are things usually in Fort Kix?

T! - Hectic. We're the last outpost people heading north hit, and the first for people coming from the west, so we get all the traffic and logistics that brings.

T! - I tell newbies that, and only a few take it to heart. I'm one of the few who's stuck around.

T! - Keeps you on your toes, though. I like it. No day is the same.

* [need 1, unlock 2] Distress signals

K! - What made you send out distress signals?

T! - An overreaction, if you ask me. We have a new commander who's used to things in the far west, if you know what I mean.

> Yes

K! - Of course.

> No

E! - I don't.

T! - Storms are severe out there. One goes awry and a whole outpost can go down.

T! - Reports come in; immediate freakout. We tell him we've dealt with storms like this before and he won't listen.

T! - We needed the help, sure, but not to that extent. Nearly jammed the signal, he did.

** Dust storms

K! - So the dust storms have been handled, then?

T! - They're under control. We've got a few bounty hunters on them right now.

T! - I hear one team's setting off soon, though. You might be able to help out if you have the time.

B! - And we're compensated?

T! - Of course.

** Commander

B! - Your commander sounds like a liability.

T! - He's good at his job, if not neurotic.

* Kids

E! - Aren't there Kix kids here, or something?

T! - Kix what? (BEAT) Well, there's children here, sometimes. Why?

E! - Oh. I thought it was a thing.

(PAUSE)

T! - I'm not sure what you want me to say.

B! - Don't mind him. He took too many shrooms and now thinks he can cast spells with a guitar he made with cardboard and string.

E! - I can, though?

(PAUSE)

K! - Sorry.

T! - I've seen worse.

* Leave

K! - Take care.

<- EXIT

AMB T! - We appreciate teams like you. We mean it.

Return

Supplies Delivered

Walk close

AMB Q! - Oi! Look who it is!

<- TALK

Q! - Already got the news. You have no idea how much you've helped me.

K! - Happy to oblige. Payment?

<- REWARD

Q! - Anything else you need?

-> questions

== questions

* [need 2] Late signal

K! - Kix said they sent the signal out weeks ago. When we got there, it was already answered by someone else.

Q! - Well, that's...

Q! - Look, everyone knows their commander's useless. They send out distress signals over a bump in the night.

Q! - Ours kept getting on my case to clear it out. It was urgent to get her off my back.

** Urgent

B! - So you lied about this being urgent?

Q! - Look, when you under someone like her, it really is.

** Cry wolf

K! - What if they're actually in distress, then?

Q! - Well... I guess we hope they won't be.

* Leave

K! - That's all. Take care.

<- EXIT

AMB Q! - Finally, a day off.

Walk away

AMB E! - I feel all happy after that! Do we do that often?

AMB K! - When opportunity arises.

AMB B! - When the pay's good.

-> END

Supplies Sold

AMB Q! - Oh, look who it is.

<- TALK

> Play dumb

K! - I don't know what you're talking about.

Q! - Really? Because Kix does!

> Apologise

K! - We needed the money. We're sorry.

Q! - Money? Were diamonds not good enough?!

> Intimidate

B! - (DRAW GUN) Give us the diamonds.

Q! - (DRAW GUN) No.

E! - Woah woah woah, we don't need to—

Q! - If you've come for another supply run, beat it. We don't want anything to do with you.

-> questions

== questions

* Bargain

K! - Could we try looking past this?

Q! - No.

E! - I could play a tune.

Q! - Don't.

K! - He *is* very good.

Q! - Please, don't.

* Leave

<- EXIT

AMB Q! - Never again. Can't trust any of them!

Walk away

AMB B! - News doesn't normally spread that quickly, right?

AMB K! - You can never tell for sure, but...

AMB E! - I have no idea if it does.

AMB B! - We guessed that.

-> END