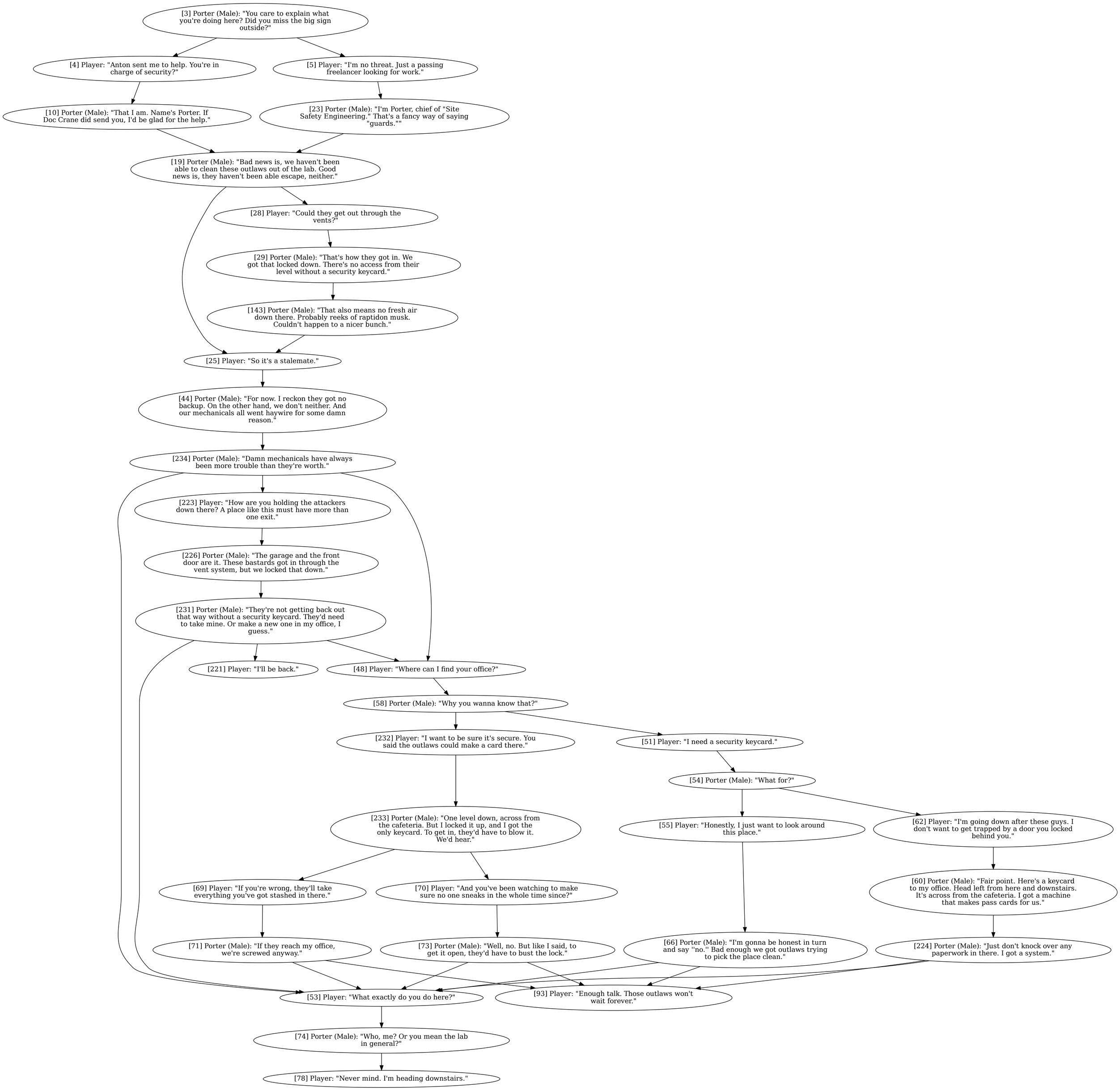
[3] Porter (Male): "You care to explain what you're doing here? Did you miss the big sign outside?"
[4] Player: "Anton sent me to help. You're in charge of security?"
[5] Player: "I'm no threat. Just a passing freelancer looking for work."
[10] Porter (Male): "That I am. Name's Porter. If Doc Crane did send you, I'd be glad for the help."
[23] Porter (Male): "I'm Porter, chief of "Site Safety Engineering." That's a fancy way of saying "guards.""
[19] Porter (Male): "Bad news is, we haven't been able to clean these outlaws out of the lab. Good news is, they haven't been able escape, neither."
[28] Player: "Could they get out through the vents?"
[29] Porter (Male): "That's how they got in. We got that locked down. There's no access from their level without a security keycard."
[143] Porter (Male): "That also means no fresh air down there. Probably reeks of raptidon musk. Couldn't happen to a nicer bunch."
[25] Player: "So it's a stalemate."
[44] Porter (Male): "For now. I reckon they got no backup. On the other hand, we don't neither. And our mechanicals all went haywire for some damn reason."
[234] Porter (Male): "Damn mechanicals have always been more trouble than they're worth."
[223] Player: "How are you holding the attackers down there? A place like this must have more than one exit."
[226] Porter (Male): "The garage and the front door are it. These bastards got in through the vent system, but we locked that down."
[231] Porter (Male): "They're not getting back out that way without a security keycard. They'd need to take mine. Or make a new one in my office, I guess."
[221] Player: "I'll be back."
[48] Player: "Where can I find your office?"
[58] Porter (Male): "Why you wanna know that?"
[232] Player: "I want to be sure it's secure. You said the outlaws could make a card there."
[51] Player: "I need a security keycard."
[54] Porter (Male): "What for?"
[233] Porter (Male): "One level down, across from the cafeteria. But I locked it up, and I got the only keycard. To get in, they'd have to blow it. We'd hear."
[55] Player: "Honestly, I just want to look around this place."
[62] Player: "I'm going down after these guys. I don't want to get trapped by a door you locked behind you."
[69] Player: "If you're wrong, they'll take everything you've got stashed in there."
[70] Player: "And you've been watching to make sure no one sneaks in the whole time since?"
[60] Porter (Male): "Fair point. Here's a keycard to my office. Head left from here and downstairs. It's across from the cafeteria. I got a machine that makes pass cards for us."
[71] Porter (Male): "If they reach my office, we're screwed anyway."
[73] Porter (Male): "Well, no. But like I said, to get it open, they'd have to bust the lock."
[66] Porter (Male): "I'm gonna be honest in turn and say ''no.'' Bad enough we got outlaws trying to pick the place clean."
[224] Porter (Male): "Just don't knock over any paperwork in there. I got a system."
[53] Player: "What exactly do you do here?"
[93] Player: "Enough talk. Those outlaws won't wait forever."
[74] Porter (Male): "Who, me? Or you mean the lab in general?"
[78] Player: "Never mind. I'm heading downstairs."