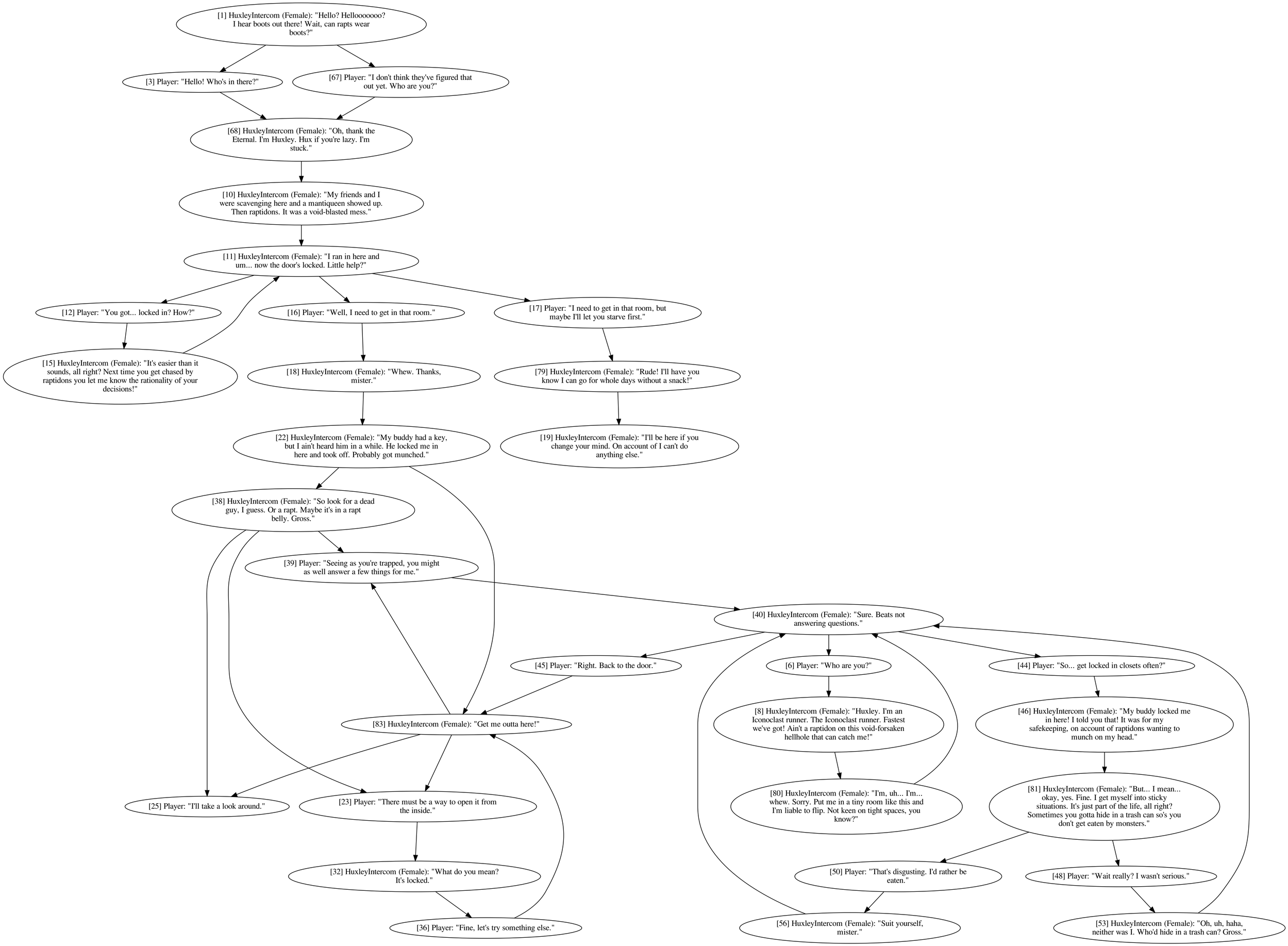
[1] HuxleyIntercom (Female): "Hello? Helloooooooo? I hear boots out there! Wait, can rapts wear boots?"
[3] Player: "Hello! Who's in there?"
[67] Player: "I don't think they've figured that out yet. Who are you?"
[68] HuxleyIntercom (Female): "Oh, thank the Eternal. I'm Huxley. Hux if you're lazy. I'm stuck."
[10] HuxleyIntercom (Female): "My friends and I were scavenging here and a mantiqueen showed up. Then raptidons. It was a void-blasted mess."
[11] HuxleyIntercom (Female): "I ran in here and um... now the door's locked. Little help?"
[12] Player: "You got... locked in? How?"
[16] Player: "Well, I need to get in that room."
[17] Player: "I need to get in that room, but maybe I'll let you starve first."
[15] HuxleyIntercom (Female): "It's easier than it sounds, all right? Next time you get chased by raptidons you let me know the rationality of your decisions!"
[18] HuxleyIntercom (Female): "Whew. Thanks, mister."
[79] HuxleyIntercom (Female): "Rude! I'll have you know I can go for whole days without a snack!"
[22] HuxleyIntercom (Female): "My buddy had a key, but I ain't heard him in a while. He locked me in here and took off. Probably got munched."
[19] HuxleyIntercom (Female): "I'll be here if you change your mind. On account of I can't do anything else."
[38] HuxleyIntercom (Female): "So look for a dead guy, I guess. Or a rapt. Maybe it's in a rapt belly. Gross."
[39] Player: "Seeing as you're trapped, you might as well answer a few things for me."
[40] HuxleyIntercom (Female): "Sure. Beats not answering questions."
[45] Player: "Right. Back to the door."
[6] Player: "Who are you?"
[44] Player: "So... get locked in closets often?"
[83] HuxleyIntercom (Female): "Get me outta here!"
[8] HuxleyIntercom (Female): "Huxley. I'm an Iconoclast runner. The Iconoclast runner. Fastest we've got! Ain't a raptidon on this void-forsaken hellhole that can catch me!"
[46] HuxleyIntercom (Female): "My buddy locked me in here! I told you that! It was for my safekeeping, on account of raptidons wanting to munch on my head."
[25] Player: "I'll take a look around."
[23] Player: "There must be a way to open it from the inside."
[80] HuxleyIntercom (Female): "I'm, uh... I'm... whew. Sorry. Put me in a tiny room like this and I'm liable to flip. Not keen on tight spaces, you know?"
[81] HuxleyIntercom (Female): "But... I mean... okay, yes. Fine. I get myself into sticky situations. It's just part of the life, all right? Sometimes you gotta hide in a trash can so's you don't get eaten by monsters."
[32] HuxleyIntercom (Female): "What do you mean? It's locked."
[50] Player: "That's disgusting. I'd rather be eaten."
[48] Player: "Wait really? I wasn't serious."
[36] Player: "Fine, let's try something else."
[56] HuxleyIntercom (Female): "Suit yourself, mister."
[53] HuxleyIntercom (Female): "Oh, uh, haha, neither was I. Who'd hide in a trash can? Gross."