[14] Bronson (Male): "What're you buying?"
[48] Player: "Anything I can do to help you out?"
[56] Player: "Nothing, nevermind."
[41] Bronson (Male): "Yeah, plenty. If you're the type to fix a thing or two, I've got a couple reports I need to follow up on."
[42] Bronson (Male): "The pipes up on Milton's house burst. Someone needs to shut 'em off. Then there are the cables outside the bar - a sprat chewed through 'em and now they're spitting lightning."
[43] Bronson (Male): "Then there's the old guard house - outside town, on the way to the old Bayside Terrace. Someone needs to reset the comms breaker there."
[8] Player: "Simple enough. I'll let you know when they're done."
[58] Player: "Wow. Things are really falling apart around here."
[13] Bronson (Male): "I oughta tell you - most of these systems are routed through one of our terminals. You might be able to handle some of 'em remotely if you know your way around a computer."
[59] Bronson (Male): "That's one way to look at it. Another is: Those are the only things in this whole fucking town that are broke. Maybe we appreciate that."
[11] Bronson (Male): "We sent Milton out to check on the comms tower a while ago. Ain't heard back. I'd wager he got ate."
[51] Player: "Where's this terminal?"
[12] Player: "Great. I'll keep an eye out."
[52] Bronson (Male): "Up the hill. It's right on the cliff's edge."
[53] Player: "Ok. Thanks for the tip."
[54] Player: "All right. I'll let you know if I "get ate.""