



[24] Anton (Male): "Hours ago, a group of vicious malcontents fell upon us. Shot up our labs and loosed our research subjects, the raptidons."

[25] Anton (Male): "If those cretins get their hands on my research... well. They'll need not kill me."

[27] Player: "Remove the cretins, retrieve the research. Check. You want I should handle your raptidon problem?"

[117] Anton (Male): "Yes - but don't kill the mother if it's avoidable, we've need of her to replenish our stocks. I think there's gas in the lab somewhere that can be used to put them out."

[30] Anton (Male): "The research is in the safe in my office - you'll have need of my code, and keycard."

[31] Anton (Male): "The lab's entrance is in the side of a hill, you can't miss it if you just follow the road. You'll pass by the town's original... by the Grand Architect. Jameson... he's in the old lab..."

[32] Player: "Who's Jameson?"

[432] Player: "I'll find him."

[33] Anton (Male): "My protégé - I sent him to retrieve some metabolic precursors. And I forgot him."

[38] Anton (Male): "That would surely lighten the weight on my conscience, as I am held to account for the wellbeing of every scientist here. "

[35] Player: "Sounds like it was chaos. You should give yourself a break. "

[37] Player: "You left him to die. Should be ashamed of yourself. "

[39] Anton (Male): "Too many have been lost. Too many black marks against my name, as it were. And far too much paperwork."

[88] Anton (Male): "You don't understand. He was my responsibility - all of the people stationed here were - ARE, regardless of their thinking on the matter. "

[133] Anton (Male): "Don't you think it weighs on me? He was my responsibility! All of them were - ARE, regardless of their thinking on the matter."

[89] Anton (Male): "If he has died... too many have been lost. Too many black marks against my name. And far too much paperwork."

[94] Player: "I'll find him."

[132] Player: "Don't like you much, but I'll look into this further and decide what to do. "