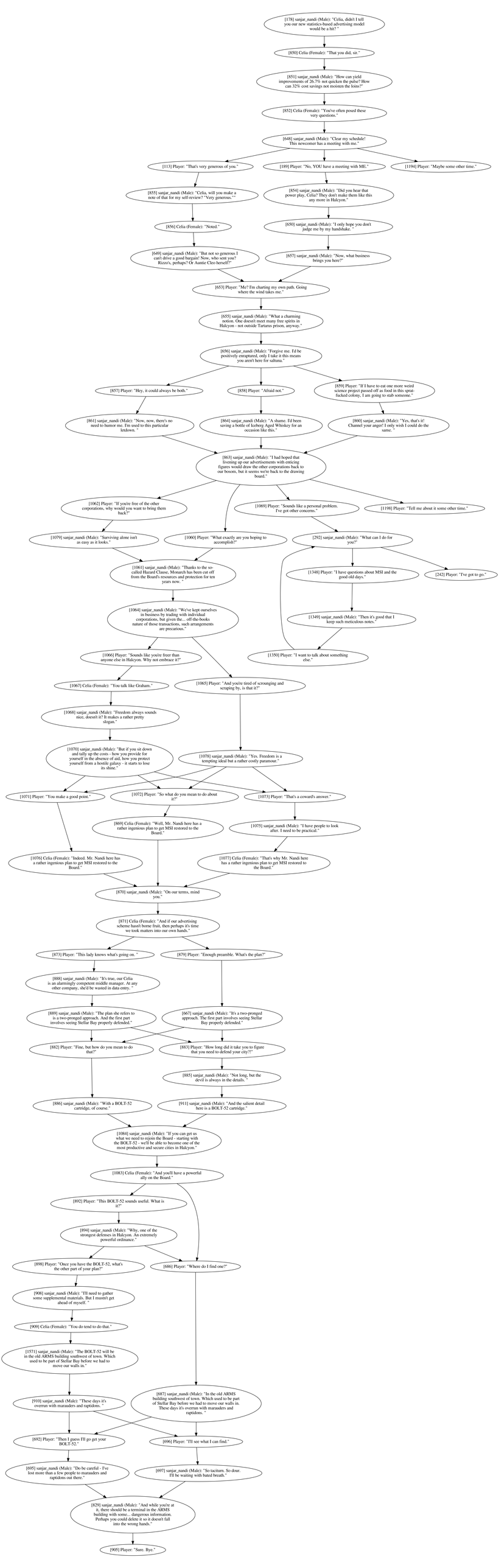
[178] sanjar_nandi (Male): "Celia, didn't I tell you our new statistics-based advertising model would be a hit? "
[850] Celia (Female): "That you did, sir."
[851] sanjar_nandi (Male): "How can yield improvements of 26.7% not quicken the pulse? How can 32% cost savings not moisten the loins?"
[852] Celia (Female): "You've often posed these very questions."
[648] sanjar_nandi (Male): "Clear my schedule! This newcomer has a meeting with me."
[113] Player: "That's very generous of you."
[189] Player: "No, YOU have a meeting with ME."
[1194] Player: "Maybe some other time."
[855] sanjar_nandi (Male): "Celia, will you make a note of that for my self-review? "Very generous."
[854] sanjar_nandi (Male): "Did you hear that power play, Celia? They don't make them like this any more in Halcyon."
[856] Celia (Female): "Noted."
[650] sanjar_nandi (Male): "I only hope you don't judge me by my handshake. "
[649] sanjar_nandi (Male): "But not so generous I can't drive a good bargain! Now, who sent you? Rizzo's, perhaps? Or Auntie Cleo herself?"
[657] sanjar_nandi (Male): "Now, what business brings you here?"
[653] Player: "Me? I'm charting my own path. Going where the wind takes me."
[655] sanjar_nandi (Male): "What a charming notion. One doesn't meet many free spirits in Halcyon - not outside Tartarus prison, anyway."
[656] sanjar_nandi (Male): "Forgive me. I'd be positively enraptured, only I take it this means you aren't here for saltuna."
[857] Player: "Hey, it could always be both."
[858] Player: "Afraid not."
[859] Player: "If I have to eat one more weird science project passed off as food in this sprat-fucked colony, I am going to stab someone."
[861] sanjar_nandi (Male): "Now, now, there's no need to humor me. I'm used to this particular letdown. "
[864] sanjar_nandi (Male): "A shame. I'd been saving a bottle of Iceberg Aged Whiskey for an occasion like this."
[860] sanjar_nandi (Male): "Yes, that's it! Channel your anger! I only wish I could do the same. "
[863] sanjar_nandi (Male): "I had hoped that livening up our advertisements with enticing figures would draw the other corporations back to our bosom, but it seems we're back to the drawing board."
[1062] Player: "If you're free of the other corporations, why would you want to bring them back?"
[1069] Player: "Sounds like a personal problem. I've got other concerns."
[1198] Player: "Tell me about it some other time."
[1079] sanjar_nandi (Male): "Surviving alone isn't as easy as it looks."
[1060] Player: "What exactly are you hoping to accomplish?"
[292] sanjar_nandi (Male): "What can I do for you?"
[1061] sanjar_nandi (Male): "Thanks to the so-called Hazard Clause, Monarch has been cut off from the Board's resources and protection for ten years now. "
[1348] Player: "I have questions about MSI and the good old days."
[242] Player: "I've got to go."
[1064] sanjar_nandi (Male): "We've kept ourselves in business by trading with individual corporations, but given the... off-the-books nature of those transactions, such arrangements are precarious."
[1349] sanjar_nandi (Male): "Then it's good that I keep such meticulous notes."
[1066] Player: "Sounds like you're freer than anyone else in Halcyon. Why not embrace it?"
[1350] Player: "I want to talk about something else."
[1067] Celia (Female): "You talk like Graham."
[1065] Player: "And you're tired of scrounging and scraping by, is that it?"
[1068] sanjar_nandi (Male): "Freedom always sounds nice, doesn't it? It makes a rather pretty slogan."
[1070] sanjar_nandi (Male): "But if you sit down and tally up the costs - how you provide for yourself in the absence of aid, how you protect yourself from a hostile galaxy - it starts to lose its shine."
[1078] sanjar_nandi (Male): "Yes. Freedom is a tempting ideal but a rather costly paramour."
[1071] Player: "You make a good point."
[1072] Player: "So what do you mean to do about it?"
[1073] Player: "That's a coward's answer."
[869] Celia (Female): "Well, Mr. Nandi here has a rather ingenious plan to get MSI restored to the Board."
[1075] sanjar_nandi (Male): "I have people to look after. I need to be practical."
[1076] Celia (Female): "Indeed. Mr. Nandi here has a rather ingenious plan to get MSI restored to the Board."
[1077] Celia (Female): "That's why Mr. Nandi here has a rather ingenious plan to get MSI restored to the Board."
[870] sanjar_nandi (Male): "On our terms, mind you."
[871] Celia (Female): "And if our advertising scheme hasn't borne fruit, then perhaps it's time we took matters into our own hands."
[873] Player: "This lady knows what's going on. "
[879] Player: "Enough preamble. What's the plan?"
[888] sanjar_nandi (Male): "It's true, our Celia is an alarmingly competent middle manager. At any other company, she'd be wasted in data entry. "
[889] sanjar_nandi (Male): "The plan she refers to is a two-pronged approach. And the first part involves seeing Stellar Bay properly defended."
[607] sanjar_nandi (Male): "It's a two-pronged approach. The first part involves seeing Stellar Bay properly defended."
[882] Player: "Fine, but how do you mean to do that?"
[883] Player: "How long did it take you to figure that you need to defend your city?!"
[885] sanjar_nandi (Male): "Not long, but the devil is always in the details."
[886] sanjar_nandi (Male): "With a BOLT-52 cartridge, of course."
[911] sanjar_nandi (Male): "And the salient detail here is a BOLT-52 cartridge."
[1084] sanjar_nandi (Male): "If you can get us what we need to rejoin the Board - starting with the BOLT-52 - we'll be able to become one of the most productive and secure cities in Halcyon."
[1083] Celia (Female): "And you'll have a powerful ally on the Board."
[892] Player: "This BOLT-52 sounds useful. What is it?"
[894] sanjar_nandi (Male): "Why, one of the strongest defenses in Halcyon. An extremely powerful ordinance."
[898] Player: "Once you have the BOLT-52, what's the other part of your plan?"
[686] Player: "Where do I find one?"
[908] sanjar_nandi (Male): "I'll need to gather some supplemental materials. But I mustn't get ahead of myself. "
[909] Celia (Female): "You do tend to do that."
[1571] sanjar_nandi (Male): "The BOLT-52 will be in the old ARMS building southwest of town. Which used to be part of Stellar Bay before we had to move our walls in."
[910] sanjar_nandi (Male): "These days it's overrun with marauders and raptidons. "
[687] sanjar_nandi (Male): "In the old ARMS building southwest of town. Which used to be part of Stellar Bay before we had to move our walls in. These days it's overrun with marauders and raptidons. "
[692] Player: "Then I guess I'll go get your BOLT-52."
[696] Player: "I'll see what I can find."
[695] sanjar_nandi (Male): "Do be careful - I've lost more than a few people to marauders and raptidons out there."
[697] sanjar_nandi (Male): "So taciturn. So dour. I'll be waiting with bated breath."
[829] sanjar_nandi (Male): "And while you're at it, there should be a terminal in the ARMS building with some... dangerous information. Perhaps you could delete it so it doesn't fall into the wrong hands."
[905] Player: "Sure. Bye."