

NPC DIALOGUE

GAME: HALO 2 (BUNGIE, 2004)

GENRE: FIRST PERSON SHOOTER

NOTE: I HAVE NOT WORKED AT BUNGIE AND HAVE NEVER WORKED ON HALO... YET.

Elite Dialogue and Barks.

Scenario: An Elite speaks to his subordinate, who is on guard duty. They're not on alert. However, John-117 and a platoon of UNSC Marines approach, concealed in a treeline.

Location: Covenant base *Palisade of the Sacred Path* on Delta Halo. Opposite of the hills dividing it from the Bastion of the Brutes.

Characters: Ulga Demattin'ee, Quarr Tellgorom'ee, Master Chief, Private First Class Chips Dubbo (Marine), Staff Sergeant Allen Townsend (ODST)

Conversation 1) Guard Duty and Remembering Reach

Narrator: Ulga – a Commander – is pacing by the western wall. Quarr – his Ranger Minor of several cycles – keeps a look out in a guard tower on the eastern wall. He's preparing an update.

Player-character is Master Chief. He overhears all dialogue during gameplay.

ULGA: What is our Sit rep, Ranger?

QUARR: (Over a clear radio.) No sign of movement, Commander. All clear from here to the Bastion of the Brutes. No demons yet dare enter... not even those pathetic monkeys.

ULGA: Good. May the Forerunners guard us. If you see movement, report immediately. The humans – they're coming for us after attacking their home world.

QUARR: (Laughs). Yes. We've cooked them very well so far. Maybe they will beg for mercy before the next glassing.

ULGA: Not if you're in charge of it.

QUARR: Ha-Ha-Ha-Ha-Ha. I always crank the heat up.

END CONVERSATION.

Player-character chooses to attack or listen further.

Conversation 2) The cookies are gone!

Narrator: **Ulga** stares at the Halo ring's horizon. The system's local star is dipping below the curved metal surface. **Quarr** comes down from the lookout tower, his beam rifle aimed at the soil. But he notices crumbs on a nearby table. His jaws clench.

ULGA: (Turning to him.) Got bored not seeing humans through your scope?

QUARR: No, Commander. The unggoy. They ate all of the oatmeal and raisin cookies I cooked this afternoon.

ULGA: Obviously. You didn't specify who could not eat them. Can you not produce more? I thought that was what the humans call a 'hobby'.

QUARR: Ugh. They thought I was putting on a cooking show. After I went up in the tower again, they must have eaten them quietly.

ULGA: Sorry; I was overseeing a group of Sangheili training. I happened to take one during a meal break. Put in another ingredients order. Those jackal suppliers should return in three days.

END CONVERSATION.

Player-character chooses to attack or listen further.

Conversation 3) Boot size.

QUARR: (Frowning.) I thought your boot size was 19.

ULGA: You need your eyesight checked.

QUARR: (No response.)

ULGA: Scope upgrades came today. Supply drop all the way from High Charity. Go get one for your beam rifle.

QUARR: Mmmm, at last. After I hide the unggoy's food nipples I will select one. They ate my cookies. So, I will hide their lunch.

ULGA: Do it before their nap ends. You have an hour.

END CONVERSATION.

Player-character chooses to attack or dialogue replays.

ODST and Marine Barks and Conversation

Location: New Mombassa, during the Battle of Earth.

Scenario: John-117 leads Marines and ODST's – including Sgt Johnson – to root out Covenant invaders and take on the gigantic Scarab. They battle their way through abandoned civilian company buildings. Gunfire and plasma fire reverberates. Each scarab leg stomps through shot up cars and polycrete structures.

Characters: Private First Class Chips Dubbo, Staff Sergeant Allen Townsend, **Master Chief**. Chief is the player-character. The dialogue that follows is when the player stares at NPC's for longer than five seconds

PFC Chips Dubbo

Action	Bark
Carries a Needler. Chief swaps his SMG for it.	“Well, if I die, I'll know why.”
Looks back at Master Chief.	“No wonder the Covenant are barely giving a fight. You just appear, say 'boo', and they run away with hands flailing. Arrrrrh! The demon is gonna ruin my day!”
Swaps SMG back from Master Chief .	“Did I forget to clean it?”
Looking down at corpse of Marine friend.	“Darn. Was a good mate. Though he really didn't need to stand in the middle of the open. Like he gonna act invincible to Covenant Carbine shots.

ODST Staff Sergeant Allen Townsend

Action	Bark
Carries shotgun. Player stares as if wanting to swap his Battle Rifle for it.	“Uh, no thanks. I just got the barrel upgraded.”
Wielding a plasma riffle and standing next to Chips Dubbo.	“I can't wait to make the Covenant feel their own burn.”
Examines weapon.	“Battery life on this thing sucks.”
Swapping plasma rifle for Chief's sniper rifle.	“Needle and thread. Thanks, Chief. I'll try not to use up all the ammo.”
To Chips Dubbo.	“This place is as clean as my uncles garage. And that's a complement.”

Action	Conversation
To Chips Dubbo	Townsend: "Have you seen the Chief's file?"
(Confused)	Dubbo: "Naw. That's highly classified."
	Townsend: "I know. Someone who's read it told me that he once killed six ODST's with a long barbell. Six!"
Chips Dubbo turns to Townsend	Dubbo: "Woah. Did you even confirm that? It doesn't sound at all like the Chief."
None	Townsend: "One of my ODST friends in Gamma 6, 39 th Platoon, told me it was in his training. Chief's a real tough guy. Try not to piss him off."
None	Dubbo: "Eh, we'll be alright. It's the hinge heads that ought to avoid pissing in his morning coffee."

END OF DIALOGUE.

Player-character can choose to move further into level or dialogue replays.