

Dialog for VO: *The Oasis*

There are 6 spirits throughout the level that the player can listen to. The player walks up to them and presses a button to hear one of the following lines.

Overall direction: spirits speak somewhat formally, serious.

Take the direction as inspiration, not a rule. Feel free to experiment with the lines and see what feels best.

Spirit of Fire (Spirit 0, player character)

The spirit of fire has no dialog lines, but looks like this:



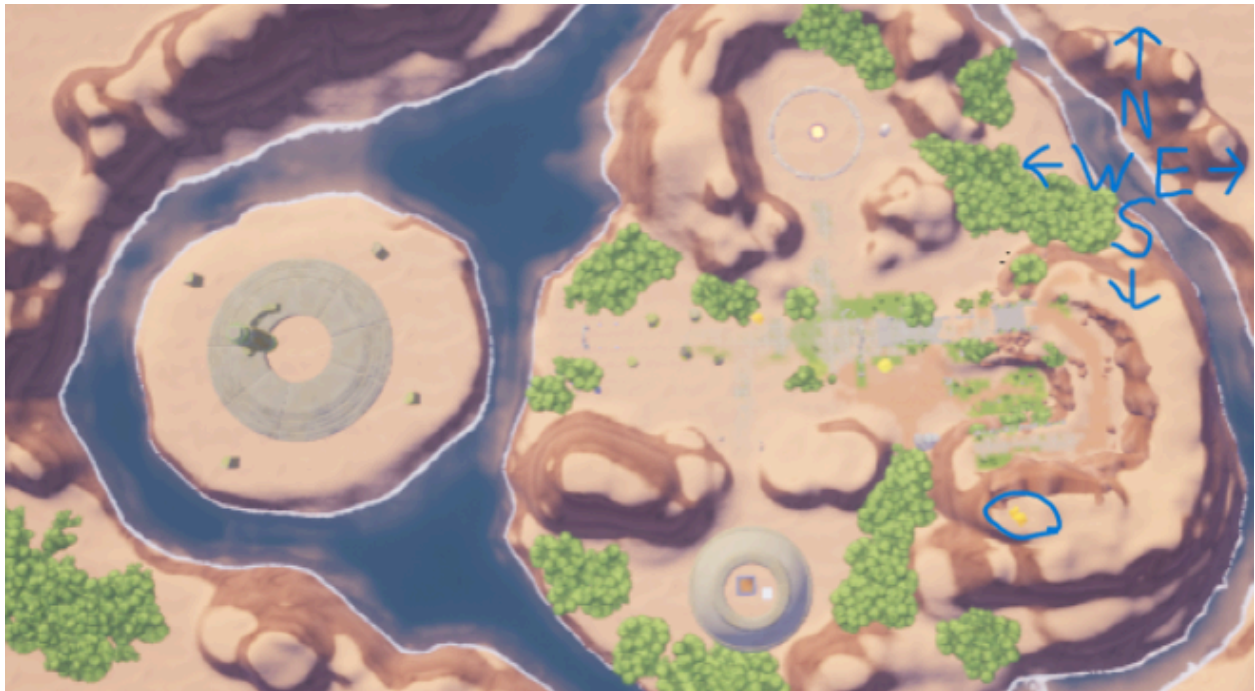
All dialog lines from NPCs below are said to the Spirit of Fire, who begins the game by emerging from a cave here:



Spirit of Air (Spirit 1)



Location: Highest point of the level, on top of the hill behind the cave the player emerges from.



General direction: Solitary. Ancient prophetess type. A bit head-in-the-clouds.

Dialog Line 1: (joyful, first meeting) "What strange manner of spirit you are! It seems a blessing after all this cursed time."

Dialog Line 2: (explaining, somewhat reverent) "Do you see that Stone Scroll floating in the air over there? It is said that any who reach the scroll will receive great wisdom, imparted by the Four Holy Ancients."

Dialog Line 3: (continuing explanation, encouraging) "We spirits are forbidden to cross these waters, but you... you seem different."

Dialog Line 4: (longing, this line is repeatable) "If only I could cross the water and reach that Scroll..."

After the player has crossed to the Temple.

Dialog Line 5: (amazed, explaining what the player must do next) "I saw you cross over to the Stone Scroll Temple. But still, the scroll is out of reach. Have you obtained the Pearls of the Ancients?"

Dialog Line 6: (continued explanation, this line is repeatable) "You must retrieve the Four Pearls of the Ancients."

Spirit of Water (Spirit 2)



Location: By the gate and water, near the Stone Scroll Temple.



General direction: Kind of a sorrowful guy. Fluid speech.

Dialog Line 1: (exuberant, first meeting) "Wondrous spirit and new friend! Greetings!"

Dialog Line 2: (explaining history, contemplative) "The road used to go on through this gate to the Great Temple you see there. But this place has been cursed by a moat of water, trapping us spirits here."

Dialog Line 3: (continue explaining, slight anger) "When the cursed water came, it separated the Temple from its satellite structures, keeping us from our worship."

Dialog Line 4: (somewhat pained) "Yes, this place is beautiful, and the water causes lush things to grow, but to be trapped in this place is a Hellish thing."

Dialog Line 5: (somewhat listless, this line is repeatable) "A beautiful, Hellish place, surrounded by uncrossable waters..."

After the player has crossed over to the Temple.

Dialog Line 6: (jealousy, longing) "I see you have been given grace to worship at the Temple. Perhaps one day we may worship again."

Dialog Line 7: (longing, this line is repeatable) "Perhaps one day we may worship again..."

Spirit of Earth (Spirit 3)



Location: By the northmost challenge, where the player must catch mole-like creatures that pop out of the ground.



General direction: Most energetic and youngest of the spirits, feminine. Speaks somewhat quickly, but not high-pitched. Kind of earthy tones.

Dialog Line 1: (energetic, first meeting) "A swift, fiery spirit you are! I saw you emerge from your cave over there. It must be a miracle."

Dialog Line 2: (explaining history, playfully didactic) "This place once was a training ground for the uninitiated. Here was a test of speed."

Dialog Line 3: (explaining further) "If you hover over that central symbol there, playful creatures will be summoned to test you."

After the player has tried the puzzle, but not completed it.

Dialog 4: (somewhat sad, commiserating, this line is repeatable) "As hard as I try, I can never catch those creatures."

Dialog 5: (encouraging, more upbeat, this line is repeatable) "I'm too slow for them, but you seem speedy."

After the player has completed the puzzle.

Dialog 6: (celebratory) "I knew you could do it!"

Spirit of Gold (Spirit 4)



Location: By the central torch puzzle / crossroads.



General direction: Most formal of all the spirits, the eldest. A bit of a pompous old man type, honestly.

Dialog Line 1: (surprisingly stoic, first meeting) "Welcome, traveler. Were you born from that cave? A new flame graces this solitary place."

Dialog Line 2: (still stoic, explaining) "Do you see that temple, ahead? We used to worship there, but it has become unreachable to us."

Dialog Line 3: (almost boring) "It is said if you collect the Four Pearls of the Ancients, a path will open to the temple."

Dialog Line 4: (matter-of-fact) "I sense great purpose with you. Perhaps you can achieve what we could not."

Once the player has solved the torch puzzle.

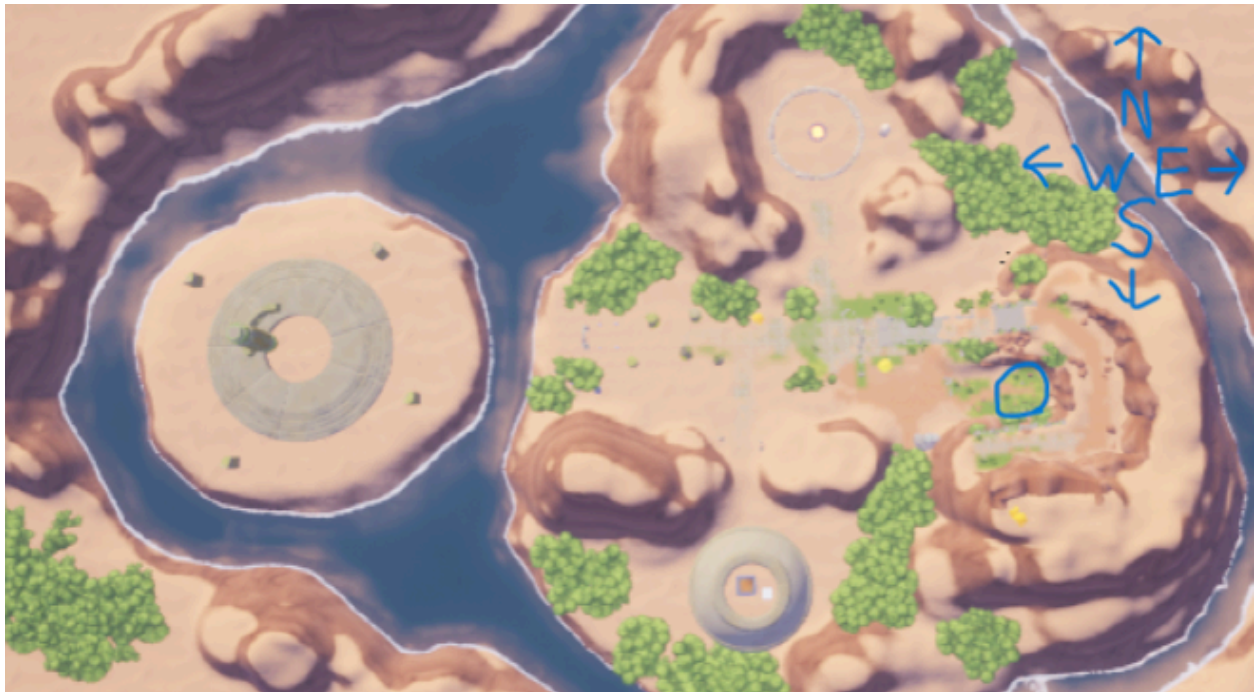
Dialog Line 5: (unimpressed in spite of it all) "You have great power, I can see. Test yourself upon these challenges. They are not fit for us, but I see you have power we do not."

Dialog Line 6: (plain, straightforward, this line is repeatable) "Test yourself upon these challenges. Retrieve the Four Pearls of the Ancients."

Spirit of Mercury (Spirit 5)



Location: In the lush den just below the initial player path.



General Direction: Mercury has started to go insane over thousands of years of trying to solve a puzzle that he is unable to solve. Speech is erratic and a bit creepy.

Dialog Line 1: (speaking to himself) "Symbols, Stone Scroll, trials and trials and trials. I've been here for a millennium and I still don't understand this place."

Dialog Line 2: (seeing the Spirit of Fire for the first time) "Wait, who is this? Some bright angelical spirit from above?"

Dialog Line 3: (kind of babbling to himself absentmindedly) "Air, Earth, Fire, Water... ancient symbols... alignment."

After the player has solved the alchemical puzzle.

Dialog Line 4: (incredulous) "You say you've solved it? After all this time... You figured it out in less than a year."

Dialog Line 5: (twisted by madness, but simultaneously impressed) "You're a genius."

Spirit of Salt (Spirit 6)



Location: By the alchemical symbol puzzle (southmost puzzle).



General direction: Least welcoming of all the spirits. Masculine. Sounds kind of annoyed all the time.

Dialog Line 1: (greeting, antagonistic) "Who are you? I haven't seen you around here."

Dialog Line 2: (matter-of-fact, explaining) "My friend has been researching these ruins. I think it has driven him to madness. He went to rest in the shade a while."

Dialog Line 3: (continued explanation) "It looks like there might be some trick to these ruins, but we spirits can't move the objects around us."

After the player has interacted with the puzzle.

Dialog Line 4: (incredulous, bothered in spite of himself) "You have a great gift - to move these objects without touching them! How are you doing this?"

Dialog Line 5: (caught up in things, surprisingly encouraging) "Keep it up. I think you're onto something."

After the player has solved the puzzle.

Dialog Line 6: (overly formal) "The Pearl of Air, one of the Pearls of the Ancients, has been granted to you."