

# Concrete Story: Script Drafts

(Loadout scene)

All of these conversations assume we are not using sophisticated prompt systems

Talking to Rrajak: "Hey, you guys all set to head out?"

(if yes) "Good luck!"

(if no) "All good! Get back to me when you're ready"

Talking to Lornix: "Hello friend! Got any questions about your loadout?"

(if yes) "<CONVO TO BE REPLACED LATER>"

(if no) "Let me know if you need anything!"

Talking to Pryden: "You got this! Probably."

Talking to Zelrik: "You better not mess this up."

Talking to Tawnette: Tawnette smiles beamingly at you. She looks excited!

Talking to Kaiyara: "All four of us without Salvage experience, on our first mission together..."

(VEEZAL RUNTHROUGH)

N: okay Veezal! Rise and shine!

It's time for your first day at work. Isn't that fascinating?

V: here I go! A new home!

N: Cordann! A land of dreams! Far away from home and all of its messiness. Up and at 'em!

V: im at it!!

N: So convenient that we didn't need to do an apartment search. Very nice of Ultraviolet Industries Inc to provide us with free lodgings!

V: PERKS!

[TUTORIAL SCRIPT}

Lornix: Hello! I'm Lornix, and this is Pryden!

Pryden: Hallo

Lornix: You must be Veezal?

Veezal: That's my name! It's nice to meet you both. This is the Risk Mitigation training session, yeah?

Lornix: Yes! As you may recall, one of your most important tasks is to help resolve any on-site disasters that come up. Your resume says you don't have any direct experience with that, if I'm correct?

Veezal: None whatsoever!

<TEXT TO ADDRESS WHY THEY HIRED SOMEONE WITH NO EXPERIENCE, THE VIEWER SHOULDN'T THINK THE COMPANY IS DESPERATE, BUT RATHER THE ECONOMIC HUNGER FOR LABOR IS SO GREAT

HIGHLIGHT THAT VEEZAL HAS A LOT OF MAGIC POWER

>

*At this point, a small text bubble might appear next to Pryden saying "lol"*

Lornix: Right! Well, thankfully we have a corporate on-site training program to get you up to speed! If you'd follow me, please...

<MIDDLE>

This here is the Ultratronic Gurglezebapper! During catastrophes, you're likely to blight fight. So here, dumbt the dodge good!! It'll test your ability to dodge. Stay mobile! It'll shoot at you. Then anlkdsfasd . Dodge to win!!

wow you did it

okay call now

we know you can SING

plz sing a SONG of grt POWER! rdy?

yay you did it!

okay now come down here

show off your ACTIVE SONGS!!!

show us ur first active song

yay wow!!!

okay now show us ur 2nd acve song

Veezal: That's it?

Lornix: That's about it!

Veezal: ...

Pryden: 'Sup?

Veezal: I dunno. No disrespect, but I thought the job training for something so important would be... longer? Not just a one-day crash course?

Lornix: No need for that! You did great, and I have full confidence that you're more than prepared for your duties.

Pryden: Also there's no room in the budget for training Imao

Lornix: Er! That is also true!

Veezal: Well. I'm sure it'll be fine.

Lornix: That's the spirit!

Veezal: Thanks for your help!

Lornix: You're welcome!

Pryden: Yay

(after a day of work)

Supervisor N: Alright! That's the end of the day!

V: I'm new to Mt Girava. What are some things to do?

Supervisor N: A bunch of us are going out for drinks, you're more than welcome to come along! But if you're looking for something more active, there's lots of other stuff.

limping orphan: "Sir! You have a leg like me"

Zelrik: "Yes..."

lo: TODO

Zelrik: "How did that happen?"

Sedrin: "Kid got his leg stuck in the Orphan Crushing Machine"

Zelrik: "If you are obfuscating from me out of politeness, then I must pry in this matter. I'm going to want you to be more specific as to the fledgling's plight"

Sedrin: "It's right over there"

\*camera pans over to a giant, horrible mess of gears that children are entering and exiting\*

Sedrin: "Kids usually work on it 'cuz they can fit in small spaces. But, you know how it is. You run low on food, on sleep, can't pay as much attention and BAM. Dang thing chews through kids like candy."

Zelrik: "I... thought you were speaking metaphorically. Regarding the cause"

Sedrin: "I mean, the blasted thing's technical name is the L3-Remanufactor Mk-II, but nobody calls it that."

Zelrik: "I suppose it was naive of me to think you were talking

Zikora arrives

Zikora showdown

Kechi fights back

<

ZELRIK FRIENDLY: Helping at a homeless shelter: Represents volunteer work and altruism, providing characters an opportunity to grow emotionally and socially.

TAWNETTE FRIENDLY: PAINTING CLASS: A creative outlet that can be both a solitary and social activity, allowing for personal expression and skill development.

KAIYARA FRIENDLY: LITTLE TEA SHOP

HIKING TRIP: Encourages physical activity and connection with nature, offering a counterpoint to more urban or indoor activities and fostering a sense of adventure.

?

There's our SOCIAL JUSTICE program where some of us volunteer!

We've got a in-house gymnasium that a lot of employees enjoy!

And if you like more indoorsy stuff, we have a book club!

V: HMMM. Let me think about it!

**<dialogue branches>**

[EVENING]

N: well that was nice! What to do now?

V: HMMM. Well, I do need to keep an eye on the house. I should also keep up to date with <my hobbies>. But sleep is important!

**<choice>**

---

(ZELRIK RUNTHROUGH)

N: okay Zelrik! Rise and shine!

It's time for your first day at work. Isn't that fascinating?

Z: ugh

N: Cordann! A land of dreams! Far away from home and all of its messiness. Up and at 'em!

Z: bleh

N: So convenient that we didn't need to do an apartment search. Very nice of Ultraviolet Industries Inc to provide us with free lodgings!

Z: I assume this is factored into my wages. 'Free' is a bit of a stretch.

N: Hooray!!

(heading to work)

(going to lobby)

(maybe see other workers first?)  
(showing badge and ID)  
[is this Z's first job?] what are narrative differences?

Emp: welcome to work! Here's ur stuff

Z: wait, that's it?  
[How much training did Z have?] what are narrative differences?

here are your coworkers  
hi  
yay, go work!  
oh shit  
WAAAAAAAAAAGH

[How prepared did the characters feel?] what are narrative differences?

---

Revision #17  
Created 20 January 2024 17:11:22 by Xingxian  
Updated 24 June 2025 13:47:07 by Xingxian