

## Zac Millman Little Nemo Quest Dialog Samples

### Comet Goat Conundrum

CONTEXT: A distressed zookeeper stands by a sign advertising a "space petting zoo".

LOCATION: Night Sky

Character	Dialog	Note
Keeper	Daisy?! Bella?! Cosmo?! Alpha?!	When player passes
Keeper	Come on home now y'all!	When player passes
Nemo	Scuse me sir, is this where the zoo is?	On Interact
Keeper	It's where it would be, if my prized comet goats hadn't run off <i>heavy sigh</i>	
Keeper	We can't very well have a petting zoo with nothin to pet.	
Nemo	Oh drat...	
Nemo	Well I'm quite fast, maybe I can chase them down!	
Keeper	Heh, if you can catch 'em, I'll give you a lifetime pass, free o' charge.	

Player is prompted to compete in a race to collect the goats before time runs out. Upon success they return to the zookeeper.

Character	Dialog	Note
Keeper	Daisy, Bella, Cosmo, Alpha! They're all back!	
Keeper	Thank ya kid, now the petting zoo can re-open.	
Keeper	Take these, and of course a lifetime pass!	Player rewarded

# Shattered Princess

CONTEXT: Player approaches a panicked-looking guard

LOCATION: Night Sky

Character	Dialog	Note
Guard	Oh..oh no. She could be anywhere, or everywhere! ...what ever will I do?	When player passe
Nemo	Hello sir guard, who are you looking for?	On Interact
Guard	Oh! Sir Nemo sir!	Guard salutes
Guard	It's the Princess Crystalline, she was just here...and then I heard a crash, and now she's gone	Prompt player to offer help - Yes to continue
Nemo	What does she look like sir, maybe I can find her on my adventure	
Guard	The only thing left here was this.	Show player image of crystal
Guard	Ff you find anything like it, please bring it to me.	

Player finds the crystals throughout the whole, then returns to the guard.

Character	Dialog	Note
Princess Crystalline	I'm...I'm fixed!	
Guard	And my job is saved! Oh thank you Sir Nemo, thank you.	
Princess Crystalline	Come Sir Guard, we're already late enough as is.	Player rewarded

# Safari Standoff

CONTEXT: Sydney Safari calls to player from the trees.

LOCATION: Mushroom Forest

Character	Dialog	Note
Sydney	Oi kid, c'mere. You look like the adventuring sort.	Player is stopped
Nemo	Oh um, I guess I do.	
Sydney	Great, great, have I got a quest for you.	
Sydney	I'm lookin for a rare beastie, said to only live in this 'ere forest.	
Nemo	Wow, what kind of creature is it?	
Sydney	No one knows, all anyone's seen is an egg like this	Player sees image of egg
Sydney	So if you see one o' those, keep a lookout.	

Player finds the egg in the forest, which hatches into a mini-boss fight.

Character	Dialog	Note
Nemo	Woah, what a fight. Now to find that rare creature.	
Sydney	No no no no no! What happened to it!	Stepping out of bushes
Nemo	Oh hello sir! I found that egg you were talking about, so I think I'm on the trail!	
Sydney	The monsta in the egg WAS the darn creature! Ugh, just forget it.	
Sydney	Months of trackin, wasted...	Storms off

Player is then approached by three kids when next arriving in Mushroom Town.

Character	Dialog	Note
Mushroom Kids	Nemo! Hey Nemo!	Whispered, all together

Nemo	Hm? Oh, hello.	
Kid 1	Don't tell Mr. Sydney, but thanks for getting rid of that big caterpillar. It's real dangerous!	
Kid 2	Yeah, now we can play hide n' seek!	
Kid 3	So we wanted to give you these	Player Rewarded

## Skater Showdown

CONTEXT: Nemo approaches a group of ice skaters.

LOCATION: Ice Place

Character	Dialog	Note
Skater 1	Hey kid!	Player is stopped
Skater 2	We heard you think you're pretty fast!	
Skater 3	Think you can take us on?	
Nemo	Take you on? How do you mean sirs?	
Skater 1	In a race of course!	
Skater 2	All the way from here!	
Skater 3	To the end of the tracks!	

Player competes, but loses, then is back at the starting area.

Character	Dialog	Note
Skater 1	Good job kid!	
Skater 2	You almost had us trying!	
Skater 3	Come back if you want to try a real race!	Player rewarded