



Soul Fighter

Table of contents

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN).....	9
"Find the Key" Prompt: "No Player Action"	9
Description	9
Bark Options	9
References.....	9
//No bark is played.....	11
Description	11
Expression.....	11
//Objective "Find the Key" is active	12
Description	12
Expression.....	12
//Player exits Loot UI Pop-Up Screen.....	13
Description	13
Expression.....	13
//Player has interacted with the bod	14
Description	14
Expression.....	14
//Player has interacted with the ite	15
Description	15
Expression.....	15
//player loots ALL items	16
Description	16
Expression.....	16
//player loots SOME items but NOT all.....	17
Description	17
Expression.....	17
//Player takes no action after 30 se	18
Description	18
Expression.....	18
//Player takes no action within 1 mi	19
Description	19
Expression.....	19
//Player's first time interacting wi	20
Description	20
Expression.....	20

//Resume Gameplay..... 21
Description 21
Expression..... 21
//Resume Gameplay: once player loots ... 22
Description 22
Expression..... 22
//Resume Gameplay: once player loots ... 23
Description 23
Expression..... 23
//UI State Unchanged: gameplay does 24
Description 24
Expression..... 24
//UI State Unchanged: gameplay does 25
Description 25
Expression..... 25
Back to Exploration..... 26
Description 26
Back to Exploration..... 26
Back to Exploration..... 27
Description 27
Back to Exploration..... 27
Back to Exploration..... 28
Description 28
Back to Exploration..... 28
Davina: "Damn it, no key." 29
Menu text 29
Stage directions 29
Full text 29
Davina: "Not gonna find the key here..." 30
Menu text 30
Stage directions 30
Full text 30
Delay of Action 31
Description 31
Time 31
Exit 32
Description 32

Player Action.....	32
Exit.....	33
Description	33
Player Action.....	33
Futher Delay of Action.....	34
Description	34
Time.....	34
Jump to: [ANNIHILATED HABITAT]	35
Description	35
Jump to: [Delay of Action].....	36
Description	36
Jump to: [Loot]	37
Description	37
Loot.....	38
Description	38
Player Action.....	38
Loot: "None Taken" Barks	39
Description	39
Bark Options.....	39
References.....	39
Loot: "Take All" Barks	40
Description	40
Bark Options.....	40
References.....	40
Loot: "Take Some" Barks	41
Description	41
Bark Options.....	41
References.....	41
No Action Taken	42
Description	42
Player Action.....	42
Number of Interactions	43
Description	43
Conditions.....	43
Number of Interactions	44
Description	44
Conditions.....	44

Re-interaction Delay.....	45
Description	45
Conditions.....	45
UI Loot Popup.....	46
Description	46
UI Prompt	46
UI Prompt	46
References.....	46
UI Loot Popup.....	48
Description	48
UI Prompt	48
UI Prompt	48
References.....	48
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"	50
Davina: "Gotta look for that key."	50
Menu text.....	50
Stage directions	50
Full text.....	50
Davina: "I need to find the Speeder Key.".....	51
Menu text.....	51
Stage directions	51
Full text.....	51
Davina: "Key has got to be around here.".....	52
Menu text.....	52
Stage directions	52
Full text.....	52
Davina: "Key's not here. Gotta find it."	53
Menu text.....	53
Stage directions	53
Full text.....	53
Davina: "No key. It's got to be around."	54
Menu text.....	54
Stage directions	54
Full text.....	54
Davina: "Where the hell is that key?"	55
Menu text.....	55

Stage directions	55
Full text	55
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "None Taken" Barks	56
Davina: "All this and nothing useful."	56
Menu text	56
Stage directions	56
Full text	56
Davina: "Keep your shit..."	57
Menu text	57
Stage directions	57
Full text	57
Davina: "Not taking any of this..."	58
Menu text	58
Stage directions	58
Full text	58
Davina: "Not what I need."	59
Menu text	59
Stage directions	59
Full text	59
Davina: "Pathetic..."	60
Menu text	60
Stage directions	60
Full text	60
Davina: "Useless."	61
Menu text	61
Stage directions	61
Full text	61
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take All" Barks	62
Davina: "(I'll) Just empty you of all that."	62
Menu text	62
Stage directions	62
Full text	62
Davina: "All mine."	63
Menu text	63
Stage directions	63

Full text.....	63
Davina: "Everything you got..."	64
Menu text.....	64
Stage directions.....	64
Full text.....	64
Davina: "Hmm...I'll take it all."	65
Menu text.....	65
Stage directions.....	65
Full text.....	65
Davina: "I'll be taking all this."	66
Menu text.....	66
Stage directions.....	66
Full text.....	66
Davina: "Mine now."	67
Menu text.....	67
Stage directions.....	67
Full text.....	67
Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take Some" Barks	68
Davina: "Don't need it all."	68
Menu text.....	68
Stage directions.....	68
Full text.....	68
Davina: "I'll take this."	69
Menu text.....	69
Stage directions.....	69
Full text.....	69
Davina: "Just need this."	70
Menu text.....	70
Stage directions.....	70
Full text.....	70
Davina: "Keep the junk, I'll take this."	71
Menu text.....	71
Stage directions.....	71
Full text.....	71
Davina: "Keep the rest."	72
Menu text.....	72

Stage directions 72
Full text 72
Davina: "That's all I need." 73
Menu text 73
Stage directions 73
Full text 73

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)

"Find the Key" Prompt: "No Player Action"

Template	Bark Options
Technical name	Dlg_40C1D65E
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"



Description


A series of barks if player has NOT taken ACTION within a pre-determined time frame of CURRENT Game-Play State while "Find the Key" mission is active.

Bark Options References

Attachments


Speaking entities



Davina 
 Entity- Player Selected
 {Char_Davina_01}

Following elements



Futher Delay of Action 
 Hub- Time
 {Hub_FA7BAEE9}

Previous elements

	
//Player takes no action after 30 se ...	//Player takes no action within 1 mi ...
 Condition	 Condition
{Cnd_D62BBA14}	{Cnd_934FEB8D}

Involved entities

Takes place at

//No bark is played. 

Template

Technical name

Ins_9BF7BD12

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//No bark is played.

//Objective "Find the Key" is active

Template

Technical name

Cnd_ED7453A8

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Objective "Find the Key" is active

//Player exits Loot UI Pop-Up Screen

Template

Technical name

Cnd_DAED59C2

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player exits Loot UI Pop-Up Screen

//Player has interacted with the bod ...[↗](#)

Template

Technical name

Cnd_B5B8AE6F

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player has interacted with the body < 3 times.

//Player has interacted with the ite ...

Template

Technical name

Cnd_29EA55FE

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player has interacted with the item >5 second before reengaging

//player loots ALL items

Template

Technical name

Cnd_7774A8E4

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//player loots ALL items

//player loots SOME items but NOT all [↗](#)

Template

Technical name

Cnd_1B918585

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//player loots SOME items but NOT all

//Player takes no action after 30 se ...

Template

Technical name

Cnd_D62BBA14

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player takes no action after 30 seconds.

//Player takes no action within 1 mi ...

Template

Technical name

Cnd_934FEB8D

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player takes no action within 1 minute of "Find the Key" Prompt Bark playing.

//Player's first time interacting wi ...

Template

Technical name

Cnd_5C701900

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Player's first time interacting with body

//Resume Gameplay.

Template

Technical name

Ins_5716180D

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay.

//Resume Gameplay: once player loots ...

Template

Technical name

Ins_C8148EB7

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay: once player loots ALL items, the UI pop-up disappears and gameplay resumes.

//Resume Gameplay: once player loots ...

Template

Technical name

Ins_0FCACBD9

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//Resume Gameplay: once player loots ALL items, the UI pop-up disappears and gameplay resumes.

//UI State Unchanged: gameplay does ...

Template

Technical name

Ins_59D82AF0

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//UI State Unchanged: gameplay does not resume

//UI State Unchanged: gameplay does ...

Template

Technical name

Ins_40B6DC27

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Expression

//UI State Unchanged: gameplay does not resume

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_EAB47094
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_1E0E368D
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Back to Exploration [↗](#)

Template	Back to Exploration
Technical name	Hub_50BAB32D
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Back to Exploration

Davina: "Damn it, no key." [↗](#)

Template

Technical name

DFr_F838D064

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Menu text

Stage directions

Full text

Damn it, no key.

Davina: "Not gonna find the key here..."

Template

Technical name

DFr_AB2AA0F4

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Menu text

Stage directions

Full text

Not gonna find the key here...

Delay of Action

Template	Time
Technical name	Hub_8A15C21F
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Time

Exit

Template

Technical name

Project path

Player Action

Hub_91359AB0

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Exit

Template

Technical name

Project path

Player Action

Hub_9CF83FAE

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)

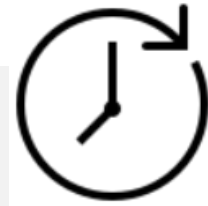


Description

Player Action

Futher Delay of Action [↗](#)

Template	Time
Technical name	Hub_FA7BAEE9
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Time

Jump to: [ANNIHILATED HABITAT] 

Template

Technical name

Jmp_E01444E4

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Jump to: [Delay of Action]

Template

Technical name

Jmp_764E6CC1

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Jump to: [\[Loot\]](#)

Template

Technical name

Jmp_4567D359

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Loot

Template

Technical name

Project path

Player Action

Hub_3B76D59D

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)



Description

Player Action

Loot: "None Taken" Barks [↗](#)



Template	Bark Options
Technical name	Dlg_3FFCFA94
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "None Taken" Barks

Description

A series of barks for when player EXITS UI Pop-up Screen WITHOUT looting item(s).

Bark Options

References

Attachments

Speaking entities



Davina [↗](#)
Entity- Player Selected
{Char_Davina_01}

Following elements

Previous elements



//Player exits Loot UI Pop-Up Screen [↗](#)
Condition
{Cnd_DAED59C2}

Involved entities

Takes place at

Loot: "Take All" Barks [↗](#)



Template	Bark Options
Technical name	Dlg_0EA7E882
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take All" Barks

Description

A series of barks for when Davina LOOTS the ENTIRE bank of item(s) on an NPC

Bark Options

References

Attachments

Speaking entities



Davina [↗](#)
Entity- Player Selected
{Char_Davina_01}

Following elements

Previous elements



//player loots ALL items [↗](#)
Condition
{Cnd_7774A8E4}

Involved entities

Takes place at

Loot: "Take Some" Barks [↗](#)



Template	Bark Options
Technical name	Dlg_7A702745
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take Some" Barks

Description

A series of barks for when Davina LOOTS but NPC still has banked item(s) stored.

Bark Options

References

Attachments

Speaking entities



Davina [↗](#)
Entity- Player Selected
{Char_Davina_01}

Following elements

Previous elements



Exit [↗](#)
Hub- Player Action
{Hub_9CF83FAE}

Involved entities

Takes place at

No Action Taken

Template	Player Action
Technical name	Hub_D763FB8A
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Player Action

Number of Interactions

Template	Conditions
Technical name	Hub_168F2460
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

Number of Interactions

Template	Conditions
Technical name	Hub_85A2B07E
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

Re-interaction Delay [↗](#)

Template	Conditions
Technical name	Hub_36539213
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)



Description

Conditions

UI Loot Popup

Template	UI Prompt
Technical name	FFr_163DA482
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/UI Loot Popup



Description

Dean's Loot:

- 1) Health Serum
- 2) Barley

UI Prompt





UI Prompt

Slot	Feature Category
	-






Description

References


Attachments


 <p>Health Serum </p> <p>Entity {Ntt_48134F67}</p>	 <p>Barley </p> <p>Entity- Raw Ingestibles {Ntt_07B913C4}</p>
---	--

Following elements

		
Loot 	Exit 	No Action Taken 
<i>Hub- Player Action</i> {Hub_3B76D59D}	<i>Hub- Player Action</i> {Hub_91359AB0}	<i>Hub- Player Action</i> {Hub_D763FB8A}





Previous elements



//Player's first time interacting wi ... 

Condition
{Cnd_5C701900}

Involved entities

	
Health Serum 	Barley 
<i>Entity</i> {Ntt_48134F67}	<i>Entity- Raw Ingestibles</i> {Ntt_07B913C4}

Takes place at

UI Loot Popup

Template	UI Prompt
Technical name	FFr_A937ECC3
Project path	Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/UI Loot Popup



Description

Dean's Loot:

Items dependent on what (if any) item(s) are stored on Dean.

UI Prompt





UI Prompt

Slot	Feature Category
	-

Description

References

Attachments

	
Health Serum  <i>Entity</i> {Ntt_48134F67}	Barley  <i>Entity- Raw Ingestibles</i> {Ntt_07B913C4}

Following elements



Loot	Exit	No Action Taken
<i>Hub- Player Action</i> {Hub_3B76D59D}	<i>Hub- Player Action</i> {Hub_91359AB0}	<i>Hub- Player Action</i> {Hub_D763FB8A}

Previous elements

<i>//Player has interacted with the bod ...</i>	<i>//Player has interacted with the ite ...</i>	<i>//Player has interacted with the ite ...</i>
<i>Condition</i> {Cnd_B5B8AE6F}	<i>Condition</i> {Cnd_29EA55FE}	<i>Condition</i> {Cnd_29EA55FE}

Involved entities

Health Serum	Barley
<i>Entity</i> {Ntt_48134F67}	<i>Entity- Raw Ingestibles</i> {Ntt_07B913C4}

Takes place at

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"

Davina: "Gotta look for that key." 

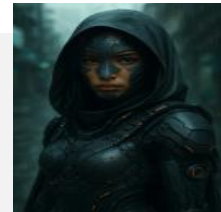
Template

Technical name

Project path

DFr_F1D5E558

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"



Menu text

Stage directions

Full text

Gotta look for that key.

Davina: "I need to find the Speeder Key."

Template

Technical name

Project path

DFr_BBF9B2BD

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player
Action"



Menu text

Stage directions

Full text

I need to find the Speeder Key.

Davina: "Key has got to be around here."

Template

Technical name

DFr_AA2CF73C

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"



Menu text

Stage directions

Full text

Key has got to be around here.

Davina: "Key's not here. Gotta find it."

Template

Technical name

DFr_2371D04D

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"



Menu text

Stage directions

Full text

Key's not here. Gotta find it.

Davina: "No key. It's got to be around."

Template

Technical name

Project path

DFr_D18D9276

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player Action"



Menu text

Stage directions

Full text

No key. It's got to be around.

Davina: "Where the hell is that key?"

Template

Technical name

Project path

DFr_54271E4C

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/"Find the Key" Prompt: "No Player
Action"



Menu text

Stage directions

Full text

Where the hell is that key?

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "None Taken" Barks

Davina: "All this and nothing useful." [↗](#)

Template

Technical name

DFr_AD5AB87F

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

All this and nothing useful.

Davina: "Keep your shit..."

Template

Technical name

DFr_B5E32398

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Keep your shit...

Davina: "Not taking any of this..."

Template

Technical name

DFr_797A97E4

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Not taking any of this...

Davina: "Not what I need."

Template

Technical name

DFr_420474DC

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Not what I need.

Davina: "Pathetic..."

Template

Technical name

DFr_69453990

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Pathetic...

Davina: "Useless."

Template

Technical name DFr_382ABD66

Project path Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "None Taken" Barks



Menu text

Stage directions

Full text

Useless.

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take All" Barks

Davina: "(I'll) Just empty you of all that." [↗](#)

Template

Technical name

Dfr_8F1EB5C8

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

(I'll) Just empty you of all that.

Davina: "All mine."

Template

Technical name

DFr_F34DDF2B

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

All mine.

Davina: "Everything you got..."

Template

Technical name

DFr_F1DA4B74

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

Everything you got...

Davina: "Hmm...I'll take it all."

Template

Technical name

DFr_7EBAB041

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

Hmm...I'll take it all.

Davina: "I'll be taking all this."

Template

Technical name

DFr_77A86BEF

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

I'll be taking all this.

Davina: "Mine now." [↗](#)

Template

Technical name

DFr_51409119

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take All" Barks



Menu text

Stage directions

Full text

Mine now.

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take Some" Barks

Davina: "Don't need it all." [↗](#)

Template

Technical name

DFr_AD652876

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Don't need it all.

Davina: "I'll take this." [↗](#)

Template

Technical name DFr_8AD12601

Project path Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

I'll take this.

Davina: "Just need this."

Template

Technical name

DFr_5DF6D1D5

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Just need this.

Davina: "Keep the junk, I'll take this."

Template

Technical name

DFr_4FD4F9F1

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Keep the junk, I'll take this.

Davina: "Keep the rest."

Template

Technical name

DFr_FEC584D2

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

Keep the rest.

Davina: "That's all I need."

Template

Technical name

DFr_7C5D4AC0

Project path

Flow/SURVIVAL OF THE FITTEST/ANNIHILATED HABITAT/DEAD
NPC INTERACTION (DEAN)/Loot: "Take Some" Barks



Menu text

Stage directions

Full text

That's all I need.