



Lowell Institute  
for Mineral Resources

# HARRY'S HARD CHOICES GAME SCRIPT

**A Training Curriculum Development Resource  
for the Harry's Hard Choices Interactive Computer Game**

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# STORY OVERVIEW

This document outlines the story blocks and dialog sequences found in our computer-based serious game, *Harry's Hard Choices (HHC)*. Our game is based on and greatly extends a paper scenario by NIOSH (Vaught, Hall, & Klein, 2009). The original publication may be found online at <<https://www.cdc.gov/niosh/mining/works/cover-sheet1838.html>>. Details on the game design and development may be found in Brown (2015). We hope that this resource provides useful insight for instructional design and training in emergency preparedness and hazards recognition.

## Cast of characters

The cast of *HHC* involves 12 distinct personalities. Harry, the Section Foreman, is controlled by the player. Harry is responsible for a crew of eight working in the Northeast Section of Bottleneck #1 Mine. In addition to Harry, there are three non-player characters (NPCs) which factor heavily into the story (the primary cast), as well as five other NPCs (the secondary cast) on his crew. There are three NPCs (the tertiary cast) which have minor roles in the story. Tertiary cast include incident commanders; their purpose is to provide Harry with avenues of communication and situational awareness. The tertiary cast is not directly affected by Harry's decisions. Where relevant, a backstory and personality profile are given for each character. Each NPC's demeanor and activities are influenced by these profiles.

### *Primary cast*

1. **Harry, Foreman.** Age 37, 10 years experience, good physical condition. Harry is the section foreman for the Northeast section. He has a wife and two children of middle school age. Harry has been a community volunteer firefighter for more than 15 years. Before entering

management, Harry was a fire boss for 5 years. He knows the Bottleneck #1 mine well. The player will control Harry for the duration of the game.

2. **Bill (Diego), Utility man.** Age 23, 2 years experience, good physical condition. Bill completed his red hat training just over 18 months ago. He has learned the job quickly, has a good work ethic, and is quick to volunteer for chores. Bill hopes to become a section foreman someday. Bill has a wife of 5 years and a 4-year-old son. Bill is the younger brother of Dave, the Buggy Man.
3. **Clem (Carlos), Buggy man.** Age 56, 38 years experience, poor physical condition with heart problems. On the job, Clem usually does what is asked of him, but not much more. He recently went through a rocky divorce and bankruptcy filing, and now must support his elderly mother, whose health is declining. As a result, Clem has garnered a defeatist attitude and a perception that life is an eternal crisis.
4. **Charlie, Roof bolter.** Age 39, 15 years experience, mediocre physical condition. Charlie is opinionated and quick to offer "advice," whether it's wanted or not. His coworkers would characterize him as being somewhat short tempered and argumentative. Charlie has been at Bottleneck for only a few months. Before that, he worked for another very large operation, but was let go after clashing with management several times.

*Secondary cast*

5. **Joe (José), Miner operator.** Age 51, 18 years experience, Diabetic. Joe is a longtime employee of the Bottleneck Mining Company. Joe is valued for his expertise in running the miner and nearly always makes his quota. Joe tends to approach situations on the job cautiously, which has helped to keep him accident free for 18 years. Joe is married with three

grown children and several infant grand children. In recent times, Joe has developed health problems related to his weight.

6. **Larry, Mechanic.** Age 38, 5 years experience, mediocre physical condition. Larry is a colorful person who's not always on task; he's been a mechanic at several operations but never stays very long. He just recently arrived at Bottleneck. Larry serves as comic relief.
7. **Dave (Emilio), Buggy man.** Age 28, 7 years experience, good physical condition. Dave has been at the Bottleneck #1 for his whole career, and with Harry's crew for the majority of that time. Dave is likable and motivated, and most coworkers would describe him as a friend. Dave is very close to his brother Bill, who he recently recommended for a job at the company. Dave has a fiancée that he plans to wed next year.
8. **Sam (Samuel), Miner's helper.** Age 50, 16 years experience, good physical condition. Sam has been a miner's helper at Bottleneck for several years now, and has shown good aptitude as a substitute miner operator when the need arises. Sam is competitive and eager for a promotion to full-time miner operator – and the better pay that comes with it. Sam has a daughter in college and is an active member of his church.
9. **Tom, Roof bolter.** Age 62, 44 years experience, Poor physical condition with shortness of breath. Tom has worked nearly every job in the underground coal industry at some point during his long career. He's been with Bottleneck now for nearly 12 years, with much of that time spent running the roof bolter at Bottleneck #1. Tom is also a long-time smoker with a passion for pipe tobacco but had to give it up due to health problems.

### *Tertiary cast*

10. **Phone Operator (phone voice).** A member of the incident command team at the mine operations center. The Operator provides vital situational awareness of the mine emergency. Harry should report his team's position, status, and decisions to the operator regularly.
11. **Shift Foreman.** Oversees all underground operations at Bottleneck #1 for this shift.
12. **Responsible Person.** A member of the incident command team and qualified mine rescuer in charge of rescue operations during emergencies. Harry will rendezvous and debrief with the Responsible Person if he is able to safely evacuate the section.

### **Story and dialog structure**

Our serious game is composed of three Acts. Note that stories are composed dynamically; this lineation is simply used to organize the story elements conceptually for the reader. Act 1 involves the prologue, triggering of an emergency, and the first response. Act 1 ends with the first miner's injury. Act 2 involves the struggle to get out of the mine as conditions worsen and team morale wanes. The smoke and gas readings will worsen significantly in Act 2, the miners will become fatigued, and morale will worsen during this time. Act 2 ends when the miners reach the refuge chamber "checkpoint" and argue about what to do next. Act 3 involves the denouement (i.e. safely evacuating, getting trapped, or perishing). In Act 3, those miners willing to continue will have to find a way around the spreading mine fire and potential roof falls. Act 3 ends when the player terminates the scenario and debriefs with the Responsible Person. A set of General Purpose dialog blocks (GP) provides additional story elements which are referenced frequently in Acts 1 through 3. Note that some dialog blocks have not been implemented in the current game but are slated as future work. These blocks are tagged with an <OMITTED> tag.



## Decision point mechanics

Sometimes the crew will give Harry competing options on what to do next. These **triggered decisions points** are based on the situation and often involve arguments between characters. Each character represents a specific choice that Harry can make, and Harry makes his decision by agreeing with the appropriate character. In the script, decision points have a specific syntax, where one option (the bad choice) will typically jump the player to a negative consequence, whereas a second option (the good choice) will jump the player to a positive consequence. The "goto" numbers are used to indicate these jumps. Often the incorrect decision simply brings Harry back to the same decision point again, after a time penalty and some humorous enumeration of the failure. An example of the triggered decision mechanic is given below:

- |               |  |                        |
|---------------|--|------------------------|
|               | 1. Actor1: <i>"I think we should do X."</i>            | ← Give Harry option X  |
|               | 2. Actor2: <i>"No, I think we should do Y."</i>        | ← Give Harry option Y  |
| Decision Loop | 3. Actor3: <i>"So what are we going to do?"</i>        |                        |
|               | 4. Harry's decision: Harry can do X or Y:              | ← Conditional: X or Y? |
|               | 5. Harry: <i>"We're going to do X."</i> (choice 1)     | ← Acknowledge X        |
|               | 6. Harry and the team do X and proceed onward          | ← <b>Good outcome!</b> |
|               | 7. goto 12   | ← Jump out of loop     |
|               | 8. Harry: <i>"We're going to do Y."</i> (choice 2)     | ← Acknowledge Y        |
|               | 9. Harry tries Y, without success. (Time penalty)      | ← <b>Bad outcome!</b>  |
|               | 10. Actor3: <i>"Damn it, that didn't work at all!"</i> | ← Indicate bad choice  |
|               | 11. goto 3   | ← Jump & restart loop  |
|               | 12. Harry: <i>"Good work. We better keep moving."</i>  | ← Exit: Advance story  |

In this example, Harry stays in the decision loop until he makes the right choice (in this case, choice X). Often the wrong choice results in a time penalty, which may be repeated until the crew runs out of breathable air, wanders off, or is otherwise consumed by the fire or another disaster. Some consequences of bad decisions may not be obvious at first; they may only be realized much later in the game (i.e. in Act 2 or Act 3). For example, loss of crew morale due to poor decision-making (or indecision) will start slowly but increase rapidly as bad decisions accumulate; also, the fire spreads exponentially fast – exactly as it would in a real mine that lacks adequate firefighting capabilities. For this reason, the situation may cascade into mass desertion or the catastrophic loss of the crew. Learners are encouraged to replay *Harry's Hard Choices* several times, so that they may explore numerous decisions and outcomes, both good and bad.

Another way that Harry can make decisions is based entirely upon freedom of will, in alignment with the microworld concept (Rieber, 1996). *Harry's Hard Choices* supports freedom of will through **object-oriented decision points** which must be initiated by the player. In this case, the player interacts with the Heads-Up Display (HUD) or with an item or hazard in the virtual world to specify a choice. Many GP story blocks consider Harry's interactions with equipment and the virtual world. For instance, Harry can decide that he needs to call the operator anytime he encounters a phone, or he can pick up SCSRs when he encounters a cache. In terms of learning, object-oriented decision points are related to primed and unprimed recall tasks, as opposed to recognition tasks where the choices are clear; note the contrast with triggered decision points as outlined above. Furthermore, an implicit yet vital characteristic of object-oriented decision points is that they may be ignored altogether. This aspect of the game mechanic replicates a real-world conundrum: Failure to act is itself a decision – and often a bad one!

## **ACT 1 (A1)**

### **A1.1 Story prologue**

#### **A1.1.1 Story setup narrative (Narrator)**

The camera pans around the scene, cutting to the various activities: the miner, the shuttle car, men working on random chores. (3-5 cutscenes, about 30 seconds)

1. Narrator: *“Harry Hamilton is a 37-year-old section foreman at a room and pillar mine operation. He has been a community volunteer fireman for more than 15 years. Before taking a management position, he was a fire boss for 5 years. He knows the mine well.”*
2. Narrator: *“Harry has an eight-man crew working the face in the Northeast Section. The Section has been driven 29 crosscuts off of the mains. Harry’s crew is currently in crosscut 27, just inby of the Northeast Section’s #1 entry, turning left into 2 Northeast.”*

#### **A1.1.2 Harry supervises daily operations (Harry, Joe, and Bill)**

Harry is standing over Joe, looking on as the continuous miner cuts into the face.

1. Joe: *“We should be done with this cut in another 20 minutes or so.”*  
Joe is kneeling with the miner control box, while the miner runs in the background.
2. Harry: *“Is the seam widening out?”*
3. Joe: *“Yeah, looks good since we made that left turn. Seam’s real even – not cutting into so much rock now.”*
4. Harry: *“Bill, see if you can clean up some of this loose coal and slate. Clem (Carlos) should be back for another buggy load soon.”*
5. Bill: *“Yep, I’m gonna take care of it.”*

Bill comes over with a shovel and starts shoveling coal into a pile.

### **A1.2 Clem thinks there's a problem (Harry, Clem, and Charlie)**

Clem comes back a few minutes later with the shuttle car, parks it, and steps over to Harry.

1. Clem: *"Hey boss, the alarm is going off. I think there's smoke comin' up the belt."*
2. Charlie: *"You sure 'bout that Clem (Carlos)? I don't hear no alarm."*
3. Clem: *"Boss, what should we do?"*

Harry's Decision: Get the crew together and assess situation, or ask Clem to verify what he thinks.

Choice 1: Side with Charlie

4. Harry: *"We're already behind quota today. We don't need more delays."*

Clem walks off toward conveyor to verify; incurs a significant time penalty. [transition]

Goto 6.

Choice 2: Side with Clem

5. Harry: *"Clem (Carlos), get the crew together. I'll call the CO and see what's goin' on."*

Goto 7

6. Clem: *"Yeah boss, there's definitely smoke on the belt and it's gettin' pretty thick. Smells like coal."*

Goto 3.

7. Clem: *"Alright. Meet y'all at the power center."*

Clem goes to assemble the team. He walks to the vicinity of each guy and yells to get their attention:

8. Clem: *"Hey! We got smoke! Come with me."*

9. Clem: *"Alarm 's goin' off; we're meetin' the boss at the power center."*
10. Clem: *"Y'all! Might have a fire. Meet us over at the power center."*
11. Clem: *"Boss wants us all at the power center, now."*

### **A1.3 Harry calls outside for information (Harry and Operator)**

Harry walks over and picks up a mine phone.

1. Harry: *"Control room, this is Harry onNortheast."*
2. Harry: Harry calls in current position (GP.12)
3. Harry: *"We're hearing alarms down here and my buggy man says there's smoke comin' up the belt. Can you tell me what's going on?"*
4. Operator: Operator gives fire status and location (GP.31) ."
5. Harry: *"Alright. I'll phone in and tell you the plan after I talk to the crew."*

### **A1.4 The crew discusses the situation (Harry, Bill, Charlie, Joe, and Tom)**

Harry walks up to crew, which waits for him at the power center.

1. Clem: *"Boss, ever'body's up here. What'd you find out?"*
2. Harry: *"Outside says there's alarms going off all along the belt on Northeast. They got somebody checkin' on it."*
3. Harry: *"Our escapeways are on crosscuts 28 and over in 29."*
4. Clem: *"Well, we're startin' to get some smoke in 28. Smells like coal."*
5. Harry: *"How's 29 look?"*
6. Charlie: *"I was just runnin' the bolter over there, and it looked pretty clear to me."*
7. Tom: (Coughing) *"I ain't gonna be able to breathe if this smoke gets much worse."*

Harry's Decision: Which escapeway does he take? (Choices are implicit)

8. Harry: *"Best get moving."*
9. Clem: *"Now hold on a minute. If that belt's caught fire, we may be walkin' into an inferno. There's a mile of belt between here and the mains. The shelter's right here -- why don't we just wait this out? You said yourself they're sendin' somebody."*
10. Tom: *"I think if there's a way out, then we ought to get out -- before things get worse. Every red hat knows that."*
11. Bill: *"Boss, we just don't know enough to be jumpin' to conclusions one way or 'nother. Why don't we wait to see what's happening. Maybe outside knows somethin' by now."*

Harry's Decision: Harry can lead the crew to refuge chamber, try to get out now, or wait for more information.

Choice 1: Side with Joe.

12. Harry: *"Joe, I think you're right. We'll wait awhile and see."*

Harry decides to wait and incurs 10-minute time penalty. [transition]

Goto 14

Choice 2: Side with Clem

13. Harry: *"Let's head over to the refuge chamber and wait for help. We can play cards and drink beer 'til they get this under control."*

The team spontaneously starts to walk toward the refuge chamber.

Choice 3: Side with Bill

14. Harry: *"Well, both escapeways still look pretty open. We're leaving while we still can."*  
(Choice 3)

15. Tom: *“Boss, I don’t think our chances improved a whole hell of a lot by sitting here on our behinds.”*

Goto 8.

### **A1.5 The crew debates egress strategy (Harry, Charlie, Clem, and Tom)**

Harry stands in front of crew, directing them to get moving.

1. Clem: *“If we’re gonna try to get out of here, let’s at least use the truck. We can cover a lot of ground fast that way.”*
2. Charlie: *“There’s a fire. We don’t know what started it or what gases are building up. And you want to drive through here in a truck? You want to get us all blown up?”*
3. Clem: *“There ain’t no way I can walk all the way out of here breathin’ in smoke! Some of us ain’t in good shape.”*
4. Tom: *“(Carlos’) Clem’s got a point. It’s gonna be hard on some of us to hustle it all the way out. There’s a long ways between here in ‘nem mains.”*

Harry’s decision: Risk using the truck to get out faster and reduce the strain on unhealthy crew members.

5. Harry: *“Best we try to get the hell out of here in the truck.”* (Choice 1)

Everyone spontaneously walks toward the truck. Clicking on truck initiates boarding.

Goto 7 (Optional if user checks gas meter)

6. Harry: *“Truck’s too risky. We’re walkin’ out. Everybody’s got to try to keep up.”* (Choice 2)

Goto 8 (Optional if user checks gas meter)

7. Harry: *“Changed my mind. May be some dangerous methane buildup here. We’re walking.”*

8. Harry: *“On second thought, gas readings look okay to me – let’s try to make up some time in the truck.”*

Everyone spontaneously walks toward the truck. Clicking on truck initiates boarding.

#### **A1.6 Harry calls outside to give egress plans (Harry and Operator)**

Harry stands in the vicinity of a mine phone. His call depends on his current decision to either use the truck or not use the truck. If Harry is wearing an SCSR, he must remove the mouthpiece to talk on the phone. Note: can reuse for Act 2 phone interactions.

1. Harry: *“Control Room, this is Harry on Northeast.”*
2. Harry: Harry calls in current position (GP.12)
3. Harry: *“Can you give me an update?”*
4. Operator: Operator gives fire status and location (GP.31)

If leaving, using truck:

5. Harry: *“We’re coming out on the truck.”*
6. Harry: Harry details exit route (GP.29)
7. Harry: *“We hope to get outby that fire before it blocks us in here.”*
8. Operator: *“Understood. Get out as fast as you can.”*

If leaving, not using truck:

9. Harry: *“We’re walking out. The truck's no good.”*
10. Harry: Harry details exit route (GP.29)
11. Harry: *“ We hope to get outby that fire before it blocks us in here.”*
12. Operator: *“Understood. Get out as fast as you can.”*

If going to refuge chamber:



13. Harry: *"We've decided we can't get out. We're gonna hunker down in the refuge chamber. Send in the rescue team to get us once that fire is under control."*

14. Harry: Harry details refuge chamber location (GP.30)

15. Operator: *"We'll pray for you."*

If inside the refuge chamber:

16. Harry: *"We've deployed the refuge chamber to regroup."*

17. Harry: Harry details refuge chamber location (GP.30)

18. Operator: *"Understood."*

### **A1.7 The truck breaks down**

The crew is riding in the truck, when it suddenly breaks down. There are unpromising mechanical sounds, and the check engine light blinks prominently on Harry's dashboard.

#### **A1.7.1 Main dialogue (Harry, Bill, Charlie, and Larry)**

1. Bill: *"Looks like the check engine light's on, boss. Maybe it's somethin' we can fix."*

2. Harry: *"Everybody out, we broke down."*

Everybody disembarks truck.

3. Harry: *"Larry, let's have a look and see what's wrong."*

Larry walks over and opens the hood.

4. Larry: *"Looks like some kind of engine problem...can't tell what exactly."*

5. Larry: Random serious mechanical malfunction

6. Charlie: Random trivial mechanical malfunction

7. Larry: *"Might take a good while to get it running again, boss."*

8. Clem: Random let's get out of here

Harry's decision: He can attempt to repair the truck or abandon it to move out on foot.

9. Harry: *"Get whatever tools you need out of the back. Let's see if we can get this truck running again."* (Choice 1)

Larry and Charlie tinker under the hood awhile; Incurs significant time penalty. [transition]

10. Larry: *"Dang it! She still won't start!"*

Goto 6.

11. Harry: *"We don't have time for this. Let's get our gear and get moving."* (Choice 2)

12. Harry: *"We're moving out on foot."*

13. Crewmen: random affirmative.

#### **A1.7.2 Random serious mechanical malfunction (Larry)**

1. Larry: *"I think there must be a problem with the fuel line somewhere."*
2. Larry: *"I think the timing belt might be broke."*
3. Larry: *"Looks like it could be a problem with the fuel injector windings."*
4. Larry: *"Could be an alternator problem."*
5. Larry: *"I think we maybe got a problem with the O2 sensors."*
6. Larry: *"Might be a problem with the distributor."*
7. Larry: *"I think we might've got a fuel leak somewhere."*
8. Larry: *"I think it's a problem with the turbo encabulator."*
9. Larry: *"I think there's a crack in the engine block."*

#### **A1.7.3 Random trivial mechanical malfunction (Charlie)**

1. Charlie: *"Ain't no way, it's probably just a blown fuse."*
2. Charlie: *"Nah, I figure a spark plug's just come loose."*

3. Charlie: *"I figure you just got a loose bolt someplace."*
4. Charlie: *"I don't think so. I think we got a headlight out."*
5. Charlie: *"Don't seem likely. Probably just a clogged air filter."*
6. Charlie: *"Ain't no way. I figure you just got a clogged fuel filter."*
7. Charlie: *"I'd have a look in the fuse box. Probably just got a fuse out."*
8. Charlie: *"Bull. It's probably just low on wiper fluid."*

#### **A1.7.4 Random let's get out of here (Clem)**

1. Clem: *"We're supposed to sit around here and suffocate, while you two screw around under the hood?"*
2. Clem: *"Boss, mine's on fire. We got to get out of here -- we got to keep movin'."*
3. Clem: *"Air's gettin' worse. We can't mess around here, we're all gonna suffocate if we do."*
4. Clem: *"You two got no idea what the problem is. This could take hours -- and the smoke could get a lot worse."*
5. Clem: *"Ain't no time for you to piddle around on that truck. She's done broke down and there ain't no fixin' it."*
6. Clem: *"So that's it. Truck's dead and we're gonna sit here and suffocate."*

#### **A1.8 Sam injures himself disembarking truck (Harry, Bill, Sam, Charlie, and Clem)**

Sam dismounts the truck, and then falls to the ground in pain, grabbing his ankle.

1. Sam: *"Ah!"* (Yells emphatically in pain)
2. Sam: *"Ow! My ankle!"*
3. Harry: *"What happened?"*

4. Sam: *"Stepped on some coal as I was getting off the truck. Turned my ankle over...felt it give way. Boss...it's twisted up pretty bad."* (Labored speech, in pain.)
5. Sam: *"I don't know if I can walk..."*
6. Bill: *"Remember that daughter of yours in college, Sam!? Who else is gonna pay her tuition?"*
7. Bill: *"You can make it!"*
8. Bill: *"We'll help you get the hell out of here, but you just got to keep movin'."*
9. Clem: *"That's just great. The truck's down, now we got a man that cain't walk."*
10. Clem: *"There's a refuge chamber back at the face. We got to go back -- let's go back while we still can!"*
11. Charlie: *"Harry, we got to leave Sam here. We don't have time to tend to somebody that's injured."*
12. Charlie: *"He's just going to slow us down. No offense Sam, but you're dead weight."*  
If wearing SCSRs:
13. Harry: *"Okay – everybody, keep your mouthpieces in! This bad air'll kill you."* (Emphatic)  
Harry's decision: Abandon Sam, lead the team back to refuge chamber, or continue onward.
14. Harry: *"Sam, we got to keep moving. If you can walk at all, then we'll help you."* (Choice 1)
15. Sam: *"Okay, I'll see how far I can get. I might need some help walking, though."*
16. Harry: Harry requests injury assistance (Act 2)  
Sam gets to his feet and the team prepare to continue onward.
17. Harry: *"Yeah, I agree with you Clem -- we gotta turn back. Let's head back to the refuge chamber, while we still can."* (Choice 2)  
Crew turn to walk back toward refuge chamber. [transition, cut scene]

Crew are shown sitting in refuge chamber

18. Harry: *"Sam, you'll slow everyone down. We've got to continue on without you."* (Choice 3)

19. Harry: *"Try to get yourself to a rescue chamber if you can."*

20. Harry: *"Good luck, Sam."*

The team prepares to leave without Sam

Random chance (high probability) that Sam perishes in outcome.

### **A1.9 Random leadership hints and tutorial (All crew members)**

#### **A1.9.1 Timewasters**

1. Crewman: *"What do we do now?"*
2. Crewman: *"Do we have a plan, boss?"*
3. Crewman: *"I hope you know what you're doing."*
4. Crewman: *"I'm lost."*
5. Crewman: *"I have no idea."*
6. Crewman: *"Where we are?"*
7. Crewman: *"Are we there yet?"*
8. Crewman: *"Maybe we can put the fire out?"*
9. Crewman: *"I'm hungry."*
10. Crewman: *"Got a light?"*
11. Crewman: *"Why are looking at me like that?"*

#### **A1.9.2 Situational hints**

1. Crewman: *"We better get movin'."*
2. Crewman: *"We need to pick up the pace."*

3. Crewman: *"I think we're wastin' too much time."*
4. Crewman: *"We gotta slow down."*
5. Crewman: *"We can't keep goin' at this pace."*
6. Crewman: *"We've been moving pretty fast."*
7. Crewman: *"If somebody gets injured, we should help them to a nearby refuge chamber."*
8. Crewman: *"A short rest break would help us all."*
9. Crewman: *"Gettin' to a refuge chamber is our best option."*
10. Crewman: *"Have you called the operator to let him know our plans?"*
11. Crewman: *"Any word on the fire?"*
12. Crewman: *"Maybe the control room can give us an update on the fire?"*
13. Crewman: *"Have you checked the gas meter recently?"*
14. Crewman: *"Maybe you should check to see if the air here is respirable."*
15. Crewman: *"Maybe we should put on rebreathers?"*
16. Crewman: *"Maybe we should change SCSRs soon?"*
17. Crewman: *"Have you checked our escape route?"*
18. Crewman: *"We should follow the escapeway lines."*

### **A1.9.3 Tutorial hints**

1. Crewman: *"Goggles will help us see through dense smoke."*
2. Crewman: *"The escapeway line will lead us to the next SCSR cache and refuge chamber."*
3. Crewman: *"You should check your gas meter often."*
4. Crewman: *"Are we lost? Maybe you should check the map."*
5. Crewman: *"I hope you're watching the clock on the rebreathers."*

6. Crewman: *"By donning SCSRs, we can breathe safely in irrespirable air."*
7. Crewman: *"We can move a lot faster by using a vehicle."*
8. Crewman: *"We can pick up spare SCSRs at the next cache."*
9. Crewman: *"If morale gets too low, a crew member might stop listening to you or leave the group."*
10. Crewman: *"The safety tether can be used to keep the crew from getting lost in dense smoke."*

### **A1.10 SCSR cache hint**

If there are 0 spare breathing apparatus in the inventory, a crewman will prompt Harry to get to a cache to pick up additional units. A new waypoint goal is added upon conclusion of the dialog.

1. Crewman: *"Boss, we better get to a cache and pick up some spare breathing apparatus before we all suffocate."*
2. Crewman: *"We need to get some spare SCSRs. I think there's a cache pretty close to here."*
3. Crewman: *"Maybe we need to find a cache and pickup some spare rebreathers. We ain't got any spares."*
4. Crewman: *"I think we ought to get over to a cache. Boss, we're down to our last SCSRs."*
5. Crewman: *"Isn't there an SCSR cache over that a way? Maybe we better get over there."*
6. Crewman: *"We better pickup some spare SCSRs at a cache. We might not be able to make it out on one."*
7. Crewman: *" There's a SCSR cache pretty close to here. It'd be stupid to go on without a spare."*

## ACT 2 (A2)

### A2.1 A random crewman is injured (Harry, Clem, and Any Crew Member)

#### A2.1.1 Main dialogue (Harry, Clem, and Any Crew Member)

1. Crewman: Random pain vocalization
2. Crewman: Random injury
3. Crewman: *"I'm in a lot of pain, boss."*
4. Crewman: *"Don't know if I can keep goin'."*
5. Harry: *"We got to keep moving."*
6. Harry: *"Can you walk at all?"*
7. Crewman: *"Well, hurts pretty bad...but I can try."*
8. Bill OR Random: Random crewman-dependent motivational dialogue (A2.1.2).
9. Bill OR Random: *"You can make it."*
10. Charlie or Random: Random Charlie suggests abandoning crewman (A2.14)
11. Clem or Random: *"We have to turn back. We gotta find a refuge chamber while we still can!"*  
Harry's Decision: Abandon the crewman, turn back, or help him continue onward.
12. Harry: *"We're gonna help you out of here. We'll help you to a refuge chamber."* (Choice 1)
13. Crewman: *"I don't know if I can make it any further than the next refuge chamber."*
14. Harry: Harry requests injury assistance
15. Harry: *"Yeah, I agree with you Clem (Carlos) -- we gotta turn back. Let's head back to the refuge chamber, while we still can."* (Choice 2)  
Crew turn to walk back toward refuge chamber. [transition, cut scene]  
Crew are shown sitting in refuge chamber



16. Harry: *"I've I got a lot of other people on this crew to worry about. Can't risk everybody for your sake."* (Choice 3)

17. Harry: *"Try to get yourself to a refuge chamber."*

18. Harry: *"Good luck."*

The team prepares to leave without the injured crewman

Random chance (high probability) that crewman perishes in outcome.

Random chance (high probability) that Sam perishes in outcome.

#### **A2.1.2 Random crewman-dependent motivational dialogue (Bill OR Random)**

1. Bill: *"You've got a wife and 2 kids, Harry -- how would they feel if we left you behind?"* (for Harry)

2. Bill: *"No way you're staying in this mine. You want to see your 4-year-old son grow up!"* (for Diego)

3. Bill: *"Come on Dave -- you think I'd leave my only brother behind?"* (for Dave)

4. Bill: *"Come on Emilio -- you think I'd leave my only brother behind?"* (for Emilio)

5. Bill: *"You want your elderly mother out on the street, Clem? You're getting out of here!"*  
(for Clem)

6. Bill: *"You want your elderly mother out on the street, Carlos? You're getting out of here!"*  
(for Carlos)

7. Bill: *"You may be a smartass, but we're still not going to let you sit here and die."*  
(for Charlie)

8. Bill: *"Think about your grandchildren! They want to see their pop again!"* (for Joe)

9. Bill: *"Think about your grandchildren! They want to see their pop again!"* (for Josue)

10. Bill: *"Remember that daughter of yours in college, Sam!? Who else is gonna pay her tuition?"* (for Sam)
11. Bill: *"You've got more experience than anyone else on this crew. You never had a serious accident in 40 years. Guys like you just don't die in the mines."* (for Tom)
12. Bill: *"Think about that '75 Pinto you've been restoring for the last 7 years. Who's gonna finish it if we leave you behind?"* (for Larry)

#### **A2.2 Harry requests injury assistance (Harry and Any Crew Member)**

1. Harry: *"We've got an injured man here."*(addressed to crew)
2. Harry: Worker-specific injury assistance
3. Harry: *"We'll ALL move faster if we help him."*
4. Harry: *"Do I have a volunteer?"*
5. Crewman: Random affirmative

Healthy crewman comes over to provide injury assistance

#### **A2.3 Crewman stops injury assistance due to fatigue (Any Crew Member)**

1. Crewman: *"Boss, I'm exhausted."*
2. Crewman: *"I can't help anymore; I'm about to pass out."*

Crewman stops providing injury assistance.

#### **A2.4 Worker-specific injury assistance (Harry)**

1. Harry: *"Anybody up to helping out Bill?"*
2. Harry: *"Anybody up to helping out Diego?"*
3. Harry: *"Clem needs some help walking."*

4. Harry: "*Carlos needs some help walking.*"
5. Harry: "*Charlie needs some help.*"
6. Harry: "*Joe's hurt and needs a second pair of legs.*"
7. Harry: "*Jose's hurt and needs a second pair of legs.*"
8. Harry: "*Larry's gonna need some help bearing his weight.*"
9. Harry: "*Dave needs some assistance with his leg.*"
10. Harry: "*Emilio needs some assistance with his leg.*"
11. Harry: "*Sam's hurt and needs our help to get out of here.*"
12. Harry: "*Tom's hurt himself. I need someone to step up and help him.*"

#### **A2.5 Crewman refuses to continue due to injury (Harry, Bill, Charlie, and any Crewman)**

A crewman is injured, his fatigue is rising, and his morale is decreasing.

1. Crewman: Random pain vocalization
2. Crewman: Random pain desperation
3. Crewman: "*I can't take it anymore, boss.*"
4. Crewman: "*I can't go any further.*"
5. Bill: "*You've GOT to keep going!*"
6. Charlie: Belligerent affirmative.
7. Charlie: Charlie suggests abandoning crewman (A2.14)

Harry's Decision: Abandon the crewman or help him continue onward.

8. Harry: "*Come on. We'll get you to a refuge chamber. It's not much further.*"(Choice 1)
9. Harry: Harry requests injury assistance

10. Harry: *"We're running out of time. I'm sorry, [Harry vocalizes crew name]. I can't risk everybody for your sake."* (Choice 2)
11. Harry: *"Try to get yourself to a refuge chamber. Good luck."*
12. Crewman: Belligerent ready to go

#### **A2.6 Crewman refuses to continue due to fatigue (Harry, Clem, Charlie, and Crewman)**

The crewman's fatigue level is increasing, leading to frustration and low morale.

1. Crewman: Random fatigue desperation
2. Crewman: *"Please, boss, can we have a rest break?"*
3. Charlie: Random Charlie suggestion to abandon crewman (A2.14)
4. Clem: *"Boss, the group has to keep moving or we all die. Time is against us."*  
Harry's Decision: Abandon the miner, rest the miner, or force march onward.
5. Harry: Harry gives the crew a rest break. (Choice 1)
6. Harry: *"We'll have to go on without you, before the fire traps us all."* (Choice 2)
7. Harry: *"You should try to make it to a refuge chamber. Good luck."*
8. Crewman: Belligerent affirmative
9. Harry: *"I'm sorry, [Harry vocalizes crew name]. I can't risk stopping here, even for a minute. You'll have to make it on your own footing."* (Choice 3)
10. Harry: *"Try to get to a refuge chamber. Good luck."*
11. Crewman: Belligerent ready to go

## **A2.7 Crew devolve into frustration argument (Harry and Crew)**

### **A2.7.1 Main dialog**

The crew's fatigue level is increasing, leading to frustration and low morale.

Note: Crewmen talking should be high in fatigue and low in morale.

May repeat these with multiple crewmen:

1. Crewman 1: Random frustration comment
2. Crewman 2..n: Random personal attack comment
3. Crewman 1: Random retort
4. Crewman 2: Belligerent affirmative

Crewmen get into physical scuffle.

Starting with line 3, Harry has an option to break up the fight.

5. Harry: Harry breaks up fight (first line chosen at random)
6. Harry: Harry breaks up fight (second line chosen at random)
7. Crewman 1: Random personal attack (option 1)
8. Crewman 2: Random retort (option 1)
9. Crewman 3: Random attempt to defuse the situation (option 2)

Harry has two options: He can antagonize the crew, getting himself emotionally involved in the foray, or he can attempt to step above the conflict, be a calming force, and refocus the group on their objectives.

Option 1: Antagonize the participants

10. Harry: Harry antagonizes fight participants (part 1)
11. Harry: Harry antagonizes fight participants (part 2)

If next loop  $\geq 3$ , Goto knockout sequence, otherwise Goto line 1

Option 2: Give a pep talk to defuse tension and raise morale

12. Harry: Harry gives a pep talk (choose pep talk randomly)

Morale increase

### **A2.7.2 Harry breaks up fight (Harry)**

1. Harry: *"Hey now!"*
2. Harry: *"Hey...hey...HEY!"*
3. Harry: *"Knock it off!"*
4. Harry: *"Stop it!"*
5. Harry: *"Break it up!"*
6. Harry: *"We don't have time for this crap!"*
7. Harry: *"Cut it out!"*
8. Harry: *"Get your acts together!"*
9. Harry: *"What's the matter with you two?"*
10. Harry: *"Enough of this!"*
11. Harry: *"What's wrong with you two?"*
12. Harry: *"Okay, everybody just needs to take a deep breath"*
13. Harry: *"What's gotten into you?"*
14. Harry: *"You two idiots must have crap for brains!"*
15. Harry: *"You two idiots must have shit for brains!"*

### **A2.7.3 Harry antagonizes fight participants, Worker specific, Part 1 (Harry)**

1. Harry: *"Bill, can't you hook better than that?"*

2. Harry: *"Diego, you're gonna get yourself knocked out."*
3. Harry: *"You could use some boxing lessons, Clem."*
4. Harry: *"Time to go on a diet, Carlos."*
5. Harry: *"Charlie, you're just a smart-mouthed runt."*
6. Harry: *"If ONLY you could fight half as well as you run your mouth, Charlie."*
7. Harry: *"Joe, you're gonna get mauled."*
8. Harry: *"Jose's, you're cruisin' for a bruisin' if you keep messing with him."*
9. Harry: *"Larry, you take hits a loony toon character."*
10. Harry: *"Dave needs some assistance with his leg."*
11. Harry: *"Give him what for, Emilio!"*
12. Harry: *"Sam, you need to block better than that."*
13. Harry: *"Tom, I think you need to stick to the old timer's ring."*

#### **A2.7.4 Harry antagonizes fight participants, Part 2 (Harry)**

1. Harry: *"Carry on."*
2. Harry: *"As you were."*
3. Harry: *"You're such an idiot."*
4. Harry: *"YOU started it."*
5. Harry: *"I'd punch him in the mouth too if I were you."*
6. Harry: *"Go for a gut punch."*
7. Harry: *"It's your fault for being such a smartass."*
8. Harry: *"Stop your whining."*
9. Harry: *"You fight like a panzy."*
10. Harry: *"You fight like a little girl."*

11. Harry: *"I've seen better fights on the playground."*
12. Harry: *"Hahaha, that was a pathetic punch."*
13. Harry: *"He's just killing you."*
14. Harry: *"I'm glad I didn't put any money on you to win this round."*
15. Harry: *"Glad I bet on the other guy."*
16. Harry: *"You fight like a drunk pig."*
17. Harry: *"Can't you make a better showing than that?"*
18. Harry: *"Hit him low."*
19. Harry: *"Nah, nah, nah, nah, nah, nah."* (Musically mocking & juvenile)
20. Harry: *"Next Round. Ready...fight!"*
21. Harry: *"Round 2."*
22. Harry: *"Round 3."*
23. Harry: *"Let's try that again."*
24. Harry: *"You need to work on your upper cut."*
25. Harry: *"How about a left hook?"*

#### **A2.7.5 Crewman attempts to defuse situation (Crewman)**

1. Crewman: *"Boss, I think you need to take control of the situation."*
2. Crewman: *"I think things are seriously about to get out of hand. Somebody needs to take control."*
3. Crewman: *"Boss, you've got to be a leader here."*
4. Crewman: *"I think things are seriously about to get out of hand. What do we do?"*
5. Crewman: *"Boss, this crew is coming apart. Might be time to say something positive."*
6. Crewman: *"Boss, if you don't step up, you're gonna lose control of this situation."*



7. Crewman: "*Whew, the tension is as thick as the smoke. Boss, you better do somethin' fast.*"
8. Crewman: "*Heh, this is might be a good time for a nice pep talk.*"
9. Crewman: "*Is ANYBODY in control of this situation?*"
10. Crewman: "*Harry, are you gonna control this situation or not?*"
11. Crewman: "*Things are gettin' real bad here, boss. What are you gonna do about it?*"
12. Crewman: "*I think things are seriously about to get out of hand.*"
13. Crewman: "*Boss, things couldn't get much worse. I hope you have something positive to say.*"
14. Crewman: "*Boss, what are we gonna do now?*" (Emphatic)
15. Crewman: "*Boss, we could really use some leadership right about now.*"
16. Crewman: "*Boss, any advice you could give would be really helpful.*"
17. Crewman: "*I think things are seriously gettin' out of hand. We could really use some motivation*"
18. Crewman: "*Boss, this is a mess. You got any idea how to calm these two down?*"
19. Crewman: "*This crew is seriously on edge. We could really use some guidance right now.*"
20. Crewman: "*Boss, do you have ANY idea what you're doing? What are you gonna do about this?*"

### **A2.8 Harry gives a pep talk 1 (Harry, Bill, and Crewman)**

Pep talk: I know what I'm doing in a race against time

1. Harry: "*You know, I was a fire boss for years.*"
2. Harry: "*This reminds me of the time, a few years ago, when I was working over on the Southeast section, we had clunky old continuous miner, we called it sparky, because its traction motors would seize up and spray out a rain of sparks.*"

3. Harry: *"Well one time ol' sparky caught on fire -- there was smoke everywhere -- the miner operator came up to me, and he was like, "Boss! I think we got..."*

Fade out; time penalty with improved fatigue/moral.

Fade in:

4. Harry: *"....so yeah, fires spread fast and we're in trouble. But I've been in trouble before, and I know we can get out of here, if we just keep moving."*
5. Crewman: *"Boss's right. We can do it!"*
6. Harry: *"That's the key -- we got to keep moving. Time is not our friend right now. Every minute we waste here makes it harder for us to get out."*
7. Bill: *"I'm sure we can make it. It's not that much further now anyways."*
8. Harry: *"So are we ready to do this?!"*
9. Crewmen: Random Affirmatives.

### **A2.9 Harry gives a pep talk 2 (Harry, Bill, and Crewman)**

Pep talk: We'll make it if we stick together, follow procedure, and don't panic

1. Harry: *"You know, I've been workin' this mine for years. I know it like the back of my hand."*
2. Harry: *"I remember this one time when we had some red hats get lost over on 2 Northwest, you know, over a'gin that long wall where you got that strange right turn?"*
3. Harry: *"Well, we had to go looking for them, and come to find out that they had gotten themselves into a heap of trouble..."*

Fade out; time penalty with improved fatigue/moral.

Fade in:

4. Harry: *"...so yeah, things just have a way of working themselves out -- if we stick together, follow procedure, and most of all -- don't panic!"*
5. Crewman: *"You've got a point there, boss."*
6. Harry: *"And that's the message here -- keep your heads and work as a team. We'll be out of here in no time."*
7. Bill: *"I think we've got it together, Boss."*
8. Harry: *"So are we ready?!"*
9. Crewmen: Random Affirmatives.

### **A2.10 Harry gives a pep talk 3 (Harry, Bill, and Crewman)**

Pep talk: Our number one goal is self rescue

1. Harry: *"You know, I've been in emergencies before. Once, I was trapped underground for...well, longer than I want to think about."*
2. Harry: *"I remember, it was about 5 years ago -- and it nearly scared my kids to death. They were pretty small at that point; I think they'd just started elementary school."*
3. Harry: *" We'd hit water at the face, and it nearly flooded the whole Southeast section. We were blocked off from the mains. Well, fortunately, there was a good size air pocket and that saved us. But we were trapped in there for a long time before they even started sending in rescue teams to pump the water out. I remember thinking about how...."*

Fade out; time penalty with improved fatigue / moral.

Fade in:

4. Harry: *"...so I guess that's my point here -- right now, it's up to US to rescue ourselves. Our number one goal is to get the hell out of this mine. Because it could be a long time before rescue teams are even allowed in."*

5. Crewman: *"Boss is right -- if we don't get out of here, then we're in a heap of trouble."*
6. Harry: *"And, if the rescuers have to come for us, we'd be putting them in danger too."*
7. Bill: *"Our families are counting on us."*
8. Harry: *"So are we ready to go home?!"*
9. Crewmen: Random Affirmatives.

#### **A2.11 Harry gives the crew a rest break (Harry and Crewman)**

1. Harry: "Alright, we're gonna take a quick break here, y'all relax for a couple minutes."
2. Crewmen: Random affirmatives.

#### **A2.12 The crew finds and activates a refuge chamber (Harry and random crew member)**

<OMITTED>

#### **A2.13 The crew debate plans in the refuge chamber (All crewmen)**

##### **A2.13.1 Main dialogue**

1. Crewman: Random crew argues staying in refuge chamber (2.13.2)
2. Crewman: Random crew argues leaving refuge chamber to continue (2.13.3)

Harry's decision: stay in chamber, leave the chamber, or think about it

3. Harry: *"Our best option is still to get out of this section while we can. I was a fire boss for years. I'm confident that I can lead us past that fire."*(Choice 1)
4. Harry: *" We'll rest here a bit and then head out."*
5. Crewman: Random affirmative (GP.1.1)
6. Crewman: Injured/exhausted crewmen revolt and stay (2.13.4)

7. Harry: *"I encourage you to get out if you can. It may be a while before help can get here."*
8. Harry: *"We're gonna stay here in the refuge chamber. It's too risky to continue."* (Choice 2)
9. Harry: *"The situation has really gone downhill. It's a safer bet to wait here for help."*
10. Crewman: Random affirmative (GP.1.1)
11. Crewman: Low morale crewmen may revolt and leave (GP.16.2)

Game ends on this choice.

12. Harry: *"I'm not sure. Let me think about it."* (Choice 3)

Time penalty.

Goto 1.

#### **A2.13.2 Random crewman argues staying in refuge chamber (All)**

1. Crewman: *"I think our best option is to stay here in the refuge chamber, rather than risk going any further. There's still too far to go."*
2. Crewman: *"Some of us may be too tired or hurt to continue. We should stay here."*
3. Crewman: *"How are we gonna get past that fire? It may be impassable. We're safe now -- let's wait for the rescue team."*
4. Crewman: *"We should stay here where we've got an air supply that will last us a couple days. I'm sure the rescue teams can make it to us by then."*
5. Crewman: *"We should stay in this refuge. We have no idea where that fire is. We could get trapped."*
6. Crewman: *"We might not have enough air in our rebreathers to keep going. We ought to stay here."*
7. Crewman: *"Some of the crew won't make it if we keep going. We should all stay here and stick together."*

8. Crewman: *"I think we should take a vote. I bet most of the folks in this crew are smart enough to stay here."*

#### **A2.13.3 Random crewman argues leaving chamber to continue (All)**

1. Crewman: *"We should keep moving; we can't stay here. We should try to get out as long as there is a possible way out."*
2. Crewman: *"That fire might be spreading. If we stay here, we could be trapped."*
3. Crewman: *"If we stay here, it's a real gamble. Who knows how long it'll be until a rescue team reaches us? "*
4. Crewman: *"There's nothing to suggest we're trapped here. Our first objective ought to be to get out, until we know we can't."*
5. Crewman: *"We should try to get out of the section. If it looks like we can't, we could come back, or find another shelter."*
6. Crewman: *"Isn't the whole point of self rescue to try to get OUT of the danger area?"*
7. Crewman: *"I think everyone fit enough to go on should try to get out. Those of you that aren't probably ought to stay here."*
8. Crewman: *"Let's vote on it. This crew knows we gotta keep going."*

#### **A2.13.4 Random crew refuse to leave chamber (All)**

1. Crewman: *"I can't keep going. I'm staying in the chamber."*
2. Crewman: *"I'm gonna stay right here in chamber. You guys continue without me."*
3. Crewman: *"This is as far as I can go."*
4. Crewman: *"I'll wait here for the rescue team."*
5. Crewman: *"I can't continue."*

6. Crewman: *"I'm too exhausted to continue."*
7. Crewman: *"My leg is hurt too badly. I'll have to stay here in this shelter."*
8. Crewman: *"This is the end of the line for me. I'll wait here for help."*
9. Crewman: *"I can't go any farther."*
10. Crewman: *"I'm staying here in the refuge chamber and waiting for help to arrive."*
11. Crewman: *"I'm not going any further."*
12. Crewman: *"I choose to stay here."*

#### **A2.14 Random Charlie suggests abandoning crewman (Charlie OR Random)**

1. Charlie: *"Boss, can't you see he's just slowing us ALL down? He's dead weight!"*
2. Charlie: *"Well just lay down a die then."*
3. Charlie: *"We don't need dead weight!"*
4. Charlie: *"We don't have time for this, let's just move."*
5. Charlie: *"Boss, just let him fend for himself, we gotta go."*
6. Charlie: *"Can't jeopardize everybody for one guy."*
7. Charlie: *"Boss, we ain't never gettin' out of here in time if we got to carry him too; we'll ALL die!"*
8. Charlie: *"Fine by me. Goodbye."*
9. Charlie: *"Let's just leave him here."*

#### **A2.15 Roof fall trap**

##### **A2.15.1 Main sequence**

A crewman is seen signaling in the distance.

1. Crewman: *"Hey, do you see that? Up ahead?"*

2. Crewman: Random Roof fall warning (A2.15.2)

If Harry continues:

3. Crewman (Not victim): Random Hazard warning (GP.35)

Crewman (Victim) is crushed and dies.

### **A2.15.2 Roof fall warning**

1. Crewman: *"Is there someone up ahead?"*
2. Crewman: *"Is that guy signaling us?"*
3. Crewman: *"Do you see that guy signaling us?"*
4. Crewman: *"Who is that up there?"*
5. Crewman: *"What's he sayin'?"*
6. Crewman: *"Does he want us to stop?"*
7. Crewman: *"Is he telling us to go back?"*
8. Crewman: *"Maybe we ought to go back."*
9. Crewman: *"There might be danger up ahead."*
10. Crewman: *"I think somebody's trying to signal us."*
11. Crewman: *"Looks like somebody up there."*
12. Crewman: *"I think he's trying to tell us something."*

### **A2.16 Fire trap**

#### **A2.16.1 Main sequence**

Harry has gotten too close to a fire. (Proximity detection.)

1. Crewman: Random Fire warning (A2.16.2)
2. Crewman: Random disdain (GP.1.9)



If Harry continues to stay too close to fire for time interval:

3. Crewman (Victim): Random Fire Death Vocalization (GP.20.2)

Crewman (Victim) is burned to death.

### **A2.16.2 Fire warning**

1. Crewman: *"It's REALLY hot in here!"*
2. Crewman: *"I think we're too close."*
3. Crewman: *"Whew, this heat is killing me!"*
4. Crewman: *"I can't take this heat much longer."*
5. Crewman: *"You've led us right into the fire!"*
6. Crewman: *"This is really dangerous."*
7. Crewman: *"Boss, this air is too hot to breathe!"*
8. Crewman: *"Lookout for hot cinders!"*
9. Crewman: *"It's comin' right for us!"*
10. Crewman: *"Well, I guess there IS a fire."*
11. Crewman: *"Are you trying to get us cooked?"*
12. Crewman: *"That fire's growing fast!"*
13. Crewman: *"Got any marshmallows?"*
14. Crewman: *"We're ALL gonna be well done if we stick around here much longer."*

### **A2.17 Bad lifeline trap**

#### **A2.17.1 Main sequence**

The crew reach a break in the lifeline.

1. Crewman: *"Looks like the line's got a break in it!"*

2. Crewman: Random disdain (GP.1.9)
3. Crewman: Random Lifeline warning (A2.17.2)

If Harry continues unabated:

If smoke present, random chance that crewman is lost each 60 seconds that the crew is moving while off of the line.

4. Crewman: Random Missing miner (GP.34)

Note: Harry should tell the crew to stay put and check the status of the alternate lifeline using GP.9, GP.10, and GP.11 as conversational elements. These sequences should be tied to the HUD interface.

#### **A2.17.2 Lifeline warning**

1. Crewman: *"Maybe we ought to switch to another lifeline?"*
2. Crewman: *"We better double back and stay on the line?"*
3. Crewman: *"We better not go off the line."*
4. Crewman: *"Boss, somebody might get lost if we go off the line."*
5. Crewman: *"We best find a good lifeline."*
6. Crewman: *"We better not go off the line."*
7. Crewman: *"I wonder if the other lifeline's any better?"*
8. Crewman: *"This lifeline ain't no good."*
9. Crewman: *"I think goin' off the line is a death sentence."*
10. Crewman: *"Leavin' the line is a real bad idea."*
11. Crewman: *"We might want to find a better lifeline."*
12. Crewman: *"Well, this lifeline's a road to nowhere."*

## **A2.18 Bad refuge chamber trap**

### **A2.18.1 Main sequence**

The refuge chamber status light is blinking red.

1. Crewman: Random Refuge chamber warning (A2.18.2)
2. Crewman: Random disdain (GP.1.9)

If Harry ignores light:

Crewmen will start to asphyxiate based on Fatigue metrics.

3. Crewman (Victim[s]): Random Asphyxiation Vocalization (GP.20.3)

Crewman (Victim[s]) dies from asphyxiation.

### **A2.18.2 Refuge chamber warning**

1. Crewman: *"Is this refuge chamber in working condition?"*
2. Crewman: *"What's that light mean?"*
3. Crewman: *"Not sure this chamber's any good."*
4. Crewman: *"I think this shelter maybe got a problem."*
5. Crewman: *"We better look for another shelter."*
6. Crewman: *"That blinking red light sure is annoying."*
7. Crewman: *"Does this thing even work?"*
8. Crewman: *"I hate red lights."*
9. Crewman: *"I think that's a caution light."*
10. Crewman: *"That red light can't be good."*
11. Crewman: *"Maybe somebody already tried to start this thing."*
12. Crewman: *"I think this refuge chamber's done been spent."*

## **A2.19 The crew debate changing SCSRs in Refuge Chamber (All crewmen)**

### **A2.19.1 Main dialogue**

If crew is using SCSRs and a spare is available, Harry must decide if this is a good time to swap.

1. Crewman: Random crewman suggests changing SCSR (A2.19.2)
2. Crewman: Random crewman suggests leaving without changing SCSRs (A2.19.3)

Harry's decision: Swap SCSRs in refuge chamber or defer until later

3. Harry: Agree Swap SCSRs, GP.14 (Choice 1)  
(Points awarded for this choice.)
4. Harry: Random Defer Swapping SCSRs (A2.19.4)(Choice 2)  
(Points deducted for this choice.)

### **A2.19.2 Random Suggest Changing SCSR (All)**

1. Crewman: *"Maybe this is a good opportunity to switch our SCSRs."*
2. Crewman: *"Boss, should we switch our SCSRs while we're at it?"*
3. Crewman: *"Maybe we ought to change our breathers while we're here in this good air?"*
4. Crewman: *"How much longer are these SCSRs good for? Maybe we should change 'em now?"*
5. Crewman: *"I figure this is a good a time as any to change SCSRs. Boss, what do you think?"*
6. Crewman: *"I think we should change SCSRs here while we still have good air."*
7. Crewman: *"Let's swap our SCSRs while we're at it. We've been lugging around these spares."*
8. Crewman: *"Maybe we should don a fresh SCSR while we have a chance?"*

### **A2.19.3 Random Suggest Leaving without changing SCSR (All)**

1. Crewman: *"What's wrong with the SCSRs we've been using?"*
2. Crewman: *"Let's not waste our spares. We still have plenty of time left on the old ones...don't we?"*
3. Crewman: *"Why? There's nothin' wrong with the old ones."*
4. Crewman: *"More procrastination? I'd like to get the hell out of here."*
5. Crewman: *"I think we should wait a while before we switch."*
6. Crewman: *"I'd feel better if we kept the spare breathers with us, rather than usin' them up right now."*
7. Crewman: *"Let's wait til we get another spare before we swap."*
8. Crewman: *"It's awful cramped in here to try to swap SCSRs."*
9. Crewman: *"Boss, I think we ought to wait a while on changing out the breathers."*
10. Crewman: *"We haven't used these old ones very long. I think they're still good for awhile."*

### **A2.19.4 Random Defer Changing SCSR (Harry)**

1. Harry: *"Nah, our breathing apparatus will still be good for awhile still."*
2. Harry: *"Let's wait 'til later. We have plenty of time left on the old SCSRs."*
3. Harry: *"No time right now. Let's just get going and worry about it later."*
4. Harry: *"I don't see a point in changing SCSRs right now. Maybe at the next refuge chamber."*
5. Harry: *"I don't think so. It's too cramped in here to swap them."*
6. Harry: *"That would take too much time. Let's just get moving."*
7. Harry: *"Maybe not. We'll just change them the next time we take a rest break."*
8. Harry: *"Nah. Ask me again later."*

## **ACT 3 (A3)**

### **A3.1 Crew argue about losses and attrition**

<OMITTED>

### **A3.2 Crew make it out of fire zone**

<OMITTED>

### **A3.3 Crew meets with section chief**

<OMITTED>

### **A3.4 Harry talks to Responsible Person (Harry, RP)**

<OMITTED>

#### **A3.4.1 Main Dialog**

#### **A3.4.2 Harry queries status (Harry)**

1. Harry: *"Well, how'd we do?"*
2. Harry: *"So what's the situation?"*
3. Harry: *"Who else made it?"*
4. Harry: *"What about the other guys?"*
5. Harry: *"Did everybody else make it?"*
6. Harry: *"Do we still have people trapped?"*
7. Harry: *"Have you been in contact with the other guys?"*
8. Harry: *"Do we have anyone unaccounted for?"*

#### **A3.4.3 Harry discusses outcome (Harry)**

1. Harry: *"I lost a few guys."*
2. Harry: *"I made it out, but nobody else did."*
3. Harry: *"I got separated from the rest of the crew."*
4. Harry: *"I abandoned my crew."*
5. Harry: *"I left somebody else in charge."*
6. Harry: *"In training, they told me it was SELF rescue. Well, here I am."*
7. Harry: *"I got everyone on my crew out, no problem."*
8. Harry: *"I got MOST of my crew out."*
9. Harry: *"A couple idiots got lost."*
10. Harry: *"I had some guys get themselves killed."*
11. Harry: *"I got a couple guys killed."*
12. Harry: *"Some of my crew got lost."*

#### **A3.4.4 Harry discusses death losses (Harry)**

1. Harry: *"I've got \_\_ dead."* [Repeat with 1-8]
2. Harry: *"Too many casualties to count."*
3. Harry: *"Everybody on my crew is dead."*

#### **A3.4.5 Harry discusses missing losses (Harry)**

1. Harry: *"There's \_\_ missing."* [Repeat with 1-8]
2. Harry: *"I lost count of how many are missing. Lots."*
3. Harry: *"My whole crew is missing."*

### **A3.4.6 Harry queries status (Harry)**

1. Harry: *"Any day we can get everyone out safely is a good day."*
2. Harry: *"At least most of these guys are going home."*
3. Harry: *"All in a day's work."*
4. Harry: *"Hey, 'Safety' is my middle name."*
5. Harry: *"I've had better days."*
6. Harry: *"It's been a bad day, pure and simple."*
7. Harry: *"I probably should've done better."*
8. Harry: *"It's all my fault."*
9. Harry: *"I probably couldn't have done much worse."*
10. Harry: *"At least SOME of us got out alive."*
11. Harry: *"At least I got out alive."*
12. Harry: *"Am I gonna lose my job for this?"*
13. Harry: *"Am I goin' to jail for this?"*
14. Harry: *"I'm probably lookin' at some serious prison time for this one..."*
15. Harry: *"Maybe it's time to take a refresher course."*
16. Harry: *"Guess I shouldn't have skipped those walkout drills."*
17. Harry: *"I don't think I'm cut out for this job."*
18. Harry: *"Safety just isn't my thing."*
19. Harry: *"I never liked those guys much anyway."*
20. Harry: *"Better luck next time?"*
21. Harry: *"Whoops."*
22. Harry: *"Time to restart?"*



23. Harry: *"Let's try that again."*

### **A3.5 Denouement and outcomes**

<OMITTED>

## **GENERAL PURPOSE (GP)**

### **GP.1 Random acknowledgements (All crew members)**

This is generic dialogue, applicable to all acts. All actors should voice these.

#### **GP.1.1 Random ready to go**

1. Crewman: *"I think ever'body's ready, boss."*
2. Crewman: *"Okay, we're ready to go."*
3. Crewman: *"Ever'body's good to go."*
4. Crewman: *"We're ready. What the hell we waitin' for?"*
5. Crewman: *"I think everybody's ready, boss."*
6. Crewman: *"Let's get this show on the road."*

#### **GP.1.2 Random belligerent Ready to Go**

Voiced with angry sarcasm.

1. Crewman: *"Well, what are you waiting for?"*
2. Crewman: *"Get on out of here then."*
3. Crewman: *"Right. See y'all in hell."*
4. Crewman: *"We're ALL going to die anyway!"*
5. Crewman: *"This is just nuts."*
6. Crewman: *"You're all a bunch'a jerks."*

#### **GP.1.3 Random affirmatives**

1. Crewman: *"Yep."*

2. Crewman: *"Right."*
3. Crewman: *"No problem."*
4. Crewman: *"Good by me."*
5. Crewman: *"I'm good with that."*
6. Crewman: *"Got it."*
7. Crewman: *"Okay."*
8. Crewman: *"I'm up to it."*
9. Crewman: *"I'm game."*

#### **GP.1.4 Random emphatic affirmatives**

1. Crewman: *"Yes!"*
2. Crewman: *"Of course!"*
3. Crewman: *"Gladly!"*
4. Crewman: *"Let's get goin'!"*
5. Crewman: *"Amen to that!"*
6. Crewman: *"Yeah, and 'bout time, too!"*

#### **GP.1.5 Random belligerent affirmatives**

(Voiced with angry sarcasm)

1. Crewman: *"Uh-huh, yeah, sure."*
2. Crewman: *"Sure, why the heck not?"*
3. Crewman: *"Yeah --let's waste more time on dumb ideas!"*
4. Crewman: *"This is a bad idea."*
5. Crewman: *"Okay -- but I really don't want to."*

6. Crewman: *"I guess there's no choice."*
7. Crewman: *"Not like I have a choice in this."*

### **GP.1.6 Random negatives**

1. Crewman: *"Nope."*
2. Crewman: *"Probably not."*
3. Crewman: *"Nah."*
4. Crewman: *"Not doin it."*
5. Crewman: *"Don't think so."*
6. Crewman: *"Ain't no good."*
7. Crewman: *"Eh, maybe not."*

### **GP.1.7 Random emphatic negatives**

1. Crewman: *"No way, no how."*
2. Crewman: *"No!"*
3. Crewman: *"Not a chance!"*
4. Crewman: *"Not gonna happen."*
5. Crewman: *"Ain't no way!"*
6. Crewman: *"Are you kiddin' me!?"*
7. Crewman: *"I ain't doin' it!"*

### **GP.1.8 Random belligerent negatives**

(Voiced with angry sarcasm)

1. Crewman: *"Not happening. And you can go to hell!"*

2. Crewman: *"Screw you!"*
3. Crewman: *"Go play with yourself! "*
4. Crewman: *"No! That's the stupidest idea I ever heard! "*
5. Crewman: *"I'll be dead before I agree to that!"*
6. Crewman: *"Not me, find another stooge!"*
7. Crewman: *"Do I look like a fool?"*
8. Crewman: *"What kinda idiot do you take me for?"*
9. Crewman: *"Do I look stupid?"*

#### **GP.1.9 Random disdain**

1. Crewman: (Loud Groan in disgust)
2. Crewman: *"Oh, crap."*
3. Crewman: *"Damn it."*
4. Crewman: *"This sucks."*
5. Crewman: *"Not good."*
6. Crewman: *"This is bad."*
7. Crewman: *"Uck!"*
8. Crewman: *"Uh oh."*
9. Crewman: *"This has been a bad day."*
10. Crewman: *"Not again."*

#### **GP.2 Harry tells crew to tether up (Harry and Crew)**

The user wants Harry and the crew to tether up due to potentially low visibility.

1. Harry: *"Alright everybody, tether up."*

The crew tethers together.

2. Crewmen: Random affirmatives as they tether up.
3. Crewman: Random ready to go.

### **GP.3 Harry tells crew to untether (Harry and Crew)**

The user thinks it's safe to let the crew untether, such as when they enter a safe area like a rescue chamber.

1. Harry: *"Everybody can untether now, no chance to get lost in here."*
2. Crewmen: Random affirmatives.

### **GP.4 Harry tells crew to collect SCSRs (Harry and Crew)**

The crew is near an SCSR cache, and the user wants everyone to grab an SCSR. Note that the crew starts off wearing the short-duration SCSRs (10-minute units) on their belts, but all caches contain the long-duration SRLDs (60-minute units). "SCSR" is used in the dialog interchangeably to reference both short and long duration units, in line with vernacular tendencies on the worksite.

1. Harry: *"Everybody grab an SCSR."*
2. Crewmen: Random affirmatives as they grab SCSRs.
3. Crewman: Random ready to go.

### **GP.5 Harry tells crew to don SCSRs (Harry and Crew)**

The crew has SCSRs with them, and the user thinks it's appropriate for the crew to put the SRLDs on. Note that the crew will prioritize donning the long-duration SRLD (60-minute unit) over the short-duration SCSRs (10-minute units) if the SRLD is available in their inventory.

“SCSR” is used in the dialog interchangeably to reference both short and long duration units, in line with vernacular tendencies on the worksite.

1. Harry: *“We got bad air here. Everybody get your SCSR on.”*
2. Bill: *“Is this the right way to wear this thing?”*
3. Clem: *“I don’t think mine’s workin’ right!”*
4. Charlie: *“Suck it up for once! Is there anything you don’t complain about?”*

Harry’s decision: Should he have the crew verify their SCSRs are functioning properly?

5. Harry: *“Y’all – pair up and cross check each others’ units. Make sure they’re working”*

(Choice 1)

Everyone’s unit is confirmed to work properly.

Goto 7

6. Harry: *“I’m sure it’s fine. Let’s hurry this up so we can get moving.”* (Choice 2)

Random chance somebody has a bad unit or doesn’t have it on right, which leads to asphyxiation conversation (GP.13) and increase in exertion rate from bad air based on gas concentrations.

7. Crewmen: Random affirmatives.
8. Crewman: Random ready to go.

#### **GP.6 Harry checks gas multi-meter (Harry)**

The user believes there could be dangerous gas present.

Harry brings out and reads his gas meter.

No dialogue needed.

#### **GP.7 Harry checks watch (Harry)**

The user checks the current time.

Harry brings his arm forward and looks at his wristwatch.

No dialogue needed.

#### **GP.8 Harry uses fire extinguisher (Harry)**

The user invokes the BFE (Big Fire Extinguisher).

Harry pulls out a fire extinguisher and aims it.

No dialogue needed.

#### **GP.9 Harry tells crew to stay put (Harry and Crew)**

Harry is standing with his men and they have been following. The men may be tethered. If so,

Harry should untether himself spontaneously.

1. Harry: *“Hey, ya’ll wait here, while I go check something.”*
2. Crewmen: Random affirmation.

The crew stays behind as Harry walks away.

#### **GP.10 Harry tells crew to come to present location (Harry and Crew)**

Harry is standing some distance from them (but within reasonable proximity that they can hear and find their way). The men may need to untether spontaneously if they are currently tethered.

1. Harry: *“Hey, ya’ll get over here.”*

If the smoke impacts visibility:

2. Crewman (all actors should voice): *“Where are you? We can’t find you!”*

The crew stay put and don’t obey.

If there’s little or no smoke present:



3. Crewmen: Random affirmation.

The crew come to Harry's location.

### **GP.11 Harry tells crew to follow him (Harry and Crew)**

Harry is standing with his men and they are not following. The men may be tethered. If so, Harry should re-tether himself spontaneously.

1. Harry: "*Hey, ya'll, stay with me. Follow close.*"
2. Crewmen: Random affirmation.

The crew stays with Harry to the best of their ability. (Note that they may still become lost in heavy smoke.)

### **GP.12 Harry calls in current position (Harry and Operator)**

#### **GP.12.1 Main dialog**

Harry stands in the vicinity of a mine phone. Note that this conversation is part of a larger phone call that depends on circumstances.

1. Harry: "*We're currently near ... \_\_\_\_*"
2. Harry: "*and \_\_\_\_.*"

Note: fill in blanks with "*Entry [1-9]*" and "*Crosscut [1-29]*"

#### **GP.12.2 Entry names**

1. Harry: Speak "*Entry [1-9]*" (9 lines)

#### **GP.12.3 Crosscut names**

1. Harry: Speak "*Crosscut [1-29]*" (29 lines)

### **GP.13 Crew member is asphyxiating (Harry and Any Crew Member)**

If Harry declined to have crew members pair up when they donned SCSRs, a crewman may be wearing a unit improperly or have a bad unit (random chance).

1. Crewman: Random asphyxiation vocalization
2. Crewman: *"I'm havin' a hard time breathing, boss."*

Harry's decision: Check the crewman's SCSR or ignore him.

3. Harry: *"Let me have a look at it."* (Choice 1)

Harry walks over to Crewman and appears to fiddle with the SCSR.

Breathing problem resolves.

4. Harry: *"Looks like you weren't getting a good air flow. Is that better?"*
5. Crewman: *"Seems to be. I think I can breathe better now."*
6. Harry: *"Just deal with it. You've got to tend to your own SCSR. At times like this, everybody's got to self rescue."* (Choice 2)

Fatigue penalty based on current air quality.

Random chance problem self-resolves.

Goto 1 (after time delay)

### **GP.14 Harry decides to have crew switch SCSRs (Harry and Any Crew Member)**

Harry decides to have the crew switch out SCSRs. Note that the crew will prioritize donning the long-duration SRLD (60-minute unit) over the short-duration SCSRs (10-minute units) if the SRLD is available in their inventory. "SCSR" is used in the dialog interchangeably to reference both short and long duration units, in line with vernacular tendencies on the worksite.

Alternate lines:

1. Harry: *"I think this is a good time to swap out SCSRs."*
2. Harry: *"This looks like a good place to swap out SCSRs."*
3. Harry: *"Everybody -- swap out your old SCSR for a fresh one."*

The switch-over takes several seconds. If air quality is bad at this location:

4. Crewman: Random asphyxiation vocalization
5. Harry: *"Try not to inhale this bad air!"*
6. Crewman: *"Is this thing working right?"*
7. Charlie: *"Just deal with it, or suck air and die."*

Harry's decision: Should he have the crew verify their SCSRs are functioning properly?

8. Harry: *"Everyone – double check your apparatus. Make sure it's working right."* (Choice 1)

Everyone's unit is confirmed to work properly.

Goto 10

9. Harry: *"Let's hurry up. We have to get moving again."* (Choice 2)

Random chance somebody has a bad unit or doesn't have it on right, which leads to asphyxiation conversation (5.4.13) and increase in exertion rate from bad air based on gas concentrations.

10. Crewmen: Random affirmatives.

11. Crewman: Random ready to go.

### **GP.15 Vocalization of crew names (All Crew Members)**

1. Crewman: *"Bill."*

2. Crewman: *"Diego."*
3. Crewman: *"Clem."*
4. Crewman: *"Carlos."*
5. Crewman: *"Charlie."*
6. Crewman: *"Joe."*
7. Crewman: *"Jose."*
8. Crewman: *"Larry."*
9. Crewman: *"Dave."*
10. Crewman: *"Emilio."*
11. Crewman: *"Sam."*
12. Crewman: *"Samuel."*
13. Crewman: *"Tom."*

## **GP.16 Procrastination & poor decision impatience (All Crew Members)**

### **GP.16.1 Crewman Bored:**

1. Crewman: Loud, exaggerated sigh x 5
2. Crewman: Whistle a tune x 5
3. Crewman: *"Are we gonna sit here all day, boss?"*
4. Crewman: *"Boss, we're wasting precious time."*
5. Crewman: *"Anybody got a deck of cards?"*
6. Crewman: *"Think I'll take a nap while we sit around here doin' nothin."*
7. Crewman: *"Every wasted minute is one step closer to death, boss."*

### **GP.16.2 Crewman Leaving:**

1. Crewman: *"I gotta take a crap."* (Untethers and walks off)
2. Crewman: *"I gotta find me a bathroom."* (Untethers and walks off)
3. Crewman: *"Screw this. I'll find my own way out."* (Untethers and walks off)
4. Crewman: *"I'm out of here."*
5. Crewman: *"This is pointless. I'm gone."*
6. Crewman: *"The boss has no idea what he's doing. I'm leaving."*
7. Crewman: *"No more of this. I'll see y'all later."*
8. Crewman: *"I can't take any more of these bad decisions! Goodbye."*
9. Crewman: *"This has been a nightmare. The hell with this."*
10. Crewman: *"Good way to handle an emergency. I'm better off on my own."*
11. Crewman: *"The boss has lost it. We'll all die if we follow him. I'm getting out by myself."*

Random chance (high probability) that the defecting crewman dies in outcome

### **GP.17 Random crew member injury (All crew members)**

(Lines are voiced in pain)

1. Crewman: *"Hurt my leg!"*
2. Crewman: *"Turned my ankle!"*
3. Crewman: *"Ankle's pretty torn up."*
4. Crewman: *"Think I pulled somethin'!"*
5. Crewman: *"I think I broke somethin'!"*
6. Crewman: *"Think I hurt my foot."*
7. Crewman: *"My ankle's pretty messed up."*

### **GP.18 Random fatigue desperation (All crew members)**

(Lines vocalized with heavy breathing, exhaustion)

1. Crewman: *"Boss, we got to slow down!"*
2. Crewman: *"This is crazy! I can't go one step further!"*
3. Crewman: *"Screw this! We gotta get back to the refuge chamber!"*
4. Crewman: *"Harry, I'm about to pass out, I can't keep up!"*
5. Crewman: *"This is too much; I ain't gonna make it!"*
6. Crewman: *"I'm exhausted. Gonna die trying to get out of here!"*
7. Crewman: *"We got to stop so I can catch my breath."*
8. Crewman: *"Worn out, don't think I can keep up."*
9. Crewman: *"We got to have a break, boss."*
10. Crewman: *"We got to stop. I ain't gonna make it."*
11. Crewman: *"I can't hardly breathe. Gotta stop for a minute."*
12. Crewman: *"I just can't go any farther. You guys just leave me here."*
13. Crewman: *"This is as far as I can go. I'm done."*

### **GP.19 Random pain desperation (All crew members)**

(Lines vocalized while grimacing in pain)

1. Crewman: *"Boss, I'm really hurtin'! I can't keep goin' like this!"*
2. Crewman: *"Boss, the pain's really gettin' to me!"*
3. Crewman: *"Ahh. I don't think I can keep going."*
4. Crewman: *"I got to stop. My leg feels like it's about to tear off!"*
5. Crewman: *"Mother...." (Snarl in pain.) "I can't keep goin'!"*
6. Crewman: *"That's it for me. I just can't keep up on one leg. Leave me here."*

7. Crewman: *"No more! I'm done. I can't walk another step on this gimped up leg."*
8. Crewman: *"My leg! No way I can keep up like this."*
9. Crewman: *"I'm done. Son of a ....., it hurts."*
10. Crewman: *"I need a hospital! My leg is too messed up to keep going. "*
11. Crewman: *"I think the bone is broke. I can't walk another step!"*
12. Crewman: *"How much further? The pain is gettin' real bad, can't keep going!"*
13. Crewman: *"I can't keep up with you -- my ankle is swelling up!"*
14. Crewman: *"This is as far as I can go. You guys just go on without me."*

## **GP.20 Random pain, death, and dying (All crew members)**

### **GP.20.1 Pain vocalization:**

(Lines are voiced in excruciating pain)

1. Crewman: *"Ahhhhhh!"*
2. Crewman: *"Ow!"*
3. Crewman: *"Ouch!"*
4. Crewman: *"Hmpf!"*
5. Crewman: *"Umpf!"*
6. Crewman: *"Oh crap!"*
7. Crewman: *"Dammit!"*
8. Crewman: *"That hurt!"*
9. Crewman: *"Boss, I'm hurtin' pretty bad!"*
10. Crewman: *"In a lot of pain, boss."*

### **GP20.2 Fire death vocalization:**

(Lines are voiced in excruciating pain)

1. Crewman: *"Ahhhhh!"*
2. Crewman: *"I'm on fire!"*
3. Crewman: *"Put it out! Put it out!"*
4. Crewman: *"Fire!"*
5. Crewman: *"I'm burning!"*

### **GP.20.3 Asphyxiation vocalization:**

(Lines are voiced in excruciating pain)

1. Crewman: (Coughs repeatedly) x 5
2. Crewman: (Gasps for air repeatedly) x 5
3. Crewman: *"I...can't...breathe..."*

### **GP.20.4 Exhaustion leading to unconsciousness:**

1. Crewman: (Moan) x 5 (falling over unconscious)
2. Crewman: (Groan) x 5 (falling over unconscious)

### **GP.21 Random shock of death and unconsciousness (All crew members)**

(Lines are voiced in dismay)

1. Crewman: *"Oh my god, he's dead!"*
2. Crewman: *"He's gone!"*
3. Crewman: *"We've lost him."*
4. Crewman: *"We got a man down!"*



5. Crewman: *"Can't tell if he's dead or unconscious."*
6. Crewman: *"Ain't no way to save him now."*
7. Crewman: *"We can't save him now."*
8. Crewman: *"He should've listened."*
9. Crewman: *"We'll be joining him soon enough."*
10. Crewman: *"Well, that was a bone-head thing to do."*
11. Crewman: *"Rest in peace."*
12. Crewman: *"Well, that's that."*
13. Crewman: *"What are we gonna tell his kids?"*
14. Crewman: *"He was a jerk anyway."*
15. Crewman: *"I get his hat and lamp."*
16. Crewman: *"Good riddance."*
17. Crewman: *"Who's gonna tell his family?"*
18. Crewman: *"Ouch, that's got to hurt."*
19. Crewman: *"Is he toast?"*
20. Crewman: *"Sucks to be him."*
21. Crewman: *"Ohhh well."*

**GP.22 Attrition anger (All crew members)**

(Lines are voiced in anger)

1. Crewman: *"How many more have to die?"*
2. Crewman: *"What now, Harry? Since you know everything."*
3. Crewman: *"Another one bites the dust."*
4. Crewman: *"Let's just ALL give up and die."*

5. Crewman: *"Good job. We just lost another man."*
6. Crewman: *"We're ALL going out of here in body bags at this rate."*
7. Crewman: *"Boss, this death is on you."*
8. Crewman: *"I picked the wrong day to come to work"*
9. Crewman: *"Good decision making there, boss."*
10. Crewman: *"Maybe it's time for someone else to lead this crew."*
11. Crewman: *"Every man for himself!"*
12. Crewman: *"I coulda been a carpenter."*
13. Crewman: *"Boss, you're gonna be givin' out a lot of condolences to family members. Hope you realize that."*

**GP.23 Random frustration comment (All crew members)**

1. Crewman: *"We ain't never gonna get out of this mine."*
2. Crewman: *"This nightmare just goes on and on!"*
3. Crewman: *"Screw it! I'm through!"*
4. Crewman: *"I don't wanna do this anymore."*
5. Crewman: *"How much longer are we gonna go on like this?"*
6. Crewman: *"I've had it. We just can't keep going on like this!"*
7. Crewman: *"No more of this! We have to find a refuge chamber!"*
8. Crewman: *"We shouldn't have come this way."*
9. Crewman: *"I got no faith that you guys know what the hell you're doin'."*
10. Crewman: *"This is a bad idea. A real bad idea."*
11. Crewman: *"What the hell are we doing?"*
12. Crewman: *"We must go back! NOW!"*

13. Crewman: *"Let's find a refuge chamber and give up this bull."*
14. Crewman: *"Let's go back the way we came."*
15. Crewman: *"I'm not going any further. You're going to get us all killed."*

#### **GP.24 Random personal attacks and insults (All crew members)**

1. Crewman: *"Do you ever do anything but complain?"*
2. Crewman: *"Do you know how to shut up?"*
3. Crewman: *"I'm sick of listenin' to your belly achin'."*
4. Crewman: *"Don't be such a whiny prick."*
5. Crewman: *"Why don't you just TRY not to talk. You sound smarter that way."*
6. Crewman: *"Shhhh. Be quiet. It's time for men to talk now."*
7. Crewman: *"Why don't you stop wasting good air. In fact, why don't just stop breathing altogether."*

#### **GP.25 Random retorts and fight comments (All crew members)**

1. Crewman: *"You can shut up."*
2. Crewman: *"Is that a threat?"*
3. Crewman: *"I've had it with your crap!"*
4. Crewman: *"Why don't you try to make me?"*
5. Crewman: *"Oh, tell me how it is."*
6. Crewman: *"You can go screw yourself."*
7. Crewman: *"Let's just settle this right here."*
8. Crewman: *"If you want to be a smartass, first you got to be smart."*
9. Crewman: *"Up yours."*

10. Crewman: *"Yeah? I'll shove your hat where the sun don't shine."*
11. Crewman: *"If you died, we'd be in better shape."*
12. Crewman: *"I'd say let's take it outside, but since we're gonna die here anyway, let's just settle this now!"*

#### **GP.26 Random relief (All crew members)**

(Lines are voiced with relief and enthusiasm)

1. Crewman: (Sigh of relief) x 5
2. Crewman: *"Whew!"*
3. Crewman: *"Oh my..."*
4. Crewman: *"Amen."*
5. Crewman: *"We've made it! We're out!"*
6. Crewman: *"Thank God! We're clear!"*
7. Crewman: *"I'm just thankful that I'll get to see my family again."*
8. Crewman: *"I'm gonna sleep for the next 3 days."*
9. Crewman: *"I don't think I'll be in the office tomorrow."*
10. Crewman: *"Boss, I'm gonna take myself a vacation for a few days."*
11. Crewman: *"Good to finally breathe good air again."*
12. Crewman: *"Might be a good time to go to the hospital now."*

#### **GP.27 Random death conversation (All crew members)**

When a character dies, other members of the crew have a random chance to respond to his passing based on each character's current demeanor towards the dead crewman. This is a metaconversation composed of lines of generic dialogue.

1. Crewman: Select lines from GP.21, GP.22, GP.23, GP.28

### **GP.28 Harry details exit route (Harry)**

<OMITTED>

### **GP.29 Harry details refuge chamber location (Harry)**

<OMITTED>

### **GP.30 Operator signals**

#### **GP.30.1 Operator gives fire status and location (Operator& Responsible Person)**

1. Operator: *"Harry, the CO monitors have gone off all along the belt on Northeast. We're checking it out now."*
2. Operator: *"We think there's a fire...it's somewhere in the Northeast mains."*
3. Operator: *"We're currently assessing the situation. Try to stay away from the Northeast section."*
4. Operator: *"We think there's a fire...somewhere in the Northeast mains. We're checking on it."*
5. Operator: *"Harry, that fire looks to be at the belt transfer in #1 Northeast mains."*
6. Operator: *"It's still not under control."*
7. Operator: *"Harry, that fire looks to be around the head drive in entry 5 Northeast mains. "*
8. Operator: *"It's still not under control and it is spreading."*
9. Operator: *"It's still not under control and likely spreading into your section."*
10. Operator: *" If you're gonna move, you better do it now."*
11. Operator: *"You're running out of time."*
12. Responsible Person: *"Harry, this is the Responsible Person."*

13. Responsible Person: *That fire is still out of control and it may take several hours at least before I can get rescue teams in."*
14. Responsible Person: *"It's looking pretty bad. You may be hemmed in at this point. I suggest you find a refuge chamber"*
15. Responsible Person: *"Your section may be blocked off at this point, so I advise you to stay in a refuge chamber until we can get the situation under control. "*
16. Responsible Person: *"The fire is still not under control. There's no way out of the section at this point. Do you read?"*
17. Responsible Person: *"The situation is grim. You're trapped and the fire is spreading toward you. Why did you waste so much time? "*

### **GP.30.2 Operator reprimands (Operator)**

Spoken with belligerent tone.

1. Operator: *"Stop calling me unless you have a status change!"*
2. Operator: *"Harry, quit screwing around on the phone and get your men out! What the hell is wrong with you?"*
3. Operator: *"If you keep wasting time on the phone we'll have to put Larry in charge! Now get your men out!"*
4. Operator: *"Are you trying to get killed, Harry? There's a fire! Get off the phone and get your men out of there!"*

### **GP.31 Random Harry tells the crew to keep their mouthpieces in place (Harry)**

1. Harry: *"Stop talking! Get your mouthpieces in!"*

2. Harry: *"Enough talking. The air is bad here."*
3. Harry: *"You've got to keep your mouth pieces in."*
4. Harry: *"Knock it off. Keep your mouthpieces in."*
5. Harry: *"The air is bad here. You've all got to keep your mouthpieces in."*
6. Harry: *"Keep your mouthpieces in. This air is irrespirable."*

### **GP.32 Random communications error (Any crew member)**

#### **GP.32.1 Random ask to repeat**

1. Crewman: *"Huh?"*
2. Crewman: *"What?"*
3. Crewman: *"Say that again?"*
4. Crewman: *"Come again?"*
5. Crewman: *"What did you say?"*
6. Crewman: *"I can't understand you."*
7. Crewman: *"I didn't catch that."*
8. Crewman: *"Speak slowly and clearly next time."*
9. Crewman: *"Sorry, say that again?"*
10. Crewman: *"Translate?"*

#### **GP.32.2 Belligerent ask to repeat**

(Lines are voiced with stinging sarcasm)

1. Crewman: *"I CAN'T understand a damned thing you're saying!"*
2. Crewman: *"Say what?!"*

3. Crewman: *"Yeah, ok, whatever you say."*
4. Crewman: *"Yeah, what he said."*
5. Crewman: *"Oh yeah, I totally agree."*
6. Crewman: *"I have no idea what you're trying to say!"*
7. Crewman: *"I'm getting tired of your babbling. I can't understand a word of it."*
8. Crewman: *"I give up trying to talk to you -- just be quiet."*
9. Crewman: *"How about speaking in English?"*
10. Crewman: *"A little English please?"*
11. Crewman: *"How about saying that in Spanish?"*
12. Crewman: *"I DON'T speak Spanish!"*
13. Crewman: *"Give me a break -- I don't speak English very well!"*
14. Crewman: *"I speak English. What are you speaking?"*
15. Crewman: *"I speak Spanish. What are you speaking?"*

### **GP.33 Asking for help**

1. Crewman: *"Boss, I need some help!"*
2. Crewman: *"Help me!"*
3. Crewman: *"Could use some help over here!"*
4. Crewman: *"Need help! Please!"*
5. Crewman: *"Help, anybody, help!"*
6. Crewman: *"Help me boss, I can't make it!"*
7. Crewman: *"Help, help!"*
8. Crewman: *"You gotta help me out here!"*
9. Crewman: *"Could you lend me a hand?"*



10. Crewman: *"Some assistance please!"*

### **GP.34 Missing miner**

#### **GP.34.1 Generic miner missing inquiries**

1. Crewman: *"Hey, I think we're missing a man."*
2. Crewman: *"Is there one less of us?"*
3. Crewman: *"Is somebody missing?"*
4. Crewman: *"I think somebody got lost."*
5. Crewman: *"Boss, I think we're a man short."*
6. Crewman: *"Can't cut this smoke with a knife."*
7. Crewman: *"I think somebody got separated from the group in this smoke."*
8. Crewman: *"We done lost somebody in this smoke."*

#### **GP.34.2 Miner specific inquiries**

1. Crewman: *"Anybody here seen Sam?"*
2. Crewman: *"Hey, where's Sam?"*
3. Crewman: *"Where'd Diego go?"*
4. Crewman: *"Diego? Where are you?"*
5. Crewman: *"Hey Carlos, where'd you go?"*
6. Crewman: *"Guys, I ain't seen Carlos in awhile, have you?"*
7. Crewman: *"Anybody seen Josue lately?"*
8. Crewman: *"Where's Josue? Josue!? Where you at?"*
9. Crewman: *"Hey Larry's missing."*
10. Crewman: *"I think Larry musta got lost."*

11. Crewman: *"Looks like Charlie ain't here."*
12. Crewman: *"I guess Charlie decided to fend for himself."*
13. Crewman: *"Where'd Emilio go?"*
14. Crewman: *"Anybody seen Emilio lately?"*
15. Crewman: *"Hey guys, you seen Tom?"*
16. Crewman: *"I haven't seen Tom in awhile now."*

### **GP.35 Hazard warnings**

(Spoken emphatically)

1. Crewman: *"Look out!"*
2. Crewman: *"Watch out!"*
3. Crewman: *"Watch it!"*
4. Crewman: *"Careful!"*
5. Crewman: *"Get out of the way!"*
6. Crewman: *"Get outta there!"*
7. Crewman: *"Duck!"*
8. Crewman: *"Get back!"*
9. Crewman: *"Move!"*
10. Crewman: *"Take cover!"*

### **GP.36 Random decision point impatience**

1. Crewman: *"Well, Harry?!"*
2. Crewman: *"What do you think, boss?"*
3. Crewman: *"Feel free to make a decision, boss."*

4. Crewman: *"Any day now."*
5. Crewman: *"Are you gonna make a decision, boss?"*
6. Crewman: *"Maybe somebody else should choose for you."*
7. Crewman: *"What's the word, boss?"*
8. Crewman: *"Well, what are we gonna do?"*
9. Crewman: *"You've got to make a decision, boss."*
10. Crewman: *"I guess we'll just stand here until you figure out what to do."*
11. Crewman: *"Take all the time you need."*
12. Crewman: *"It's not like we're in a hurry or anything."*
13. Crewman: *"Boss, you gotta make a choice."*
14. Crewman: *"And the answer is...?"*
15. Crewman: *"The answer to this question is 22."*
16. Crewman: *"Ding! Ding! Ding! Time's up." (May do Jeopardy tune instead)*
17. Crewman: *"You've got 2 options. How hard can this be?"*
18. Crewman: *"You've got 3 options. How hard can this be?"*

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