

The Strange Case of Dr. Davis

Transcript

This Document contains all texts that can occur during the game. Each text is preceded by the **in-game character (in bold letters)** who speaks the text. Additional *descriptions (in italics)* provide gameplay context connected to the text.

Learning vocabulary is underlined (referring to language proficiency level B1 by [CEFR](#)).

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Characters & Abstract

in order of appearance

Artificial Intelligence Unit (AIU)

- *voice is generated using a text-to-speech software*
- *artificial intelligence system, implemented in the laboratory compound in which the game takes place*
- *can see all player actions via camera*
- *wants to help the player and wants everybody to be safe and everything under control*
- *wants to help the player to escape*
- *repeats the content of audio cues in more and more simplified language, if player clicks on the AIU image*



Note On the Implemented Listening Comprehension Aid

Throughout the game, if players do not understand an audio hint, they can click on the AIU image. It then repeats the content of important audio cues in more and more simplified language.

Dr. Davis

- *voice acting by a native speaker (f)*
- *the player's character (protagonist)*
- *Background:*
 - *She has studied toxicology and pharmacology and works at I.F.A.D. laboratories.*
 - *She has been involved in research on the 'green serum', a chemical drug, which I.F.A.D. wanted to use on consumers so they would consume more without questioning their purchase decisions.*
 - *She has tested the drug on herself.*
 - *As it turns out, it is causing very negative side effects - rage attacks - involving throwing uncontrolled fits.*
- *Dr. Davis wakes up in the first scene after a rage attack, not remembering what has happened before. The player then reveals step by step what has happened at I.F.A.D. laboratories while trying to escape from the building.*

Automated Telephone Message

- *voice is generated using a text-to-speech software*

Patient Zero/Test Subject 001

- *voice acting by a speaker (m)*
- *one of the test subjects who has received the green serum*
- *has experienced the side effects ('rage attacks') caused by the serum*

Dr. Utterson

- *voice acting by a native speaker (m)*
- *colleague of Dr. Davi*
- *has escaped from the I.F.A.D. compound*

The Strange Case of Dr. Davis

Radio Emergency Broadcast

- *voice is generated using a text-to-speech software*

Radio Host 1

- *voice acting by a native speaker (m)*

Radio Host 2

- *voice acting by a native speaker (f)*

Security Guard Stevenson

- *voice acting by a native speaker (m)*

Ms Enfield, Dpt of Public Safety

- *voice acting by a native speaker (f)*

Grandmother of Dr. Davis

- *voice acting by a speaker (m)*

Scene "Laboratory"

At the beginning of the game, the player character has just gained consciousness, and finds themselves locked in the laboratory. Lights are off.



AIU:

Hello Doctor Davis, I am A.I.U. an Artificial Intelligence Unit. I support employees at I.F.A.D. laboratories. Please interact with me if you need assistance.

Then the light is turned on.

If Player clicks on AIU

AIU:

Turn on the light, first.

When player turns on light

AIU:

Welcome back, Doctor Davis. Your rage attack is over. I had to lock you up for safety reasons. Please enter the code to open the door.

If Player clicks on AIU

AIU:

Hello, Dr. Davis. As you hopefully remember, I am A.I.U., the Artificial Intelligence Unit here at I.F.A.D. Laboratories. In case you forgot due to your latest rage attack: You can always get back to me if you need assistance understanding any audio messages.

If Player clicks on AIU again

AIU (slowly):

As I tried to explain before, it is actually quite simple. If you need assistance understanding something, please let me know. I am useful when it comes to explaining audio messages.

If Player clicks on AIU yet another time

AIU (Slowly):

Ok, again. If you have problems understanding something, please contact me. I will help you to understand audio messages.

If Player clicks on audio recorder, a memo is played, which Dr. Davis has recorded herself.

Dr. Davis:

This is me, Dr. Davis, with a memo to myself, April 25th. Finally, there is a first breakthrough. I have found the right mixing ratio for our [emphasize] DRINK. It's no cure, but at least a first step to fix everything that we have messed up here... So keep this in mind: For the right mixing ratio, take 5 parts water, 1 part of substance TRX, 1 part guarana concentrate and again the same amount of mango juice, so it tastes better. Someday I.F.A.D. will probably sell this as an energy drink or something. My company will ALWAYS find new ways to make money. They don't care about being good or evil.



*Audio Message:
Laboratory_CloseUp_Table_
Recorder*

If Player clicks on AIU

AIU:

The last audio message you listened to is a note to yourself. You mention that you have found the right mixing ratio for the drink. The ratio is 5 parts water, 1 part substance TRX, 1 part guarana extract and again 1 part mango juice.

If Player clicks on AIU again

AIU (slowly):

In the last audio message, you mention a mixing ratio: 5 parts water, 1 part substance TRX, 1 part guarana extract and again 1 part mango juice. You noted that ratio for the drink, but as far as I know you by now, this might be helpful somewhere else here, too.

If Player clicks on AIU yet another time

AIU (slowly):

I believe the message you played contains important information. The mixing ratio for the drink is 5 1 1 1. This might also work as a code somewhere.

If Player enters wrong codes on Keypad, these messages are played (independently from each other)

AIU:

This code does not work here. Please try it with another keypad.

/

You might want to retry this code with a different keypad in this room.

/

Maybe you want to enter this code in the keypad at another door?

/

Please enter this code into a different keypad.

/

Input incorrect - this code has expired. Please enter the code that is currently in use.

/

This seems to be an old code. A new code has been applied. Please enter the new code.

If player has entered keycode or found another way to leave a room

AIU

You have already found all the important clues in this room.

Scene "Treatment Room"



When player enters the room, a rage attack begins (screen turns green, dramatic music)

AIU:

Oh no, Doctor Davis, it is starting again. You are experiencing another rage attack! You have to take the drink as an antidote. Unfortunately, it seems you don't have one with you at the moment.

If Player clicks on AIU

AIU:

Dr. Davis, it seems you are experiencing another rage attack. Please make sure to use the DRINK as quickly as possible.

/

Dr. Davis, you are having another rage attack. Please take the drink.

/

Dr. Davis, please take the drink.

/

Dr. Davis, it is vital that you take the drink, now.

/

Please, Dr. Davis, take the drink.

/

You have to take the drink now.

Player loses consciousness, wakes up again in the same room

AIU:

Welcome back, Doctor Davis. Your rage attack is over. You can continue now. In case you forgot: You can always get back to me if you need assistance understanding any audio messages.

If Player clicks on AIU and no Audio Cue with a hint on how to leave the room has been played in this scene beforehand

AIU:

There should be another audio device somewhere that will help you to find a way out.

If Player clicks on AIU again

AIU:

Please listen to an audio that contains a clue on how to get out of here.

If player uses telephone

Automated Telephone Message

Due to the evacuation, our support center cannot process your request personally. If you have questions regarding our security system, please press 1. For all other requests, please email I.F.A.D. Laboratories.

If player enters "1"

Are you still inside our facilities? Press 1 for yes and 2 for no.

If player enters "1"

The telephone you are using has been traced back to the treatment room. For leaving the room, enter 5 8 5 7.

If player enters "2"

Please email I.F.A.D. Laboratories.



Audio Message:
TreatmentRoom_CloseUp_Table_Tel
ephone

If player clicks on AIU after having listened to the Automated Telephone Message [Depending on which Telephone message was listened to last]

AIU

Please follow the instructions given in the telephone message.

/

To access the right line, please dial 4 4 0 0.

/

You were asked to answer whether you are still in the I.F.A.D. facility. To answer with yes, please dial 4 4 0 0 1.

/

The code to leave this room is mentioned when you dial 4 4 0 0 1 1.

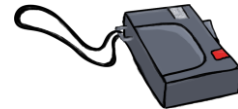
If player clicks on recorder, an interview between Dr. Davis and Test Subject 001 is played back.

Dr. Davis:

Interview with Subject 001, April 25th. Our new drink was administered 15 minutes ago. The effect was very good: Our test subject showed a sudden relief and the rage attack could be stopped. It is now time for the interview: So, how did you feel right after you got the drink? And how do you feel now?

Test Subject 001:

The purple colour was strange, but I liked the taste and it helped me to calm down. I could feel how my muscles relaxed and I finally... Oh no... Not again... Everything is starting to turn green again... I can only see green! My body! Nooo!



Audio Message:
TreatmentRoom_Clos
eUp_Table_Recorder

If player clicks on AIU after having listened to the interview above:

AIU

1st click on AIU

The last audio message you have listened to contains an interview of you with one of the test subjects. The conversation was about the drink. It seems to help against rage attacks, but seemingly only temporarily.

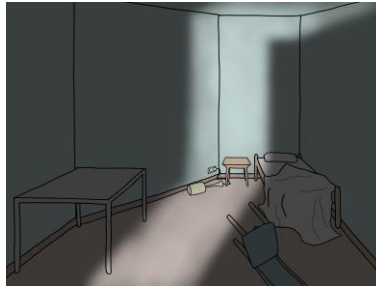
2nd click on AIU

You have been listening to an interview between you and a test subject. You were talking about the drink. It helps against rage attacks, but only temporarily.

3rd click on AIU

In this interview you mentioned that the drink is helping against rage attacks. But the effect does not last for very long.

Scene "Dorm"



As soon as scene is entered, another rage attack begins

AIU

Dr. Davis, it seems you are experiencing another rage attack. Please make sure you use *the Drink* as quickly as possible. There should be some in this room, I saw a patient steal and hide it somewhere in here.

If player does not consume the drink right away

AIU

I have to insist that you make use of the purple drink.

/

Option A (if drink is in inventory)

It is in your pocket, Dr. Davis. It will help you overcome this situation.

/

Option B (if Drink has not been picked up)

It is in the Treatment Room. It will help you overcome this situation.

There should be some in this room, I saw a patient steal and hide it somewhere in here.

/

Option C (if it has been left in another room dorm)

You left it in the Treatment Room/ the Corridor/ the Dorm. It will help you cope with this situation.

When the Drink has been consumed for the 1st time

AIU

Well done, Doctor Davis! I'm glad you took the drink to stop the rage attack. You are too dangerous when you are in this precarious condition. For yourself and for everybody else. Also, I think we should make sure that a better version of this drink is developed before it's too late!

If player clicks on AIU after the message above

AIU

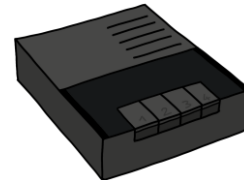
It is good you took the drink. It stopped your rage attack, at least for the moment. So the drink is definitely something that is worth developing further.

If player clicks on AIU again

AIU

Thank you for taking the drink. It is a very helpful substance. You should develop it once you get a chance to do so. For now, you can continue with what you were doing before.

Scene "Office"



If player clicks on one of four buttons on a recorder in this scene, the player hears one of these messages:

*Audio Message:
Office_CloseUp_TableSmall_RecorderButton1, 2,
3 or 4*

Dr. Davis [1]

March 15th: I started this new job at I.F.A.D. laboratories to help develop an innovative green serum. As a chemist and toxicologist this seemed to be an interesting job. But I should have asked for the company's intentions first. It's actually about manipulating people for business interests and helping big companies to earn even more money than they already do.

However, the green serum seems to have some side effects; our test subjects are starting to become evil and uncontrollable from time to time. I also tried the serum in an experiment on myself. And now I'm afraid of getting these rage attacks, too... I'm not sure what to do about that. I just hope the rage attacks don't get worse...

Dr. Davis [2]

April 25th: I thought we had finally found the antidote, but our research must go on. The effect of the purple drink does not last very long. Subject 001 showed a sudden relief, but experienced another rage attack right after. I still can't believe how such a small amount of the green serum could lead to these horrible and dangerous rage attacks... To me it is as if the story of Dr. Jekyll and Mr. Hyde really became a reality.

Dr. Davis [3]

April 26th: I just changed the code to the storage room. The old one is written down somewhere and I'm afraid this evil version of myself might find the code and destroy our supplies of the drink. For the new code, I chose the year of publication of the book that opened my eyes: The "Strange Case of Dr. Jekyll and Mr. Hyde". There are so many parallels to what has happened here at I.F.A.D laboratories.

In the story, Dr. Jekyll experiences the exact same negative effects as I have! I feel so guilty to be part of this whole experiment. I wonder what Dr. Jekyll's intentions were when developing his serum. Surely not manipulating people's decisions whether to buy something or not, which is what I.F.A.D.s intentions have been. Anyway, somehow I have to clean up this mess that we created. I am not sure if anybody else will do it.

Dr. Utterson [4]

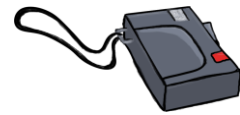
Hello Dr. Davis, this is Dr. Utterson, your colleague. I just wanted to let you know that I had to escape. Our Artificial Intelligence Unit locked you up, because your last rage attack was worse than ever! Unfortunately, our patients and some of our colleagues turned into pure evil, their rage attacks didn't stop anymore. I think they are lost.

But the worst is: They escaped, they left our facilities! I am quite nervous because my family might be in danger! I will go and get them and leave town immediately. I HOPE you could overcome your rage attack and that you are able to listen to this message. You should grab all of the purple drink and leave this place as fast as you can! Please call me as soon as you and your family are in a safe place, too. I'm really worried about you!

If player clicks on the button of another recorder device

Dr Davis

I have to do something... I feel...kind of guilty... I am a part of this mess... But I feel like I'm stuck... I just don't know how I can improve the purple drink in order to find the antidote. In the past, looking at my university degree reminded me of my strengths and that always motivated me. Thanks to this certificate, many doors were open for me.



*Audio Message:
Office_CloseUp_Table
Large_Recorder*

If player clicks on AIU after the message above

AIU

In the last recording, you mention having done research on the purple drink to find an antidote against the rage attacks. Unfortunately, you have not been successful. You also mention how the certificate in this room has helped you before.

If player clicks on AIU again

You mentioned that you have tried to find an antidote. And you talked about the certificate in this room, which has opened doors for you before.

If player clicks on AIU yet again

You should take a look at the certificate in this room, it might help you open the door.

Scene "Storage Room"



When player enters the scene

AIU

It seems to me your rage attacks are occurring more and more often, Doctor Davis. It might be useful to look for something here in this room that will help you with your rage attacks.

If player clicks on AIU after message above

AIU

Doctor Davis, your rage attacks are getting worse. It might be a good idea to look for more drinks here in this room.

If player clicks on AIU again

AIU

Your rage attacks are getting worse. Therefore, you need more drinks. There are some in this room. You should take them.

When player picks up the drink in this scene,

AIU

Yes, that is a smart move. Make sure you always have some drinks in your inventory.

When player clicks on AIU after message above, one of the two messages is played

AIU

It was smart to take the drink. You can come back here if you need more.

/

Doctor Davis, taking the drink was a good choice. Always have a drink at hand to fight your rage attacks.

Scene "Lobby I"

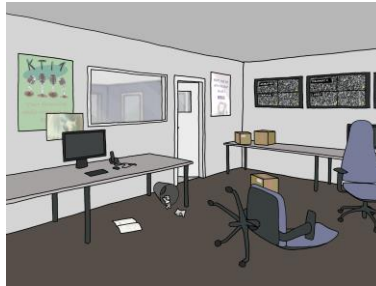


When player enters the scene

AIU

A lot has happened since you came here the last time, Doctor Davis. So much chaos... The patients and those employees who had taken the green serum all went crazy, so to say. They lost their minds and started to riot. That is also the reason why I had to take care of you, Doctor Davis. I know from your memos that you have started working on a long lasting antidote against the rage attacks. Everyone else has left to take care of their families and be safe. Your family has also tried to call you several times.

Scene “Security Room”



Player can tune radio to different frequencies where one of these messages are played back

*Audio Message:
SecurityRoom_CloseUp_Radio_FM8
7.6, 88.3, 92.3, 99.8, 103.4 or 105.7*

Emergency Radio Broadcast [87.6, 92.3, 99.8, 103.4]

Attention. This is a national public emergency warning. Due to a critical incident at I.F.A.D. laboratories, an undefined number of patients and employees with extremely destructive behaviour and irrational rage attacks have been reported missing. This condition might be contagious. Stay indoors and keep windows and doors locked. Take care of family members and neighbours who need help. Further instructions will follow.

Radio Host 1 – KT11 88,3

This is KT11 88,3 radio – Our radio program is offline due to the current state of emergency. Please tune in to the emergency broadcast transmitted by official authorities to stay updated.

Radio Host 1 – WRLS 105,7

This is WRLS 105,7 radio – Currently all radio programs have been cancelled. Please listen in to the emergency broadcast transmitted by the authorities.

Player can listen to a message on a mobile phone

Security Guard Stevenson

[out of breath, panicky] Hi, this is Stevenson. Something has gone terribly wrong here at the laboratories. I tried to shut everything down, but it all happened so quickly. Everybody has gone crazy here, so I quickly changed the codes in our security room. Well as you know, my favorite radio channel is KT11, I don't think I have to say anything else. Good luck guys, I hope you will make it out of there alive!



*Audio Message:
SecurityRoom_CloseUp_Mobile*

If player clicks on AIU after message above

AIU

A Security guard named Stevenson tried to reach his colleagues with a call to the mobile phone in this room. He had to change the keypad code in this room. He mentioned a radio channel. This might be a clue.

If player clicks on AIU again

AIU

One of the security guards tried to tell his colleagues that he had to change the keypad code. The code might be hidden in the name and frequency of his favorite radio channel.

If player clicks on AIU yet again

AIU

Look for the radio channel KT11 and its frequency. The code to leave this room should be hidden in this combination of name and frequency.



If player clicks on one of three buttons on a telephone in the room, one of these messages is played back

*Audio Message:
SecurityRoom_CloseUp_Telephone
_Message1, 2 or 3*

[1]

Automated voice

You have three new messages. Message 1, received April 26th, 9:35 am

Mr or Ms Enfield

This is Enfield at the Department of Public Safety. Why is nobody answering? This is supposed to be our contact number, especially in a situation like this. It has gotten out of hand. We demand to know what has happened and how you intend to handle this, before it turns into a national crisis! Call us immediately!

Automated voice

Press 1 to repeat. Press OK to listen to next message.

[2]

Automated voice

Message 2, received April 26th, 10:40 am

Dr. Utterson

Hello, this is Dr. Utterson. I tried to reach out to Dr. Davis yesterday, but I haven't received an answer yet. I just got home safely and I really have to know if Dr. Davis is fine. Can you please check on her?

Automated voice

Press 1 to repeat. Press OK to listen to next message.

[3]

Automated voice

Message 3, received April 26th, 10:52 am

Dr. Davis' grandmother

Ah, yes, I mean, hello – is this the place where my granddaughter, Dr. Davis is working? I.F.A.D. laboratories? If so, please tell her to come home immediately, it is really really urgent, there are ... ah, what is this [*SFX: unsettling noises in the background*] ... oh no! ... Please tell her – [*horrified*] AAAHHH [*after yell, call suddenly ends, beeping/telephone line off/occupied*]

Automated voice

Press 1 to repeat. Press OK to leave menu. Press mailbox to repeat all messages. Messages are automatically deleted after 30 days.

Scene "Lobby II"



When scene is entered

AIU

Doctor Davis, it seems you have found the last code - all doors are open. But what will you do next? There is a last choice to be made now.

Do you want to get back to your family and to safety? [Door is highlighted]

Or do you want to stay and work on the antidote? After all, you helped to develop the green serum, therefore you are responsible for what happened, too. Everything you might need for a better mixing ratio seems to be here.

[Box with materials is highlighted]

The purple drink was the first step. If you don't stay, this success will be lost and there will never be an antidote.

The national crisis has just begun and you could help save people. But if you stay, you risk not seeing your family again and they need your help, too...

If player clicks on AIU after message above

AIU

You have successfully escaped from the insides of the facility. There is a last decision to be made. Do you want to stay, work on the antidote and help prevent a catastrophe? Or do you want to get to safety and check on your family? Pick up the box with research materials or leave through the door, it is your choice.

If player clicks on AIU again

AIU

This is the final decision to be made. Continue working on the antidote or leave through the door. Pick the box or the exit doors to make your choice.

If player clicks on door

Dr. Davis

Nothing is more important than my family, I need to be with them!

AIU

Dr. Davis. Keep in mind that your rage attacks might be dangerous and your supplies of the purple drink won't last forever. Are you sure about your decision?

If player clicks on door again

Dr. Davis

Absolutely. For now I need to see my family. I have to know that they are alright.

If player clicks on box

Dr. Davis

I need to clean up this mess. I need to help everyone and work on the antidote. It is my responsibility!

AIU

Dr. Davis. Keep in mind that your family is in danger and your grandmother has tried to call you many times. Are you sure about your decision?

If player clicks on box again

Dr. Davis

Absolutely. I am way too dangerous as long as I am having these rage attacks.

[The End]