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Combat Barks video game scripts

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Wasteland Raider Bark Sheet

Enemy barks, post-apocalyptic · Adult (25-40) · Any (character choice) · 30 seconds

[SCAV, a raider in a scrapyard gang. Each line is a separate bark]

[idle]

Quiet out here. Too quiet.

Who drank my water? I'll find out. I always find out.

[enemy spotted]

Fresh meat! Over by the bus!

There! Behind the wall!

Got a live one, boys!

[attacking]

Come on out, I don't bite! Much!

Eat lead, scav!

Keep 'em pinned!

[taking damage]

[pained grunt]

Agh! Lucky shot!

That's gonna leave a mark!

[reload]

Reloading! Cover me!

Come on, come on, jammed again!

[lost the player]

Where'd they go? Spread out!

You can't hide forever!

[low health]

I'm bleeding here! Somebody!

[ally down]

They got Tank! They got Tank!

[death]

[short choked effort]

Not... like this...

Orbital Trooper Squad Leader Callouts

Squad callouts, military sci-fi · Adult (30-45) · Any (character choice) · 30 seconds

[SERGEANT MAIKA ROSS leads a squad of orbital troopers on the moon colony of Varrus-4]

[combat start]

Contact front! Weapons free!

Here they come. Hold the line, troopers!

[orders]

Flank left! Move, move!

Suppressing fire on that ridge!

Grenade out! Get clear!

Fall back to the dropship!

Hold position. Wait for my mark.

Mark!

[enemy spotted]

Hostiles on the catwalk!

Heavy unit, twelve o'clock!

Sniper in the tower!

[taking damage]

[sharp grunt]

I'm hit, I'm hit, I'm fine!

Armour's holding. Barely.

[ally down]

Man down! Medic!

Get him up! We leave no one!

[reload]

Changing mags!

[objective]

Charge is set. Thirty seconds!

[victory]

Area secure. Good work, troopers.

That's how it's done. Regroup on me.

Goblin Skirmisher Barks

Enemy barks, comic fantasy · Any (creature) · Any (character choice) · 30 seconds

[SNIKKET, a small goblin with a large spear]

[enemy spotted]

Ooh! Shiny human! Get it!

Intruder! Snikket saw first! Snikket gets the boots!

[attacking]

Stabby stab!

Hee hee! Run, run!

[taking damage]

Ow! Owie! Not the face!

[ally down]

Grubb is squished! Who's next? Not Snikket!

[taunt]

Snikket is the scariest! Ask anyone! Ask Snikket's mum! She knows!

[low health]

Truce! Truce! Snikket has a cousin you can fight instead!

[fleeing]

Tactical running away!

[death]

[squeaky yelp]

No fair...

Knight Commander, Siege Barks

Ally barks, fantasy war · Adult (40-55) · Any (character choice) · 30 seconds

[SER ALDRIC VANE commands the defence of the walls of Highmoor during a night siege]

[battle start]

To the walls! Every one of you, to the walls!

They come at dawn. Let them find us waiting.

[rally]

Stand fast! Highmoor does not fall!

Shields up! Hold them at the gate!

For every home behind these walls!

[enemy spotted]

Ladders on the east wall!

Siege tower! Burn it!

Archers, loose!

[attacking, efforts]

[heavy sword swing effort]

[shield bash effort]

Back, you dogs!

[taking damage]

[grunt]

A scratch! Keep fighting!

[ally down]

Get him off the wall! Someone take his post!

[low health]

I am not finished yet.

[victory]

They break! They run! Highmoor stands!

Rest now. You've earned it. Every one of you.

[death]

[long pained exhale]

Hold... the gate...

Stealth Guard Alert States

Enemy barks, stealth · Adult (30-45) · Any (character choice) · 60 seconds

[A GUARD patrols the halls of Lord Marrowby's manor. Each tag is an alert state]

[idle]

[yawns]

Why do the rich need guards at three in the morning? The silver isn't going anywhere.

Left corridor, right corridor, back again. Riveting.

[suspicious]

Huh? What was that?

That door was shut. I'm sure it was shut.

Hello? Anyone there?

[idle, chatting]

The cook says the manor's haunted. The cook also says carrots help you see in the dark.

[searching]

Come out. I know you're here.

If you come out now, I'll tell the captain I found you sleeping.

Check behind the curtains. Always the curtains.

I heard something. I'm not crazy.

[alerted]

Intruder! In the east hall!

There! Stop right there!

Sound the bell!

[lost the player]

Where did they go? Search every room!

[giving up]

Probably just a cat. It's always a cat.

Fine. Back to the patrol. Nobody saw anything.

[finds unconscious ally]

Wake up! Who did this to you?

Field Medic Squadmate

Ally barks, military shooter · Young adult (18-25) · Any (character choice) · 30 seconds

[CORPORAL JESS OYELARAN, field medic in the invented Northern Coalition army]

[healing ally]

Hold still, hold still. I've got you.

Patching you up. Don't move.

That's the last of the bandages. Make it count.

[revive]

Stay with me! Come on, open your eyes!

You're not dying on my shift.

[low supplies]

I'm out of meds! Need a resupply!

[enemy spotted]

Contact! Rooftop!

[taking damage]

[short gasp]

Okay, okay, I'm good!

[player heals self]

Hey, that's my job.

[victory]

Everyone breathing? Good. Sound off.

[low health]

I need a medic, and I'm the medic. That's a problem.

Sniper Overwatch Callouts

Ally barks, military shooter · Adult (30-45) · Any (character choice) · 30 seconds

[OVERWATCH speaks over a radio from a hilltop, watching the player below]

[in position]

Overwatch in position. I've got eyes on you.

[target spotted]

Two tingos by the truck. Left one's mine.

Patrol coming your way. Stay low.

[player spotted]

They've seen you. Get to cover, I'll thin them out.

[confirm]

Target down.

Clean hit. Moving to the next.

[warning]

Hold. Hold. Wait for the guard to turn.

Go. Now.

[reload]

Reloading. You're on your own for five.

[relocating]

They've spotted my glint. Moving.

Survivor, Down to the Last Shells

Player barks, survival horror · Adult (25-40) · Any (character choice) · 30 seconds

[DANA, a survivor, inside an abandoned hospital overrun by the infected]

[enemy spotted]

Oh no. No, no, no. There's more.

They're coming through the vents!

[attacking]

Get back! Get away from me!

[shotgun effort]

[low ammo]

Two shells. Two shells left.

I need ammo. I need ammo now.

[out of ammo]

[click, click]

Empty! Come on!

[taking damage]

[sharp cry]

It bit me! It bit me!

[low health]

I can't, I can't keep running.

Find the med kit. Just find the med kit.

[safe room]

[shaky exhale]

Okay. Okay. Door's locked. Breathe.

[death]

[strangled scream]

Mech Pilot Cockpit Chatter

Player barks, mech sci-fi · Adult (25-40) · Any (character choice) · 30 seconds

[RIO VALEK pilots the mech IRONHART in the canyons of the planet Teska]

[deploy]

Ironhart online. Let's dance.

All systems green. Well, mostly green.

[enemy spotted]

Hostile walker, two o'clock!

Missile lock! They've got me painted!

[attacking]

Firing main cannon!

Eat plasma!

Rockets away!

[taking damage]

[jolt effort]

Left arm's hit! I can still swing it!

Armour at forty percent. That's fine. That's totally fine.

[overheating]

Heat's spiking! Venting!

Come on, cool down, cool down!

[system failure]

Targeting's down. Going manual.

Shields gone! I'm running on hope here!

[low health]

Ironhart's falling apart under me!

[victory]

Target destroyed. Who's next?

That's the last one. Ironhart, you beautiful machine.

[eject]

Punching out! Punching out!

Robot Sentry Barks

Enemy barks, sci-fi · Any · Any (character choice) · 15 seconds

[SENTRY UNIT 9, a security robot patrolling a research lab]

[patrol]

Patrol route active. All sectors nominal.

Scanning. No anomalies detected.

[suspicious]

Movement detected. Investigating.

Identify yourself.

[alerted]

Unauthorised personnel. Lethal force approved.

Target acquired. Engaging.

[taking damage]

Armour compromised. Rerouting power.

[low health]

Critical damage. Critical. Crit-

[destroyed]

Shutting... down...

Boarding Party, Pirate Crew Barks

Enemy barks, pirate fantasy · Adult (30-45) · Any (character choice) · 30 seconds

[CAPTAIN MOLL BRANNIGAN leads a boarding party onto an enemy ship]

[boarding]

Grapples away! Over the rail, ye dogs!

Take the ship! Leave the cook, we need a cook!

[enemy spotted]

Bluecoats on the quarterdeck!

[attacking]

Have at ye!

[cutlass slash effort]

Is that all ye've got?

[taking damage]

Argh! Ye'll pay for that!

[taunt]

Ye fight like a seasick parrot!

I've had worse from a barnacle!

[ally down]

Man overboard! Leave him, he can swim!

[low health]

Not today, Davy. Not today.

[victory]

She's ours! Raise the colours!

Check the hold, lads. I smell gold. And possibly cheese.

[death]

[defeated groan]

Pogo the Platform Hero

Player barks, kids platformer · Any · Any (character choice) · 30 seconds

[POGO, a springy hero, bounces through Candy Canyon]

[jump]

[happy hup!]

Wahoo!

[double jump]

And again!

[collect coin]

Shiny!

Ooh, that's a lot of coins!

[power-up]

Rocket boots! Let's go!

I feel super!

[find secret]

Ooh, a secret door! I love secret doors! What's in here?

[bump into enemy]

Oof! Hey, that's rude!

[lose a life]

Aw, nuts!

[level complete]

We did it! High five!

That was the best level ever! Until the next one!

[idle, waiting]

Hello? Are we going? I'm ready when you are!

Ring Barks: The Thunder Baron

Wrestling barks, sports · Adult (30-45) · Any (character choice) · 15 seconds

[THE THUNDER BARON, a wrestler in a gold cape, plays to the crowd in a packed arena]

[entrance]

The Baron has arrived! Kneel, peasants!

[taunt]

Is that the best you've got? My grandmother hits harder!

Look at me! Look at this cape!

[strike efforts]

[punch effort]

[body slam effort]

[taking damage]

Oof! That's illegal! Referee!

[finisher]

Here comes the Thunder!

[pin]

One! Two! Three! Count it!

[victory]

Undefeated! Unbreakable! Unbelievably handsome!

[loss]

That was a fluke! Rematch!

Rival Racer Radio Chatter

Racing barks, motorsport · Adult (25-40) · Any (character choice) · 30 seconds

[NIKO SANTANA, a rival driver, on open radio during the Crimson Coast Grand Prix]

[race start]

See you at the finish line. If you get there.

Lights out! Let's go!

[overtaking player]

Catch you later! Actually, no. You won't.

Too slow! Way too slow!

[being overtaken]

Hey! That was my line!

Enjoy the lead. It won't last.

[collision]

Watch it! You want to trade paint?

[crash]

[impact grunt]

No, no, no! My car!

[final lap]

Last lap. This one's mine.

[win]

Champion! Again! Somebody get me a bigger trophy!

[lose]

Lucky. You got lucky. Next time.

Battle Mage Spellcast Sheet

Player barks, fantasy · Adult (25–40) · Any (character choice) · 15 seconds

[SERAPHINE ASH, a battle mage, in combat]

[casting efforts]

[short focused exhale]

[big release effort]

[spells]

Ignis Vora!

Frost, bind them!

Shield of Aether!

Chain lightning!

[low mana]

My mana's spent!

I need a moment to draw power!

[spell interrupted]

Agh! Lost the spell!

[taking damage]

[pained gasp]

You'll regret that!

[victory]

The weave holds. They don't.

[death]

[fading cry]

Boss Taunts: The Iron Matriarch

Boss barks, dark fantasy · Adult (40-55), female · Any (character choice) · 60 seconds

[QUEEN VALDRA, the Iron Matriarch, on her throne in the Citadel of Ash]

[intro]

So. The little hero climbs my tower. How brave. How foolish.

[phase one]

You mistake my patience for weakness.

Kneel, and I will make it quick.

Is that all? I have broken kings with less effort.

[taking damage, phase one]

A scratch. Nothing more.

[player heals]

Patch your wounds, little one. It only makes this last longer.

[phase two]

Enough games!

You have cracked my floor. I liked that floor.

You dare? In my hall?

My armour was forged in the heart of a volcano. And you think you can break it?

[taking damage, phase two]

[furious roar]

You will pay for every drop!

[phase three]

I will tear this citadel down around us both!

If I fall, I take you with me!

Burn! Everything burns!

[player low health]

There it is. The fear. I can smell it.

[defeat]

[pained exhale]

Impossible. I was... eternal.

[player defeated]

Another hero. Another statue for my garden.

Cult of the Hollow Moon Barks

Enemy barks, horror · Adult (any) · Any (character choice) · 30 seconds

[BROTHER CALLUM, a cultist of the Hollow Moon, in a forest at night]

[idle chant]

The moon is hollow. We will fill it.

She sees. She hungers. She waits.

[searching]

Come out, lamb. The moon wants to meet you.

We smell your fear on the wind.

[lost the player]

Run, lamb. The moon is patient. So are we.

[enemy spotted]

There! An unbeliever!

[attacking]

For the Hollow Moon!

Join us! Join us!

[taking damage]

Pain is a gift!

[death]

The moon... remembers...

Rookie's First Firefight

Ally barks, military shooter · Young adult (18-25) · Any (character choice) · 45 seconds

[PRIVATE THEO MARSH, nineteen, on his first mission with an invented Southern Federation unit]

[early mission, enemy spotted]

Is that them? Is that them? Sarge, I think that's them!

Contact! I think! Contact!

[early mission, taking damage]

[startled yelp]

That was close! That was really close!

[early mission, reloading]

Reloading! I think it's in backwards. No, it's fine!

[mid mission, attacking]

Got one! Sarge, I got one!

Covering fire, I've got you!

Moving up! Right behind you!

[mid mission, ally down]

Doc's down! I'll get him!

[late mission, enemy spotted]

Two hostiles, left side. I've got them.

Flanking. Stay on my six.

[late mission, reloading]

Changing mags. Ten seconds.

[late mission, low health]

I'm hit. It's okay. Keep moving.

[victory]

We did it. We actually did it.

Sarge? Thanks for not leaving me back there.

[death]

[soft gasp]

Tell Mum...

Berserker Rage Barks

Player barks, fantasy · Adult (30-45) · Any (character choice) · 15 seconds

[BRUNA STORMHIDE, a berserker of the northern clans]

[rage start]

[building growl into a roar]

Blood and thunder!

Now you've made me angry!

[attacking]

[axe swing effort]

Come on! All of you!

Is that a sword or a toothpick?

[taking damage]

[guttural grunt]

Ha! Again!

[killing blow]

Down you go!

[rage ending]

[heavy breath]

Is it over? Shame.

[victory]

The clans will sing of this! Loudly! Badly!

[death]

[defiant final roar]

Hacker on Comms

Support barks, cyber thriller · Young adult (18-25) · Any (character choice) · 30 seconds

[ZEE, a hacker in a cluttered apartment, talks into a headset to the player]

[mission start]

Okay, I'm in their system. Don't touch anything I wouldn't touch.

[unlocking]

Door's open. You're welcome.

Give me five seconds. Three. Done. I'm amazing.

[warning]

Heads up, guard incoming, left corridor.

Camera's turning. Freeze!

They just tripped an alarm. Not my fault. Probably.

[enemy spotted]

Two heat signatures behind that door!

[taking damage]

Whoa, you okay? Your vitals just did a thing!

[connection lost]

You're breaking up. Hello? Hello? Ugh, cheap firewall.

[objective complete]

Data's downloading. Ninety percent. Ninety-nine. Got it!

[extraction]

Get out of there. I'm ordering noodles to celebrate.

Hive Drone Barks

Enemy barks, alien creature · Any (creature) · Any (character choice) · 15 seconds

[A HIVE DRONE, an insect-like alien, stalks the corridors of a mining ship]

[idle]

[clicking breaths]

The hive. Is. Hungry.

Soft things. Nearby.

[searching]

Where. Where. Smell it. Warm.

Come. To. Hive.

[enemy spotted]

Found! Found! Warm one!

[attacking]

[shrill hiss]

Take! Take! For the Queen!

[taking damage]

[sharp chitter]

Hurt! Hive feels!

[ally down]

One falls. Many remain.

[death]

[wet rattle]

The Queen... will... know...

Mobile Brawler: Ziggy Spark

Hero barks, mobile casual · Any · Any (character choice) · 15 seconds

[ZIGGY SPARK, a pint-sized electric brawler, in a mobile arena game]

[character select]

Ziggy's charged up!

[ability]

Zap attack!

Feel the spark!

[ultimate]

Overload! Light 'em up!

[taking damage]

Yowch!

[respawn]

Back and buzzing! Miss me?

[victory]

Too fast for you!

Ziggy wins! Again!

[defeat]

Short circuit...

Tank Crew Chatter

Ally barks, military shooter · Adult (30-45) · Any (character choice) · 30 seconds

[COMMANDER BRANDT leads the crew of a tank called Old Kettle in an invented war]

[advance]

Driver, forward. Steady.

Push to the treeline.

[target spotted]

Enemy armour, two hundred metres, ten o'clock!

Anti-tank team in the ruins!

[firing]

Gunner, on my mark. Fire!

Hit! Hit! Load again!

[reload]

Loading! Up!

[taking damage]

[jolt grunt]

We're hit! Damage report!

Track's holding. Keep moving.

[low health]

Engine's smoking. Old Kettle's got one fight left.

[ally destroyed]

We lost Two. Take their sector.

[victory]

Area clear. Good shooting, all of you.

[bail out]

Bail out! Bail out!

Elven Archer Companion

Ally barks, fantasy · Adult (25–40) · Any (character choice) · 30 seconds

[LYRANE, an archer from the forest realm of Sylvaren, travels with the player]

[enemy spotted]

Movement, in the trees.

Wolves. Six of them. Possibly seven. One is hiding badly.

[attacking]

[arrow release exhale]

Another one for me.

Try to keep up.

[low arrows]

I'm running out of arrows. And patience.

[taking damage]

[sharp breath]

That will cost them.

[player takes damage]

You're bleeding. That's usually bad.

[victory]

That was almost graceful. On my part.

I counted. I won.

[exploration]

Do you smell that? Someone burned a stew nearby.

[death]

[soft exhale]

The trees... will remember.

Ambush at Crow's Gulch

Enemy barks, western · Adult (40-55) · Any (character choice) · 15 seconds

[MAGGIE CROW, a bandit leader, waits on a ridge above a dusty trail]

[ambush start]

Afternoon, stranger. Drop the gun real slow.

Boys. Now.

[orders]

Cut 'em off at the creek!

Jed, get round the back!

[taking damage]

[grunt]

Well, that was rude.

[low health]

Pull back! Pull back to the horses!

[taunt]

You picked the wrong gulch, friend.

[death]

[long exhale]

Shoulda... stayed home.

Captain's Calls, Five-a-Side

Sports barks, football · Adult (25-40) · Any (character choice) · 30 seconds

[CAPTAIN JODIE PARK on the pitch in an invented five-a-side league]

[calling for the ball]

Here! Man on! Man on!

Square it! I'm free!

[defending]

Press them! Don't let them turn!

Mark your man!

[goal]

Yes! Get in! What a goal!

[teammate scores]

What a finish! Told you that was your corner!

[conceded]

Heads up. We go again.

[foul]

Ref! That's a foul! Come on!

[final whistle, win]

That's it! Brilliant, all of you!

[final whistle, loss]

We'll learn from it. Next week.

Beast Tracker Weapon Barks

Player barks, action hunting · Adult (30-45) · Any (character choice) · 30 seconds

[KAEL DRAVEN hunts a giant armoured beast in the volcanic plains of Mordoth]

[hunt start]

There you are, big one.

Tracks are fresh. It's close.

[attacking]

[light swing effort]

[medium swing effort]

[heavy charged swing effort]

Take that!

[setting trap]

Trap's set. Come on, step in it.

[beast trapped]

Got it! Now, now, now!

[taking damage]

[impact grunt]

It's stronger than it looks!

[dodge]

Too slow!

[low health]

Need to fall back. Patch up.

[beast enraged]

It's angry! Watch the tail!

[beast flees]

Don't you run! I've come too far!

[victory]

It's down. Rest easy, beast.

[carving]

That'll make a fine helmet.

The Skeleton King's Three Phases

Boss barks, dark fantasy · Any (creature) · Any (character choice) · 60 seconds

[KING MORTHAL, the Skeleton King, rises from his throne in a crypt beneath the mountain]

[intro]

A living soul. In my crypt. How delightful. It has been so long since I had a guest.

[phase one]

I ruled these lands before your grandfathers' grandfathers were born.

You cannot kill what is already dead.

Rise, my soldiers! Greet our guest!

[taking damage, phase one]

I have felt worse. I have felt nothing for centuries.

[phase two]

You dare? You dare strike a king?

My crown! Do not touch my crown!

[summon]

Guards! Rise again! Your king commands it!

[player dodges]

You dance well for a mortal. Dance faster.

[taking damage, phase two]

[angry rattling hiss]

Insolent worm!

[phase three]

No! I will not return to the dark!

I was eternal! I was promised forever!

My kingdom will not end with me!

[player low health]

Yes. Yes! Join me. Join my army forever.

[defeat]

[long fading breath]

At last. Rest. Quiet. It is... so quiet.

[player defeated]

Another soldier for the king.

Kart Racer: Turbo Tilly

Racing barks, kids kart · Any · Any (character choice) · 15 seconds

[TURBO TILLY, a tiny racer in a giant helmet, drives a kart called the Teacup]

[race start]

Teacup's ready! Go, go, go!

[boost]

Zooooom! Bye-bye!

Turbo time!

[pick up item]

Ooh, a banana! Sneaky!

[hit by item]

Hey! Who threw that?

Whoa, I'm spinning!

[overtaking]

Scoot over! Coming through!

[last lap]

Last lap! Teacup, don't fail me now!

[win]

First place! Teacup is the best kart ever!

[lose]

That's okay. Teacup tried his best.

Last Stand at Outpost Nine

Player barks, military sci-fi · Mature (55+) · Any (character choice) · 45 seconds

[COLONEL ELENA RASK, the last defender of a remote outpost on the frozen planet Hallis]

[wave one]

Here they come. Right on time.

Let's see what you've brought me today.

[attacking]

Not through my door.

That's one. Who's next?

[enemy spotted]

Flyers, coming over the ridge. Lovely.

Heavy walker by the fuel tanks. That's new.

[reload]

Reloading. Don't get impatient.

[wave two]

More of them. Of course there are more of them.

[taking damage]

[pained grunt]

Still standing. Still annoyed.

That one's going to hurt in the morning.

[low ammo]

Three mags left. Make them count, Elena.

[wave three]

I see you. All of you.

Bigger ones this time. Somebody's been eating their greens.

Come on, then. I've got all night.

[low health]

[heavy breath]

Not yet. Not quite yet.

[radio, no answer]

Outpost Nine to command. Anyone. Anyone at all.

[final wave]

This is it, then.

Good. I was getting bored.

[death]

[quiet exhale]

Worth it.

[victory, rescue arrives]

Took your time. Hope you brought coffee.

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