

Key:

- A new line of dialogue, triggered by interacting with NPC, or a new speaker in a conversation
 - Subsequent line within same dialogue tree/interaction
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We Need to Talk...

[When Rien gets to his room, Joan is waiting outside the door. Interacting with Joan triggers the following conversation.]

Joan:

- “Ah, there you are.”

Rien:

- “What did you—”

Joan:

- “Let’s go inside!”

[Joan enters Rien’s room. Rien follows.]

[Once inside, Joan pauses, facing away from Rien.]

Rien:

- “... Are you doing okay, Joan?”

Joan:

- “...”
 - “Dr. Sunshine said... my parents are coming to take me home tomorrow.”
 - “It’s been so long since I’ve seen them...”
 - “I-I’m not ready.”
 - “I don’t want to leave.”

Rien:

- “Joan...”

Joan:

- “I forget things.”
 - “All the time—basic things, like people’s *names*—”
 - “Like what I even did that day...”
 - “That’s—that’s why I have to get up and leave all the time.”
“I remember something I should’ve been doing...”
 - “And Rien, I—”

[She takes a step closer.]

- “I feel like someone’s *watching* me.”

Rien:

- “Watching you?”

Joan:

- “Not even just like, out *there*, I...”
 - “I feel like something’s in my *room*.”
 - “Passing judgment...”
 - “And it keeps getting worse.”
 - “If I leave now, I—”
 - “I don’t know what’ll happen to me.”

Rien:

- “Have you told Dr. Sunshine any of this?”

Joan:

- “Not yet. But I’m worried it won’t matter—that my parents will take me anyway.”

Rien:

- “You should tell him.”
 - “I mean, I don’t know him that well, but I’m sure he’ll understand.”
 - “That’s the whole point, right?”

Joan:

- “Yeah, I... I guess so.”
 - “I don’t know...”
 - “Sorry. Maybe I’m overreacting.”

Rien:

- “No, no, you’re fine.”
 - “It’s a lot to deal with.”

[Beat of quiet.]

Rien:

- “Can I ask...”

Joan:

- “Hm?”

Rien:

- “Why did you come to Sunshine Getaway in the first place?”

Joan:

- “Oh. Well...”

- “For a while, I... didn’t have a home. It was rough.”
- “I always felt like everything was crashing down around me, like—”
- “Like any second something horrible was going to happen.”
- “And it just kept eating away at me.”
- “Then, one day...”
- “I was at the laundromat, and this commercial was playing on the T.V.”
- “It was for Sunshine Getaway.”
- “I mean... a place to stay? Food on my plate? *Therapy*?”
- “It felt like a miracle.”
- “And it really was...”
- “... Why did you come?”

Rien:

- “...”
 - “I... used to be a detective.”
 - “It was a tough job, sure, but I thought I was doing something good, y’know?”
 - “Making a difference, or something.”
 - “But...”
 - “Me and my partner, one day, we...”
 - “We got a bad case. Murder. Messy.”
 - “I won’t, uh, bother you with the gory details.”
 - “After things were said and done...”
 - “He... my partner...”

- “Vanished. Gone, just like that.”
- “No matter where I looked, what lengths I went to, I couldn’t find a whiff of him.”

Joan:

- “Rien, that’s...”
 - “I’m so sorry.”

Rien:

- “I wasn’t really supposed to talk about it, um, after.”
 - “So... I tried to move on. Tried to find myself a new job. New life.”
 - “But nothing stuck.”
 - “Then I kept getting these ads for the Getaway.
 - “At first I ignored them, but...”
 - “I had nowhere else to go.”

Joan:

- “I know what you mean.”
 - “I really am sorry you had to go through all that...”
 - “It’s awful.”

Rien:

- “... I appreciate it.”

Joan:

- “Y’know, you kinda remind me of someone.”

Rien:

- "...?"

Joan:

- "Another detective, like you."
 - "Lost his partner, came to live here..."

Rien:

- "What'd he look like?"

Joan:

- "I..."
 - "I don't remember. I'm sorry."
 - "He left about a year ago, before I started taking notes..."
 - "Ah, I've gotta go. My appointment with Dr. Sunshine is in a couple minutes."
 - "Can I see you after?"

Rien:

- "Yeah, of course."
 - "I'm not going anywhere."

Joan:

- "Thanks, Rien."
 - "See you later."

[Joan leaves.]

[Player regains control of Rien.]

Extra Notes:

- *After this conversation, the “Check on Joan” quest is completed.*