




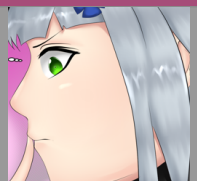


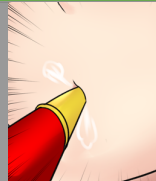












Character	Context	sec	Vocal SFX	Narration/Dialogue
				Written by BornToBeEmon, edited and nitpicked by Nametaken.
				* "dolls" (and moreover "T-dolls", short for "tactical dolls"), in the context of the <i>Girls' Frontline</i> plot, is essentially a term meaning "android". The idea is that they're all these <i>kind-of</i> robots who can get shot at and blown up by bombs and then easily reconstructed afterward.
				** also, you may notice certain speech bubbles in the rightmost panels that doesn't necessarily match up to the actual script's dialogue. this is intentional as I'm essentially re-writing a lot of the dialogue. english is (quite literally) not the artist's first language. :V
			HK416 -- Yaddle 226 words, 52 seconds of vocal SFX "HK416 is a serious and foul-mouthed Doll* who takes great pride in her status as an Elite T-Doll and her combat performances."	Basically, you want to aim for a very straightforward "army woman" type of tone. She doesn't take shit. Has that sort of wallflower determination to her. Middling in pitch. Definitely a <i>tad</i> lower than the below reference files. Voice reference . Click the play buttons underneath any Japanese line. Being in Japanese, you should focus more on capturing the overall feel of the character rather than trying to 1:1 mimic their voice.
			Scarecrow -- EmpressBlue 113 words, 4 seconds of vocal SFX "Scarecrow is apt at collecting and analyzing information but less effective than other ringleaders in combat and overall less ranked. She has a serious and rational mind."	In this comic, she works for the Architect (as seen below) and serves as a grounded straight-man. Scarecrow should overall come across as more... <i>toned-down, calm</i> than the other two. Not necessarily monotone, but very in-charge of her emotions. Note the reference's inflections, but definitely lowest in <i>pitch</i> out of the three. Voice reference . Click the play buttons underneath any Japanese line (on the "Assimilated (General)" category). Being in Japanese, you should focus more on capturing the overall feel of the character rather than trying to 1:1 mimic their voice.
			Architect -- Nami955 292 words, 3 seconds of vocal SFX "Architect is a long-range combat Doll specialized in autonomous artillery attacks. She's described as a constantly cheerful (and somewhat dumb) Doll who has both little enmity for her enemies and little allegiance toward her friends. Her only passion is to destroy ."	She's not like, Harley Quinn levels of "lol I'm craazy" or anything, but she should at least come off as <i>unhinged</i> . She COULD fly off the handle one day, but not quite yet. Play up her ditziness. Pitch is probably in-line with the voice references. Fairly high. Voice reference . Click the play buttons underneath any Japanese line (on the "Assimilated (General)" category). Being in Japanese, you should focus more on capturing the overall feel of the character rather than trying to 1:1 mimic their voice.
	i'll probably TTS this stuff			There's been a strange uptick in activity at an abandoned factory. Doesn't seem too serious... but command wants it checked out.
HK4	firm			Understood and received- over and out.
				...
HK4	first line is monologue to self, second is still firm			(What would they want with a place like this ...?) ...Komman-dant, I have entered the facility. What is your next objective? Over.
				Proceed to the provided coordinates. But be careful— Sangvis may have anticipated our operation. If they jam our communications, we won't be able to provide backup. Your success here is CRITICAL .


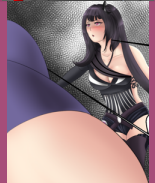


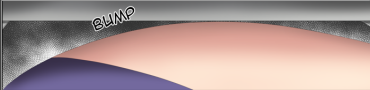

Character	Context	sec	Vocal SFX	Narration/Dialogue	
HK4	the slightest bit annoyed, she doesn't like being talked down to			I understand, but you don't need to be so <i>melodramatic</i> about it. I'm the one on the ground here.	(cont. from above)
				Yes, and YOU'RE our only unit that can carry this out. Best of luck...	
HK4	stops being annoyed			...Komman-dant, objective is in sight, over.	(cont. from above)
HK4		she's annoyed again :/		<i>Goddammit. Of course that pencil-pusher had to go and finx it... oh well.</i>	
HK4	someone WHOOSHes behind you. this is that brief moment of suspicion before she confirms it for you			Mh-?	
SCA	sarcastically endearing.			<i>Nighty-night.</i>	
HK4	you're down and out, on the floor. camera is at ant's-eye-view level.			<i>Nnnhh...</i>	
SCA	calm, firm			...Scarecrow here. 416's ours. Didn't even put up a fight.	






Character	Context	sec	Vocal SFX	Narration/Dialogue	
ARC	through walkie-talkie. the sort of tone where she's like, clasping her hands together			Wonderful! Bring her to base... I'll be waiting eagerly...!	
SCA	calm, contrasting architect's glee			Copy and out.	
HK4	coming to.			mhmh... Unhnh...	
ARC				Well well, look who decided to WAKE UP at the crack-a-dawn this morning!	
HK4	gritting teeth, getting ready to BITE her face off!			Architect...	off-screen
ARC				You betcha! Lil' miss H-K-4-1-6, my beLoved . What a quirky name that is!	
HK4	particularly venomous. try to squish your cheeks a little to emulate how architect is holding them together			Uh huh... don't you dare call me that, scumbag.	
ARC	continued fake-enthusiasm/empathy			Aww... don't be such a wallflower ! You'll never make friends that way.	n/a (off-screen)




Character	Context	sec	Vocal SFX	Narration/Dialogue	
HK4				You did NOT go through the trouble of kidnapping a <i>high-ranking operator</i> such as mySELF just to call me shit like "WALLFLOWER", did you?!	
ARC				No, no. Don't you worry. We're just a little more... <i>pragmatic</i> than the rest of unit 404. They'd probably just pop you in the head, or somethin'.	off-screen
HK4	slight shudder at the previously-mentioned "getting popped [shot] in the head"			High...	
ARC				<i>I</i> , on the other hand, have a much <i>different</i> interpretation of 404's protocol. Different <i>tastes</i> , you could say. As for you: sayyy 'aahhh~'...!	
HK4	she, in fact, does not say "ahh", she shuts her mouth in defiance! first to indicate the closing of her lips, the second to go with scarecrow (slightly out-of-frame) trying to force-open her mouth			Mmph! Mngh-!	
SCA	stern, frank			You can open up now. Or... we can make this much worse for you. Your choice.	kind of off-screen? see above panels. those hands are scarecrow's
HK4	she says something, but this is used as an opportunity to slip the hose right into her mouth. hence: the desperate MMPHH!!.			Get your hands OFF of me-! -mmMMMMPHH!!	
ARC	pinches HK4's cheek in the first line, then walks over to the air tank and gets ready to open it, she continues being a slightly-sarcastic shitter here.			Oooh, you're the <i>emotional</i> type, aren't you? Always so <i>cute</i> when you get mad. I'm gonna go ahead and turn this on full-blast now. If you start to feel uncomfortable, the safe-phrase is " <i>help, help! no more!!</i> ", but only if you shout it real loud! ahaha...	off-screen
HK4	intense thoughts to self "nineteen-hundreds" = 1900s. as in, this is a reference to the ill-fated "rigid airships" that often used helium and hydrogen. it explodes into flames easily!			Thats... PURE helium...! Same stuff they used in the nineteen-hundreds... I knew she was insane, but not <i>suicidal</i> !!	

Character	Context	sec	Vocal SFX	Narration/Dialogue	
HK4	that whole bit about "EXPLODING HELIUM" should give you plenty of reason to be afraid! (spoiler; this doesn't end that way, though, thankfully.)	10	misc frantic "MMMHI!/" "MMMM!"-type moaning, 10 seconds		
HK4	this one should be particularly loud!		hhmmMMMMMMHHHHH!!		
ARC		3	"hmph"-y laugh, 3 seconds. something like "hnhmhm~"?		
SCA		2	concerned "Hmmm!?"-type loud murmur. 2 seconds		
HK4		2	something like a severely-muffled "grrrr...". note that you have a tube (object) in your mouth, this makes it difficult to talk. 2 seconds total, also.		
HK4					
HK4			an embarrassed "mphh?!". just 1 second.		
ARC				My my... bad day to skimp out on the bra, huh?	cont. from above

Character	Context	sec	Vocal SFX	Narration/Dialogue	
ARC	HK4's ropes snap, her hands are free. the architect, however, doesn't hear this rope snap and turns toward scarecrow.			Scarecrow, prepare a new tank. There's still plenty room in this hangar.	
SCA	scarecrow is facing toward architect. by extension, she sees HK4 beginning to reach her (slow, puffy) arms around. she says this tentatively and with caution			Um... Architect?	off-screen
HK4	a slightly-rising, VERY seething "oooh...". regard the object.			Oooooohh...(!)	
HK4	"you damned bitch", but muffled. look at that shot- she's pretty fucking furious!			Yew dHammed <i>BhITCH!!</i>	
ARC	mildly-cutesy taunt			Whoops, not quite fast enough there!	
HK4	faceplants, kind of? is there a term for "faceplanting" but with your boobs?			Uuumph-!	
ARC				This "bitch" is more nimble than you'd think, unfortunately for you.	off-screen(ish)
ARC				...specially my foot.	
HK4		several "HMMMMph!" type quick groans, emphasize the first syllable to give more "impact". compare to a drum hit: you would make the first part of the hit louder and the subsequent reverberation quieter to make it more punchy. 10 "several" meaning around 10 seconds.			

Character	Context	sec	Vocal SFX	Narration/Dialogue	
HK4	hose is removed from mouth			pwah...	
ARC				Well? Are you ready to talk now?	
HK4	should sound winded. anyone would be after getting chucked across a room! you should tense your abdominal muscles and/or squish your cheeks again to emulate the "puffy cheeks" effect			As if you're getting a WORD out of me...!	cont. from above, slightly off-screen
ARC	sardonic. "no more" sounds like it's imitating			Hm. That doesn't sound like "no more!" to me.	
HK4	it's like... halfway between a genuinely-frightened eep and half-suppressed because of HK's tough-guy act?			Eek-(!)	cont. from above
HK4		15	some more, longer "mmmph"s. should be 1-2 full seconds each, and more distraught than previously. 15 seconds total?		
HK4	you're just kinda sitting there. not an ideal position though, obviously.	15	less distraught "mmmh..."s. should still be 1-2 full seconds each 15 seconds total?		
SCA	statement			Looks like they all ran out.	

Character	Context	sec	Vocal SFX	Narration/Dialogue	
ARC	gleeful. puts a very odd emphasis on "fun~!".			Not to worry, my foxy Scarecrow! We can bring her back to base for even more <i>fun</i> ...!	
SCA	very blunt.			Okay. One: I wasn't worried about that. If anything, I think you're going a little overboard with this whole thing. Two: can you please <i>not</i> call me "foxy"?	cont.
ARC	upbeat			Fair does. My point still stands, though.	cont.
ARC	walking up to HK, but talking to scarecrow			Not only is it <i>incredibly</i> easy to humiliate our foes in this manner... but it is oh, <i>oh</i> so FUN!	
ARC	embraces MK for a great big cringe-inducing hug. that is to say, scarecrow is the one cringing.			Mmmmm...	
SCA	blunt. offscreen.			...three: maybe don't press up so tightly against her.	
				...I just want you to be safe out there, alright?	
HK4	brief flashback scene			You always worry too much. I can handle myself just <i>fine</i> .	

Character	Context	sec	Vocal SFX	Narration/Dialogue	
HK4	SMASH CUT to a shot of her comically-inflated face. look at that goofy facial expression! this mirrors the really loud MMPH from earlier, but don't make it <i>identical</i> or anything.			hhmmMMMMMMHHHHH!!	
HK4	her now being <i>fully</i> unable to talk, this is relegated to internal monologue.			I shouldn't have brushed her off like that... these Sangvis FREAKS are utterly inhumane! Popping a <i>helium</i> tube into someone's mouth and stepping back to see how much they can take... what kind of <i>sick BASTARD</i> thinks that up?!	cont.
HK4	unable to talk, this is relegated to internal monologue			<i>D-dammit, this is worse than anything I could've imagined.</i> <i>I feel like I'm going to... BURST!!</i>	cont., Image fades to black
ARC	off-screen, viewing from 50ft+ below, astonished			Incredible... she just won't stop GROWING!! It's like she can keep going <i>forever!</i>	
SCA	off-screen, viewing from 50ft+ below, not nearly as amused			If there's one thing Squad 404 knows how to do right, it's to recruit some <i>durable</i> subjects...	cont.
SCA	firm, talks about this pretty casually			Though, I still think you should just pop her. You think they'll really just you keep a <i>blimp</i> sitting around? That's a <i>massive</i> liability.	cont.
ARC	faux-disappointment, but really just uses this as an opportunity to continue cooing on about her weird interests :V			Tch tch, always the naysayer. Don't you figure they'll want to record the tensile strength of her body? So they can design <i>weapons</i> around that? Think a little outside the box, my dear!	
SCA	she's not gonna bother. also, architect did the weird nicknaming thing again, the "foxy" "dear" "honey" shit she said not to do. alas.	2	<i>sigh...</i>		off-screen
HK4	unable to talk, this is relegated to internal monologue			<i>Where are they taking me? I can't move...</i> <i>I have to get help...</i> <i>I'm not just a...</i> <i>...blimp...!</i>	

Character	Context	sec	Vocal SFX	Narration/Dialogue	
				<p><i>Is that 416...?</i></p> <p><i>Seems she's gotten herself into quite the predicament.</i></p> <p><i>At least her size finally matches her ego.</i></p>	
HK4			<p>one last bemoaning "mmmmphhh..." should sound long and weary.</p>		