

Openings screen

"Ahoy! and welcome to Old Amsterdam, not to be confused with Old New York."

Start Level

"Here you see the- we landed in a bit of a rough spot, let's go in deeper."

"This is not a trashdump, unlike what it looks like, this used to be a canal. The city used to be filled with them. Waterways were originally used for the transport of goods."

"Try not to step into anything. Who knows what used to live down here, other garbage."

Player leaves robot

"In a tour you are following the guide, I am the guide. Please let me finish talking before you wander off and get yourself stuck in 'history'."

Then

"I will not remind you again, stay with me."

Then

"If you did not want a tour, please as people of the time would say, **Keep it to Yourself**. This is an educational tour."

or

"Next time you leave I will not continue this tour"/"Do not leave me like this"/"Slow your ### down"/"Can you ##### wait for me to finish"

See bike

"In the *Before*, people used to travel the land by bike. They used to do labor with their feet, to take them where they would want to go. Only slightly more advanced than the Flintstones."

Lever puzzle

Go move trash

"You might wonder to yourself, do the people of the *Before* never get their robot companions to clean these? The answer is no, they used machines to grab the trash and put it onto a boat, but it got dirty so fast that they did not have time before the flood to clean it up. Maybe if you are able to move the bridge the trash will move with it."

Missing lever

"Oh look, a hole. As you can clearly see with your 'eyes', you won't fit, so you should maybe go and find something to stick in it. These levers were placed here in case of emergency. This is emergency enough."

Go find lever

"Finding a stick underwater is like finding a 'kaas' in the factory of our robot overlords. Still, you should be able to find the missing lever..."

Find lever

"Well look at that. It's a miracle!"

Put back lever

"I knew you could do it. Let's see if there is a way out of the canals and continue the tour."

Get crowbar

Find crowbar

"Not only did they have wooden sticks, they also had metal sticks which they used to open up locks, and steal bikes. They are great weapons. They are great weapons... and tools... maybe... but great weapons! You could use that one to open the crates."

See crate

"Sadly that crate has a lock on it, if only you had something to *borrow* whatever goodies are inside"

Open area

"This area used to function as a crossing for boats. As you see the boat over there, some people had to live on boats due to the lack of houses on land, but also preference."

"From here on out it will be too dangerous for us. We will have to find a way up from here and then continue up there."

Grappling Gun

See the ladder

"Well would you look at that, that could be our way out. If only we could pull it down. Back in the day you could simply throw a grenade to get the ladder to fall down, but this problem asks for a more modern solution. Perhaps you can find something useful in the crates near that ship from earlier. Something like a grappling hook or harpoon should work. If you can find the parts and bring them to me I can help you."

Bring part

"It is not a surprise that you found something like that down here, back in the day they were used for everything, from superheroes to kid shows."

"I never once doubted my plan"

"You're working slower than the people from the *Before* were when assembling a government"

Assemble harpoon gun

"Now that we have everything, I can pull up the assembly instructions."

Get harpoon gun

"That is wonderful. Look at that. A proper weapon. Lets show that ladder who is boss!"

Get down ladder

"Try shooting the harpoon at the ladder. That should do the job."

"Nicely done! Finally, we can continue our tour to the 'Rijksmuseum'"