

The dialogue is as follows:

PD = Police Detective

MC = Main Character

PD: Would you like anything to drink, young man?

MC: \*Remains silent\* (Perhaps this can be represented by an empty textbox with an ellipsis?)

PD: I said, would you like anything to drink, son?

MC: \*Continues to remain silent\*

PD: This is a police interrogation, son. You are going to have to talk sometime.

MC: \*Continues to remain silent\*

PD: \*sighs\* Alright, listen, this right here? This is about you coming to terms with what you did. We know who you are, and we know who your sister is, too. You and her have run through this charade long enough - your luck was bound to run out at some point.

\*New text box\* If you don't cooperate, you will be thrown in a cell. You will be put away in juvenile detention for a long time.

\*New text box\* Please, son, you have your whole life ahead of you, don't throw it away on blind loyalty to your sister.

MC: You don't know anything about my sister.

PD: But I do.

\*new text box\* She is a con artist. The way I hear it, she robs and hurts everyone in her way for her own gain. She is just using you to get what she wants.

\*New text box\* Haven't you noticed that you're here and she's not? You're alone with me, and I'm the only one trying to help you.

MC: Don't play Good Cop to get me on your side. If you really knew my sister was behind everything, we wouldn't even be talking right now. You'd already have her in custody. You're trying to scare me into revealing information, but it won't work.

\*New text box\* The relationship my sister and I share...after everything that happened to us...that is something you could never comprehend. We made a decision. We chose to *survive*.

PD: \*sighs again\* You are bound by hubris.

\*At this point, the PD gets up from the table and walks toward the door\*

The text box disappears and the PD leaves the room.

There will be a BRIEF moment of silence, then the screen will fade to black.