

# Death Blazers

Representing: Belgium

*Assignment Description:* Dialogue is the method in which your racers voices are heard. Over the past couple weeks, you've built your teams rosters and given them all a great deal of depth. Using those documents and your creativity you'll be giving them their unique voices. Your assignment is to create 3 pieces of dialogue per character to give the reader an understanding of how they talk, how their demeanor reflects their actions, and to think "oh, that does sound like something they'd say". We're aiming for realistic conversations that really reflect what you see in the characters you've written.

These pieces of dialogue can vary from a range of different styles. Some common ones to look for are quips/barks, which are small pieces of dialogue that play when something happens to this racer. Unique dialogue interactions within a story between racers both on and off the track. Simple dialogue between teammates. Conversations that occur in hypothetical scenarios that you've made up in the past or present, and so much more. The scenarios you come up with should fall in line with what we know about these racers so far as well as potentially expand on it so the reader can understand the character better.

Along with reaching out to me for help, I recommend looking at my examples. My examples will provide valuable insight on what is expected in this assignment and comments will be left next to the dialogue to help you understand my process when approaching this assignment. My goal is to help you all understand the process when going into an assignment like this and expanding on your now already existing characters.

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**Coach: Lyn Rose**

## Dialogue

"Come on, people! Rev up those god damn engines, and let's kick their asses. But let's also have some fun, okay?!"

"Keith, I know how you're feeling. You shouldn't bottle up your emotions like this. You don't need to be afraid to speak up."

"Great goddamn job, Death Blazers! Seeing your intensity out there made me feel so nostalgic. I almost want to race again and kick some ass too."

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## Racer #667: Miranda Rose

### Dialogue

"Alright, boys! Let's go out there and steal the goddamn show!"

"You're a star, so you gotta stop being scared, Sammy. Just show them what we already know!"

"Yo, Key! Quit being such a bitch and tell us what's wrong! No, but seriously, is everything alright?"

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## Racer #668: Keith Nivens

### Dialogue

"Umm... uhh... it's nothing. Really. I feel like I'm just forgetting something, that's all."

"Miranda! You did great out there! I... I wish I was just as good."

"I've had enough! You'll see that I'm just as good... no... better than Miranda. I'll destroy you on that track, and force you to take back everything!"

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## Racer #670: Sam Draiman

### Dialogue

"Uhh... you guys sure that I should even compete? Any one of you is more than good enough to compete in two different races."

"Awesome job out there Miranda! That was just amazing—straight up!"

"This... this is downright amazing! The adrenaline, the... the speed! I love it!"

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