



**THE PURPLE
PEACOCK**

VOICE ACTORS AUDITION

Help bring our demo's
characters to life!

Introduction to the Audition Process for The Purple Peacock

Welcome to our presentation about the audition process for The Purple Peacock. We are in search of three talented voice actors to bring our characters Virgil Russ, Ethan, and Jolene, to life in our demo.



Disclaimer: This is currently an **unpaid voice acting opportunity**, as we are looking for talented actors to contribute to our game's demo. All selected voice actors will receive full credit for their work in the project and if the project becomes funded and moves into full production, there will be the opportunity to officially join the team and continue working with us.



In-Game Reference: [Demo Introduction](#)
(He is the Narrator of the game, too)

General Reference
(just a general personality / energy reference):
[Porter \(Payback 1999\)](#)
[Nick Hume \(Death Sentence 2007\)](#)
[Max Payne](#)
[Alan Wake](#)

VIRGIL RUSS LINES

Virgil Russ, around 40, is an antique dealer and investigator of rare objects. He has a melancholic, introverted nature, shaped by past disappointments in both his professional and personal life. Known for his dry, cynical humor, he offers a noir-like commentary on events without excessive drama or self-pity.



1. “Hello? I’m fine... Who is this?”

Context:

This is the opening of the game. Virgil has just received an unexpected phone call. He answers casually, but the caller is someone he doesn't recognize. He isn't alarmed yet—just mildly curious and somewhat reserved.

Direction:

Keep it natural and conversational. Avoid sounding overly dramatic or like a stereotypical detective. We want to hear Virgil as an ordinary, somewhat reserved man.

Takes: 2

- Take 1: completely natural / conversational.
- Take 2: slightly more suspicious or intrigued.



2. “A peacock in purple... Where am I supposed to find something like that?”

Context:

The caller has just described the extremely unusual object Virgil is supposed to find: a postage stamp featuring a purple peacock. Virgil finds the request strange and almost absurd.

Direction:

There is a subtle sense of disbelief here, but don't play it as comedy. The humor should come naturally from Virgil's dry reaction to the ridiculous situation.

Takes: 2

- Take 1: understated disbelief.
- Take 2: slightly more dry / amused.



3. “Makes sense. Silence can be safer than answers.”

Context:

Virgil has just heard about the rumors surrounding Amberwood Hall. He understands why people might prefer not to investigate further.

Direction:

This is probably the most important Virgil audition line. Keep it restrained and believable. There should be a sense that this isn't merely an observation about the school—Virgil has his own experience with people, secrets, and disappointment.

Takes: 2

- Take 1: quiet, reflective.
- Take 2: slightly darker / more personal.



4. “The house was waiting for me... Empty, quiet, and indifferent.”

Context:

Virgil has just arrived in Eugene Grove and is entering the house where he will be staying. He is alone, taking in his surroundings after a long journey. The house feels cold and unwelcoming, and Virgil naturally interprets it through his own somewhat cynical worldview.

Direction:

This should feel like Virgil thinking to himself rather than performing for an audience. Keep the delivery calm and understated, with a subtle sense of melancholy. The word “indifferent” can carry a little extra weight, but avoid making the moment overly dramatic.

Takes: 2

- Take 1: Quiet, reflective and natural.
- Take 2: Slightly darker, with more emphasis on the loneliness.



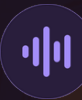
General Reference
(just a general personality / energy reference):

[Tom Holland in Uncharted](#)

In Game Reference:
[Dialogue sample \(toothache\)](#)
[Dialogue sample \(talks normal\)](#)

ETHAN LINES

Ethan is the bartender at the "Cozy Chestnut" pub, a man in his early 30s. He enjoys his job quite a bit: he is rather social with the regulars and familiar with them. Friendly enough, he will take the time to chat with a stranger, like any bartender who wants his pub to feel welcoming. Unless, of course, the circumstances are somewhat special—like at the beginning of the demo, where we find him suffering from a **terrible toothache** and lacking the slightest mood for conversation!



1. “Try smiling with a tooth like this... ngh— yeah, no.”

Context:

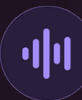
Someone has suggested that Ethan should smile despite his toothache. Ethan thinks the idea is ridiculous.

Direction:

There should be a little humor here. Ethan is not an angry or unpleasant person—he's just in pain and has no patience for silly suggestions right now.

Takes: 1–2

This is useful for testing personality through pain.



2. “Hard to think. Harder to talk. Argh— damn tooth...”

Context:

Virgil is trying to have a conversation with Ethan, but the toothache is making it difficult for him to concentrate.

Direction:

This is the strongest physical-acting test. Make the pain affect Ethan's speech naturally rather than simply adding random groans between words.

Takes: 2

- Take 1: realistic physical pain.
- Take 2: more frustrated, like he's reaching the end of his patience.



3. “Say... Why don't you try the Information Point? Jolene, the girl working there, knows her stuff.”

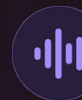
Context:

The toothache is gone. Ethan is trying to help Virgil find information about Amberwood Hall. He knows Jolene and trusts that she will probably be able to help.

Direction:

This is Ethan in his natural state. Keep this conversational and helpful. Ethan isn't trying to sound mysterious—he's simply giving a customer some useful advice.

Takes: 2



4. “Yeah, you get to hear a lot of stories. Some more interesting than others.”

Context:

The toothache is gone. Virgil is talking to Ethan normally about his life as a bartender and the people who come into the pub.

Direction:

This is Ethan in his natural state. Friendly, relaxed and comfortable talking to people. It should feel like someone who has been bartending for years and genuinely enjoys the social side of the job.

Takes: 2

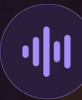
- Take 1: friendly and casual.
- Take 2: slightly more playful / amused.

General Reference
(just a general personality / energy reference):
[Sarah Rafferty as Donna Paulsen](#)

In Game Reference:
[Dialogue sample](#)

JOLENE LINES

Jolene, in her early-to-mid 30s, works at the Eugene Grove Information Point, assisting visitors and locals with information about the city. She has a strict posture but is always willing to help. She is quick-witted, strong and very attractive - She is well aware of the latter and, as a result, often receives flattering and flirty remarks and responds appropriately while maintaining professional boundaries. As a general direction we want someone who can sound attractive and charismatic without performing attractiveness.



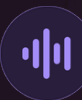
1. “Hey there, stranger! Welcome to Eugene Grove’s Information Point.”

Context:
Virgil has just arrived at the Information Point. Jolene is welcoming a visitor she hasn't met before.

Direction:
Warm and professional, but not overly enthusiastic. Jolene is confident in her job and comfortable talking to strangers.

Takes: 2

- Take 1: professional and welcoming.
- Take 2: slightly more playful / charismatic.



2. “I’ve been here long enough to know who’s actually lost... and who’s just killing time.”

Context:
Jolene has been working at the Information Point for a long time. She's observant and has learned to read people quickly.

Direction:
Give this a subtle, knowing quality. She isn't judging Virgil aggressively; she's simply letting him know that she can read people better than they might expect.

Takes: 2

- Take 1: confident / matter-of-fact.
- Take 2: slightly teasing.

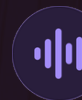


3. “Specific in what way, exactly?”

Context:
Virgil has told Jolene that he's looking for a very specific collectible, but hasn't explained exactly what he means.

Direction:
Jolene is genuinely curious, but she's also testing him a little. Keep the delivery controlled and intelligent rather than overly suspicious.

Takes: 2



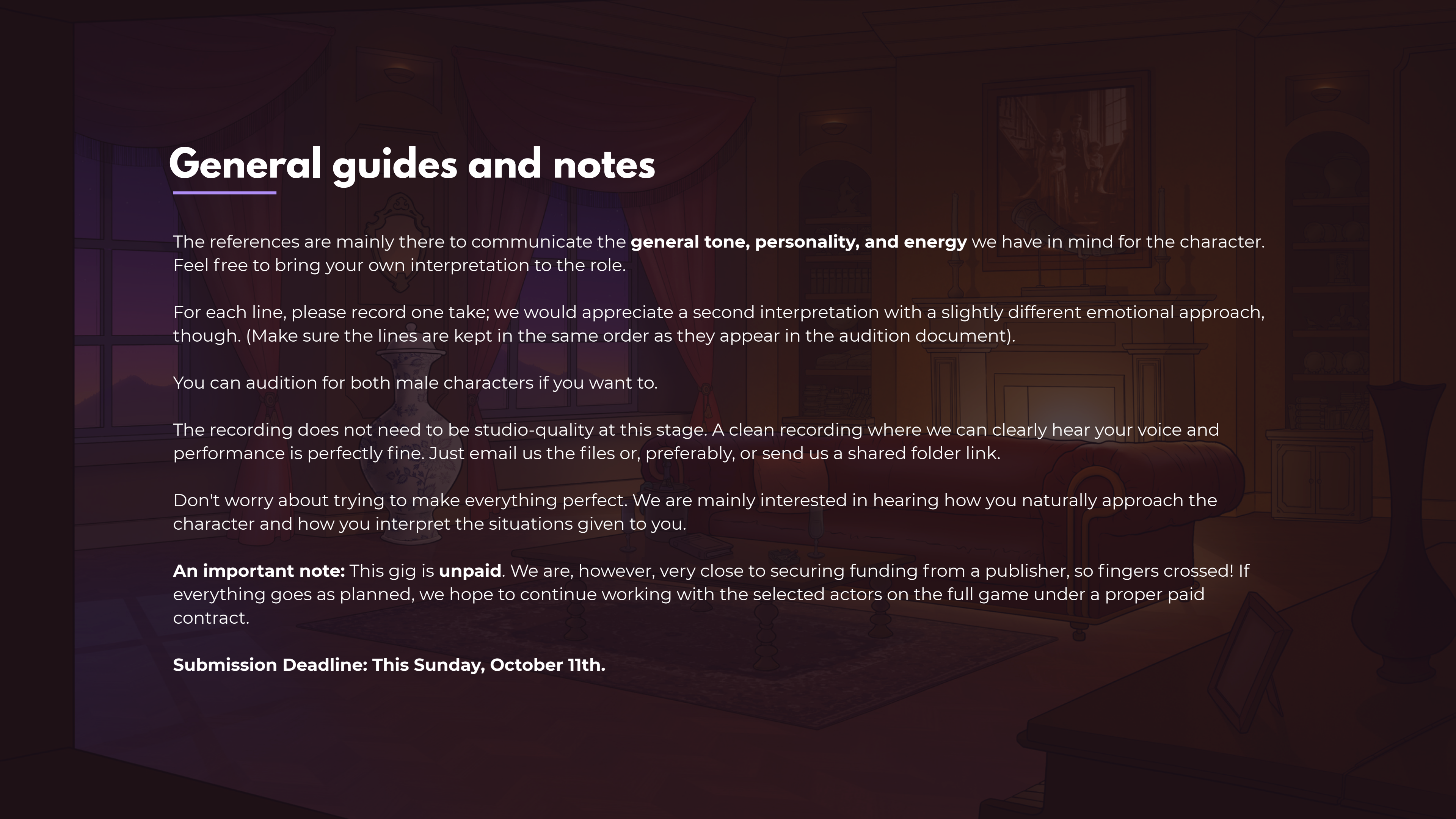
4. “And hey— don’t quote me on that. Happy to share what I know, though.”

Context:
Jolene has just told Virgil about the rumors surrounding Amberwood Hall. She knows some of the information isn't official and doesn't want to get herself into trouble.

Direction:
The first part should feel like a quiet warning, almost conspiratorial. Then soften slightly at the end. She isn't scared—she's simply smart enough to know when to be careful.

Takes: 2

- Take 1: discreet / conspiratorial.
- Take 2: confident with a slightly playful undertone.



General guides and notes

The references are mainly there to communicate the **general tone, personality, and energy** we have in mind for the character. Feel free to bring your own interpretation to the role.

For each line, please record one take; we would appreciate a second interpretation with a slightly different emotional approach, though. (Make sure the lines are kept in the same order as they appear in the audition document).

You can audition for both male characters if you want to.

The recording does not need to be studio-quality at this stage. A clean recording where we can clearly hear your voice and performance is perfectly fine. Just email us the files or, preferably, or send us a shared folder link.

Don't worry about trying to make everything perfect. We are mainly interested in hearing how you naturally approach the character and how you interpret the situations given to you.

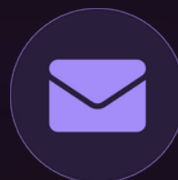
An important note: This gig is **unpaid**. We are, however, very close to securing funding from a publisher, so fingers crossed! If everything goes as planned, we hope to continue working with the selected actors on the full game under a proper paid contract.

Submission Deadline: This Sunday, October 11th.



Thank you!

CONTACT



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