GAME NARRATIVE SUMMIT

Technical Tools for Authoring Branching Dialogue

Carrie Patel
Senior Narrative Designer, Obsidian Entertainment

David Szymczyk
Technical Director, Obsidian Entertainment

GDC

GAME DEVELOPERS CONFERENCE

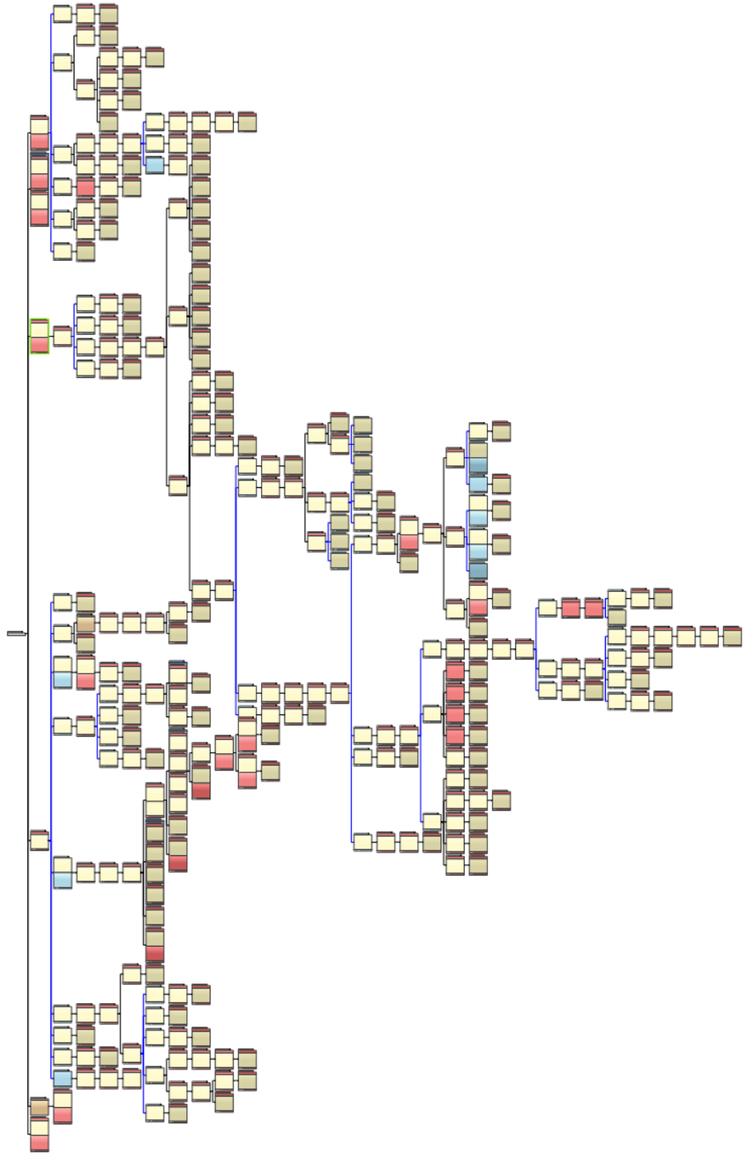
MARCH 18–22, 2019 | #GDC19

GDC - d:\projects\gdc\la_basegame\designsource\conversations\11_hasongo\11_cv_zuhira.conversation

File | Home | View | Tools | Window

Cut | Copy | Paste | Clipboard
Source Control | P4
Delete Nodes | Delete
Talk Node | Player Response | Bank Node | Script Node | Trigger Conv | New Node
Save Template | Insert Template | Node Templates
Assign Speaker | Requires VO | Spell Check | Select | Find | Symbol | Token | Edit
New Link | Link
Share String | Inherit String | Sharing
Check Out | Submit | Revert | Approve | Lock | Refresh | String Database
Move Up | Move Down | Ordering
Expand All | Collapse All | Expansion
Female Text | Gend...
Conversation Scripts | Conversation Settings | Settings

11_cv_zuhira



Nodes

Overview | Nodes

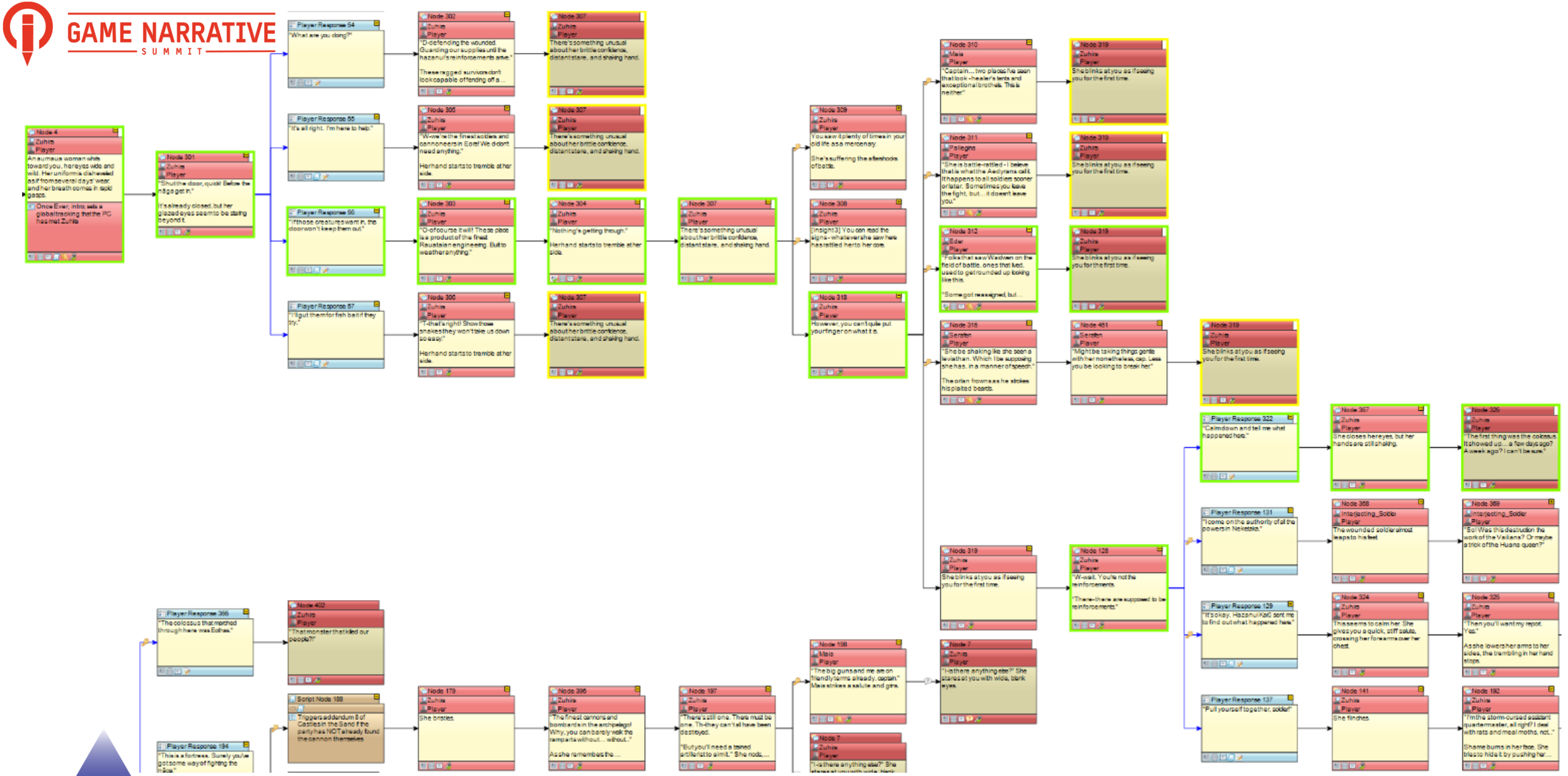
ID	Type	Text
0	Root	

Properties

Properties | Scripts

Common	
Node ID	4
Flags	
Not Skippable	☐
Is Question Node	☐
Hide Speaker	☐
Is Temp Text (Deprecated)	☐
Is Multiline	☑
Play VO as 3D Sound	☐
Behavior	
Play Type	Normal
Persistence	Once Ever
No Play Random Weight	0
VO Positioning	Default
Appearance	
Display Type	Conversation
Emotions	
Comments	
Comments	Once Ever; intro; sets a global tracking that the...
Actor Direction	
Mood Override	
Proximity Override	
Data	
Package ID	1
Project Specific	
Speaker Animation	0
Listener Animation	0

We're asking the questions.
Anjali is a legionnaire.
I don't care.
Rajani: Who *are* you, girl? You look like someone I knew... you speak with her voice... but that woman is dead and gone.


Node 4
Zuhira
Player
An aumaua woman whirls toward you, her eyes wide and wild. Her uniform is disheveled as if from several days' wear, and her breath comes in rapid gasps.
Once Ever, intro, sets a global tracking that the PC has met Zuhira
Node 301
Zuhira
Player
"Shut the door, quick! Before the nāga get in."
It's already closed, but her glazed eyes seem to be staring beyond it.
Player Response 54
"What are you doing?"
Player Response 55
"It's all right. I'm here to help."
Player Response 56
"If those creatures want in, this door won't keep them out."
Player Response 57
"I'll gut them for fish bait if they try."
Node 302
Zuhira
Player
"D-defending the wounded. Guarding our supplies until the hazanui's reinforcements arrive."
These ragged survivors don't look capable offending off a...
Node 305
Zuhira
Player
"W-we're the finest soldiers and cannoneers in Eora! We didn't need anything."
Her hand starts to tremble at her side.
Node 303
Zuhira
Player
"O-of course it will! These place is a product of the finest Rauatsian engineering. But to weather anything."
Node 306
Zuhira
Player
"T-that's right! Show those snakes they won't take us down so easy."
Her hand starts to tremble at her side.
Node 307
Zuhira
Player
There's something unusual about her brittle confidence, distant stare, and shaking hand.
Node 307
Zuhira
Player
There's something unusual about her brittle confidence, distant stare, and shaking hand.
Node 304
Zuhira
Player
"Nothing's getting though."
Her hand starts to tremble at her side.
Node 307
Zuhira
Player
There's something unusual about her brittle confidence, distant stare, and shaking hand.
Node 307
Zuhira
Player
There's something unusual about her brittle confidence, distant stare, and shaking hand.
Node 309
Zuhira
Player
You saw it plenty of times in your old life as a mercenary.
She's suffering the aftershocks of battle.
Node 308
Zuhira
Player
[Insight 3] You can read the signs - whatever she saw here has rattled her to her core.
Node 318
Zuhira
Player
However, you can't quite put your finger on what it is.
Node 310
Maia
Player
"Captain... two places I've seen that look - healer's tents and exceptional brothels. This is neither."
Node 311
Paliegna
Player
"She is battle-rattled - I believe that is what the Aedyrans call it. It happens to all soldiers sooner or later. Sometimes you leave the fight, but... it doesn't leave you."
Node 312
Eder
Player
"Folks that saw Wadwen on the field of battle, ones that lived, used to get rounded up looking like this.
"Some got reassigned, but...
Node 316
Serafen
Player
"She be shaking like she seen a leviathan. Which I be supposing she has, in a manner of speech."
The orlan frowns as he strokes his plaited beards.
Node 319
Zuhira
Player
She blinks at you as if seeing you for the first time.
Node 319
Zuhira
Player
She blinks at you as if seeing you for the first time.
Node 319
Zuhira
Player
She blinks at you as if seeing you for the first time.
Node 319
Zuhira
Player
She blinks at you as if seeing you for the first time.
Node 451
Serafen
Player
"Might be taking things gentle with her nonetheless, cap. Less you be looking to break her."
Node 319
Zuhira
Player
She blinks at you as if seeing you for the first time.
Node 319
Zuhira
Player
She blinks at you as if seeing you for the first time.
Node 128
Zuhira
Player
"W-wait. You're not the reinforcements.
"There-there are supposed to be reinforcements."
Node 7
Zuhira
Player
"I-is there anything else?" She stares at you with wide, blank eyes.
Node 7
Zuhira
Player
"I-is there anything else?" She stares at you with wide, blank eyes.
Node 158
Maia
Player
"The big guns and me are on friendly terms already, captain." Maia strikes a salute and grins.
Node 7
Zuhira
Player
"I-is there anything else?" She stares at you with wide, blank eyes.
Player Response 322
"Calm down and tell me what happened here."
Player Response 131
"I come on the authority of all the powers in Neketaka."
Player Response 129
"It's okay. Hazanui Karū sent me to find out what happened here."
Player Response 137
"Pull yourself together, soldier!"
Node 367
Zuhira
Player
She closes her eyes, but her hands are still shaking.
Node 368
Interjecting_Soldier
Player
The wounded soldier almost leaps to his feet.
Node 324
Zuhira
Player
This seems to calm her. She gives you a quick, stiff salute, crossing her forearms over her chest.
Node 141
Zuhira
Player
She flinches.
Node 326
Zuhira
Player
"The first thing was the colossus. It showed up... a few days ago? A week ago? I can't be sure."
Node 369
Interjecting_Soldier
Player
"So! Was this destruction the work of the Vailians? Or maybe a trick of the Huana queen?"
Node 325
Zuhira
Player
"Then you'll want my report. Yes."
As she lowers her arms to her sides, the trembling in her hand stops.
Node 182
Zuhira
Player
"I'm the storm-cursed assistant quartermaster, all right? I deal with rats and meal moths, not..."
Shame burns in her face. She tries to hide it by pushing her...
Player Response 366
"The colossus that marched through here was Eothas."
Player Response 194
"This is a fortress. Surely you've got some way of fighting the nāga."
Node 402
Zuhira
Player
"That monster that killed our people?!"
Script Node 188
Triggers addendum 8 of Castles in the Sand if the party has NOT already found the cannon themselves.
Node 179
Zuhira
Player
She bristles.
Node 396
Zuhira
Player
"The finest cannons and bombards in the archpelago! Why, you can barely walk the ramparts without... without..."
As she remembers the...
Node 197
Zuhira
Player
"There's still one. There must be one. Th-they can't all have been destroyed.
"But you'll need a trained artillerist to aim it." She nods,...

Node 4

Zuhira

Player

An aumaua woman whirls toward you, her eyes wide and wild. Her uniform is disheveled as if from several days' wear, and her breath comes in rapid gasps.

Once Ever; intro; sets a global tracking that the PC has met Zuhira

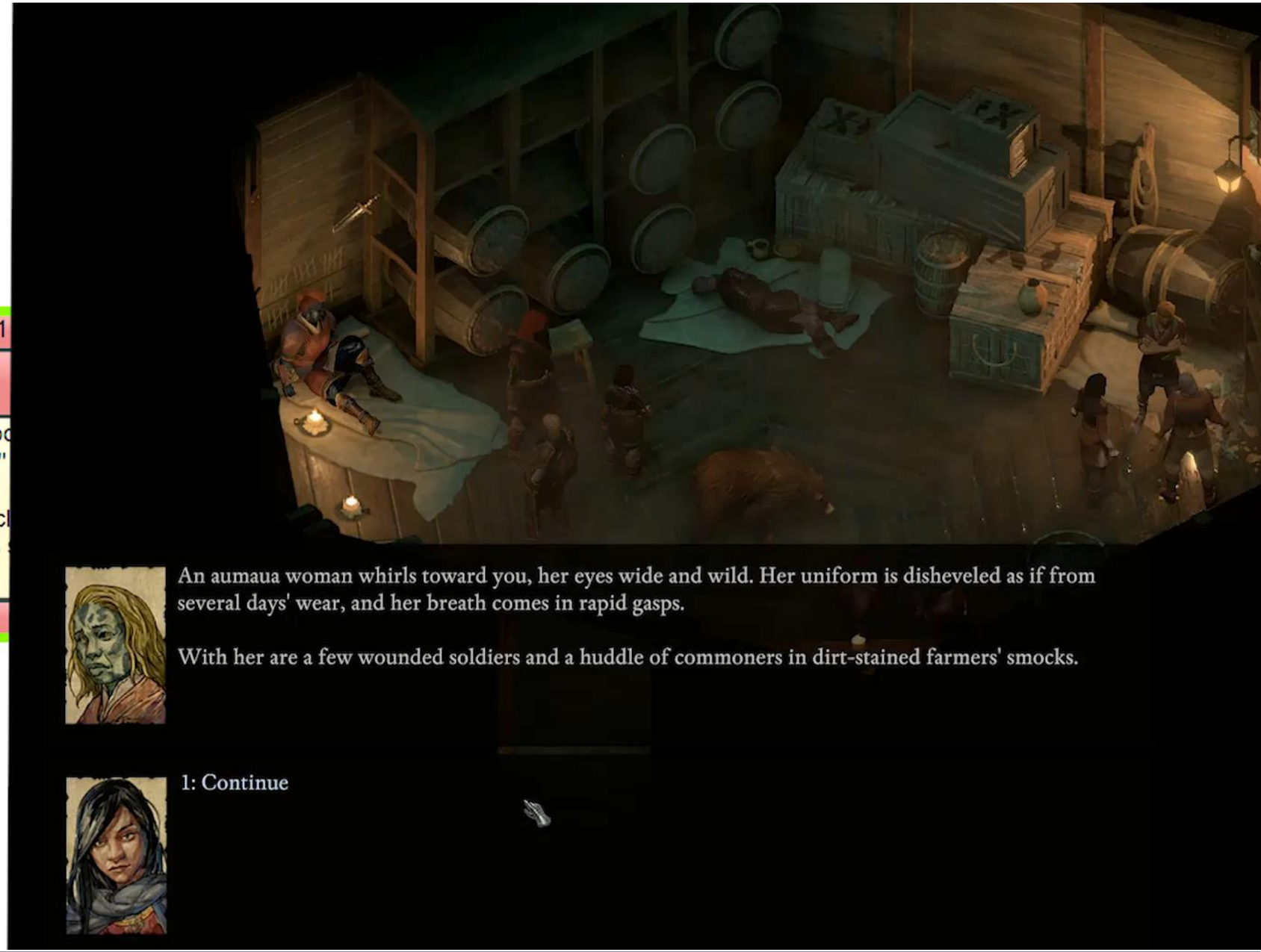
Node 301

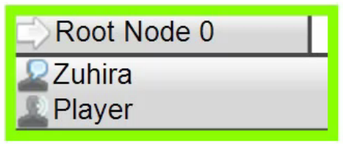
Zuhira

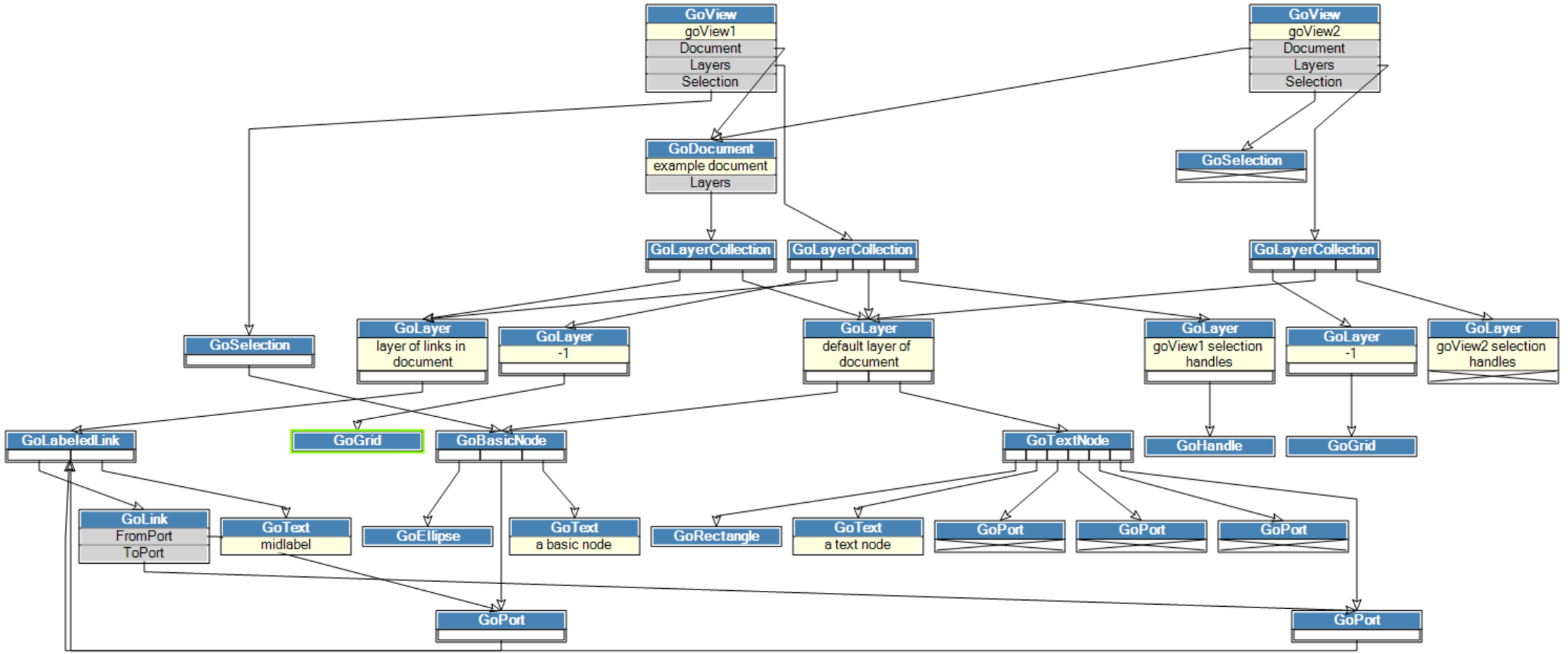
Player

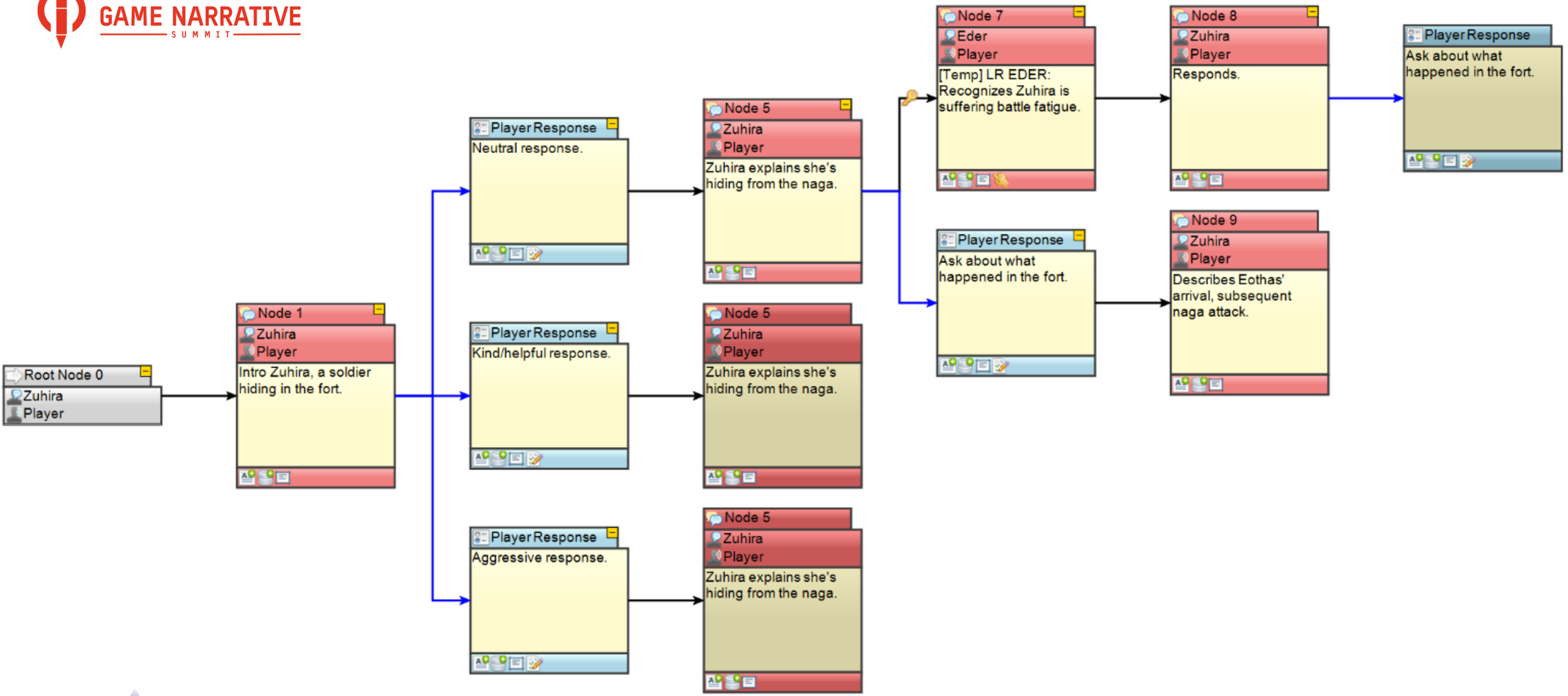
"Shut the doo
nāga get in."

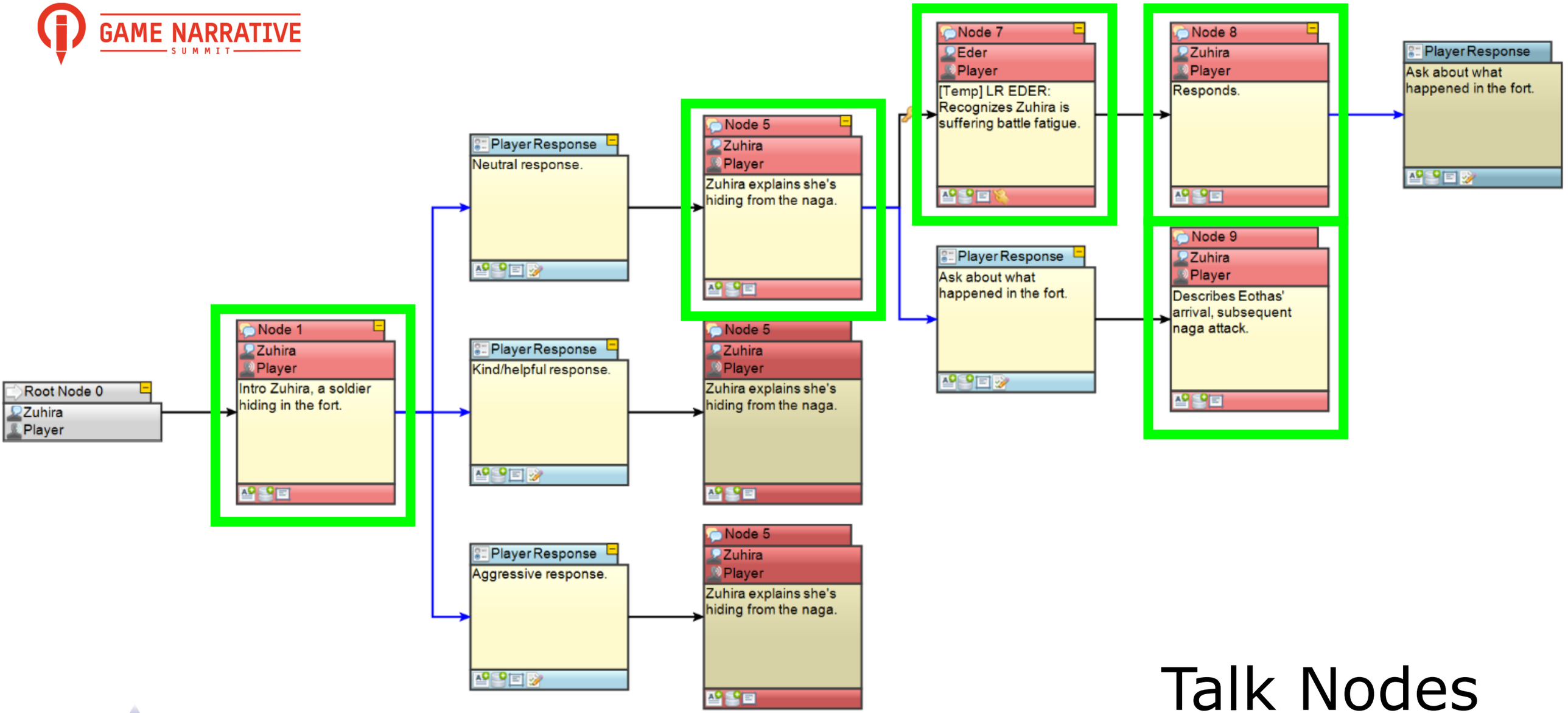
It's already cl
glazed eyes
beyond it.



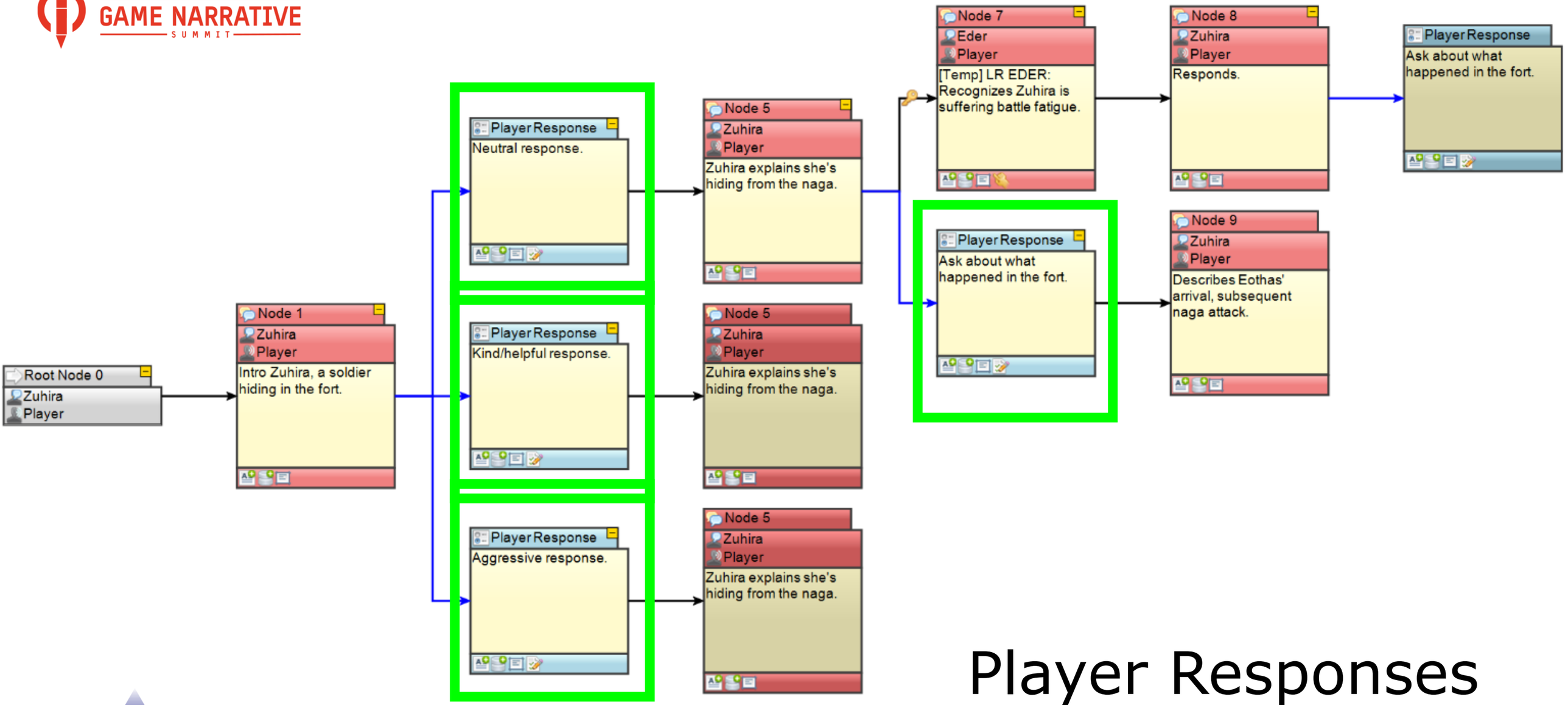

Root Node 0
Zuhira
Player


GoView
goView1
Document
Layers
Selection
GoView
goView2
Document
Layers
Selection
GoDocument
example document
Layers
GoSelection
GoLayerCollection
GoLayerCollection
GoLayerCollection
GoSelection
GoLayer
layer of links in document
GoLayer
-1
GoLayer
default layer of document
GoLayer
goView1 selection handles
GoLayer
-1
GoLayer
goView2 selection handles
GoLabeledLink
GoGrid
GoBasicNode
GoTextNode
GoHandle
GoGrid
GoLink
FromPort
ToPort
GoText
midlabel
GoEllipse
GoText
a basic node
GoRectangle
GoText
a text node
GoPort
GoPort
GoPort
GoPort
GoPort

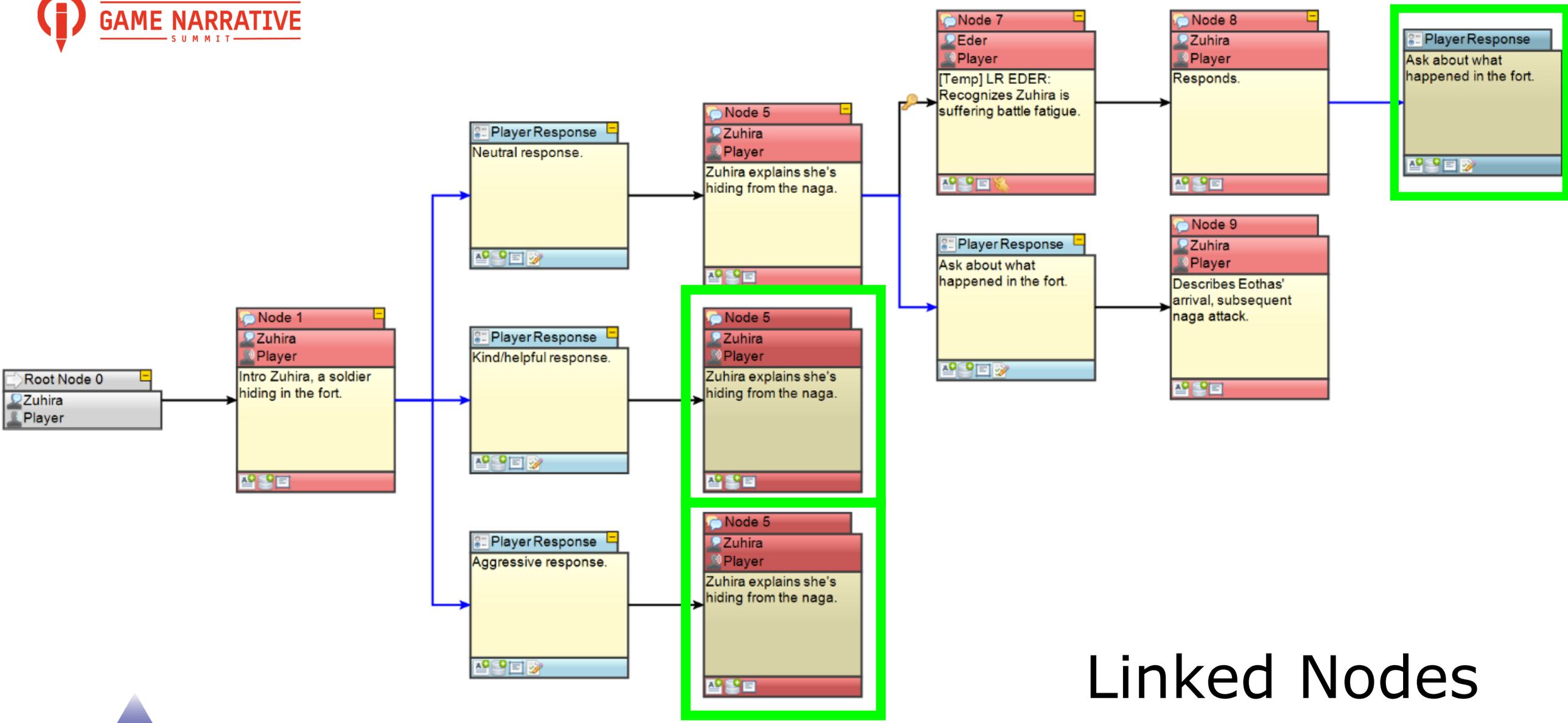

Root Node 0
Zuhira
Player
Node 1
Zuhira
Player
Intro Zuhira, a soldier hiding in the fort.
Player Response
Neutral response.
Player Response
Kind/helpful response.
Player Response
Aggressive response.
Node 5
Zuhira
Player
Zuhira explains she's hiding from the naga.
Node 5
Zuhira
Player
Zuhira explains she's hiding from the naga.
Node 5
Zuhira
Player
Zuhira explains she's hiding from the naga.
Node 7
Eder
Player
[Temp] LR EDER: Recognizes Zuhira is suffering battle fatigue.
Player Response
Ask about what happened in the fort.
Node 8
Zuhira
Player
Responds.
Node 9
Zuhira
Player
Describes Eothas' arrival, subsequent naga attack.
Player Response
Ask about what happened in the fort.


Root Node 0
Zuhira
Player
Node 1
Zuhira
Player
Intro Zuhira, a soldier hiding in the fort.
Player Response
Neutral response.
Player Response
Kind/helpful response.
Player Response
Aggressive response.
Node 5
Zuhira
Player
Zuhira explains she's hiding from the naga.
Node 5
Zuhira
Player
Zuhira explains she's hiding from the naga.
Node 5
Zuhira
Player
Zuhira explains she's hiding from the naga.
Node 7
Eder
Player
[Temp] LR EDER: Recognizes Zuhira is suffering battle fatigue.
Player Response
Ask about what happened in the fort.
Node 8
Zuhira
Player
Responds.
Node 9
Zuhira
Player
Describes Eothas' arrival, subsequent naga attack.
Player Response
Ask about what happened in the fort.

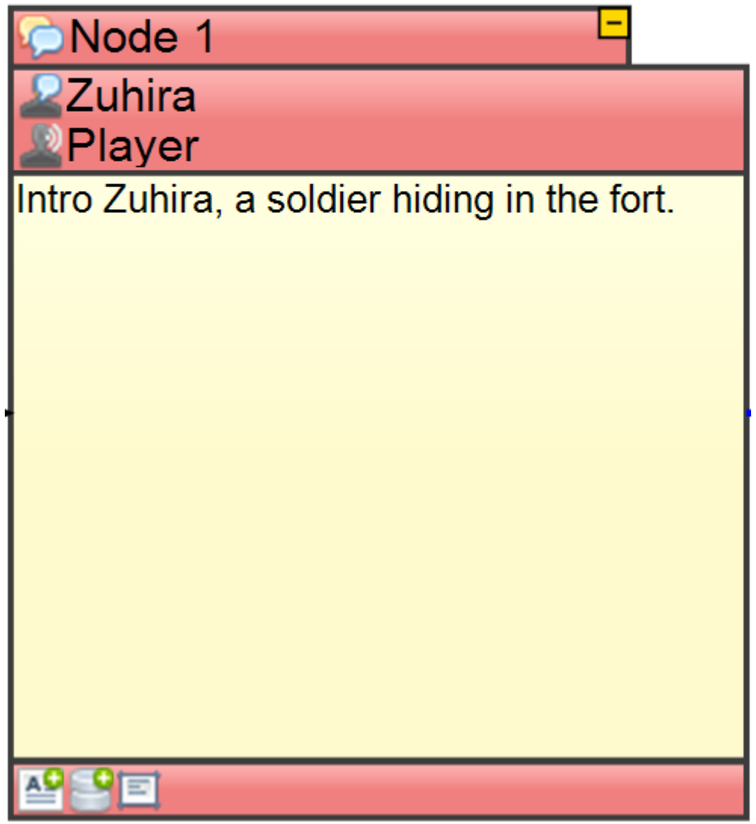
Talk Nodes

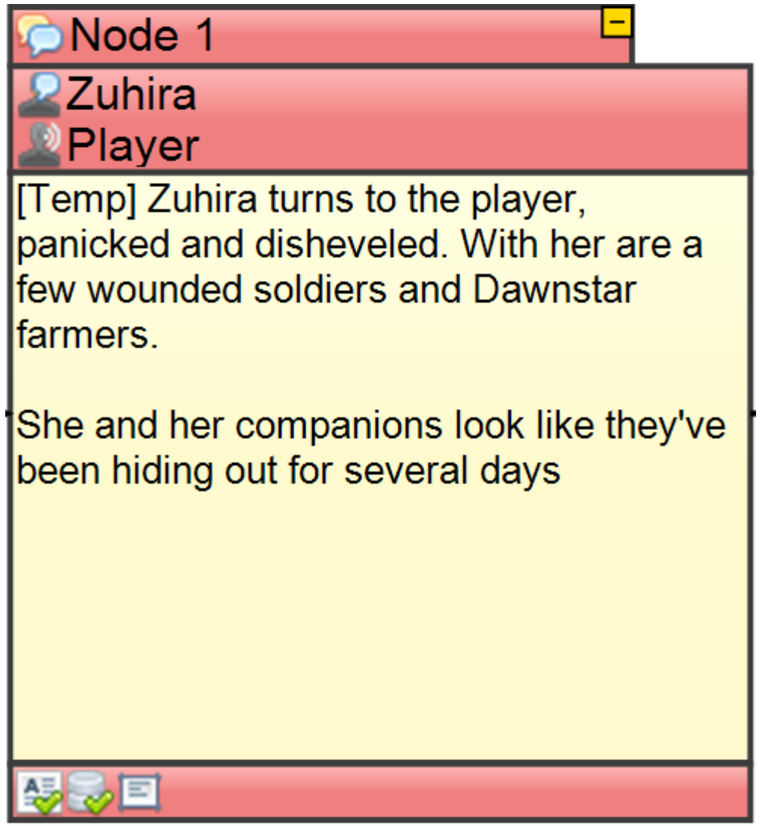


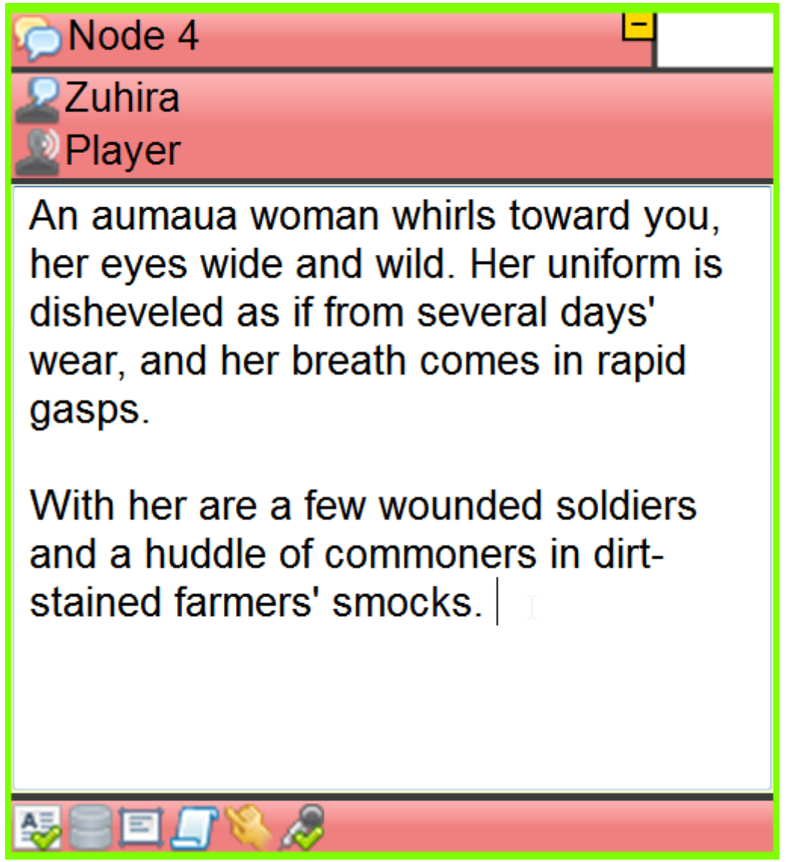
Player Responses

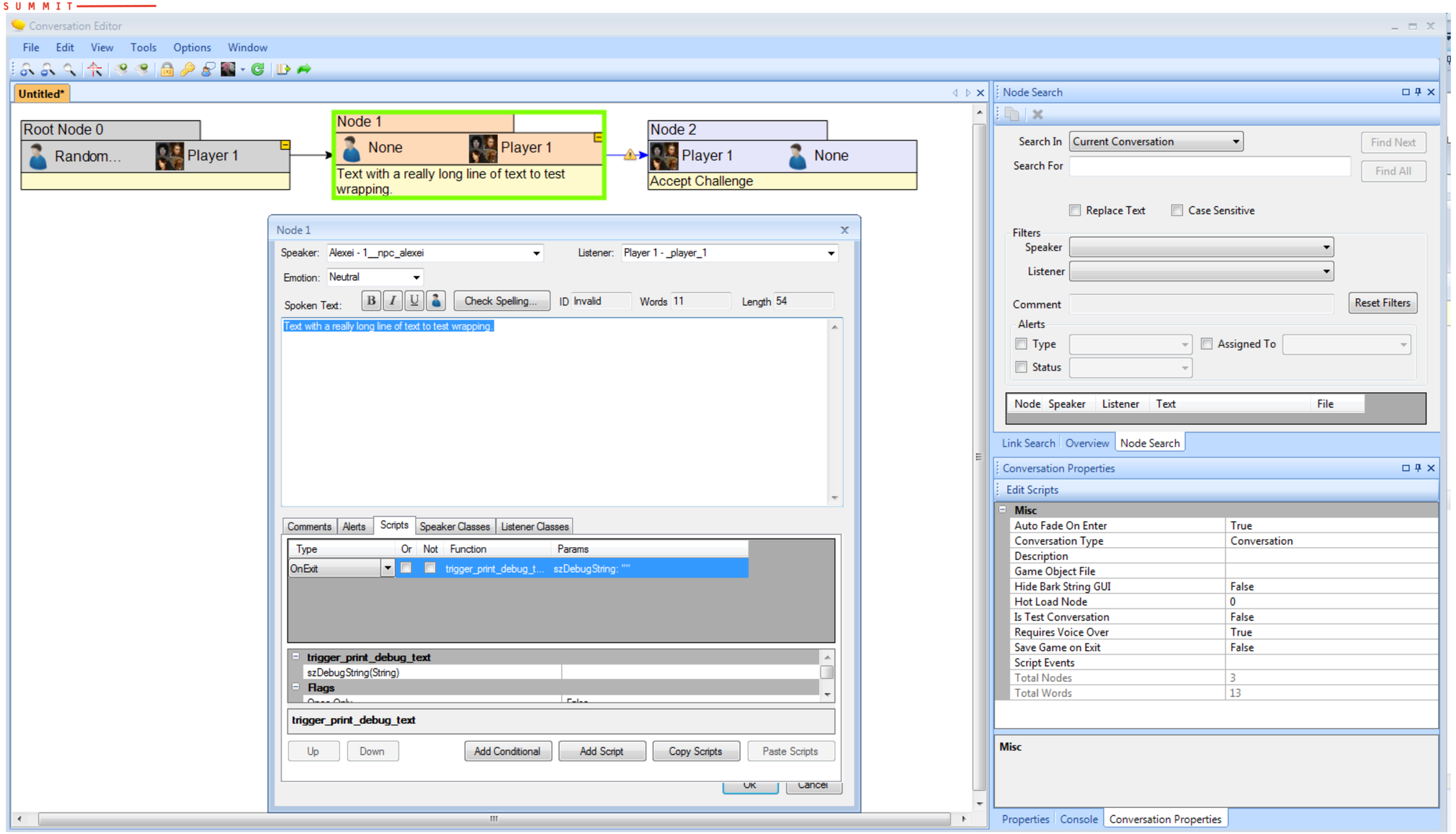


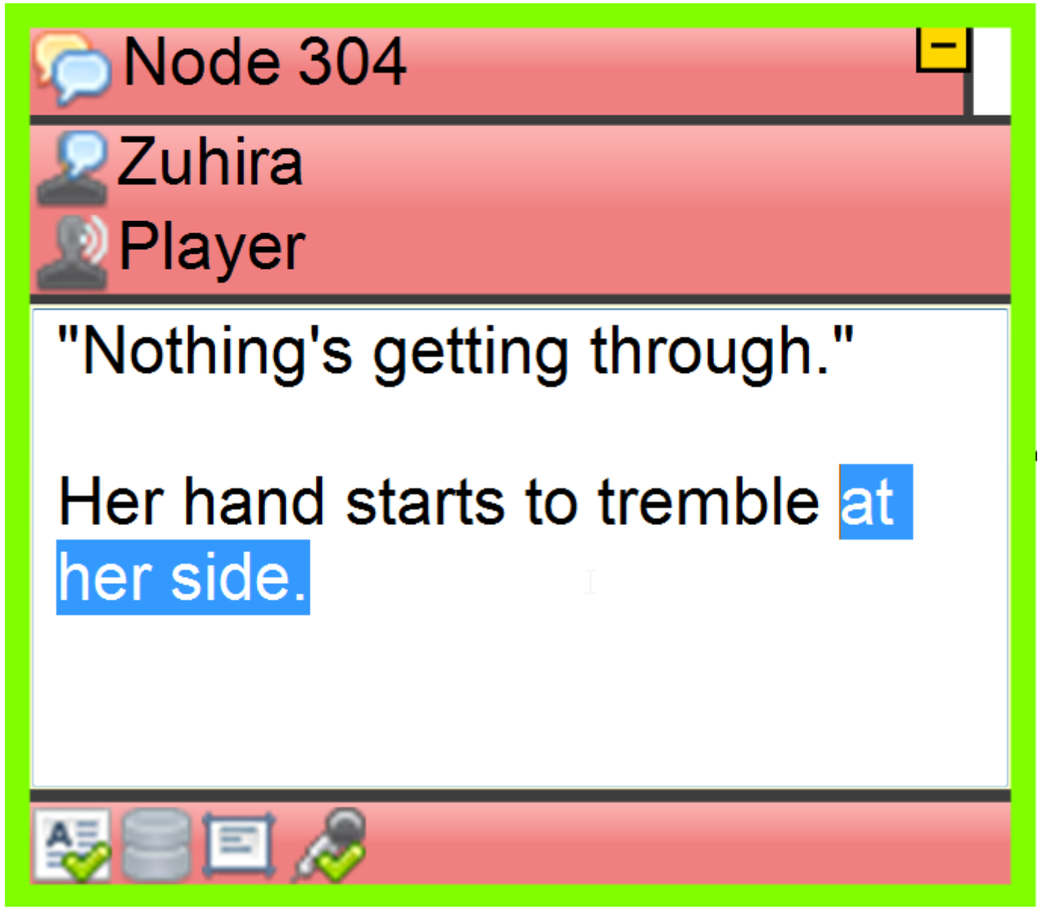
Linked Nodes

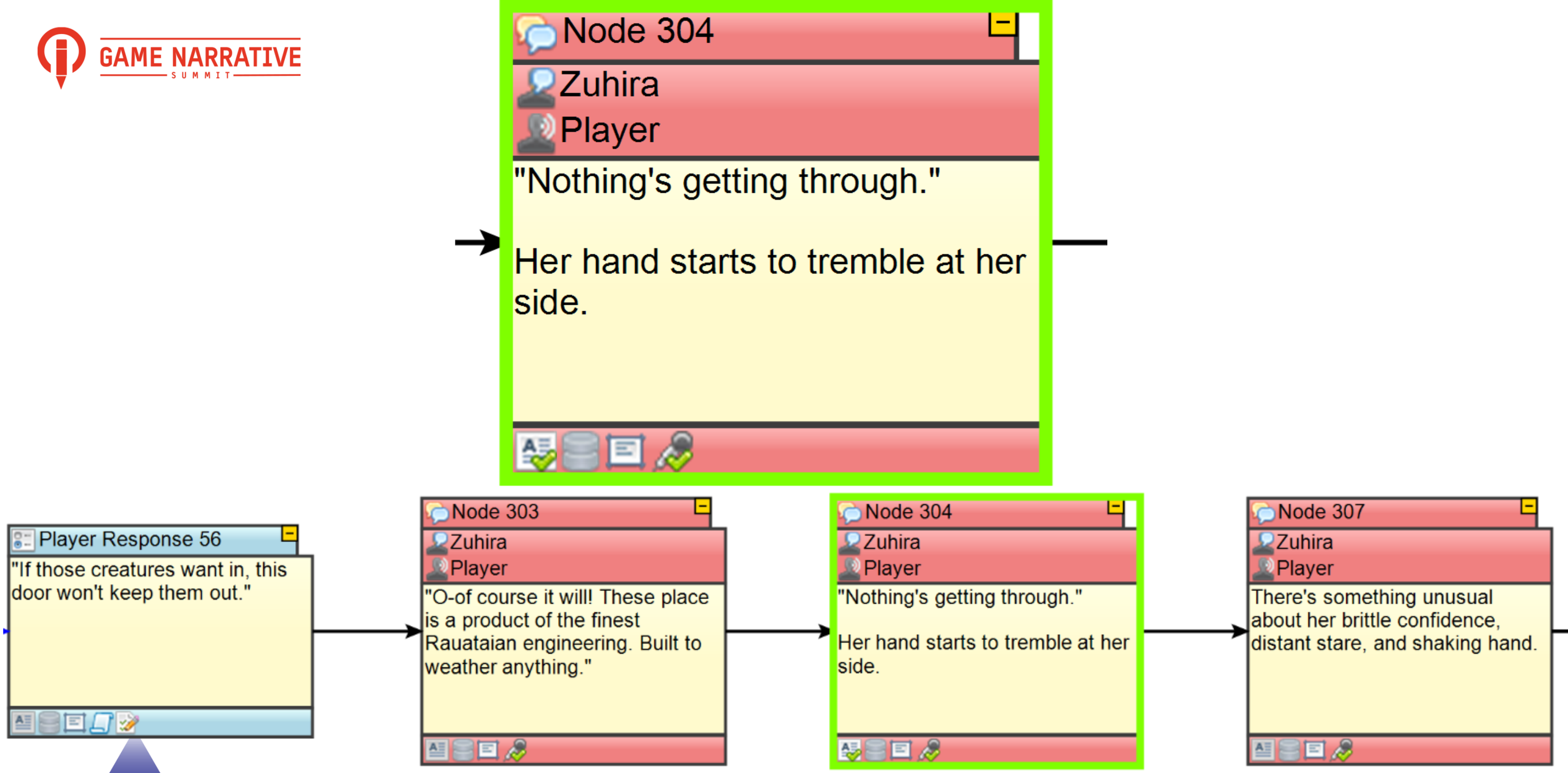

Node 1
Zuhira
Player
Intro Zuhira, a soldier hiding in the fort.

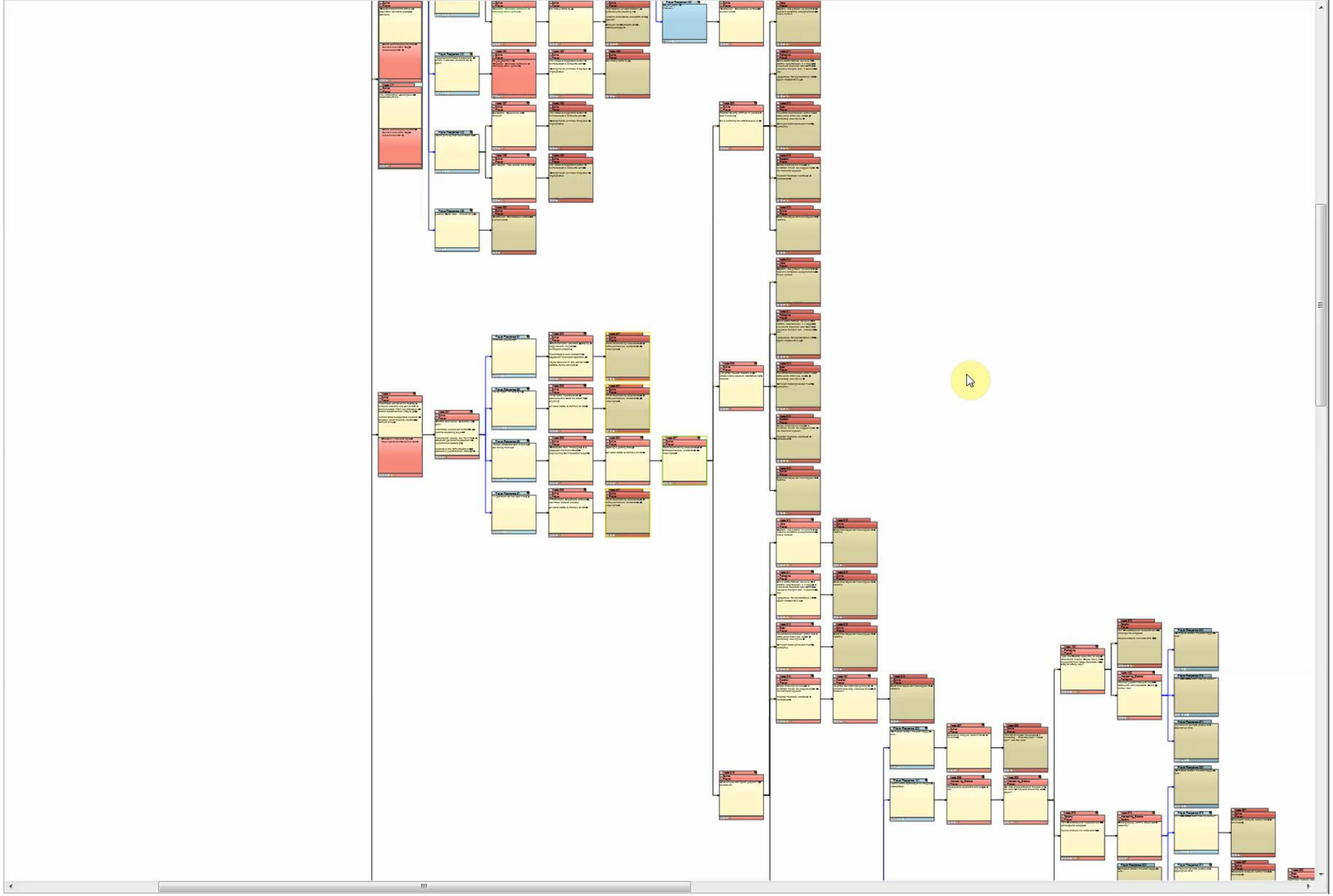

Node 1
Zuhira
Player
[Temp] Zuhira turns to the player, panicked and disheveled. With her are a few wounded soldiers and Dawnstar farmers.
She and her companions look like they've been hiding out for several days

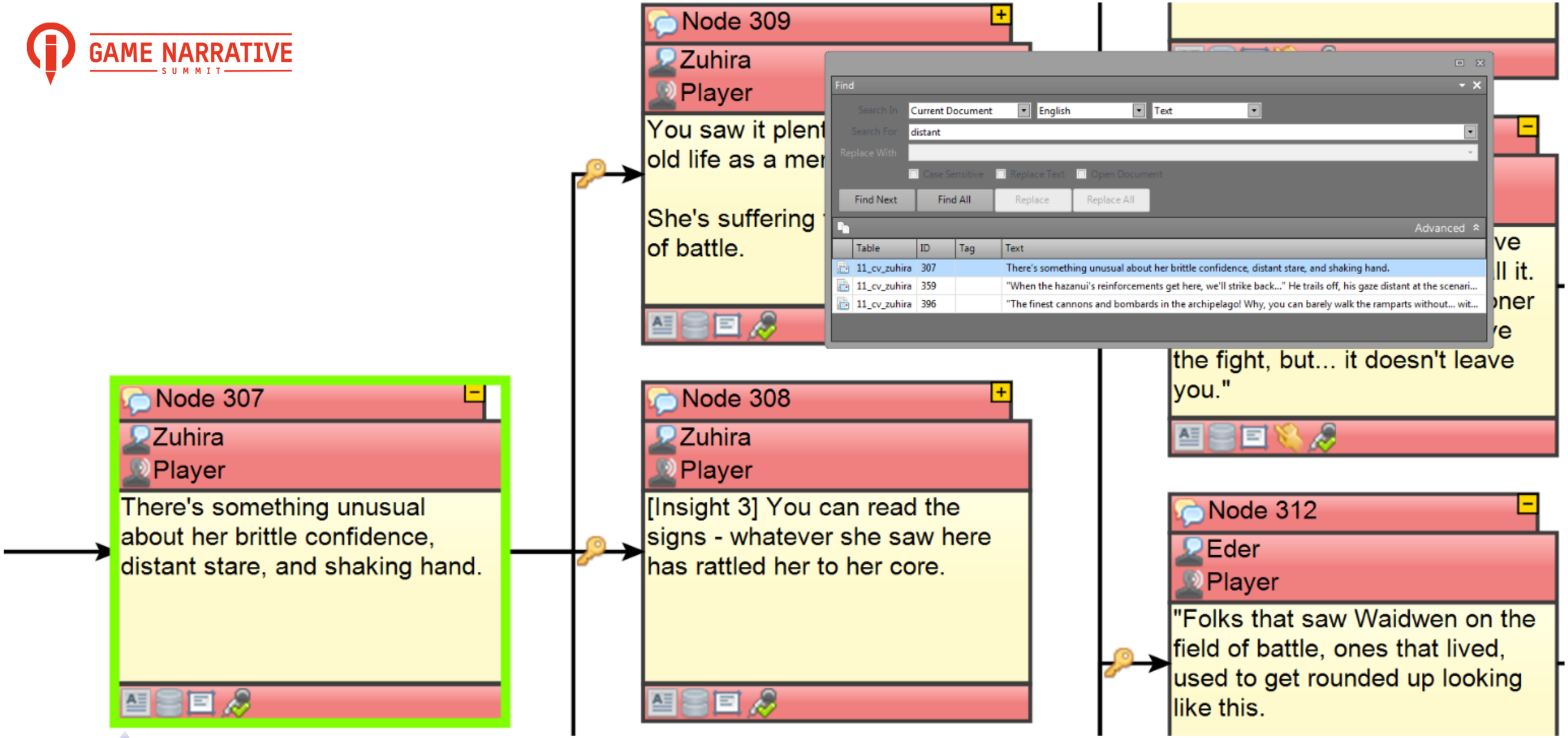

Node 4
Zuhira
Player
An aumaua woman whirls toward you, her eyes wide and wild. Her uniform is disheveled as if from several days' wear, and her breath comes in rapid gasps.
With her are a few wounded soldiers and a huddle of commoners in dirt-stained farmers' smocks.

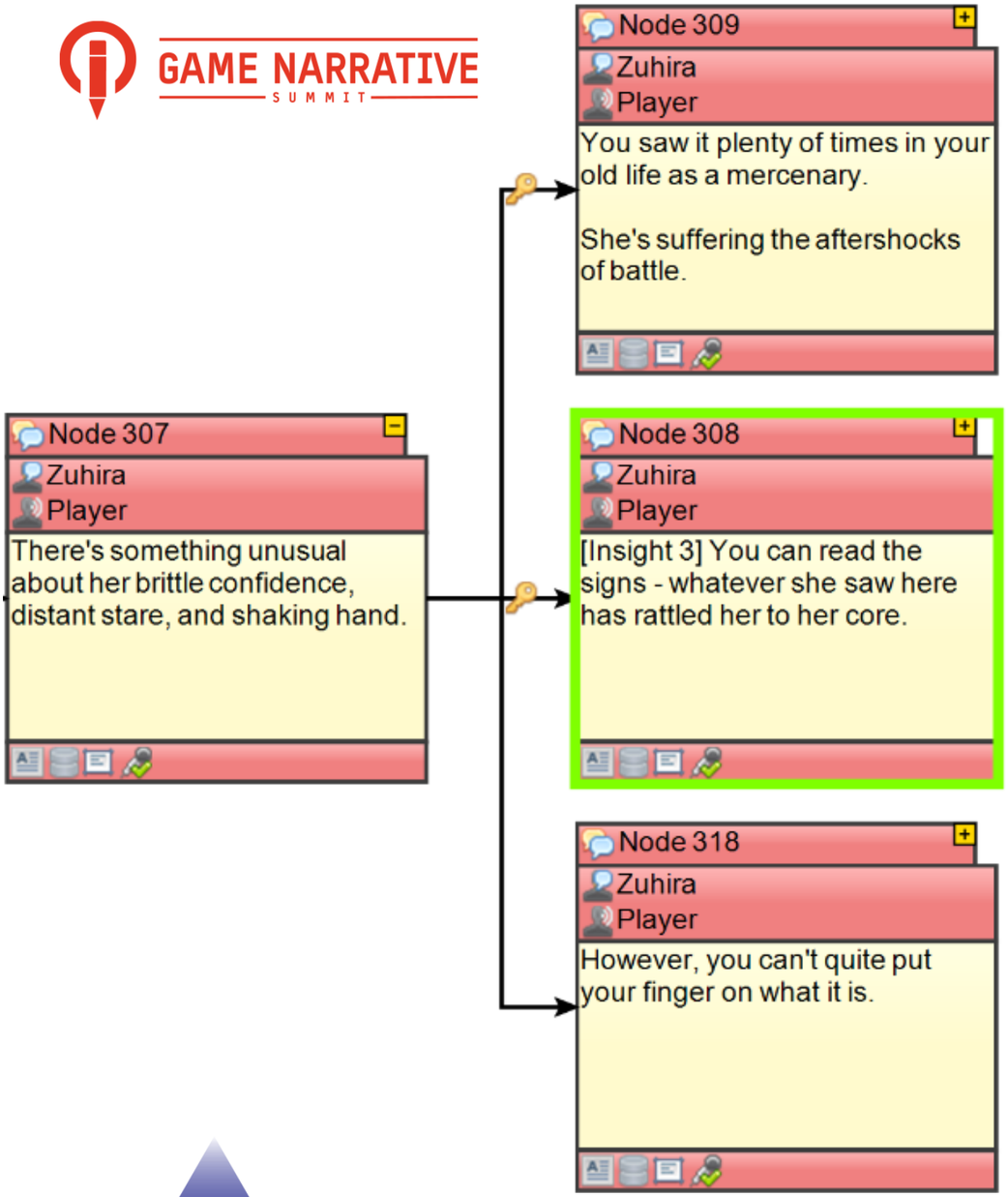

Conversation Editor
File Edit View Tools Options Window
Untitled*
Root Node 0
Random...
Player 1
Node 1
None
Player 1
Text with a really long line of text to test wrapping.
Node 2
Player 1
None
Accept Challenge
Node 1
Speaker: Alexei - 1__npc_alexei
Listener: Player 1 - _player_1
Emotion: Neutral
Spoken Text:
Check Spelling...
ID Invalid
Words 11
Length 54
Text with a really long line of text to test wrapping.
Comments Alerts Scripts Speaker Classes Listener Classes
Type Or Not Function Params
OnExit
trigger_print_debug_t...
szDebugString: ""
trigger_print_debug_text
szDebugString(String)
Flags
trigger_print_debug_text
Up
Down
Add Conditional
Add Script
Copy Scripts
Paste Scripts
OK
Cancel
Node Search
Search In
Current Conversation
Search For
Find Next
Find All
Replace Text
Case Sensitive
Filters
Speaker
Listener
Comment
Reset Filters
Alerts
Type
Assigned To
Status
Node Speaker Listener Text File
Link Search
Overview
Node Search
Conversation Properties
Edit Scripts
Misc
Auto Fade On Enter True
Conversation Type Conversation
Description
Game Object File
Hide Bark String GUI False
Hot Load Node 0
Is Test Conversation False
Requires Voice Over True
Save Game on Exit False
Script Events
Total Nodes 3
Total Words 13
Misc
Properties
Console
Conversation Properties

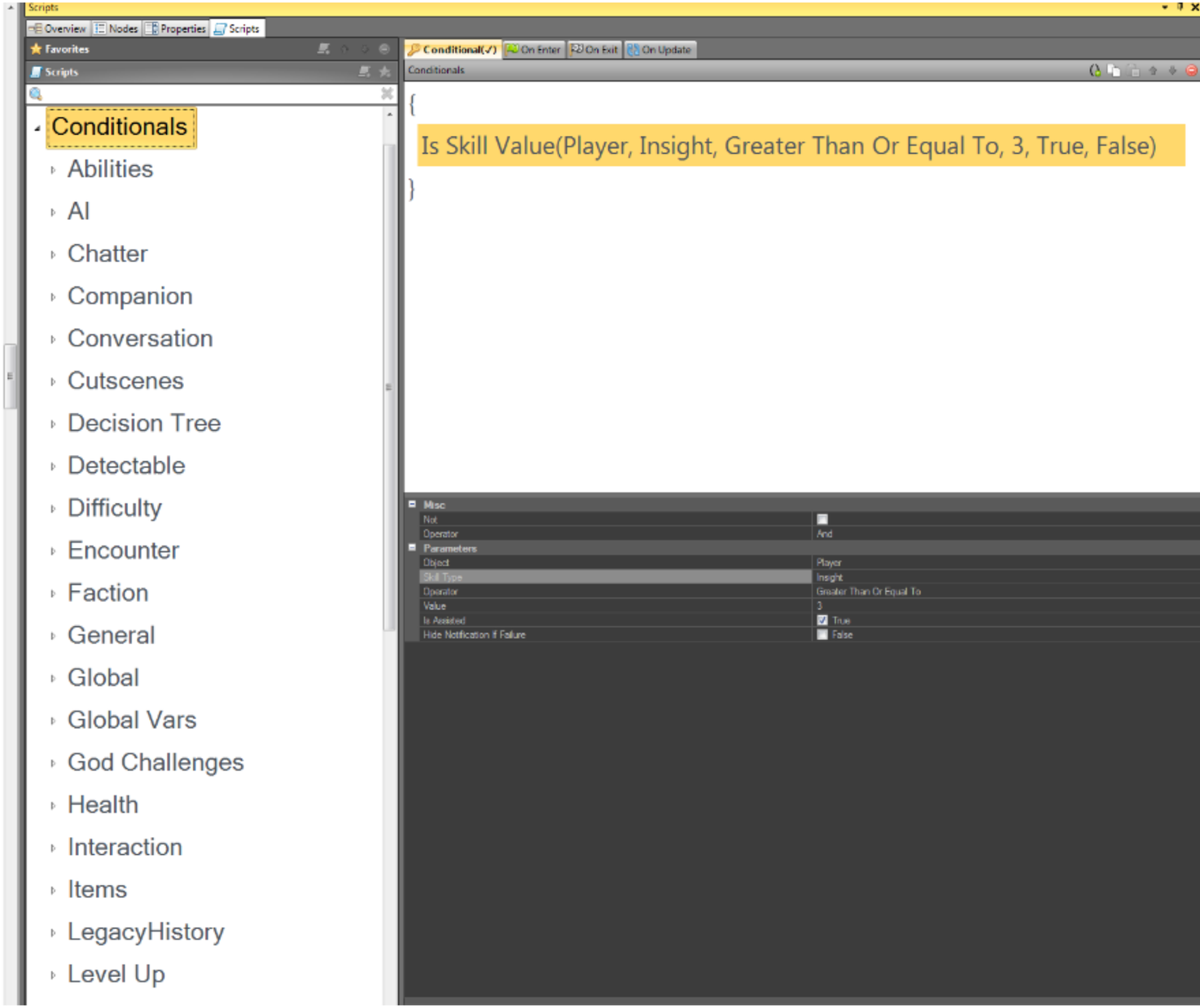

Node 304
Zuhira
Player
"Nothing's getting through."
Her hand starts to tremble at her side.

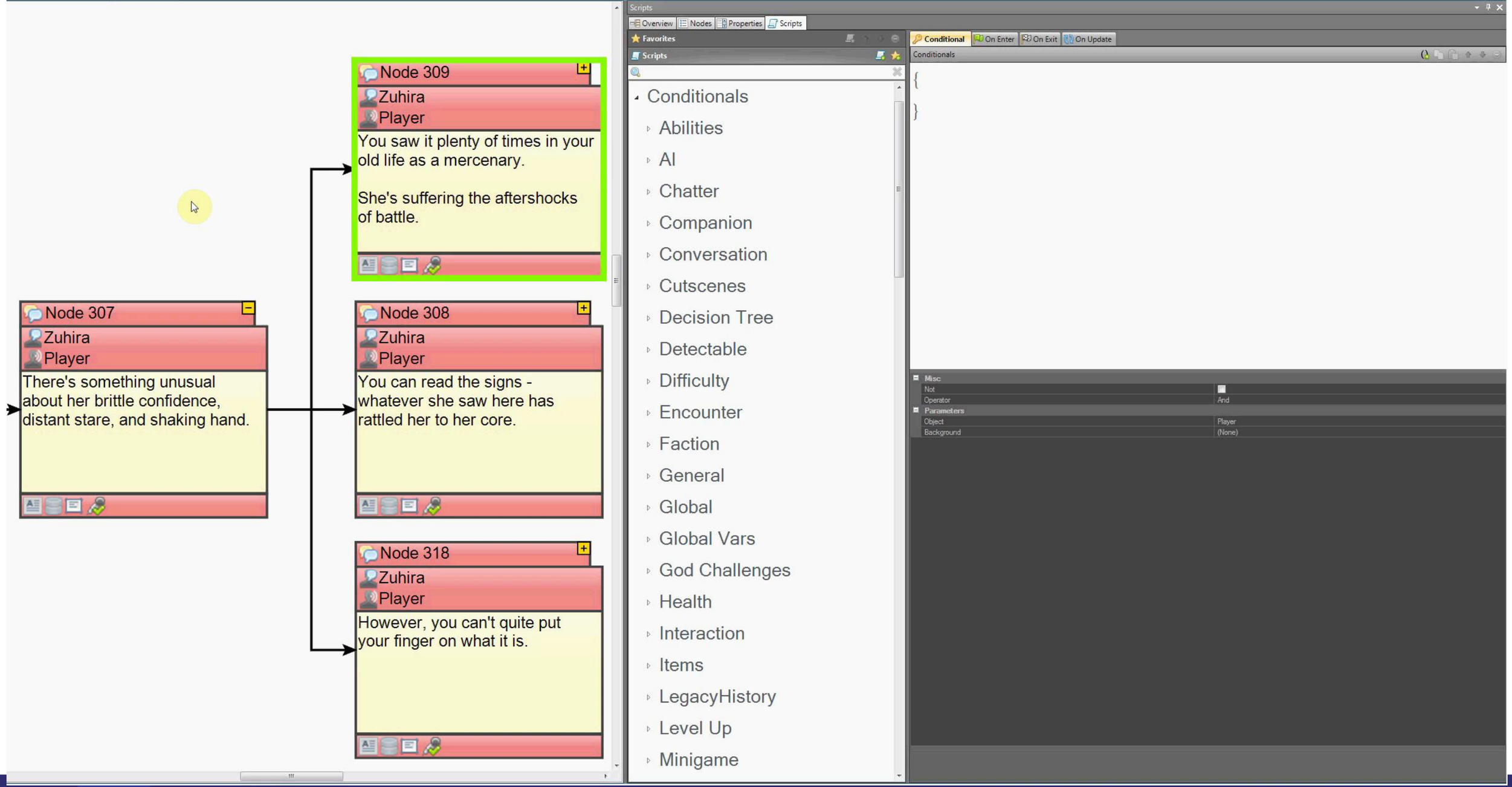

Node 304
Zuhira
Player
"Nothing's getting through."
Her hand starts to tremble at her side.
Player Response 56
"If those creatures want in, this door won't keep them out."
Node 303
Zuhira
Player
"O-of course it will! These place is a product of the finest Rauataian engineering. Built to weather anything."
Node 304
Zuhira
Player
"Nothing's getting through."
Her hand starts to tremble at her side.
Node 307
Zuhira
Player
There's something unusual about her brittle confidence, distant stare, and shaking hand.

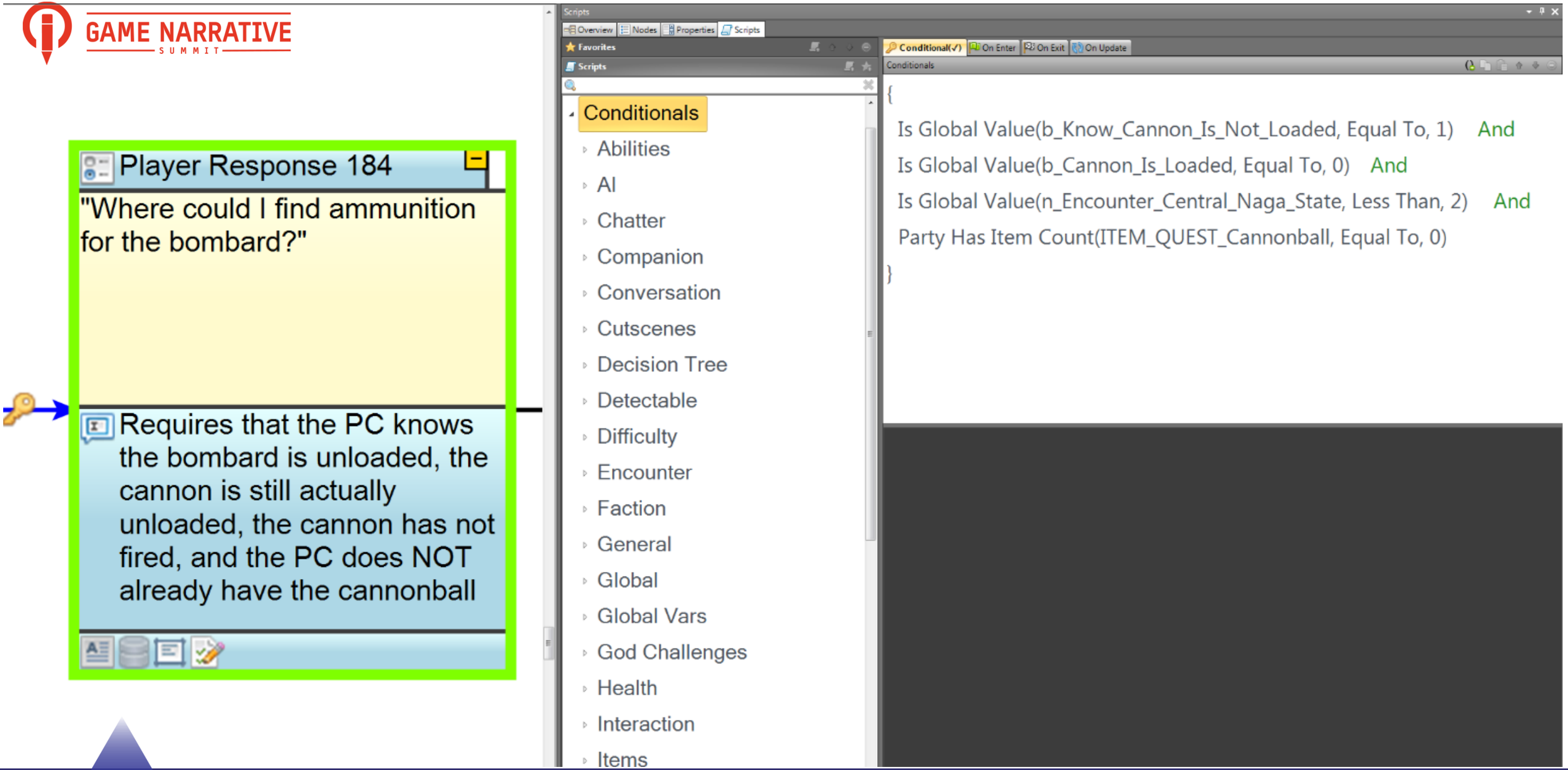


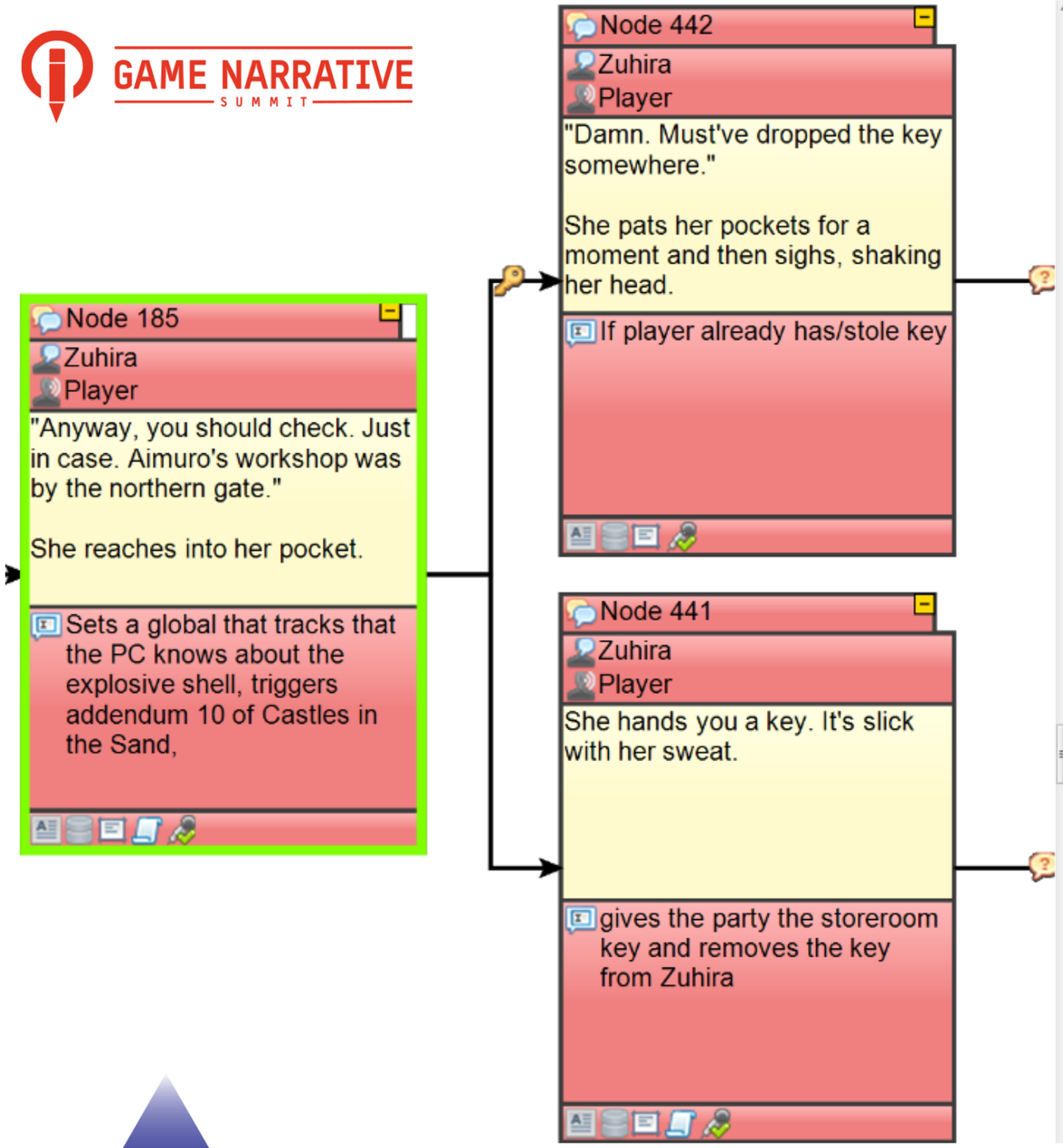

Node 309
Zuhira
Player
You saw it plent
old life as a mer
She's suffering
of battle.
Find
Search In
Current Document
English
Text
Search For
distant
Replace With
Case Sensitive
Replace Text
Open Document
Find Next
Find All
Replace
Replace All
Advanced
Table
ID
Tag
Text
11_cv_zuhira
307
There's something unusual about her brittle confidence, distant stare, and shaking hand.
11_cv_zuhira
359
"When the hazanui's reinforcements get here, we'll strike back..." He trails off, his gaze distant at the scenari...
11_cv_zuhira
396
"The finest cannons and bombards in the archipelago! Why, you can barely walk the ramparts without... wit...
ve
ll it.
ner
ve
the fight, but... it doesn't leave you."
Node 307
Zuhira
Player
There's something unusual about her brittle confidence, distant stare, and shaking hand.
Node 308
Zuhira
Player
[Insight 3] You can read the signs - whatever she saw here has rattled her to her core.
Node 312
Eder
Player
"Folks that saw Waidwen on the field of battle, ones that lived, used to get rounded up looking like this.

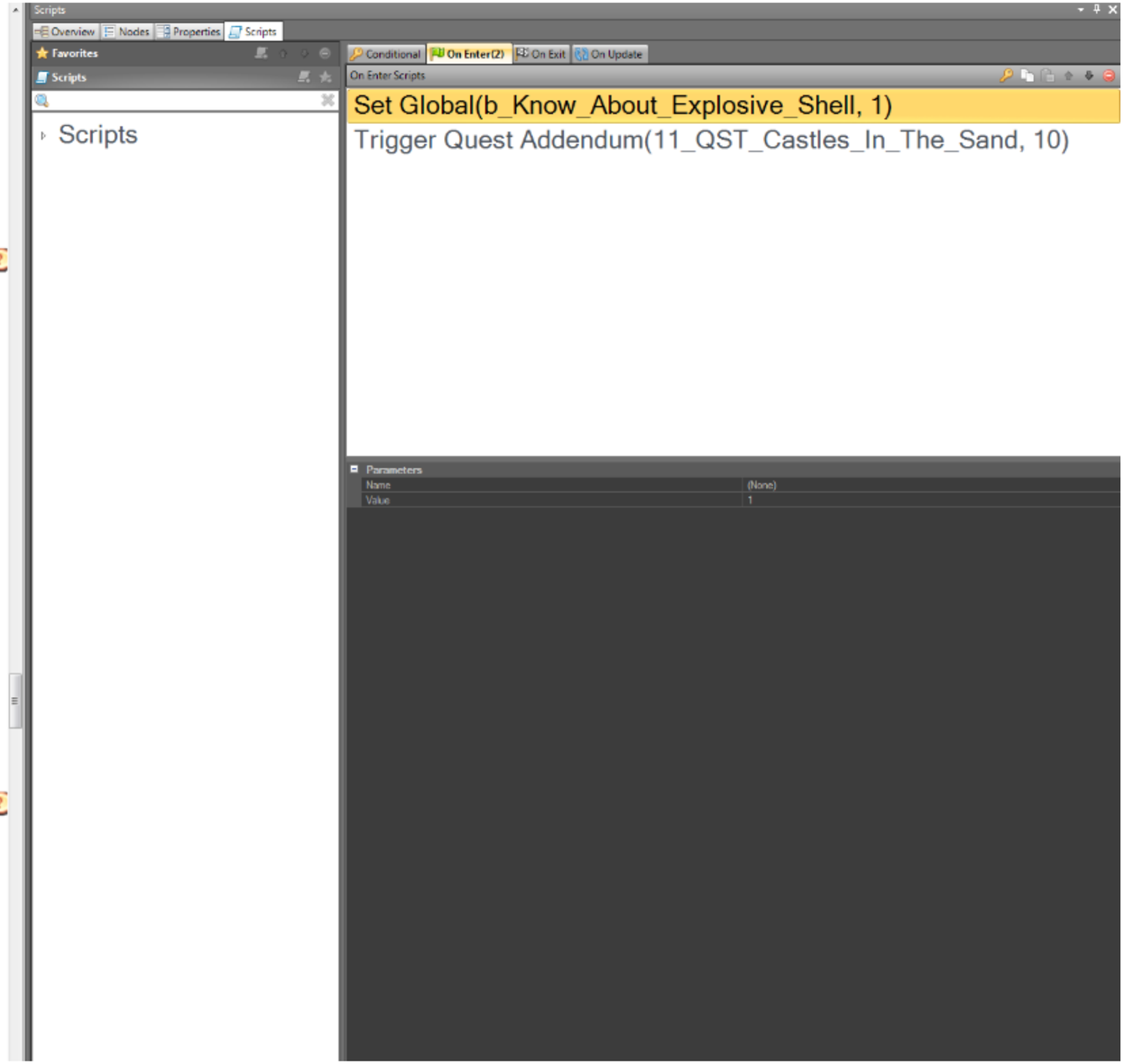

Node 309
Zuhira
Player
You saw it plenty of times in your old life as a mercenary.
She's suffering the aftershocks of battle.
Node 307
Zuhira
Player
There's something unusual about her brittle confidence, distant stare, and shaking hand.
Node 308
Zuhira
Player
[Insight 3] You can read the signs - whatever she saw here has rattled her to her core.
Node 318
Zuhira
Player
However, you can't quite put your finger on what it is.

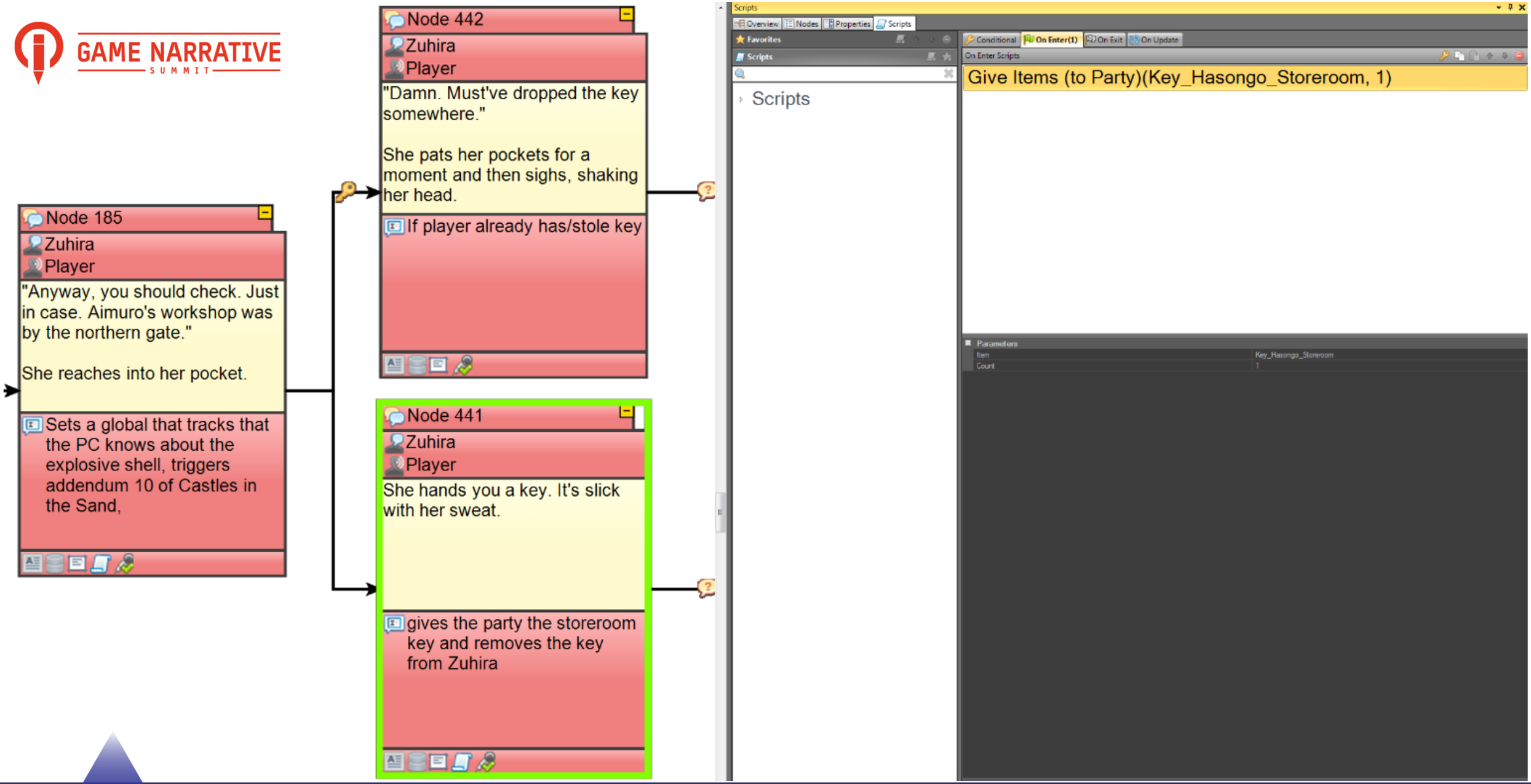

Scripts
Overview
Nodes
Properties
Scripts
Favorites
Scripts
Conditionals
Abilities
AI
Chatter
Companion
Conversation
Cutscenes
Decision Tree
Detectable
Difficulty
Encounter
Faction
General
Global
Global Vars
God Challenges
Health
Interaction
Items
LegacyHistory
Level Up
Conditional(✓)
On Enter
On Exit
On Update
Conditionals
{
Is Skill Value(Player, Insight, Greater Than Or Equal To, 3, True, False)
}
Misc
Not
Operator
And
Parameters
Object
Player
Skill Type
Insight
Operator
Greater Than Or Equal To
Value
3
Is Assisted
True
Hide Notification If Failure
False

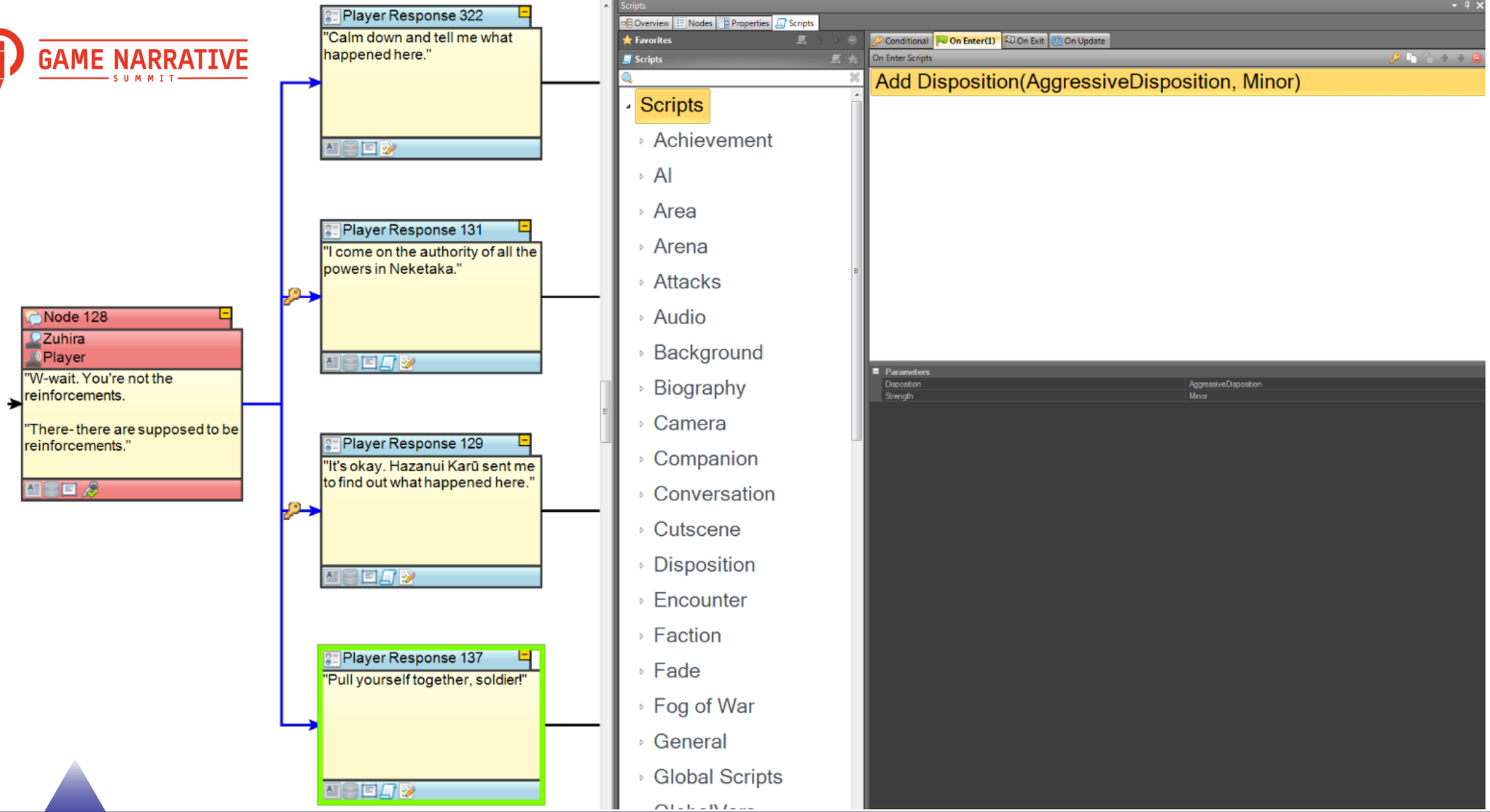

Node 309
Zuhira
Player
You saw it plenty of times in your old life as a mercenary.
She's suffering the aftershocks of battle.
Node 307
Zuhira
Player
There's something unusual about her brittle confidence, distant stare, and shaking hand.
Node 308
Zuhira
Player
You can read the signs - whatever she saw here has rattled her to her core.
Node 318
Zuhira
Player
However, you can't quite put your finger on what it is.
Scripts
Overview
Nodes
Properties
Scripts
Favorites
Scripts
Conditionals
Abilities
AI
Chatter
Companion
Conversation
Cutscenes
Decision Tree
Detectable
Difficulty
Encounter
Faction
General
Global
Global Vars
God Challenges
Health
Interaction
Items
LegacyHistory
Level Up
Minigame
Conditional
On Enter
On Exit
On Update
Conditionals
{
}
Misc
Not
Operator
And
Parameters
Object
Player
Background
(None)

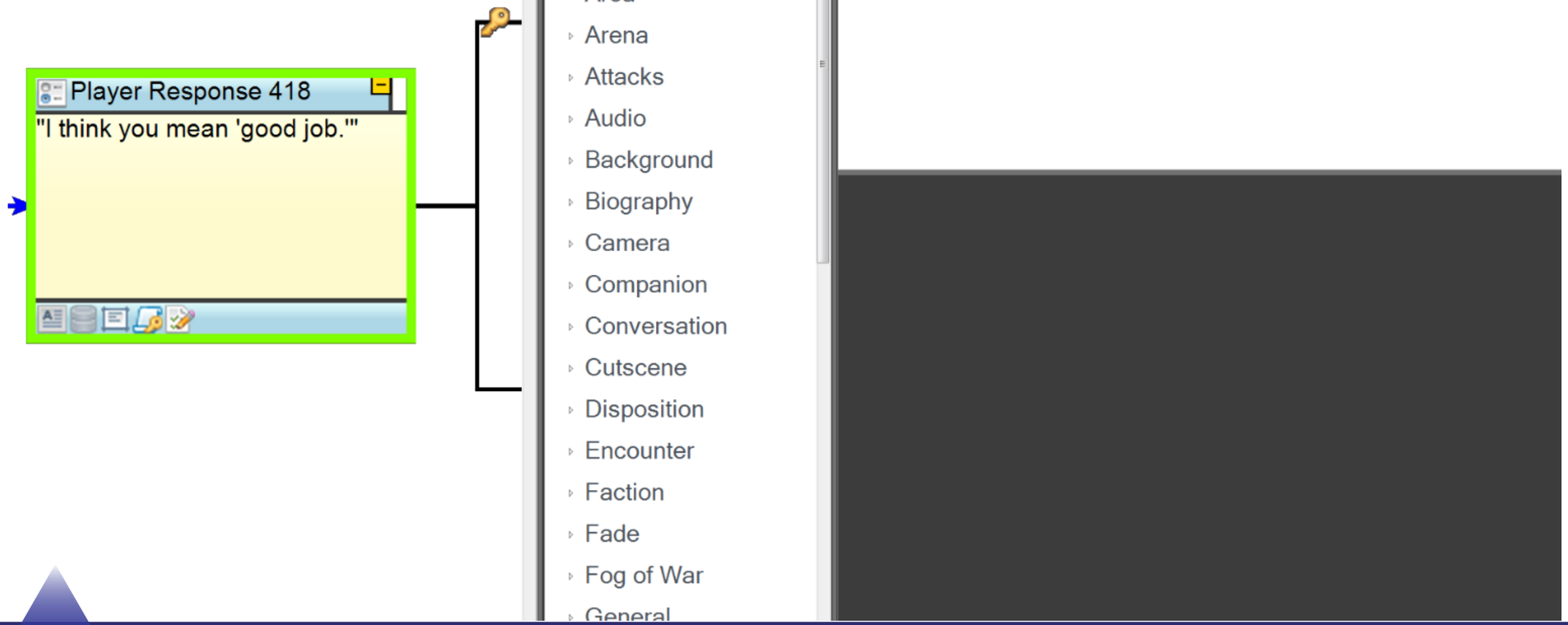

Player Response 184
"Where could I find ammunition for the bombard?"
Requires that the PC knows the bombard is unloaded, the cannon is still actually unloaded, the cannon has not fired, and the PC does NOT already have the cannonball
Scripts
Overview
Nodes
Properties
Scripts
Favorites
Scripts
Conditionals
Abilities
AI
Chatter
Companion
Conversation
Cutscenes
Decision Tree
Detectable
Difficulty
Encounter
Faction
General
Global
Global Vars
God Challenges
Health
Interaction
Items
Conditional(✓)
On Enter
On Exit
On Update
Conditionals
{
Is Global Value(b_Know_Cannon_Is_Not_Loaded, Equal To, 1) And
Is Global Value(b_Cannon_Is_Loaded, Equal To, 0) And
Is Global Value(n_Encounter_Central_Naga_State, Less Than, 2) And
Party Has Item Count(ITEM_QUEST_Cannonball, Equal To, 0)
}


Node 185
Zuhira
Player
"Anyway, you should check. Just in case. Aimuro's workshop was by the northern gate."
She reaches into her pocket.
Sets a global that tracks that the PC knows about the explosive shell, triggers addendum 10 of Castles in the Sand,
Node 442
Zuhira
Player
"Damn. Must've dropped the key somewhere."
She pats her pockets for a moment and then sighs, shaking her head.
If player already has/stole key
Node 441
Zuhira
Player
She hands you a key. It's slick with her sweat.
gives the party the storeroom key and removes the key from Zuhira


Scripts
Overview
Nodes
Properties
Scripts
Favorites
Scripts
Scripts
Conditional
On Enter(2)
On Exit
On Update
On Enter Scripts
Set Global(b_Know_About_Explosive_Shell, 1)
Trigger Quest Addendum(11_QST_Castles_In_The_Sand, 10)
Parameters
Name
(None)
Value
1

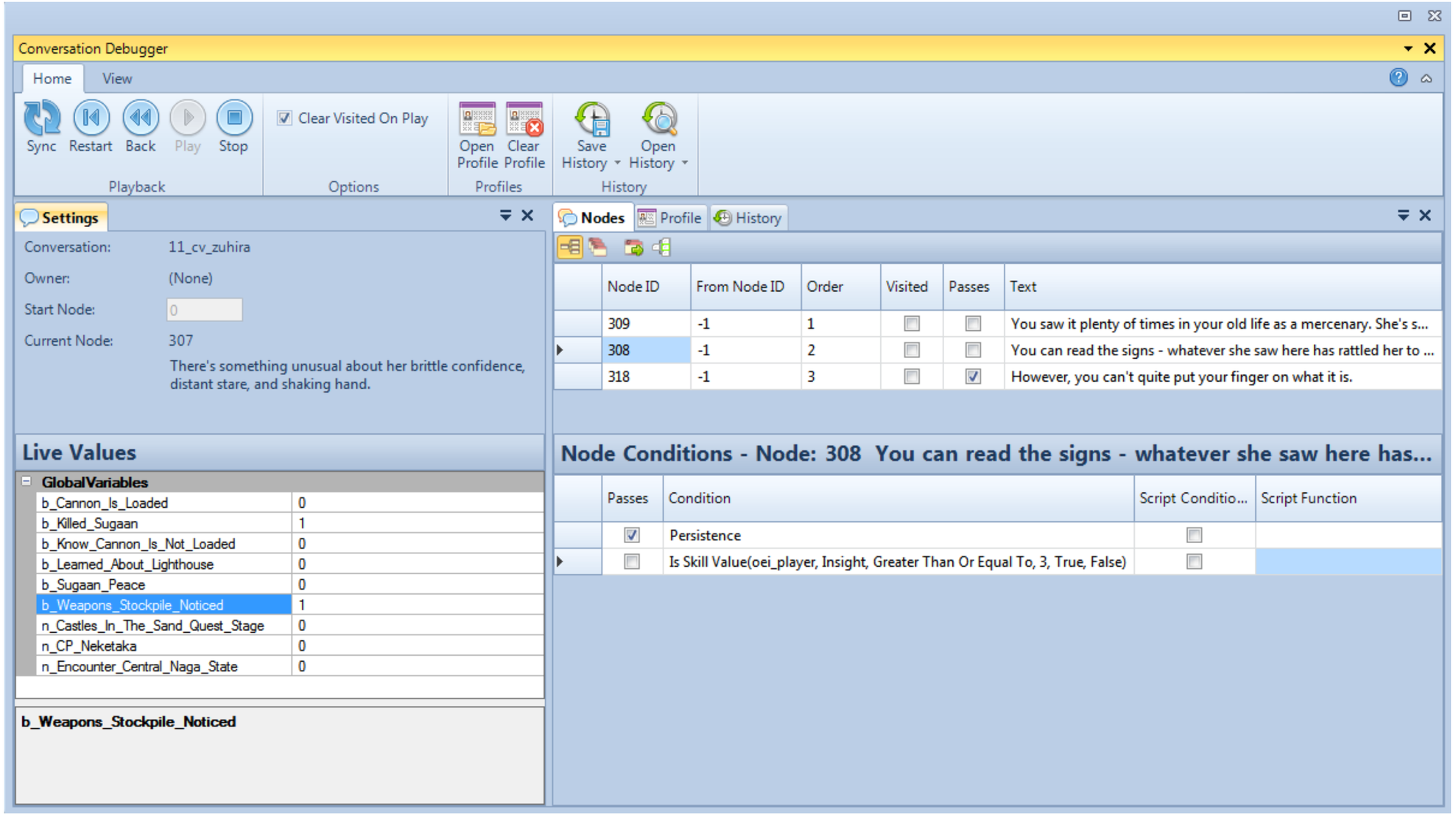

Node 442
Zuhira
Player
"Damn. Must've dropped the key somewhere."
She pats her pockets for a moment and then sighs, shaking her head.
If player already has/stole key
Node 185
Zuhira
Player
"Anyway, you should check. Just in case. Aimuro's workshop was by the northern gate."
She reaches into her pocket.
Sets a global that tracks that the PC knows about the explosive shell, triggers addendum 10 of Castles in the Sand,
Node 441
Zuhira
Player
She hands you a key. It's slick with her sweat.
gives the party the storeroom key and removes the key from Zuhira
Scripts
Overview
Nodes
Properties
Scripts
Favorites
Scripts
Scripts
Conditional
On Enter(1)
On Exit
On Update
On Enter Scripts
Give Items (to Party)(Key_Hasongo_Storeroom, 1)
Parameters
Item
Key_Hasongo_Storeroom
Count
1

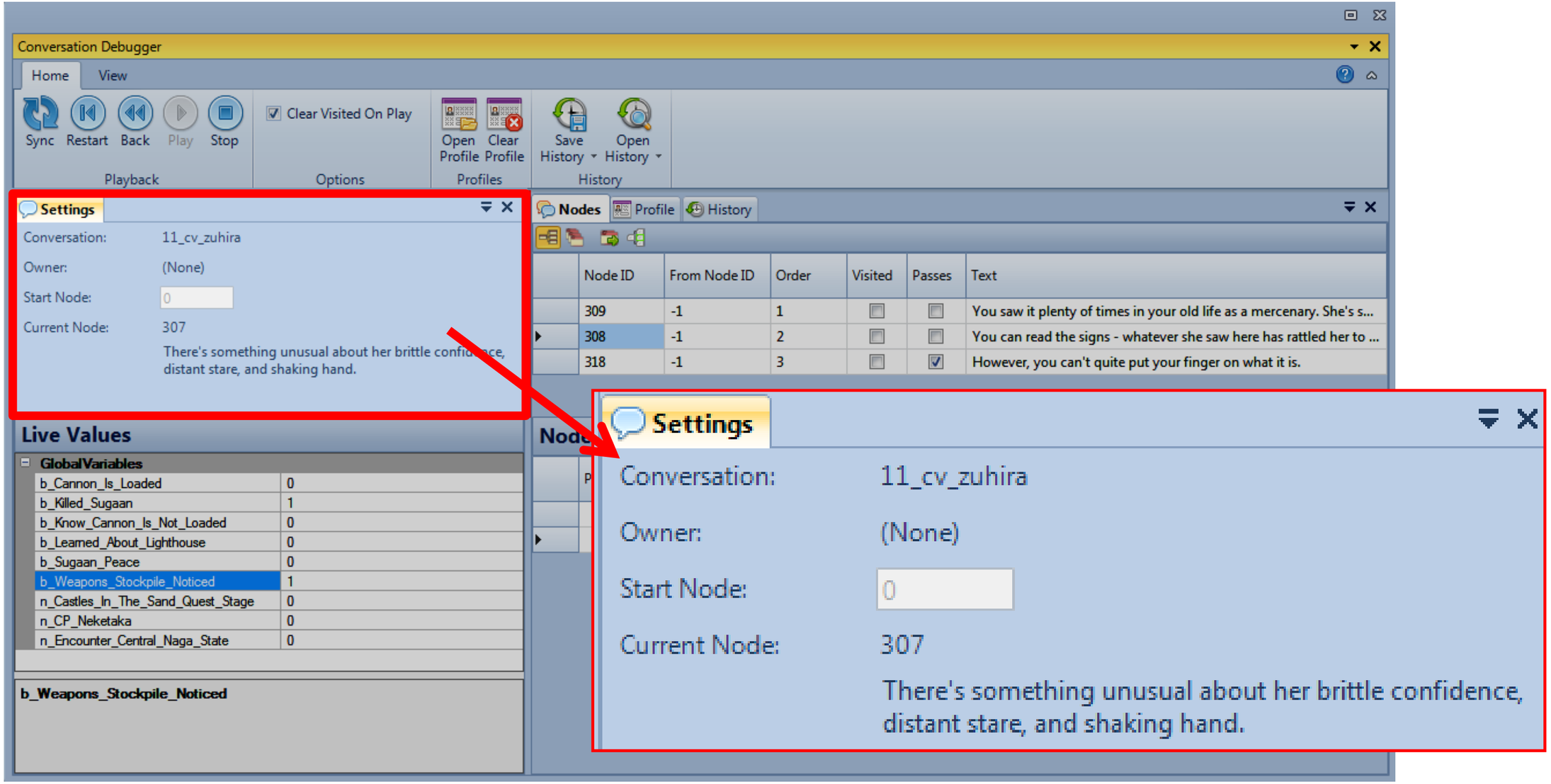

Player Response 322
"Calm down and tell me what happened here."
Player Response 131
"I come on the authority of all the powers in Neketaka."
Node 128
Zuhira
Player
"W-wait. You're not the reinforcements.
"There- there are supposed to be reinforcements."
Player Response 129
"It's okay. Hazanui Karū sent me to find out what happened here."
Player Response 137
"Pull yourself together, soldier!"
Scripts
Overview
Nodes
Properties
Scripts
Favorites
Scripts
Conditional
On Enter(1)
On Exit
On Update
On Enter Scripts
Add Disposition(AggressiveDisposition, Minor)
Scripts
Achievement
AI
Area
Arena
Attacks
Audio
Background
Biography
Camera
Companion
Conversation
Cutscene
Disposition
Encounter
Faction
Fade
Fog of War
General
Global Scripts
Parameters
Disposition
AggressiveDisposition
Strength
Minor

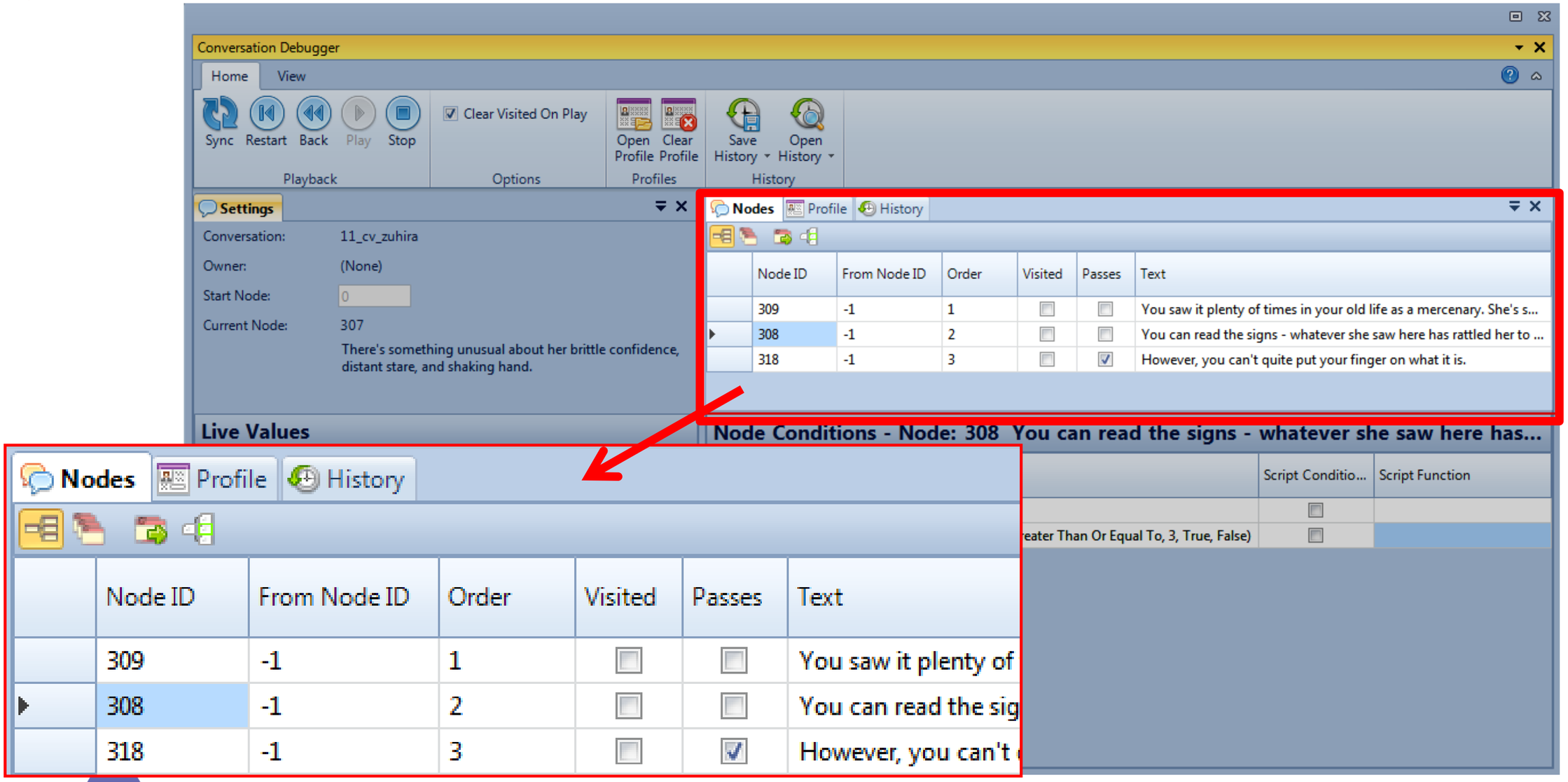

Player Response 418
"I think you mean 'good job.'"
Scripts
Overview
Nodes
Properties
Scripts
Favorites
Scripts
Scripts
Achievement
AI
Area
Arena
Attacks
Audio
Background
Biography
Camera
Companion
Conversation
Cutscene
Disposition
Encounter
Faction
Fade
Fog of War
General
Conditional
On Enter(4)
On Exit
On Update
On Enter Scripts
Trigger Topic(Player, Pro-Immodesty, Minor, True)
Add Disposition(CleverDisposition, Minor)
Increment Global(n_aloth_p2_topic_immodest, 1)
Set Global(n_aloth_p2_topic_neg_last, 3)

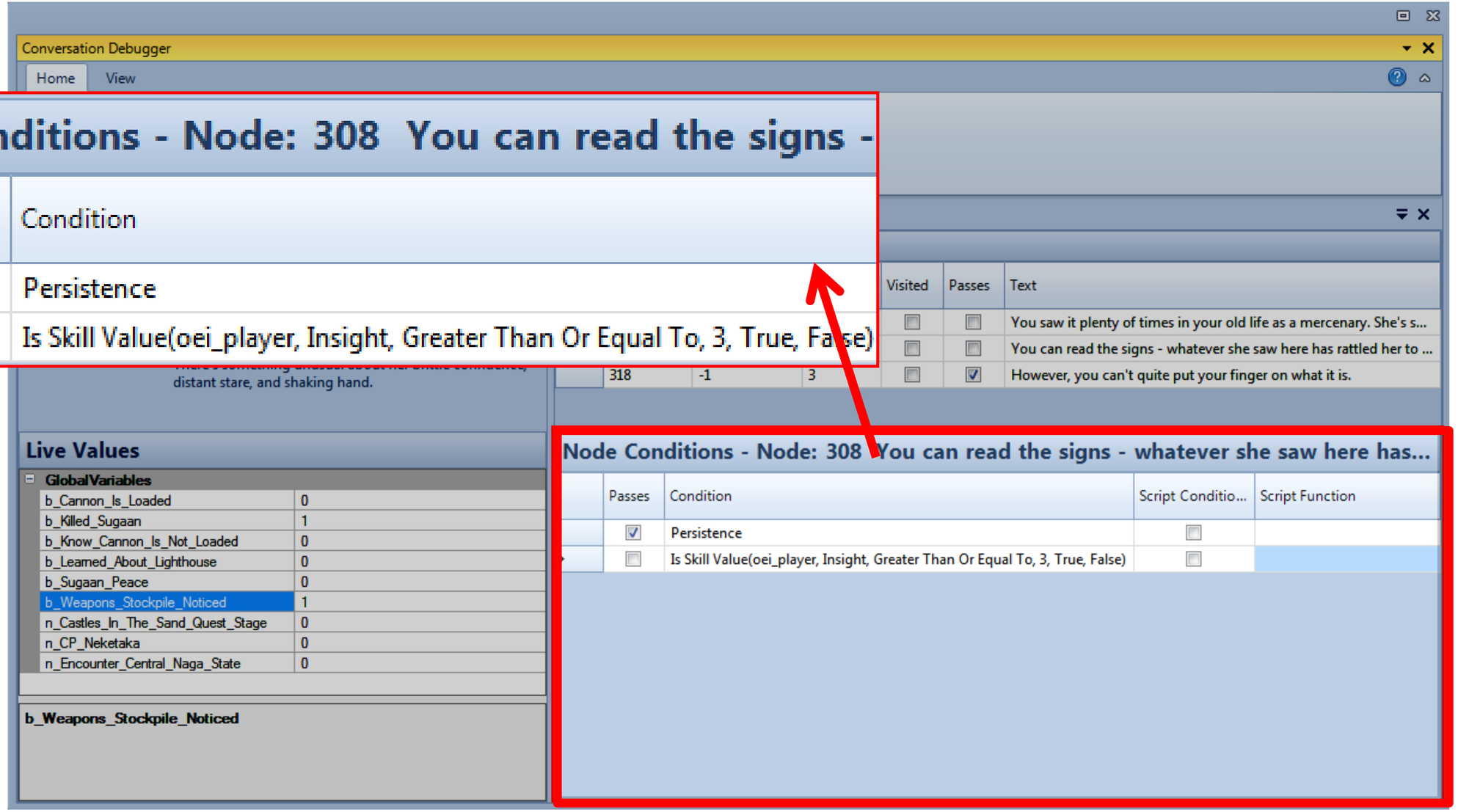
Debugging Tools

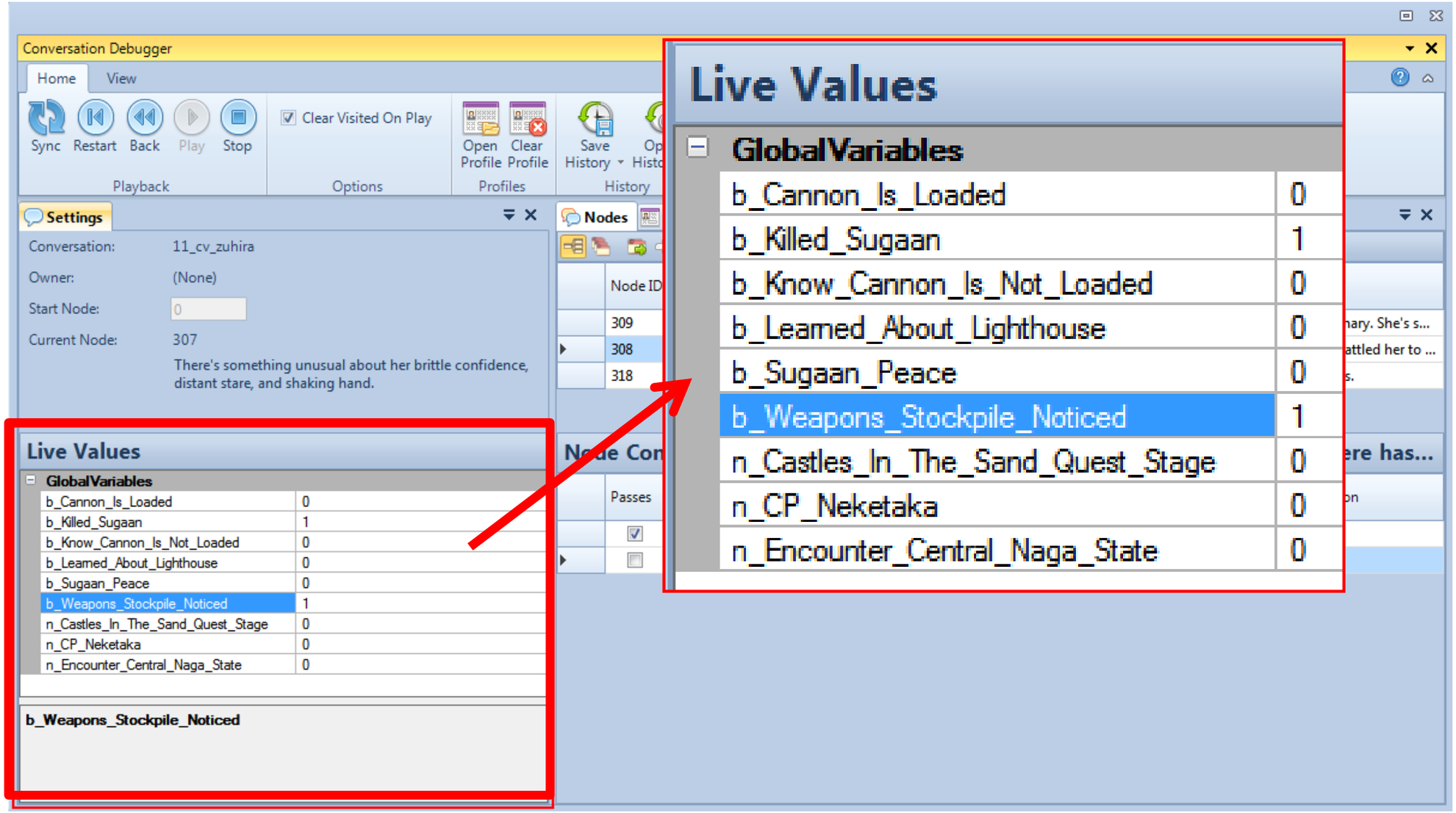
Why doesn’t my conversation work?

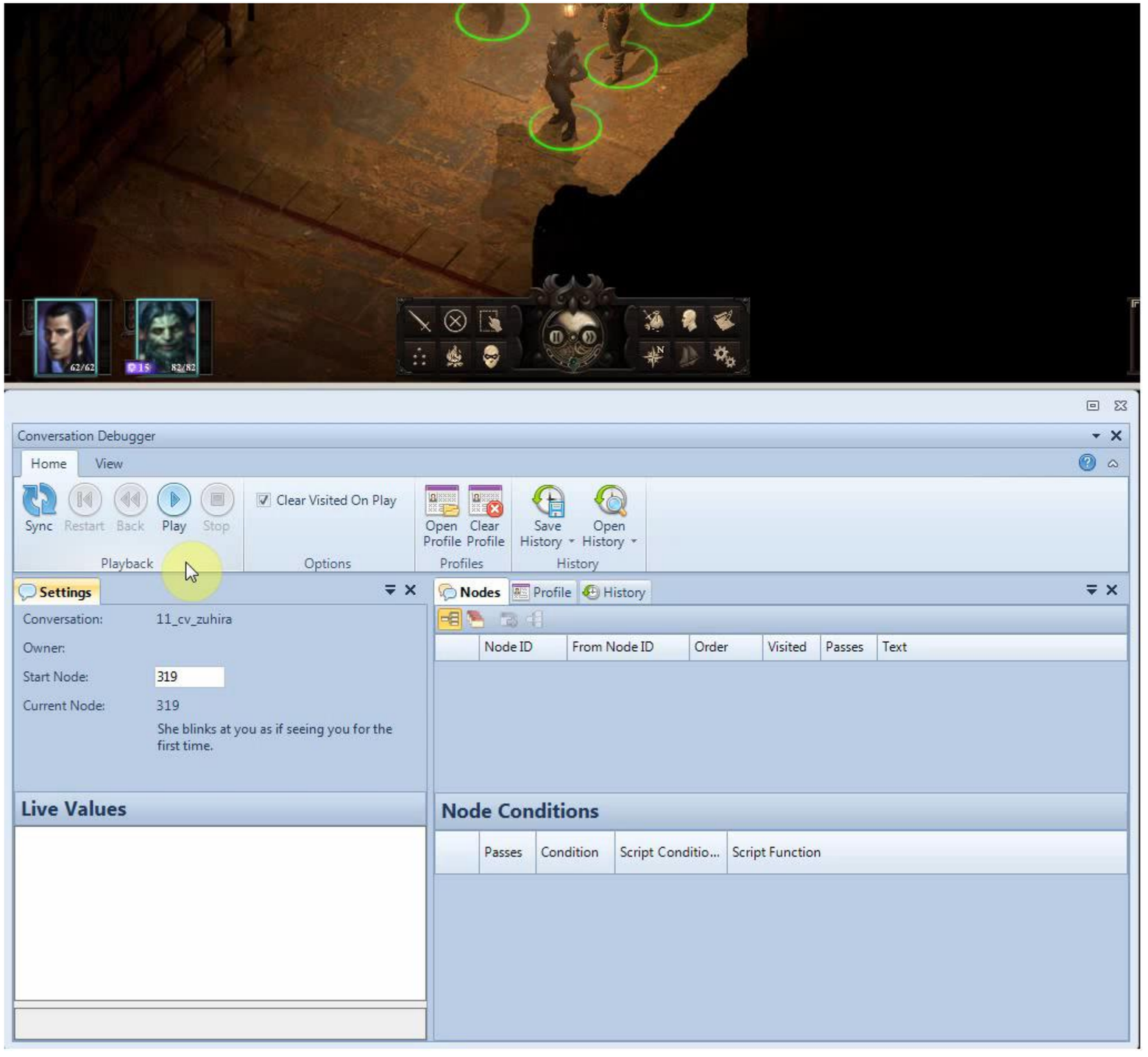

Conversation Debugger
Home
View
Sync
Restart
Back
Play
Stop
Playback
Clear Visited On Play
Options
Open Profile
Clear Profile
Profiles
Save History
Open History
History
Settings
Conversation: 11_cv_zuhira
Owner: (None)
Start Node: 0
Current Node: 307
There's something unusual about her brittle confidence, distant stare, and shaking hand.
Live Values
GlobalVariables
b_Cannon_Is_Loaded 0
b_Killed_Sugaan 1
b_Know_Cannon_Is_Not_Loaded 0
b_Learned_About_Lighthouse 0
b_Sugaan_Peace 0
b_Weapons_Stockpile_Noticed 1
n_Castles_In_The_Sand_Quest_Stage 0
n_CP_Neketaka 0
n_Encounter_Central_Naga_State 0
b_Weapons_Stockpile_Noticed
Nodes
Profile
History
Node ID | From Node ID | Order | Visited | Passes | Text
309 | -1 | 1 | | | You saw it plenty of times in your old life as a mercenary. She's s...
308 | -1 | 2 | | | You can read the signs - whatever she saw here has rattled her to ...
318 | -1 | 3 | | ✓ | However, you can't quite put your finger on what it is.
Node Conditions - Node: 308 You can read the signs - whatever she saw here has...
Passes | Condition | Script Conditio... | Script Function
✓ | Persistence
Is Skill Value(oei_player, Insight, Greater Than Or Equal To, 3, True, False)

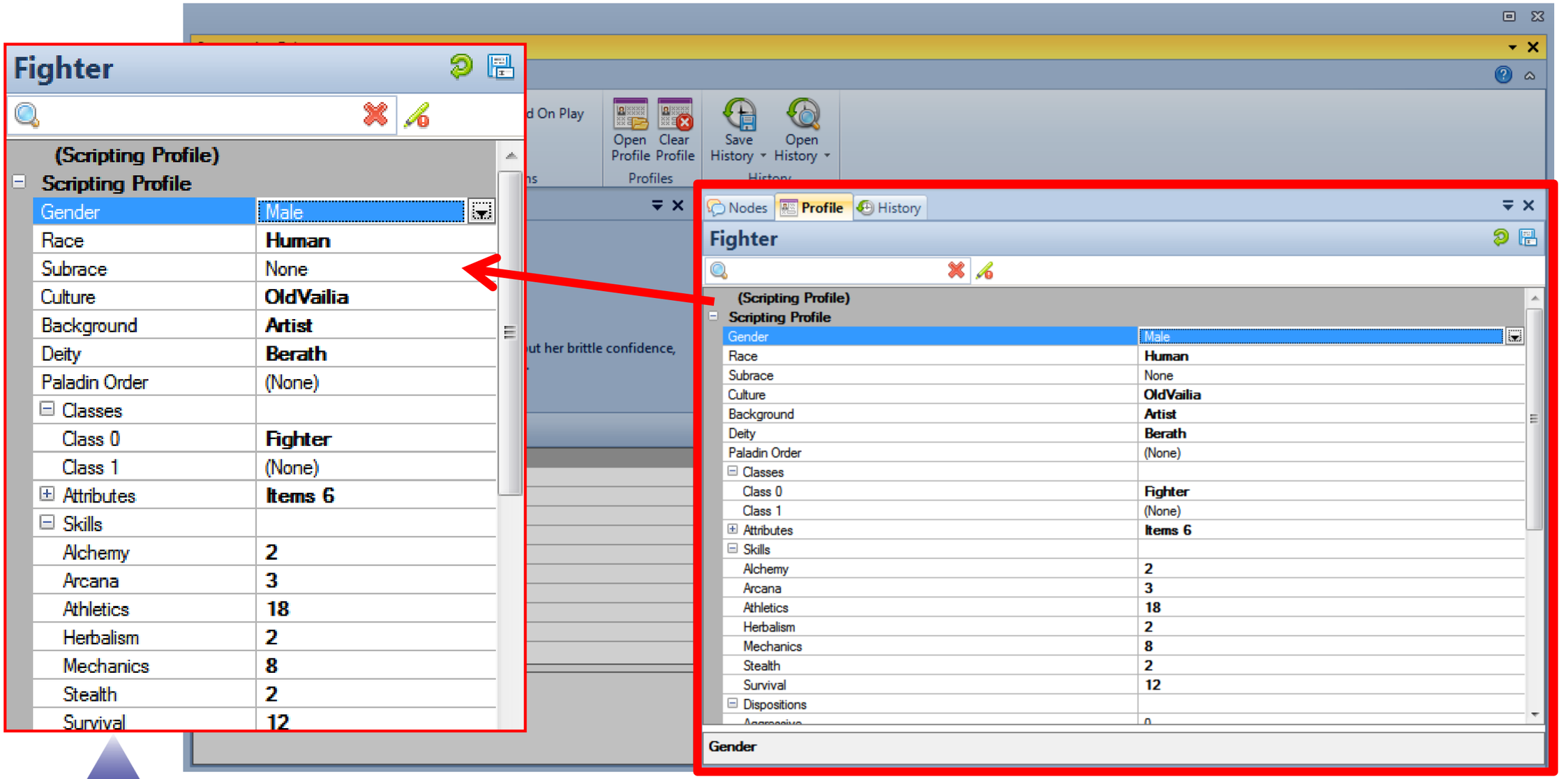

Conversation Debugger
Home
View
Sync
Restart
Back
Play
Stop
Playback
Clear Visited On Play
Options
Open Profile
Clear Profile
Profiles
Save History
Open History
History
Settings
Conversation: 11_cv_zuhira
Owner: (None)
Start Node: 0
Current Node: 307
There's something unusual about her brittle confidence, distant stare, and shaking hand.
Nodes
Profile
History
Node ID | From Node ID | Order | Visited | Passes | Text
309 | -1 | 1 | You saw it plenty of times in your old life as a mercenary. She's s...
308 | -1 | 2 | You can read the signs - whatever she saw here has rattled her to ...
318 | -1 | 3 | However, you can't quite put your finger on what it is.
Live Values
GlobalVariables
b_Cannon_Is_Loaded 0
b_Killed_Sugaan 1
b_Know_Cannon_Is_Not_Loaded 0
b_Learned_About_Lighthouse 0
b_Sugaan_Peace 0
b_Weapons_Stockpile_Noticed 1
n_Castles_In_The_Sand_Quest_Stage 0
n_CP_Neketaka 0
n_Encounter_Central_Naga_State 0
b_Weapons_Stockpile_Noticed
Settings
Conversation: 11_cv_zuhira
Owner: (None)
Start Node: 0
Current Node: 307
There's something unusual about her brittle confidence, distant stare, and shaking hand.

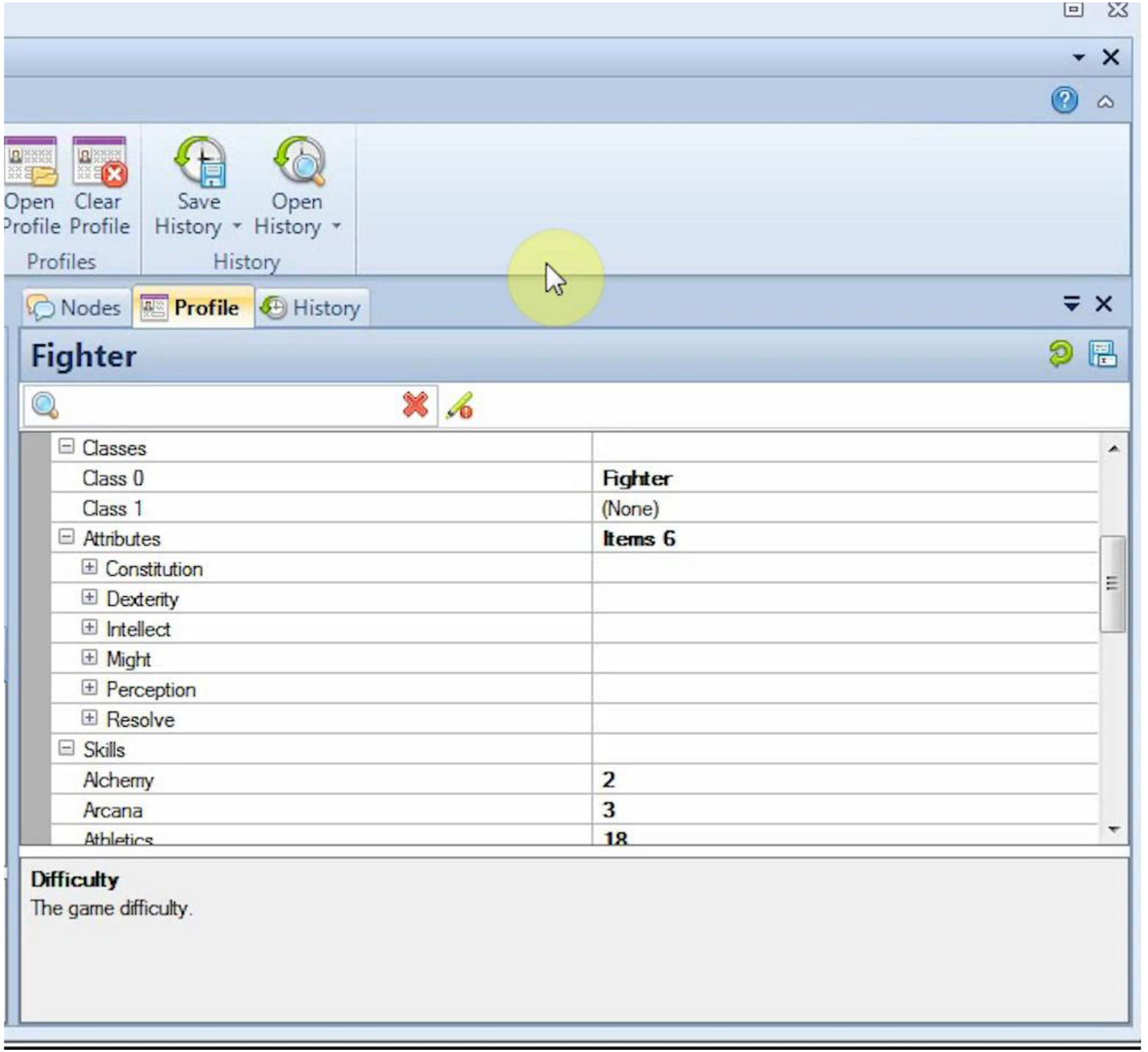

Conversation Debugger
Home
View
Sync
Restart
Back
Play
Stop
Playback
Clear Visited On Play
Options
Open Profile
Clear Profile
Profiles
Save History
Open History
History
Settings
Conversation: 11_cv_zuhira
Owner: (None)
Start Node: 0
Current Node: 307
There's something unusual about her brittle confidence, distant stare, and shaking hand.
Live Values
Nodes
Profile
History
Node ID
From Node ID
Order
Visited
Passes
Text
309 -1 1 You saw it plenty of times in your old life as a mercenary. She's s...
308 -1 2 You can read the signs - whatever she saw here has rattled her to ...
318 -1 3 However, you can't quite put your finger on what it is.
Node Conditions - Node: 308 You can read the signs - whatever she saw here has...
Script Conditio...
Script Function
eater Than Or Equal To, 3, True, False)


Conversation Debugger
Home
View
Node Conditions - Node: 308 You can read the signs -
Passes
Condition
Persistence
Is Skill Value(oei_player, Insight, Greater Than Or Equal To, 3, True, False)
Visited
Passes
Text
You saw it plenty of times in your old life as a mercenary. She's s...
You can read the signs - whatever she saw here has rattled her to ...
However, you can't quite put your finger on what it is.
318
-1
3
distant stare, and shaking hand.
Live Values
GlobalVariables
b_Cannon_Is_Loaded 0
b_Killed_Sugaan 1
b_Know_Cannon_Is_Not_Loaded 0
b_Learned_About_Lighthouse 0
b_Sugaan_Peace 0
b_Weapons_Stockpile_Noticed 1
n_Castles_In_The_Sand_Quest_Stage 0
n_CP_Neketaka 0
n_Encounter_Central_Naga_State 0
b_Weapons_Stockpile_Noticed
Node Conditions - Node: 308 You can read the signs - whatever she saw here has...
Passes
Condition
Script Conditio...
Script Function
Persistence
Is Skill Value(oei_player, Insight, Greater Than Or Equal To, 3, True, False)


Conversation Debugger
Home
View
Sync
Restart
Back
Play
Stop
Playback
Clear Visited On Play
Options
Open Profile
Clear Profile
Profiles
Save History
History
Settings
Conversation: 11_cv_zuhira
Owner: (None)
Start Node: 0
Current Node: 307
There's something unusual about her brittle confidence, distant stare, and shaking hand.
Nodes
Node ID
309
308
318
Passes
Live Values
GlobalVariables
b_Cannon_Is_Loaded 0
b_Killed_Sugaan 1
b_Know_Cannon_Is_Not_Loaded 0
b_Learned_About_Lighthouse 0
b_Sugaan_Peace 0
b_Weapons_Stockpile_Noticed 1
n_Castles_In_The_Sand_Quest_Stage 0
n_CP_Neketaka 0
n_Encounter_Central_Naga_State 0
b_Weapons_Stockpile_Noticed
Live Values
GlobalVariables
b_Cannon_Is_Loaded 0
b_Killed_Sugaan 1
b_Know_Cannon_Is_Not_Loaded 0
b_Learned_About_Lighthouse 0
b_Sugaan_Peace 0
b_Weapons_Stockpile_Noticed 1
n_Castles_In_The_Sand_Quest_Stage 0
n_CP_Neketaka 0
n_Encounter_Central_Naga_State 0

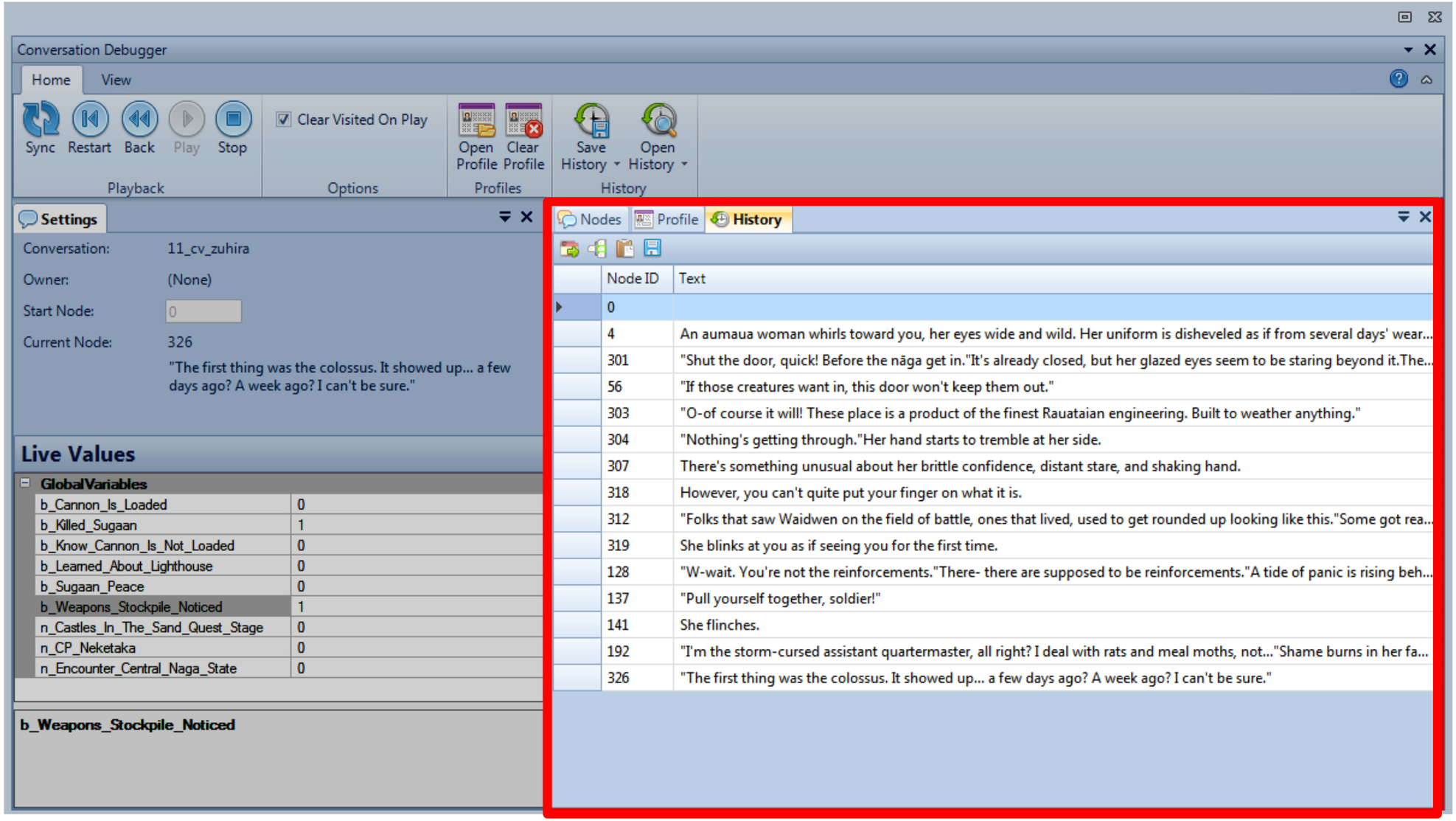

Conversation Debugger
Home
View
Sync
Restart
Back
Play
Stop
Playback
Clear Visited On Play
Options
Open Profile
Clear Profile
Profiles
Save History
Open History
History
Settings
Conversation: 11_cv_zuhira
Owner:
Start Node: 319
Current Node: 319
She blinks at you as if seeing you for the first time.
Live Values
Nodes
Profile
History
Node ID
From Node ID
Order
Visited
Passes
Text
Node Conditions
Passes
Condition
Script Conditio...
Script Function


Fighter
(Scripting Profile)
Scripting Profile
Gender Male
Race Human
Subrace None
Culture OldVailia
Background Artist
Deity Berath
Paladin Order (None)
Classes
Class 0 Fighter
Class 1 (None)
Attributes Items 6
Skills
Alchemy 2
Arcana 3
Athletics 18
Herbalism 2
Mechanics 8
Stealth 2
Survival 12
Open Profile
Clear Profile
Profiles
Save History
Open History
Nodes
Profile
History
Dispositions
Gender

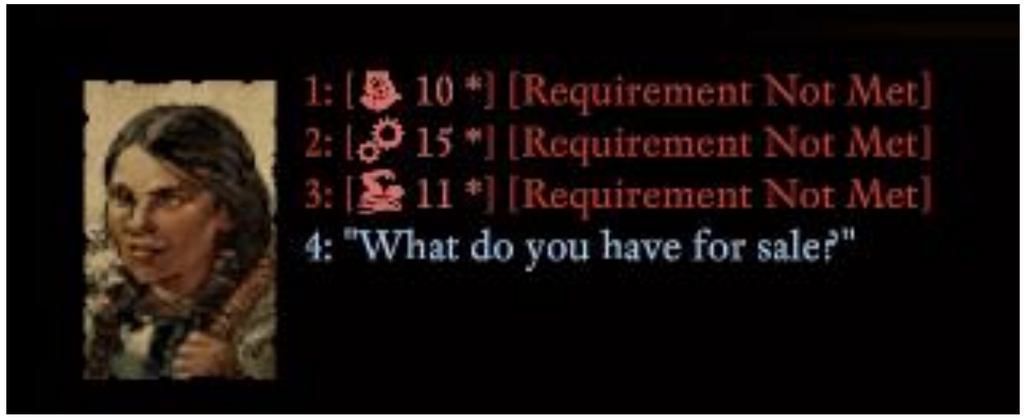

Open Profile
Clear Profile
Profiles
Save History
Open History
History
Nodes
Profile
History
Fighter
Classes
Class 0
Fighter
Class 1
(None)
Attributes
Items 6
Constitution
Dexterity
Intellect
Might
Perception
Resolve
Skills
Alchemy
2
Arcana
3
Athletics
18
Difficulty
The game difficulty.

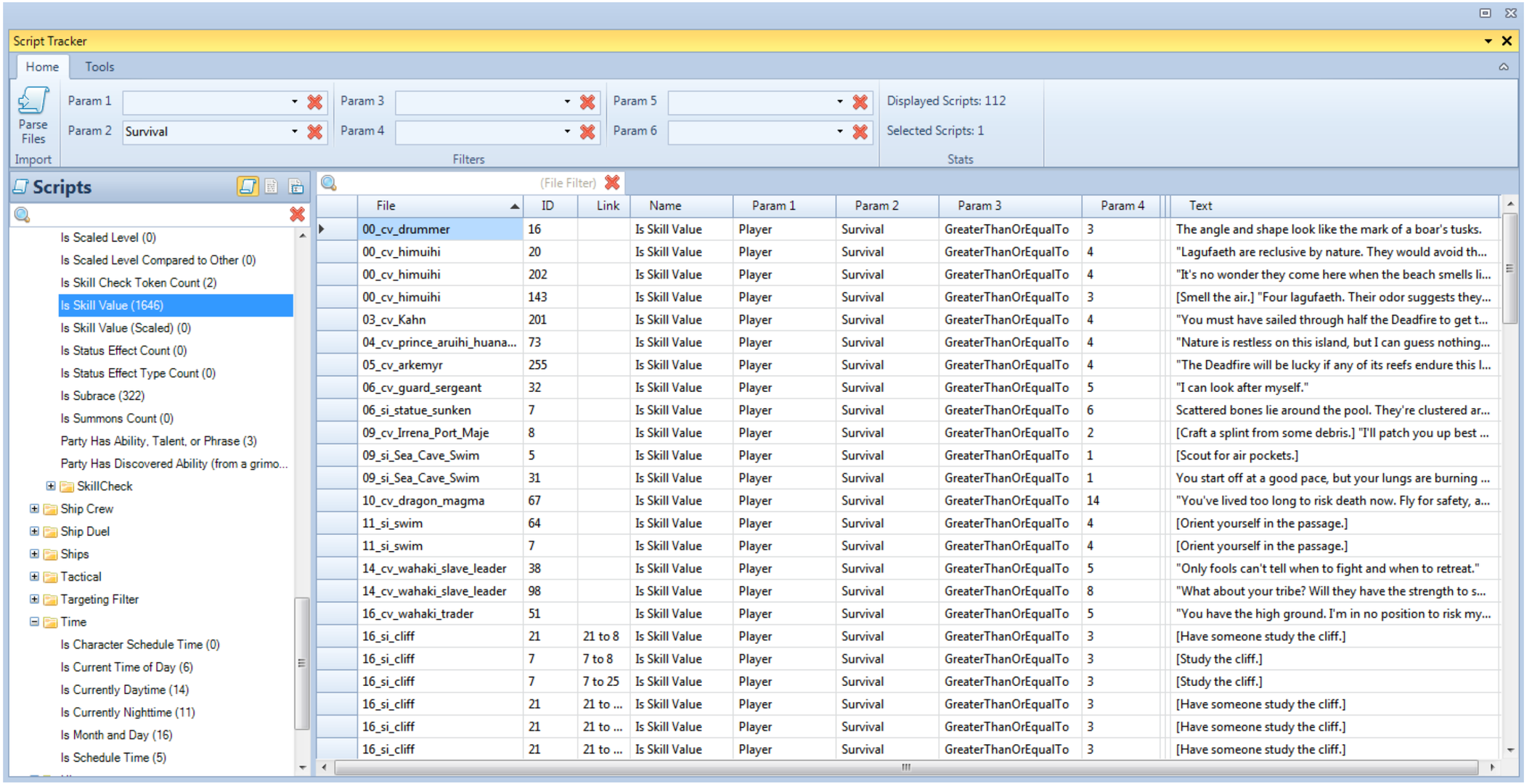
OBSIDIAN
TYRANNY

I don't know

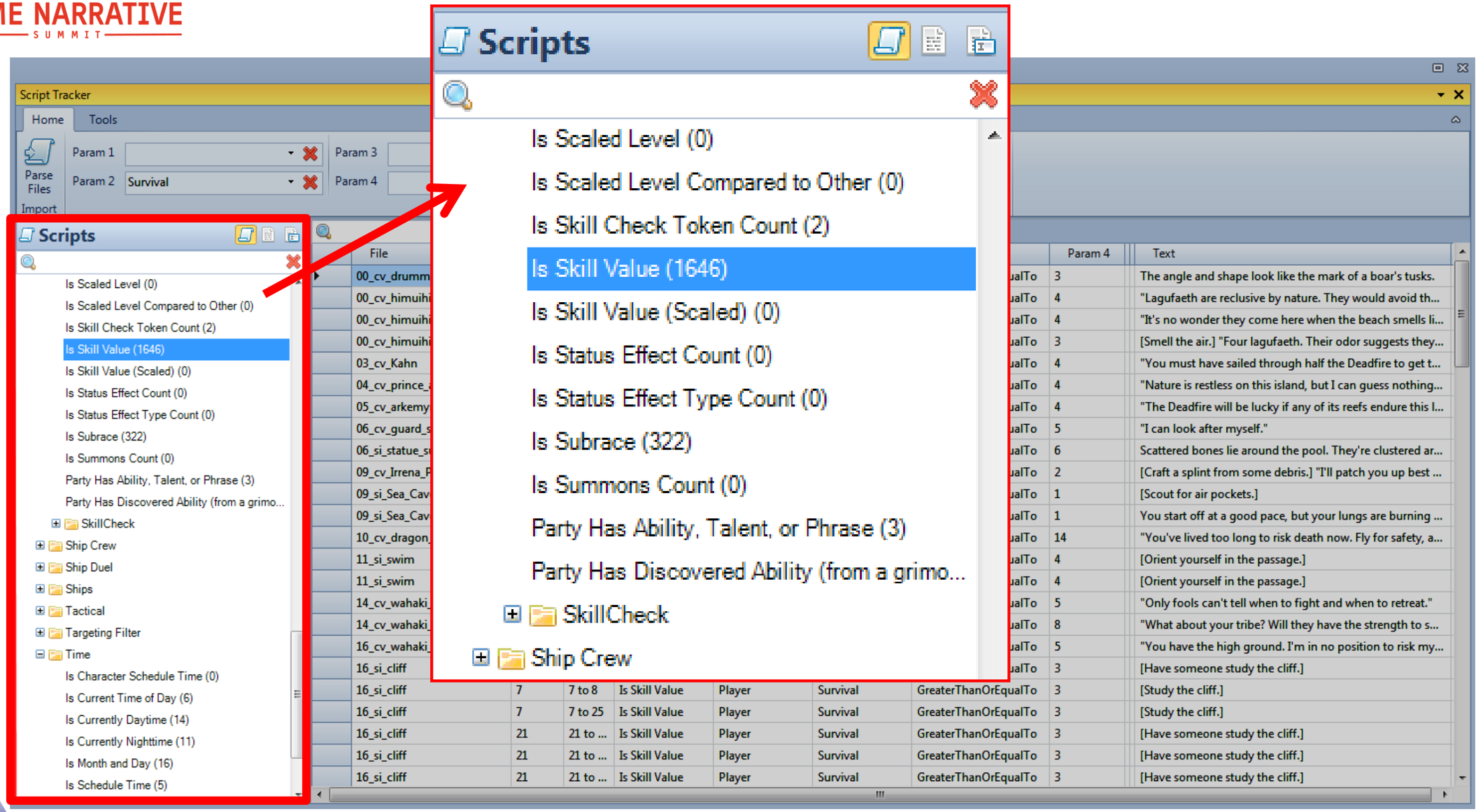

Conversation Debugger
Home
View
Sync
Restart
Back
Play
Stop
Playback
Clear Visited On Play
Options
Open Profile
Clear Profile
Profiles
Save History
Open History
History
Settings
Conversation: 11_cv_zuhira
Owner: (None)
Start Node: 0
Current Node: 326
"The first thing was the colossus. It showed up... a few days ago? A week ago? I can't be sure."
Live Values
GlobalVariables
b_Cannon_Is_Loaded 0
b_Killed_Sugaan 1
b_Know_Cannon_Is_Not_Loaded 0
b_Learned_About_Lighthouse 0
b_Sugaan_Peace 0
b_Weapons_Stockpile_Noticed 1
n_Castles_In_The_Sand_Quest_Stage 0
n_CP_Neketaka 0
n_Encounter_Central_Naga_State 0
b_Weapons_Stockpile_Noticed
Nodes
Profile
History
Node ID
Text
0
4 An aumaua woman whirls toward you, her eyes wide and wild. Her uniform is disheveled as if from several days' wear...
301 "Shut the door, quick! Before the nāga get in."It's already closed, but her glazed eyes seem to be staring beyond it.The...
56 "If those creatures want in, this door won't keep them out."
303 "O-of course it will! These place is a product of the finest Rauataian engineering. Built to weather anything."
304 "Nothing's getting through."Her hand starts to tremble at her side.
307 There's something unusual about her brittle confidence, distant stare, and shaking hand.
318 However, you can't quite put your finger on what it is.
312 "Folks that saw Waidwen on the field of battle, ones that lived, used to get rounded up looking like this."Some got rea...
319 She blinks at you as if seeing you for the first time.
128 "W-wait. You're not the reinforcements."There- there are supposed to be reinforcements."A tide of panic is rising beh...
137 "Pull yourself together, soldier!"
141 She flinches.
192 "I'm the storm-cursed assistant quartermaster, all right? I deal with rats and meal moths, not..."Shame burns in her fa...
326 "The first thing was the colossus. It showed up... a few days ago? A week ago? I can't be sure."

Branching Balance

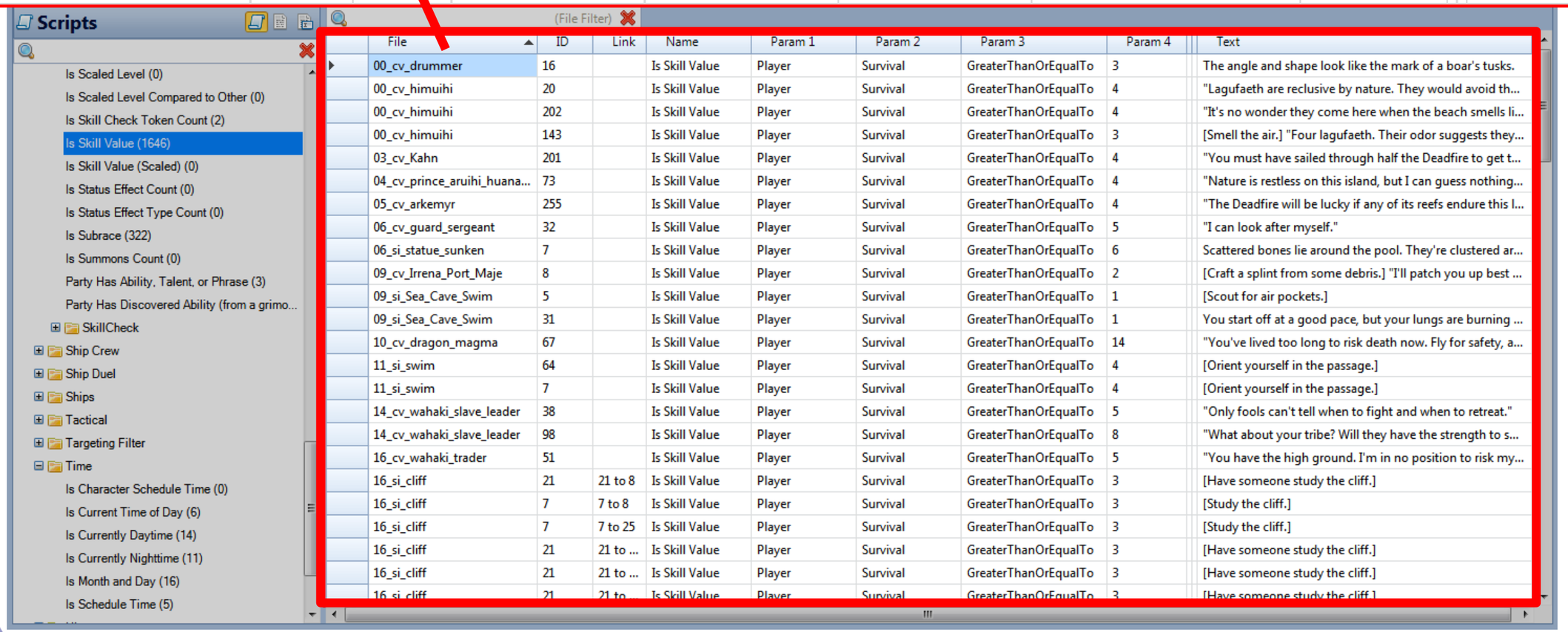




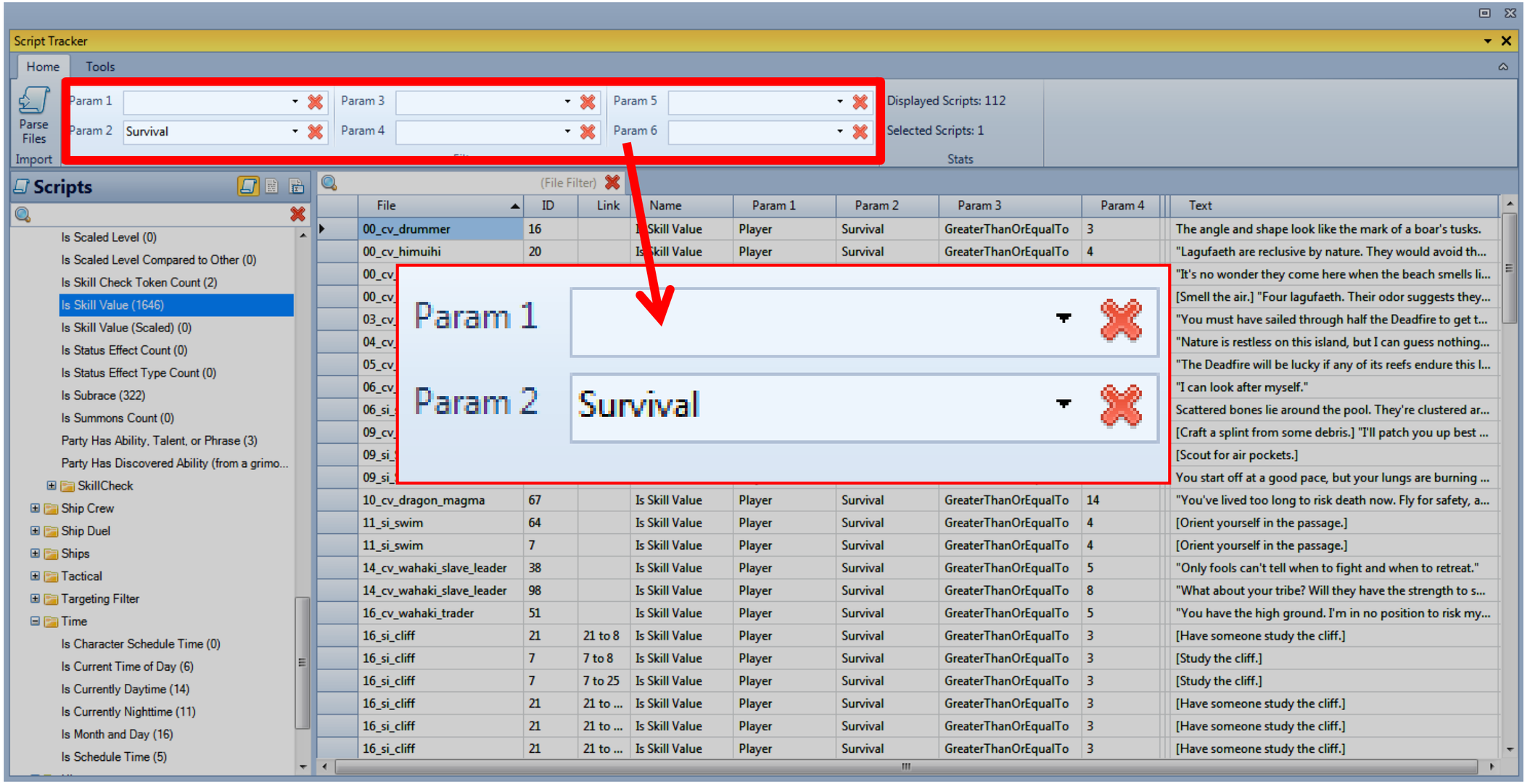
File	ID	Link	Name	Param 1	Param 2	Param 3	Param 4	Text
00_cv_drummer	16		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	The angle and shape look like the mark of a boar's tusks.
00_cv_himuihi	20		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	"Lagufaeth are reclusive by nature. They would avoid th...
00_cv_himuihi	202		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	"It's no wonder they come here when the beach smells li...
00_cv_himuihi	143		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Smell the air.] "Four lagufaeth. Their odor suggests they...
03_cv_Kahn	201		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	"You must have sailed through half the Deadfire to get t...
04_cv_prince_aruihi_huana...	73		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	"Nature is restless on this island, but I can guess nothing...
05_cv_arkemyr	255		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	"The Deadfire will be lucky if any of its reefs endure this l...
06_cv_guard_sergeant	32		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	5	"I can look after myself."
06_si_statue_sunken	7		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	6	Scattered bones lie around the pool. They're clustered ar...
09_cv_Irrena_Port_Maje	8		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	2	[Craft a splint from some debris.] "I'll patch you up best ...
09_si_Sea_Cave_Swim	5		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	1	[Scout for air pockets.]
09_si_Sea_Cave_Swim	31		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	1	You start off at a good pace, but your lungs are burning ...
10_cv_dragon_magma	67		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	14	"You've lived too long to risk death now. Fly for safety, a...
11_si_swim	64		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	[Orient yourself in the passage.]
11_si_swim	7		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	[Orient yourself in the passage.]
14_cv_wahaki_slave_leader	38		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	5	"Only fools can't tell when to fight and when to retreat."
14_cv_wahaki_slave_leader	98		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	8	"What about your tribe? Will they have the strength to s...
16_cv_wahaki_trader	51		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	5	"You have the high ground. I'm in no position to risk my...
16_si_cliff	21	21 to 8	Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Have someone study the cliff.]
16_si_cliff	7	7 to 8	Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Study the cliff.]
16_si_cliff	7	7 to 25	Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Study the cliff.]
16_si_cliff	21	21 to ...	Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Have someone study the cliff.]
16_si_cliff	21	21 to ...	Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Have someone study the cliff.]
16_si_cliff	21	21 to ...	Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Have someone study the cliff.]

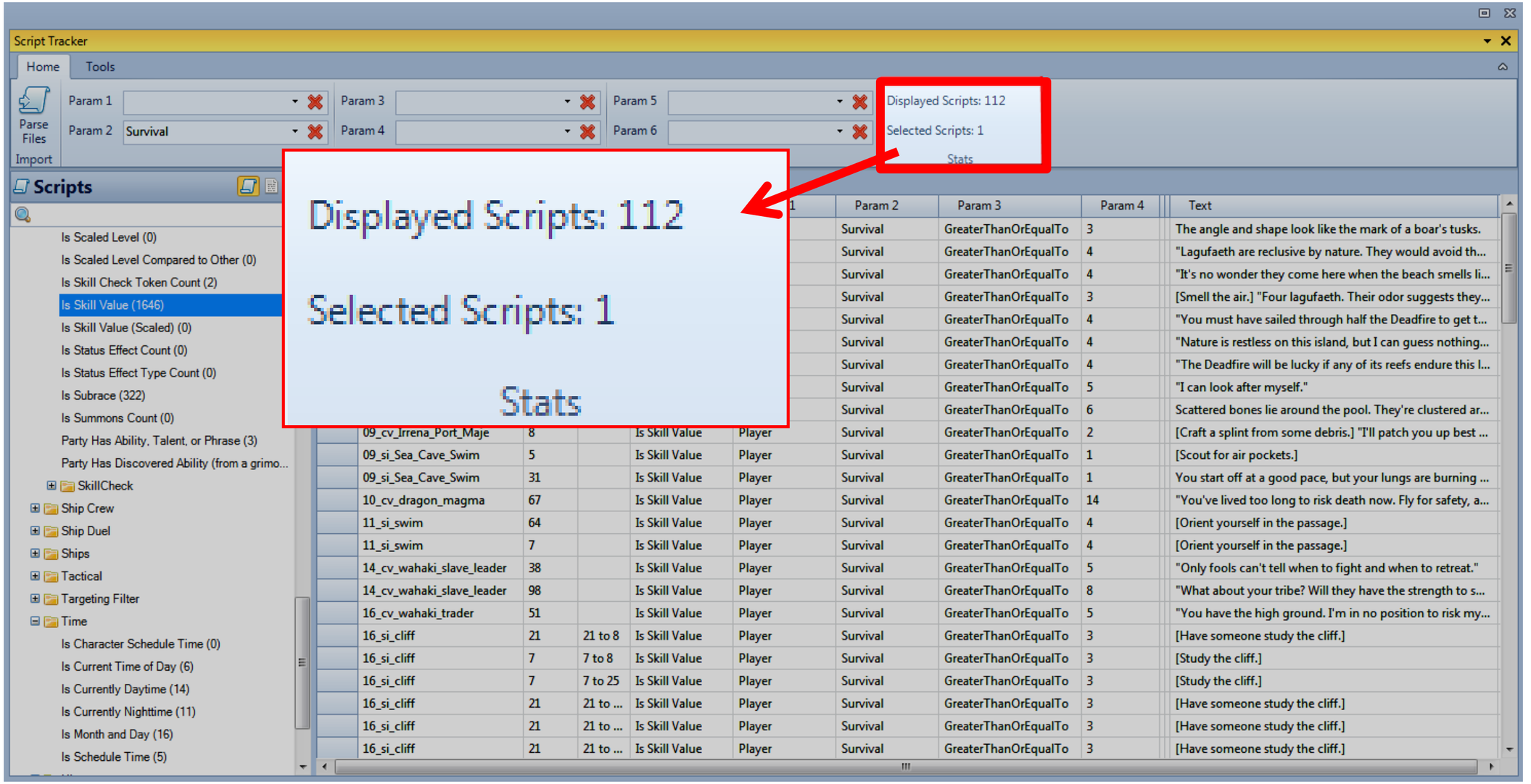

Scripts
Is Scaled Level (0)
Is Scaled Level Compared to Other (0)
Is Skill Check Token Count (2)
Is Skill Value (1646)
Is Skill Value (Scaled) (0)
Is Status Effect Count (0)
Is Status Effect Type Count (0)
Is Subrace (322)
Is Summons Count (0)
Party Has Ability, Talent, or Phrase (3)
Party Has Discovered Ability (from a grimo...
SkillCheck
Ship Crew
Ship Duel
Ships
Tactical
Targeting Filter
Time
Is Character Schedule Time (0)
Is Current Time of Day (6)
Is Currently Daytime (14)
Is Currently Nighttime (11)
Is Month and Day (16)
Is Schedule Time (5)
Script Tracker
Home
Tools
Parse Files
Import
Param 1
Param 2
Survival
Param 3
Param 4
File
Param 4
Text

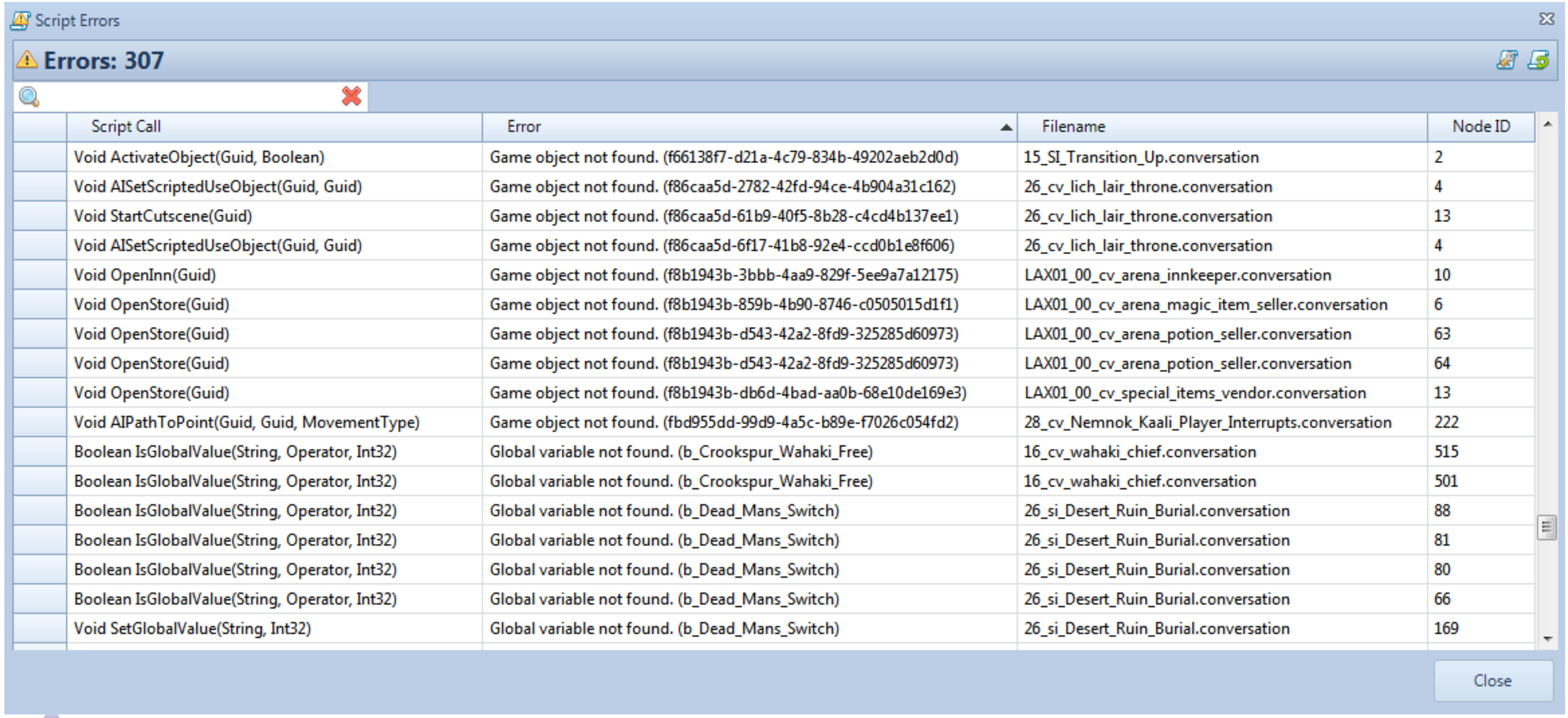
File	ID	Link	Name	Param 1	Param 2	Param 3	Param 4	Text
00_cv_drummer	16		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	The angle and shape
00_cv_himuihi	20		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	"Lagufaeth are reclus
00_cv_himuihi	202		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	"It's no wonder they
00_cv_himuihi	143		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Smell the air.] "Four



File	ID	Link	Name	Param 1	Param 2	Param 3	Param 4	Text
00_cv_drummer	16		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	The angle and shape look like the mark of a boar's tusks.
00_cv_himuihi	20		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	"Lagufaeth are reclusive by nature. They would avoid th...
00_cv_himuihi	202		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	"It's no wonder they come here when the beach smells li...
00_cv_himuihi	143		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Smell the air.] "Four lagufaeth. Their odor suggests they...
03_cv_Kahn	201		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	"You must have sailed through half the Deadfire to get t...
04_cv_prince_aruihi_huana...	73		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	"Nature is restless on this island, but I can guess nothing...
05_cv_arkemyr	255		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	"The Deadfire will be lucky if any of its reefs endure this l...
06_cv_guard_sergeant	32		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	5	"I can look after myself."
06_si_statue_sunken	7		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	6	Scattered bones lie around the pool. They're clustered ar...
09_cv_Irrena_Port_Maje	8		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	2	[Craft a splint from some debris.] "I'll patch you up best ...
09_si_Sea_Cave_Swim	5		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	1	[Scout for air pockets.]
09_si_Sea_Cave_Swim	31		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	1	You start off at a good pace, but your lungs are burning ...
10_cv_dragon_magma	67		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	14	"You've lived too long to risk death now. Fly for safety, a...
11_si_swim	64		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	[Orient yourself in the passage.]
11_si_swim	7		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	4	[Orient yourself in the passage.]
14_cv_wahaki_slave_leader	38		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	5	"Only fools can't tell when to fight and when to retreat."
14_cv_wahaki_slave_leader	98		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	8	"What about your tribe? Will they have the strength to s...
16_cv_wahaki_trader	51		Is Skill Value	Player	Survival	GreaterThanOrEqualTo	5	"You have the high ground. I'm in no position to risk my...
16_si_cliff	21	21 to 8	Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Have someone study the cliff.]
16_si_cliff	7	7 to 8	Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Study the cliff.]
16_si_cliff	7	7 to 25	Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Study the cliff.]
16_si_cliff	21	21 to ...	Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Have someone study the cliff.]
16_si_cliff	21	21 to ...	Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Have someone study the cliff.]
16_si_cliff	21	21 to ...	Is Skill Value	Player	Survival	GreaterThanOrEqualTo	3	[Have someone study the cliff.]


Script Tracker
Home
Tools
Parse Files
Import
Param 1
Param 2
Survival
Param 3
Param 4
Param 5
Param 6
Displayed Scripts: 112
Selected Scripts: 1
Stats
Scripts
(File Filter)
Is Scaled Level (0)
Is Scaled Level Compared to Other (0)
Is Skill Check Token Count (2)
Is Skill Value (1646)
Is Skill Value (Scaled) (0)
Is Status Effect Count (0)
Is Status Effect Type Count (0)
Is Subrace (322)
Is Summons Count (0)
Party Has Ability, Talent, or Phrase (3)
Party Has Discovered Ability (from a grimo...
SkillCheck
Ship Crew
Ship Duel
Ships
Tactical
Targeting Filter
Time
Is Character Schedule Time (0)
Is Current Time of Day (6)
Is Currently Daytime (14)
Is Currently Nighttime (11)
Is Month and Day (16)
Is Schedule Time (5)
File
ID
Link
Name
Param 1
Param 2
Param 3
Param 4
Text
00_cv_drummer 16 Skill Value Player Survival GreaterThanOrEqualTo 3 The angle and shape look like the mark of a boar's tusks.
00_cv_himuihi 20 Skill Value Player Survival GreaterThanOrEqualTo 4 "Lagufaeth are reclusive by nature. They would avoid th...
"It's no wonder they come here when the beach smells li...
[Smell the air.] "Four lagufaeth. Their odor suggests they...
"You must have sailed through half the Deadfire to get t...
"Nature is restless on this island, but I can guess nothing...
"The Deadfire will be lucky if any of its reefs endure this l...
"I can look after myself."
Scattered bones lie around the pool. They're clustered ar...
[Craft a splint from some debris.] "I'll patch you up best ...
[Scout for air pockets.]
You start off at a good pace, but your lungs are burning ...
10_cv_dragon_magma 67 Is Skill Value Player Survival GreaterThanOrEqualTo 14 "You've lived too long to risk death now. Fly for safety, a...
11_si_swim 64 Is Skill Value Player Survival GreaterThanOrEqualTo 4 [Orient yourself in the passage.]
11_si_swim 7 Is Skill Value Player Survival GreaterThanOrEqualTo 4 [Orient yourself in the passage.]
14_cv_wahaki_slave_leader 38 Is Skill Value Player Survival GreaterThanOrEqualTo 5 "Only fools can't tell when to fight and when to retreat."
14_cv_wahaki_slave_leader 98 Is Skill Value Player Survival GreaterThanOrEqualTo 8 "What about your tribe? Will they have the strength to s...
16_cv_wahaki_trader 51 Is Skill Value Player Survival GreaterThanOrEqualTo 5 "You have the high ground. I'm in no position to risk my...
16_si_cliff 21 21 to 8 Is Skill Value Player Survival GreaterThanOrEqualTo 3 [Have someone study the cliff.]
16_si_cliff 7 7 to 8 Is Skill Value Player Survival GreaterThanOrEqualTo 3 [Study the cliff.]
16_si_cliff 7 7 to 25 Is Skill Value Player Survival GreaterThanOrEqualTo 3 [Study the cliff.]
16_si_cliff 21 21 to ... Is Skill Value Player Survival GreaterThanOrEqualTo 3 [Have someone study the cliff.]
16_si_cliff 21 21 to ... Is Skill Value Player Survival GreaterThanOrEqualTo 3 [Have someone study the cliff.]
16_si_cliff 21 21 to ... Is Skill Value Player Survival GreaterThanOrEqualTo 3 [Have someone study the cliff.]
Param 1
Param 2
Survival


Script Tracker
Home
Tools
Parse Files
Import
Param 1
Param 2
Survival
Param 3
Param 4
Param 5
Param 6
Displayed Scripts: 112
Selected Scripts: 1
Stats
Scripts
Is Scaled Level (0)
Is Scaled Level Compared to Other (0)
Is Skill Check Token Count (2)
Is Skill Value (1646)
Is Skill Value (Scaled) (0)
Is Status Effect Count (0)
Is Status Effect Type Count (0)
Is Subrace (322)
Is Summons Count (0)
Party Has Ability, Talent, or Phrase (3)
Party Has Discovered Ability (from a grimo...
SkillCheck
Ship Crew
Ship Duel
Ships
Tactical
Targeting Filter
Time
Is Character Schedule Time (0)
Is Current Time of Day (6)
Is Currently Daytime (14)
Is Currently Nighttime (11)
Is Month and Day (16)
Is Schedule Time (5)
Displayed Scripts: 112
Selected Scripts: 1
Stats
Param 2
Param 3
Param 4
Text
09_cv_Irrena_Port_Maje 8 Is Skill Value Player Survival GreaterThanOrEqualTo 2 [Craft a splint from some debris.] "I'll patch you up best ...
09_si_Sea_Cave_Swim 5 Is Skill Value Player Survival GreaterThanOrEqualTo 1 [Scout for air pockets.]
09_si_Sea_Cave_Swim 31 Is Skill Value Player Survival GreaterThanOrEqualTo 1 You start off at a good pace, but your lungs are burning ...
10_cv_dragon_magma 67 Is Skill Value Player Survival GreaterThanOrEqualTo 14 "You've lived too long to risk death now. Fly for safety, a...
11_si_swim 64 Is Skill Value Player Survival GreaterThanOrEqualTo 4 [Orient yourself in the passage.]
11_si_swim 7 Is Skill Value Player Survival GreaterThanOrEqualTo 4 [Orient yourself in the passage.]
14_cv_wahaki_slave_leader 38 Is Skill Value Player Survival GreaterThanOrEqualTo 5 "Only fools can't tell when to fight and when to retreat."
14_cv_wahaki_slave_leader 98 Is Skill Value Player Survival GreaterThanOrEqualTo 8 "What about your tribe? Will they have the strength to s...
16_cv_wahaki_trader 51 Is Skill Value Player Survival GreaterThanOrEqualTo 5 "You have the high ground. I'm in no position to risk my...
16_si_cliff 21 21 to 8 Is Skill Value Player Survival GreaterThanOrEqualTo 3 [Have someone study the cliff.]
16_si_cliff 7 7 to 8 Is Skill Value Player Survival GreaterThanOrEqualTo 3 [Study the cliff.]
16_si_cliff 7 7 to 25 Is Skill Value Player Survival GreaterThanOrEqualTo 3 [Study the cliff.]
16_si_cliff 21 21 to ... Is Skill Value Player Survival GreaterThanOrEqualTo 3 [Have someone study the cliff.]
16_si_cliff 21 21 to ... Is Skill Value Player Survival GreaterThanOrEqualTo 3 [Have someone study the cliff.]
16_si_cliff 21 21 to ... Is Skill Value Player Survival GreaterThanOrEqualTo 3 [Have someone study the cliff.]



Script Call	Error	Filename	Node ID
Void ActivateObject(Guid, Boolean)	Game object not found. (f66138f7-d21a-4c79-834b-49202aeb2d0d)	15_SI_Transition_Up.conversation	2
Void AISetScriptedUseObject(Guid, Guid)	Game object not found. (f86caa5d-2782-42fd-94ce-4b904a31c162)	26_cv_lich_lair_throne.conversation	4
Void StartCutscene(Guid)	Game object not found. (f86caa5d-61b9-40f5-8b28-c4cd4b137ee1)	26_cv_lich_lair_throne.conversation	13
Void AISetScriptedUseObject(Guid, Guid)	Game object not found. (f86caa5d-6f17-41b8-92e4-ccd0b1e8f606)	26_cv_lich_lair_throne.conversation	4
Void OpenInn(Guid)	Game object not found. (f8b1943b-3bbb-4aa9-829f-5ee9a7a12175)	LAX01_00_cv_arena_innkeeper.conversation	10
Void OpenStore(Guid)	Game object not found. (f8b1943b-859b-4b90-8746-c0505015d1f1)	LAX01_00_cv_arena_magic_item_seller.conversation	6
Void OpenStore(Guid)	Game object not found. (f8b1943b-d543-42a2-8fd9-325285d60973)	LAX01_00_cv_arena_potion_seller.conversation	63
Void OpenStore(Guid)	Game object not found. (f8b1943b-d543-42a2-8fd9-325285d60973)	LAX01_00_cv_arena_potion_seller.conversation	64
Void OpenStore(Guid)	Game object not found. (f8b1943b-db6d-4bad-aa0b-68e10de169e3)	LAX01_00_cv_special_items_vendor.conversation	13
Void AIPathToPoint(Guid, Guid, MovementType)	Game object not found. (fbd955dd-99d9-4a5c-b89e-f7026c054fd2)	28_cv_Nemnok_Kaali_Player_Interrupts.conversation	222
Boolean IsGlobalValue(String, Operator, Int32)	Global variable not found. (b_Crookspur_Wahaki_Free)	16_cv_wahaki_chief.conversation	515
Boolean IsGlobalValue(String, Operator, Int32)	Global variable not found. (b_Crookspur_Wahaki_Free)	16_cv_wahaki_chief.conversation	501
Boolean IsGlobalValue(String, Operator, Int32)	Global variable not found. (b_Dead_Mans_Switch)	26_si_Desert_Ruin_Burial.conversation	88
Boolean IsGlobalValue(String, Operator, Int32)	Global variable not found. (b_Dead_Mans_Switch)	26_si_Desert_Ruin_Burial.conversation	81
Boolean IsGlobalValue(String, Operator, Int32)	Global variable not found. (b_Dead_Mans_Switch)	26_si_Desert_Ruin_Burial.conversation	80
Boolean IsGlobalValue(String, Operator, Int32)	Global variable not found. (b_Dead_Mans_Switch)	26_si_Desert_Ruin_Burial.conversation	66
Void SetGlobalValue(String, Int32)	Global variable not found. (b_Dead_Mans_Switch)	26_si_Desert_Ruin_Burial.conversation	169

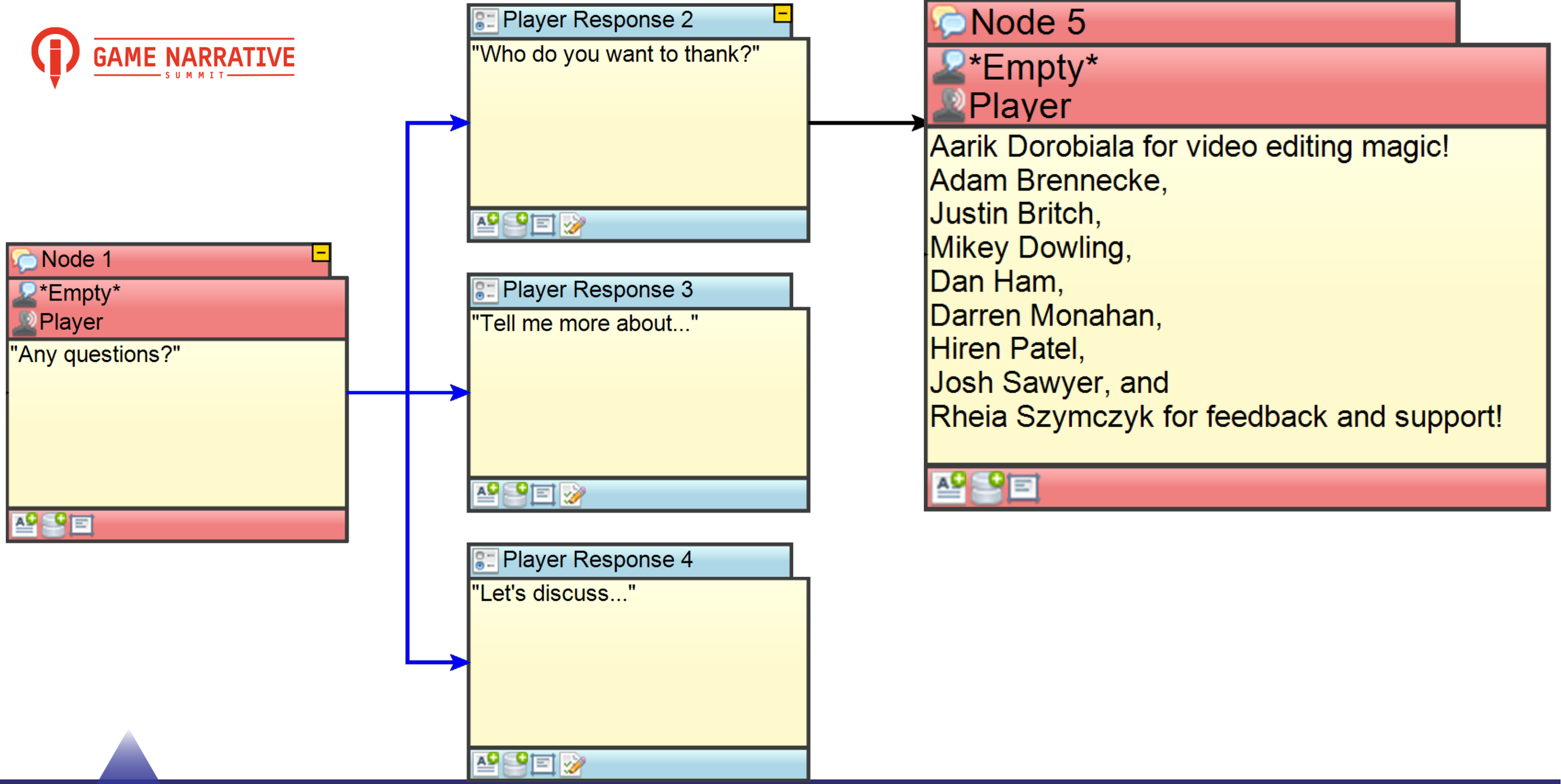
articy:draft

ink

Yarn Spinner

Chat Mapper

Twine


Node 1
Empty
Player
"Any questions?"
Player Response 2
"Who do you want to thank?"
Player Response 3
"Tell me more about..."
Player Response 4
"Let's discuss..."
Node 5
Empty
Player
Aarik Dorobiala for video editing magic!
Adam Brennecke,
Justin Britch,
Mikey Dowling,
Dan Ham,
Darren Monahan,
Hiren Patel,
Josh Sawyer, and
Rheia Szymczyk for feedback and support!