

// Mike's note: Dialogue scripting in Wintermoor was done in a text document, using a markup format that the engine could automatically parse and import/export, to allow for editing in-engine or in a text doc. Since the full intro quest chain with all actions and branches was about 70 pages, I've abridged it here by selecting some representative scenes and cutting out some code instructions.

/*****

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* Main Quest (Mandatory) Scenes

*

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Chapter: YM

Location: Alicia's Room

CUTSCENE: ALICIA FINDING DICE

Music: Vacation Quest

~Reaction -char="Alicia" -reaction="weak push"

~Sound -clip=ccaac14d6a3c93e438fa9e97c384ceae /* V0 - Alicia - Nervous - Uncertain Uhh */

ALICIA

<link="chirpy">Dang it!</link> Why does this always happen!

<link="club">Tactics Club</link> is in five minutes!

I know I left my dice around here somewhere.

~Sound -clip=47de66995a490a84ca097ed00aa9ff34 /* V0 - Alicia - Sad - Nervous */

~Reaction -char="Alicia" -reaction="sigh"

ALICIA

I should really pay more attention to where I leave my stuff...

Location: Clubroom

CUTSCENE: EMPTY CLUBROOM

Music: Walking Around Club

ALICIA

[View=Center] Hey guys, sorry I'm-

~Sound -clip=142eace98edf9d74da06d14dbec4b960 /* V0 - Alicia - Gasp - Startled */

ALICIA

[View=None] ...late?

Where <link="chirpy">is</link> everybody?

~Sound -clip=c78a20f299597554e87c7e615c2a7d81 /* V0 - Alicia - Nervous - Disappointed */

~Reaction -char="Alicia" -reaction="sigh"

ALICIA

<link="objective">Jacob</link> I would expect to be late, but

<link="objective">Colin</link> is usually more responsible than this.

~Reaction -char="Alicia" -reaction="idle"

ALICIA

Maybe I should go find them?

Hmm. Then again, this might be the perfect time to get a little

<link="c&c">Curses & Catacombs</link> practice in.

~Sound -clip=37f8b9c466ea9e04cb6f5895509ecca3 /* V0 - Alicia - Happy - Yeah */

ALICIA

Yeah, it never hurts to have a little extra practice.

~InsertGameActionListScrobj -toInsert=7f44eb95aaba04e4ab69f30c06035e5d /* YM - Clubroom - Tutorial 1 Game Actions */

Location: Left Clicking 101

CUTSCENE: ENTER ANJAYA

~SetTurnEndability -value=False

ALICIA

Okay, I set up some dorkling enemies, like it suggests in the

<link="c&c">Catacomb Master's Guide</link>.

```
~FadeChar -char="Anjaya" -type=FadeIn
~SetCharActivityLevel -char="Anjaya" -level=Full
```

ALICIA

I'll start with my own character, the brave mage [Anjaya](#). She can cast [\\$anjaya_basic](#), so I'll put her near those Dorklings that are grouped together.

```
~SetVar -type=Bool -name="Tut 1 Played Anjaya Intro" -boolBehavior=Set
~bool=True
```

Location: Clubroom

CUTSCENE: TUTORIAL 1 OUTRO CONTINUED

Music: Dear World

ALICIA

I'm starting to worry about Colin and Jacob.

```
~Sound -clip=a9f62c8fb62d7924f8111b5c0e31dc43 /* VO - Alicia - Sad - Aww
Disappointed */
~Reaction -char="Alicia" -reaction="sigh"
```

ALICIA

They really should have been here by now.

```
~Reaction -char="Alicia" -reaction="idle"
```

ALICIA

I should probably see if I can find them.

```
~Quest -action=Complete -def=cf2c0047ef9e0dc40818c7bfb7ce2adb /* YM - Start
Day */
~Quest -action=Begin -def=f5a620646a8110e4e8babd278b27ecec /* YM - Missing
Friends (Colin) */
~Quest -action=Begin -def=acbb2f7f431d5054886c2fb3e62265b0 /* YM - Missing
Friends (Jacob) */
```

Location: Quad

CUTSCENE: FIND JACOB

Music: Prank Punk Slink Funk

ALICIA

Finally, there you are. What're you up - ``<link="ironic">oh.</link>

~Reaction -char="Alicia" -reaction="sigh"

~Sound -clip=f341458db315ca74db9a6898599e6e26 /* V0 - Alicia - Nervous - Uncomfortable Mmm */

ALICIA

Really Jacob, again?

~Reaction -char="Alicia" -reaction="idle"

JACOB

[View=Center] Oh, hey.

~Reaction -char="Jacob" -reaction="amused"

~Sound -clip=f66d931bc724b5b40966631376aff4dc /* V0 - Jacob - Heh - Heh Amused */

JACOB

Am I late for club again? Sorry. Just got some serious writer's block going on here.

ALICIA

Writer's block?

~Reaction -char="Jacob" -reaction="idle"

JACOB

For what to write on the wall.

Hey, you know a thing or two about writer's block. You wanna write the last word in this sentence for me?

It needs to be something that really sells our contempt for Wintermoor's fascist authority while at the same time not acknowledging that authority.

~Sound -clip=ccaac14d6a3c93e438fa9e97c384ceae /* V0 - Alicia - Nervous - Uncertain Uhh */

ALICIA

Uh...

~Choice -startSection

~Choice -text="Wintermoor is... fascist?"

ALICIA

Wintermoor is... fascist?

~Reaction -char="Jacob" -reaction="happy"

~Sound -clip=17b61a9d18660cd43b160713275b7845 /* V0 - Jacob - On Board -
Amused Enthusiastic */

JACOB

Yeah! We've gotta inform the people!

~SetVar -type=String -name="jacob_graffiti" -string="fascist"

~Choice -text="Wintermoor is... Hell?"

ALICIA

Wintermoor is... Hell?

~Reaction -char="Jacob" -reaction="happy"

~Sound -clip=17b61a9d18660cd43b160713275b7845 /* V0 - Jacob - On Board -
Amused Enthusiastic */

JACOB

Aw yeah. That's a metaphor, right? I knew it was a good idea to ask a
writer.

~SetVar -type=String -name="jacob_graffiti" -string="hell"

~Choice -text="Wintermoor is... unfair?"

ALICIA

Wintermoor is... unfair?

~Reaction -char="Jacob" -reaction="happy"

~Sound -clip=17b61a9d18660cd43b160713275b7845 /* V0 - Jacob - On Board -
Amused Enthusiastic */

JACOB

Wise words. Really cuts right to the heart of the issue.

~SetVar -type=String -name="jacob_graffiti" -string="unfair"

~Choice -text="Wintermoor is... lame?"

ALICIA

Wintermoor is... lame?

~Reaction -char="Jacob" -reaction="happy"

~Sound -clip=17b61a9d18660cd43b160713275b7845 /* V0 - Jacob - On Board -
Amused Enthusiastic */

JACOB

Yeah, it is lame!

~SetVar -type=String -name="jacob_graffiti" -string="lame"

~Choice -text="Maybe I'd better not..."

~Reaction -char="Alicia" -reaction="happy"

~Sound -clip=a73c858ec30ee3845895e61553c1060e /* V0 - Alicia - Nervous -
Forced Laugh */

ALICIA

Thanks, but I'd rather not get suspended.

~Reaction -char="Alicia" -reaction="idle"

~Reaction -char="Jacob" -reaction="amused"

~Sound -clip=5bd6d94e575254e47aa0c6110560ce3d /* V0 - Jacob - Heh -
Amused Defiant */

JACOB

Eh. Your loss. I'll think of something later.

~SetVar -type=String -name="jacob_graffiti" -string="..."

~Choice -endSection

~Reaction -char="Jacob" -reaction="idle"

~Reaction -char="Alicia" -reaction="happy"

ALICIA

Do you think you could take a break from fighting The Man for a second and
come fight some dorklings and ogres instead?

~Reaction -char="Jacob" -reaction="happy"

~Sound -clip=4eabfcf76f6066f4c900d0888319a47e /* V0 - Jacob - On Board -
Satisfied Huh */

JACOB

Heck yeah! This is the week we finally fight that evil guy, right?

~Reaction -char="Jacob" -reaction="idle"

JACOB

He's pretty fascist, right? Maybe I can think of a good line while we're playing.

~UnlockChar -char=4ea8ae58063832a4793f2aee9d529c4a /* Roguey */

~Quest -action=Complete -def=acbb2f7f431d5054886c2fb3e62265b0 /* YM - Missing Friends (Jacob) */

~Conditional -logic=0xF254E2D0 //(YM - Missing Friends (Colin): Completed) And (YM - Missing Friends (Jacob): Completed)

~Conditional -branch=True

~Quest -action=Begin -def=7cefd36844825d842a2fd17344dc0ff0 /* YM - C&C Campaign - Part 1 */

~Conditional -end

Location: Library

CUTSCENE: FIND COLIN - PART 1

Music: Threat Confirm

~Reaction -char="Skipper" -reaction="strong push"

SKIPPER

What is this thing, anyway? Some kind of [instruction manual](#) for being a [nerd](#)?

COLIN

It's my [Catacomb Master Manual](#).

I doubt it would appeal to someone of your intellectual [prowess](#).

~Reaction -char="Lance" -reaction="hop"

LANCE

[View=Center] Dude, I think he just called you some kind of lady boat!

COLIN

[View=Center] May I have the manual back, please?
I'm late for <link="club">Tactics Club</link>.

~Reaction -char="Lance" -reaction="hop"

LANCE

[View=Center] Dang, he's right Skip!
We're gonna be late for practice!

~Reaction -char="Skipper" -reaction="strong push"

SKIPPER

[View=Center] You got lucky this time, <link="ironic">nerd</link>!

~Move -char="Lance" -x=0 -y=4 -destroyatend -keepgoing

~Move -char="Skipper" -x=0 -y=2 -destroyatend -follow -keepgoing

~Quest -action=Advance -def=f5a620646a8110e4e8babd278b27ecec /* YM - Missing
Friends (Colin) */ -checkIndex=0

CUTSCENE: FIND COLIN - PART 2

Music: Walking Around Club

~Reaction -char="Alicia" -reaction="sigh"

~Sound -clip=4c931b00452b7e94aac9deedec763119 /* V0 - Alicia - Nervous - Uhh
*/

ALICIA

Geeze, not again. You okay? I got worried when you didn't come to club.

~Sound -clip=cde4751474800cb49a13d2f2c122bb2a /* V0 - Colin - Sigh - Worried
*/

COLIN

Yeah, I'm fine. I won't let those morons get to me.

~Reaction -char="Alicia" -reaction="idle-happy"

ALICIA

I'm kind of impressed that you kept your cool. If that was me, I might have freaked out.

COLIN

Oh, I want to start screaming. But I try to think of it like
<link="c&c">Curses & Catacombs</link>.

~Reaction -char="Colin" -reaction="preachy"

COLIN

We'll study hard and be successful, which is like gaining experience and growing stronger.
But they'll just stay the same generic low-level monsters, and we'll be able to beat them with a morningstar.

~Reaction -char="Colin" -reaction="happy"

~Sound -clip=f38a15254d68a6243b13ee129acaf82a /* V0 - Colin - Hmm - Thoughtful Short */

COLIN

Uh, metaphorically.

~Reaction -char="Colin" -reaction="idle"

ALICIA

Speaking of low-level monsters...

~Reaction -char="Colin" -reaction="happy"

~Reaction -char="Colin" -reaction="hop"

~Sound -clip=d18754bdaa64e544d9b0dc1b7749eae1 /* V0 - Colin - Approve - Crafty */

COLIN

Right! Today is the big showdown against <link="c&c">Count Malgiferous</link>!
Sorry, a leader should never be late. Let's go!

~UnlockChar -char=da0435f9d8f592544bcce1cac5a37c17 /* Eodwald */

~Quest -action=Complete -def=f5a620646a8110e4e8babd278b27ecec /* YM - Missing Friends (Colin) */

~Conditional -logic=0xF254E2D0 //(YM - Missing Friends (Colin): Completed) And (YM - Missing Friends (Jacob): Completed)

~Conditional -branch=True

~Quest -action=Begin -def=7cefd36844825d842a2fd17344dc0ff0 /* YM - C&C
Campaign - Part 1 */

~Conditional -end

Location: Clubroom
CUTSCENE: PLAYERS FOUND
Music: Walking Around Club

COLIN

Oh good, you're here. Sorry we were late.
Let's get back to our adventure!

~Quest -action=Advance -def=7cefd36844825d842a2fd17344dc0ff0 /* YM - C&C
Campaign - Part 1 */ -checkIndex=0

Location: Right Clicking 101 (Dorklings)
CUTSCENE: C&C TUTORIAL 2 INTRO
Music: Vacation Quest

COLIN

Okay, for the last few sessions, you've been pursuing the evil
<link="c&c">Count Malgiferous</link>, who stole Anjaya's magical
<link="c&c">heirloom amulet</link>.
When we left off, you had finally caught up to the thieves.
Let's see what happens. <link="empathy">Ahem.</link>

C&C MANUAL

<link="manual">The wind blows through the trees. There's something eerie about
the field where your foes have stopped.</link>
<link="manual">As you peer warily about you, it dawns on you why you find it
so disturbing: this place looks to be an ancient battlefield, with cracked
armor and abandoned weapons strewn amidst the grass.</link>
<link="manual">An enterprising crow picks at an old skeleton buried in the
weeds. It gives a gruff caw and flies off as you disturb its repast.</link>
<link="manual">You're not sure why the
</link><link="manual-c&c">Count</link><link="manual"> and his

</link><link="manual-c&c">Dorkling</link><link="manual"> guards have stopped here, but they seem to be ready to fight.</link>

COLIN

What will you do?

ANJAYA

I say "The <link="c&c">Amulet of Amara</link> is the guiding star of Twilight. Heed its light and it shall guide you back to the path of righteousness!"

~Sound -clip=f38a15254d68a6243b13ee129acaf82a /* V0 - Colin - Hmm - Thoughtful Short */

COLIN

The dorklings don't speak Humankin.

~Sound -clip=c5886d220e318734aa4a79d2d78d87e2 /* V0 - Alicia - Surprised - Mild Question */

ANJAYA

Oh! Then I'll...

~Choice -startSection

~Choice -text="Try to communicate the sentiment by mime"

ANJAYA

I... gesture my meaning at them?

~Reaction -char="Colin" -reaction="preachy"

~Sound -clip=8b60b7d16922fb94397c25f84e657e7d /* V0 - Colin - Hmm - Actually */

COLIN

...The dorklings only speak <link="c&c">Dorkish</link> and <link="c&c">Undercommon</link>. Their language list doesn't include mime.

~Reaction -char="Colin" -reaction="happy"

COLIN

Enraged by your confusing gestures, the dorklings attack!

~Choice -text="Draw the sigil of Amara and the sigil of their god together"

ANJAYA

I use a stick to draw a picture in the dirt of their god and our god holding hands.

~Reaction -char="Colin" -reaction="preachy"

~Sound -clip=8b60b7d16922fb94397c25f84e657e7d /* V0 - Colin - Hmm - Actually */

COLIN

Dorklings don't have a god. They have a warrior-democracy and worship only their chosen demagogue. In this case, [Count Malgiferous](#).

~Reaction -char="Colin" -reaction="happy"

COLIN

The Count commands his dorklings to attack!

~Choice -text="Just fight them, I guess"

ANJAYA

We attack them!

COLIN

The [Count](#) chuckles nefariously. What could those dorklings have up their sleeves?

~Choice -endSection

CUTSCENE: ANJAYA ATTACKS ARMOR

ANJAYA

That dorkling knight's armor doesn't protect it from my [magical attacks](#), right?

EODWALD

[View=None] Right! It's definitely a tactical move for you to fry them.

CUTSCENE: EODWALD ATTACKS ARMOR

EODWALD

My attacks don't do much to those dorkling knights because of their
<link="c&c">physical armor</link>, but I've got their attention!

ANJAYA

[View=None] Thanks! That should let me hit them with my <link="c&c">magical
attacks!</link>

CUTSCENE: ROGUEY ATTACKS ARMOR

EODWALD

[View=None] Roguey deals reduced damage to enemies with <link="c&c">physical
armor</link>. You should let Anjaya handle those Knights.

ROGUEY

Look, I'm just here to kick some dorklings. You're the expert on what happens
when I do.

CUTSCENE: POST BATTLE 2

COLIN

You've taken out all the guards, leaving just the <link="c&c">Count</link>
holding the <link="c&c">amulet</link>.
Just when it seems like you've won, suddenly-

~Music -track=4c321a51c3afea74fa47fb577a9e1ea8 /* Silence */

~Sound -clip=189a156fc90f9b041a021286d9bbca3a /* PA System Intro */

PA SYSTEM

<link="pa">Attention all student clubs!</link>

Location: Clubroom

CUTSCENE: OMINOUS ANNOUNCEMENT

~Reaction -char="Colin" -reaction="exasperated"

~Sound -clip=ab08812790bf9e54fa1dbab037ac406d /* V0 - Colin - Sigh -
Disappointed Aw */

COLIN

Oh, what now?

PA SYSTEM

<link="pa">Please report to the auditorium for an important announcement!
Attendance is mandatory for all club members!</link>

~Reaction -char="Alicia" -reaction="sigh"

~Sound -clip=13e24c76781334447ab74536d615d0c6 /* V0 - Alicia - Sad - Long Oh -
Disappointed */

ALICIA

Aw man, it was just getting good, too...

~Quest -action=Complete -def=7cefd36844825d842a2fd17344dc0ff0 /* YM - C&C
Campaign - Part 1 */

~Quest -action=Begin -def=f891d6354d83b074eb8e620b6c1c0f67 /* YM - Mysterious
Announcement */

Location: Auditorium

CUTSCENE: ASSEMBLY

Music: Hollow Moment

~Reaction -char="Colin" -reaction="dour" -length=EntireCutscene

COLIN

Why do we need to be here?

~Reaction -char="Colin" -reaction="nervous"

~Sound -clip=8b60b7d16922fb94397c25f84e657e7d /* V0 - Colin - Hmm - Actually
*/

COLIN

Did someone do something wrong? Did <link="chirpy">we</link> do something
wrong?

~Choice -startSection

~Choice -text="Maybe they think we're doing devil stuff?"

ALICIA

Maybe they think we're doing devil stuff?

~Reaction -char="Colin" -reaction="exasperated"

COLIN

Ugh, I've explained to my mom a dozen times that this is a
<link="c&c">Tactical Storytelling Board Game</link> and not devil stuff.

JACOB

That's the <link="club">Sunday Funnies Club</link> over there. They into
devil stuff too?

~Sound -clip=84256c4ef23b5b04091201c0e45f77ed /* V0 - Alicia - Happy -
Fond Aww */

~Reaction -char="Alicia" -reaction="happy"

ALICIA

Yeah, I guess if everyone is here, it's probably not about us
specifically.

~Choice -text="Is the school being invaded by goblins?"

ALICIA

Is the school being invaded by goblins?

~Reaction -char="Alicia" -reaction="happy"

~Sound -clip=84256c4ef23b5b04091201c0e45f77ed /* V0 - Alicia - Happy -
Fond Aww */

ALICIA

...and we're the only ones who can save them?

~Reaction -char="Colin" -reaction="happy"

COLIN

We can only hope.

~Choice -text="It's probably not about us."

ALICIA

It's probably not about us.

All the clubs are here, not just us.

~Reaction -char="Colin" -reaction="idle"
~Reaction -char="Alicia" -reaction="happy"
~Sound -clip=84256c4ef23b5b04091201c0e45f77ed /* V0 - Alicia - Happy -
Fond Aww */

ALICIA

Who knows, maybe it's even good news.

~Choice -endSection
~Music -track=b2e12001737e82f40a8a77cdf8c3ffd0 /* Haunted By Principal */
~FadeChar -char="Principal Enfield" -type=FadeIn
~Move -char="Principal Enfield" -loc="stage front and center"
~Sound -clip=82d79b7993a7e9441a91b970e24891bb /* V0 - Principal Enfield -
Relief - Ah Pleasure To See You */

PRINCIPAL ENFIELD

[Position=Right] <link="chirpy">Greetings</link>, club-minded students!
So glad to see you all upholding Wintermoor's beloved tradition of student
clubs and organizations.

~Reaction -char="Principal Enfield" -reaction="double guns"
~Sound -clip=82f86515ef92edf4a9eef76f9fbad4cd /* V0 - Principal Enfield -
Smarmy - Ahh */

PRINCIPAL ENFIELD

Why, they say John Gentleroy Wintermoor himself was a member of the
<link="club">Gentleman's Endangered Bird-Shooting Association</link>. Good old
GEBSA.

~Reaction -char="Jacob" -reaction="amused"
~Sound -clip=fca72e5f7c83e534bb75bc6b31156430 /* V0 - Jacob - Confused - Uhh
*/

JACOB

[View=Center FocusStr=Slow] Is this going somewhere?

~Reaction -char="Principal Enfield" -reaction="idle"

PRINCIPAL ENFIELD

[View=Center FocusStr=Slow] As a strong supporter of clubs and student activities on campus, I am pleased to announce a rare opportunity to <link="objective">prove your club's pride and individuality!</link>

~Reaction -char="Principal Enfield" -reaction="peace, bro"

~Sound -clip=6efe74f1070261441ada551bded98303 /* V0 - Principal Enfield - Hey Buddy - Hah Ah Yes */

PRINCIPAL ENFIELD

All of you will have the pleasure of competing in a mandatory school-wide snowball tournament where the winner is named the <link="ultimate">Ultimate Club</link>!

~Reaction -char="Colin" -reaction="exasperated"

~Sound -clip=f38a15254d68a6243b13ee129acaf82a /* V0 - Colin - Hmm - Thoughtful Short */

COLIN

[View=Center FocusStr=Slow] Well, that sounds like a waste of time. The good news is, it shouldn't be too tough for us to lose as fast as humanly possible.

~Reaction -char="Principal Enfield" -reaction="idle"

PRINCIPAL ENFIELD

[View=Center FocusStr=Slow] I know what you're thinking. Why should I care about being in the <link="ultimate">Ultimate Club</link>? Well, how about this? Clubs who lose in the tournament, or refuse to participate...

~Music -track=4c321a51c3afea74fa47fb577a9e1ea8 /* Silence */

~Sound -clip=78c5740da8ae8114c95237506d4196c0 /* Sting - Shocking Revelation */

PRINCIPAL ENFIELD

<link="ultimate">will be disbanded immediately</link>.

~Reaction -char="Jacob" -reaction="angry"

~Sound -clip=6024a7f177d906446bc6b2a13d553d56 /* V0 - Jacob - Startled - Angry Wha */

JACOB

[View=Center] <link="surprised1">WHAT?!</link>

~Reaction -char="Alicia" -reaction="surprised"

~Sound -clip=d2a4a6579add4fd4d83be884f30158d4 /* V0 - Alicia - Gasp - Scared
Nuh */

ALICIA

[View=Center] <link="surprised2">WHAT?!</link>

~Reaction -char="Colin" -reaction="angry"

~Sound -clip=aa892d053ec0e3a459a25ae57d2071f0 /* V0 - Colin - Surprised -
Startled */

COLIN

[View=Center] <link="surprised3">WHAT?!</link>

~Reaction -char="Alicia" -reaction="surprised"

~Music -track=b2e12001737e82f40a8a77cdf8c3ffd0 /* Haunted By Principal */

ALICIA

[View=Center] Disbanded?!

~Reaction -char="Jacob" -reaction="angry"

~Sound -clip=bb3d39c7cc9bbab408eb63988187ab75 /* V0 - Jacob - Not Cool - Angry
Augh */

JACOB

[View=Center] You can't do this, Old Man! We have rights!

~Reaction -char="Janina" -reaction="forward"

~Sound -clip=bdba4a92b4f7e2a429dcbbb4646962fe /* V0 - Janina - Oh No - Angry
Mmm */

JANINA

[View=Center Position=Left] Unjust! Such a punishment is unthinkable!

KATIE

[View=Center Position=Left] Surely you can't really mean disbanded? We'll
just... lose our club rooms, or...?

PRINCIPAL ENFIELD

[View=Center FocusStr=Slow] Nope. <link="chirpy">Disbanded</link>.
<link="chirpy-offset">Kaput</link>.

As in, no more special club privileges, no more meeting with other club members, and no more practicing your hobbies with other students.

~Reaction -char="Principal Enfield" -reaction="peace, bro"

~Sound -clip=c32f1e531a55ab642a6eb4d6f15e8637 /* V0 - Principal Enfield - Smarmy - Chuckle */

PRINCIPAL ENFIELD

But hey, there's no time to keep grumbling. The tournament will begin <link="objective">this afternoon</link>. You'll be assigned your first opponents shortly.

Trust me, this tournament will be <link="chirpy">fun</link>! It's the perfect activity to find the <link="ultimate">Ultimate Club</link>.

~Music -track=7716996145d672044a0a625f463502f0 /* Hollow Moment */

~Sound -clip=26ebf1c3b7fe1f4428592a9ca3cdbbb5 /* V0 - Colin - Angry - Frustrated */

COLIN

This is crazy! He... he can't do this, can he?

JACOB

[Position=Right] Fascists. I'm telling you.

It was only a matter of time before this school got militarized.

~Reaction -char="Alicia" -reaction="surprised (no anim)"

~Sound -clip=059bcba9aaf21ea49bf0aca79f02ab49 /* V0 - Alicia - Gasp - Disgusted Oh */

ALICIA

[Position=Right] How are we supposed to compete in a snowball tournament?

This is a disaster!

We're going to lose the club!

~Reaction -char="Alicia" -reaction="idle-dour"

~Reaction -char="Colin" -reaction="dour"

COLIN

Calm down.

Let's head back to the clubroom and regroup.

We'll play a little <link="c&c">Curses & Catacombs</link>, get our heads back on right.

We've waited long enough to get back to our adventure today.

```
~Quest -action=Complete -def=f891d6354d83b074eb8e620b6c1c0f67 /* YM -  
Mysterious Announcement */  
~Quest -action=Begin -def=01557c82634c862459f012168cb0c91e /* YM - C&C  
Campaign - Part 2 */  
~GoToLevel -level=e53ec7128066d8f4db40dc68369f0b2f /* Auditorium */  
-intro=34d9fdd9394211f408d85e02dd175ca1 /* YM - Auditorium - Exit Assembly */
```

```
/*****  
*  
* Ambient Dialogue - Main Cast  
*  
*****/
```

Chapter: YM
Location: Clubroom
CUTSCENE: COLIN IDLE

```
~Conditional -logic=0xD29EAAA8 //(YM - Missing Friends (Jacob): InProgress)
```

```
~Conditional -branch=True
```

COLIN

You still looking for Jacob?

He's probably at the quad, like he always is.

```
~Conditional -branch=False
```

```
~Conditional -logic=0xB2155A0B //(YM - C&C Campaign - Part 1:  
InProgress)
```

```
~Conditional -branch=True
```

COLIN

Sorry about that delay... let's play some <link="c&c">C&C</link>!

```
~Conditional -branch=False
```

```
~Conditional -logic=0xBE0550B5 //(YM - Mysterious Announcement:  
InProgress)
```

```
~Conditional -branch=True
```

COLIN

I'll see you <link="objective">at the auditorium</link>, then we can get back to our campaign.

~Conditional -branch=False

COLIN

When you're ready to play some C&C, just take a look at what's on the table here.

~Conditional -end

~Conditional -end

~Conditional -end

CUTSCENE: JACOB IDLE

~Conditional -logic=0xB1E9ED35 //(YM - Missing Friends (Colin): InProgress)

~Conditional -branch=True

JACOB

You still looking for Colin?

He's probably <link="objective">at the library</link>, reading.

~Conditional -branch=False

~Conditional -logic=0x2C762055 //(YM - C&C Campaign - Part 1: InProgress)

~Conditional -branch=True

JACOB

Full disclosure, I was not really paying attention during our last session, so you might have to throw me some hints about how we got here.

~Conditional -branch=False

~Conditional -logic=0x20662AEB //(YM - Mysterious Announcement: InProgress)

~Conditional -branch=True

JACOB

Yeah, I guess I'll go to the auditorium soon.

~Conditional -branch=False

JACOB

Man, if I'd known this was gonna happen I would've worded that graffiti way stronger.

~Conditional -end

~Conditional -end

~Conditional -end