Cactical Scooter
BETA Dialogue

SPEAKER	EVENT	NODE	DIALOGUE	FILE NAME

Samson	Introduce player to game premise.	01_Samson	`<<set $speaker to "Samson">>`
			`<<set $spokenSamson to "SamsonExhausted">>`
			Whoa there, pardner! I'd be careful going ahead if I were you.
			Name's Samson. I'm the sheriff of Dusty Banks.
			`<<set $optionSize to 1>>`
			-> `<bounce>Howdy.</bounce>`
			    Well, howdy right back at ya, little friend.
			-> `<bounce>I know.</bounce>`
			    Oh? Well, pardon me. Haven't seen ya around is all.
			The cacti gone uprooted and are going kooky on the populace!
			I ought to stay here and protect the town.
			But you keep an eye out for anyone who might need a hand, would ya?
			Watch yourself out there now, ya hear?
				yrn_SamsonDB

	Exhausted dialogue.	02_Samson	`<<set $speaker to "Samson">>` Best of luck out there, pardner. Keep safe.	

Gilly	Resident of Dusty Banks characterizes Armand as a local hero.	01_Gilly	`<<set $speaker to "Gilly">>`
			`<<set $spokenGilly to "GillyExhausted">>`
			Oh. My. Gosh.
			You're the hero of Dusty Banks!
			My name is Gilly and I'm your *BIGGEST* fan!!
			Oh oh oh! Will you sign my bandana?
			`<slide>Pleeeeaaase?</slide>`
			`<<set $optionSize to 1>>`
			-> Sure thing, kid.
			    `<shake>AAAAAHHH!</shake>`
			    Really?!!
			    Wow, this is the best day EVER!
			-> Not now, kid.
			    O-oh, okay. You're super busy, I get it!
			    Still the best day EVER!
			OK OK OK
			I'll leave you to `<wiggle>do your thing</wiggle>`.
			Thanks again, Armand!
				yrn_GillyDB

	Exhausted dialogue.	02_Gilly	`<<set $speaker to "Gilly">>` Go get 'em, Armand! You're the best!	

Kain	Introduces an important NPC in Vane's plans.	01_Kain	`<<set $speaker to "Kain">>`
			`<<set $spokenKain to "KainExhausted">>`
			Pah. Well if it isn't Banks's knight in shining spurs.
			Name's Kain. You probably heard of me.
			`<<set $optionSize to 1>>`
			-> Nope.
			    No? Tch. Whatever.
			-> Rings a bell.
			    Heh. Thought it would.
			
			Was running an errand for my new boss, making sure the cacti were under control.
			
			But it looks like you've got it all on lock, don't 'cha?
			Well, good for you! Keep up the `<slide>great</slide>` work!
				yrn_KainSS

	Exhausted dialogue.	02_Kain	`<<set $speaker to "Kain">>` Stay outta my way. Get me?	

Kain	Hinting at the construction site.	03_Kain	`<<set $speaker to "Kain">>`
			`<<set $spokenKainRest to "KainRestExhausted">>`
			Well, well, what'd've we got here?
			What? Are ya headed towards the construction site?
			`<<set $optionSize to 1>>`
			-> What's over there?
			    Why should I tell *you*?
			    All you gotta know is the folks heading up construction...
			    Well, they ain't exactly the delicate types. Get me?
			-> Not your business.
			    Tch. Touchy, *touchy*.
			    Fine.
			Do what you want. But if ya ask me?
			Little guy like you oughta keep your head low. Pahahah!
				yrn_KainWW

	Exhausted dialogue.	04_Kain	`<<set $speaker to "Kain">>` What? You want a wish for luck? Get outta here.	

		05_Kain	`<<set $speaker to "Kain">>`
			You took Carver out, huh?! Shoulda figured you'd be here.
			Not bad, not bad.
			But Carver's got about as much brain as the kooky plants roamin' around.
			Y'know, the boss says this stuff ain't hurtin' nobody.
			But seems you got it figured out, eh?
			`<<set $speaker to "Armand">>`
			...
			Isn't this your home too?	

Kain	Cutscene after boss fight.		<<set $speaker to "Kain">> ...pah! Vane's payin' me good money for my services. I don't expect you to understand. You? Why, you're just some little critter fightin' the system. You think you got what it takes to get Vane outta this desert? [[I reckon so.|06_Kain]] [[Maybe. Gotta try.|07_Kain]]	yrn_KainCS
		06_Kain	<<set $speaker to "Kain">> Pah. PAHAHAHAH! You got spunk! Be seein' you around then, *amigo*.	
		07_Kain	<<set $speaker to "Kain">> Tch. How noble. You'd best stay outta Vane Corp's way, amigo. And more importantly? Stay outta mine.	

Mary	Quest given.	01_Mary	<<set $speaker to "Mary">>
			<<set $spokenMary to "M_Exhausted">>
			O-o-oh dear...
			Have you s-seen my son? H-he's small and...and...
			Oh, I-I don't know what to do! What if he gets h-hurt out there?!
			-> Where?
			   W-we were passing by the construction site. It's just up a-ahead.
			-> I'll find him.
			   If you could help me, I'd be forever grateful, mister!
			Please, if you see my boy, please bring him home.
				yrn_MarySS

		02_Mary	<<set $speaker to "Mary">> O-oh, Rory...please be safe...	
Mary	Quest turn-in.	03_Mary	<<set $speaker to "Mary">> MY SON! Oh, th-th-thank you, mister! Thank you, thank you...!	yrn_MaryCS
Connie	Meeting Connie, the shopkeep.	01_Connie	<<set $speaker to "Connie">> <<set $spokenConnie to "C_Juice">> Nice hustle, stranger! You got moves. Call me Connie. I was gonna make a stop at Dusty Banks but looks like I gotta cut my trip short. I feel safer seeing ya tearin' it up out there though. I got a wagon stop set up not far from here. Swing by if you need a place to kick back for a bit.	yrn_ConnieRC
	Have cactus juice when speaking to Connie again.	02_Connie	<<set $speaker to "Connie">> <<set $spokenConnie to "C_Exhausted">> Hey, I see you got some <bounce>cactus juice</bounce> there. Pretty gross but to each their own, I suppose. Should be able to treat it well enough to drink, as long as there's enough to work with. If you wanna put it to some use, come by my shop.	
	Exhausted dialogue.	03_Connie	<<set $speaker to "Connie">> You come visit my stop anytime, y'hear?	
Connie	Meet Connie at Wayfarer's Wares.	04_Connie	<<set $speaker to "Connie">> Hey, it's you! Glad to see you made it outta that mess. Say, I don't think I got your name, stranger. <<set $speaker to "Armand">> Armand. <<set $speaker to "Connie">> Well, howdy, Armand. Hope my little shop can keep ya topped off for the journey ahead.	yrn_ConnieWW
Connie	Speak to Connie again at Wayfarer's Wares.	05_Connie	<<set $speaker to "Connie">> <<set $spokenConnie to "C_ExhaustedRest">> I tell you what, pardner, there's something sinister afoot. Those Vane Corp guys who rolled into town little while back. Apparently they're building a *bank*. A bank! In Dusty Banks! As if small town folk need that kinda trouble. They been paving roads all over the desert, building freakin' towns where they ain't got business being. You ask me, they're overstaying their welcome. Anyway, enough of me rambling on. Can I get ya anything?	