Affection level:

1. Baseline.
2. Like.
3. Date.
4. Win.
5. Loss.

1: P: *appears suddenly* (preferably de-morphing from a bed.)

C: 1: “AAAAAAAAAAAAA!!!”

2: “Oh! You surprised me there. You must be Pamela?”

3: “I could hear you breathing.”

P: >1: “Shhhh!” *Affection -1*

>2: “Correct. And you are?”

>3: “Perceptive. What are you doing here?” *Affection +1*

C: >1 1: “*AAAAAAAAAAAAA!!”* (follow >1)

2: “Uhhh… My name is [Name], and I’m here to discuss the Treaty.”

3: “Could you not do that ever again?”

>2 1: “My name is [Name]. I’m here to further discuss the peace treaty.” (follow >1>2)

2: “I’m [Name], I represent the King. We’d like to apologize for how we treated you.

3: “The name’s [Name], and I heard there was a lonely damsel waiting to be saved?

>3 1: “I’m here to show you a good time.”

2: “I’d like to apologize on behalf of the King, the way we treated you was uncalled for.

3: “I’m here to discuss the peace treaty.”

P: >1>2 “Oh. That. What now?”

>1>3 “*State your business*.” (follow >2)

>2>2 “Your king can shove it. Get out of my sight.” *Affection -1*

>2>3 “Had it not been for the Treaty, I would have slaughtered you for that comment. Be gone.” *Affection -1* (follow >2>2)

>3>1 “Oh, just another sacrifice then. Well, fortunately for you, I am not permitted to kill during the Treaty period, so you may go now.” *Affection -1.* (follow >2>2)

>3>2 “Oh. Tell your king that the apology is not accepted. Now leave.” (follow >2>2)

>3>3 “The Treaty? What more is there to discuss? I have already sworn to not invade anyone’s kingdoms for a few days.” (follow >1>2)

C: >1>2 1: “The king believes that your heart may not have been in it when you signed the peace treaty. It is my duty to change that.”

2: “You cannot win this war alone. If you join with us, we can guarantee your continued safety.”

3: “You cannot win this war alone. Join us, or the literal forcing of your hand will be the least of your problems.”

>2>2 1: “Understood.” *End dialogue.*

2: “Hey, you can’t tell me what to do!”

3: “But we still have things to discuss.”

P: >2>1>1 “So, you’re here to court me, for the sake of your kingdom’s continued safety? Why should I go along with that?”

>2>1>2 “Oh? Hm. I will have to think about that. You may leave now.” *End dialogue.*

>2>1>3 “You have got some gall, boy. … Fine. If that is how it is, I will consider it. Begone.” *Affection +1. End dialogue.*

>2>2>2 “I SAID GO!” *End dialogue.*

>2>2>3 “Like what?”

C: >2>1>1 1: “Because it would be a shame to lose someone with such lovely penmanship.”

2: “Because we’d be saving a lot of lives, on your side and ours.”

3: “Otherwise, we’d have to kill you.”

>2>2>3 1: “The Treaty…” (follow >3>3)

2: “Nothing…never mind.” *End dialogue*

3: “I saw your signature on the Treaty, and I thought you had very nice penmanship.” (follow >2>1>1>1)

P: >2>1>1>1 “I… Um… Oh… Ahem… Well… please just go, I… please.” *Affection +1. End dialogue*

>2>1>1>2 “Lives? Pft. I really do not care, and you can tell your king that for this farce, he will be the first one to die when the treaty ends. Now leave.” (follow >2>2)

>2>1>1>3 “Ha ha ha ha ha ha ha ha. Nice try, get out of here.” (follow >2>2)

2: P: “Ah, you are back. How are you?”

C: 1: “Oh, I’m fine. Thanks for asking. How are you?”

2: “The king’s been a bit of a jerk lately.”

3: “The walk here’s a little treacherous.”

P: >1 “I have been thinking about the Treaty. Had your king been less merciful, I would be dead…”

>2 “So you have come to gossip, have you? …I suppose I am interested.”

>3 “Oh, do not be such a baby. ‘A hero cannot grow without being tried.’

C: >1 1: “From what I’ve heard: that is what happened.”

2: “And he’s still regretful about that.”

3: “…so you’re considering allying with us?”

>2 1: “He was still hoping you would accept his apology, and threw a royal fit when you didn’t.”

2: “He wants me to get rid of some literature.”

3: “He’s been docking my pay. He denies it, but I know it’s true!”

C >3 1: “Did you just quote ‘The Protagonist’s Path’?”

2: “It’s not much of a ‘trial’ to do the same thing over and over again. Doesn’t it at least bother you?”

3: “Why are you so mean?”

P: >1>1 “Well, for as much as I do not like it, it is an impressive show of strength. And that I respect.”

>1>2 “Oh? So he is *sorry* for holding me at knifepoint and forcing me to sign his treaty? Pft. Pathetic.” *Affection -1*

>1>3 “Hmm… perhaps. I am not so angry about the forced signing, but I do not see much point in continued peace. I will have to think more about it. Is that all? You just wanted to check up on me?

>2>1 “Pft, Ha Ha Ha Ha! Oh, at least you see it from my perspective. Ha Ha! Oh, sorry I can not compare to your gossip. I have been thinking about the treaty though. I almost died back there.” *Affection +1* (follow >1)

>2>2 “Wow. Are you going to?”

>2>3 “Oh. Money. I suppose that is bad. I do not have much to say regarding gossip, however, I have been thinking about the treaty. He could have killed me back there.” (follow >1)

>3>1 “You have read Protagonist’s Path as well? Hm.” *Affection +1*

>3>2 “Ehh. I suppose you may have a point…”

>3>3 “*Mean!* Words like that are what the weak say when they’ve given up, and what the arrogant say when they feel pity.” *Affection -1*

C: >1>1 1: “So you’re going to become our ally?” (follow >1>3)

2: “So you’re going to accept the king’s apology?

3: “Well, I’m pretty strong myself…”

>1>2 1: “Pathetic? He saw that what he did was wrong, and so he did what he should have.”

2: “Right, sorry, anyway: you were saying?

3: “He did hold you at knife point, and he can do it again. So how about you take his mercy, and consider making an exception to your philosophy.”

>1>3 1: “Is there anything I can do to further persuade you?”

2: “That is correct.”

3: “Actually, I just enjoy talking with you.”

>2>2 1: “Yes.”

2: “No.”

3: “I don’t think I have a choice.”

>3>1 1: “Yeah. I didn’t find it that interesting. Kinda felt like I knew all that already.”

2: “I didn’t know you could read.”

3: “Is there a reason you’re interested in story structure?”

>3>2 1: “Right, but landscaping wasn’t what I came here to talk about. Have you thought about the treaty?” (follow >1)

2: “So, are you going to do anything about it?”

3: “Of course I’m right. I read that book too.” (follow >3>1)

>3>3 1: “If you say so.”

2: “Right, sorry, anyway: about that treaty…” (follow 1>2>2)

3: “No. Mean is a descriptor. And it perfectly describes you!”

P: >1>1>2 “… No. I do not respect him that much. However, becoming an ally would probably be beneficial for my continued living. However, I do not see any purpose in existing peacefully. I think my mind would be made up by the time you next check in on me. Speaking of which, is that all you came here for?” (follow >1>3)

>1>1>3 “… … … I think I will make a decision next time we meet. You can go now.”

>1>2>1 “And to think I thought you were better than this. Go away.” *Affection -1* (follow >1>1>3)

>1>2>2 *“*You too? Tch, get out.” *Affection -1* (follow >1>1>3)

>1>2>3 “Why you! Hmm. Fine, maybe I will consider it. Speaking of considerations: I have been considering becoming allies, but I am not sure that peace is for me yet. That’s why you’re here, right? To check in on the Treaty?” *Affection +1* (follow >1>3)

>1>3>1 If Affection 3 “I would appreciate you coming back soon. I have been… meaning to show you something, but it is not ready yet. Do please come back soon.” *End dialogue*

else “No. Just leave.” *End dialogue.*

>1>3>2 If Affection 3 “Well, could you come back soon? I… want to show you something. If that is okay.” *End dialogue.*

else “Alright then. Goodbye.” *End dialogue.*

>1>3>3 “Oh? Hmm. Well, I hope you decided to come back again, and soon. So we can… talk.” *Affection +1 End dialogue.*

>2>2>1 “What is wrong with you? Get out!” *Affection -1* (follow >1>1>3)

>2>2>2 “Whew. Good. At least you could say ‘No’. Anyway: I have been thinking about the treaty, and how close I came to dying…” (follow >1)

>2>2>3 “Urg. This is why I prefer violence. I hate politics: making you do things you really do not want to. Speaking of: The Treaty, I was forced to sign under threat of death…” *Affection +1* (follow >1)

>3>1>1 “Really? How interesting. Say, who exactly are you, [Name]?”

>3>1>2 “… … … Go away.” *Affection -1* (follow >1>1>3)

>3>1>3 “Nothing… in… particular… Say, I think I would like to become allies, but I’m not too sure. That is what came here to talk about, right?” (follow >1>3)

>3>2>2 “No, I do not think I will. The thought of you traversing hazardous plains just to check up on me is all too satisfying.”

>3>3>1 “Yes. I do say so. What are you even doing here again? The ‘my life or peace’ Treaty?” (follow >1)

>3>3>3 “How dare you! I may respect a show of strength, but you are putting on a show of arrogance. This conversation is over!” *Affection -1* (follow >1>1>3)

C: >1>1>3 1: “Ok.” *End dialogue*

2: “But we still have more to discuss…”

3: “Is there something the matter?”

>3>1>1 1: “I’m just a soldier turned diplomat.”

2: “If that book’s accurate, then I guess I’m the protagonist.”

3: “The answer’s a little too deep.”

>3>2>2 1: “Well, I won’t say it isn’t worth it to talk to you.” (follow >1>3>3)

2: “That’s mean.” (follow >3>3)

3: “Well, anyway, I think we should return to the Treaty…” (follow >1)

P: >1>1>3>2 “No. We do not. Leave.” *Affection -1 End dialogue*

>1>1>3>3 “I do not wish to continue this conversation. That is all. Goodbye.” *End dialogue*

>3>1>1>1 “A soldier? Ooh. Well, soldier, I think you’re beginning to sell me on becoming allies. Is that all?” *Affection +1* (follow >1>3)

>3>1>1>2 “Ha Ha Ha Ha Ha! That’s great! Ha Ha. Anyway, I have been thinking about the Treaty. Had your king been less merciful, I would be dead…” (follow >1)

>3>1>1>3 “… …Anyway, how are you again?” (restart)

3: P: *Is sitting at a piano.* “I… wanted to play a piece for you…”

C: 1: *Sits down and listens politely.*

2: *Tries to play along.*

3: “Oh. I thought we were gonna… *seal the deal*…”

P: >1 *Plays a lovely song.* “So… what did you think?”

>2 *The song isn’t nearly as good as it was supposed to be, but no one else is listening, so it’s fine.* “Ha ha, that was terrible. But you looked like you were having fun…” Affection +1

>3 *Piano music stops. So does your life.*

C: >1 1: “It was great. I loved it.”

2: “Excellent work.”

3: “I’m not a fan of the piano.”

>2 1: “Yeah, it was terrible. But it was fun too, thanks to you.”

2: “I thought it was pretty good…”

3: “Yeah, it was terrible.” (follow 1>3)

P: >1>1 “Thank you, I am glad you liked it. Well, I thought about it, and I think I am willing to look past the King’s mistakes and become allies.” *Affection +1* (follow >1>1)

>1>2 “Thanks, I spent a lot of time practicing. Well, I have decided to become allies with the King.” (follow >1>1)

>1>3 “Oh. Well. I guess you will be glad to hear that I’ve decided to join you guys.” (follow >1>1)

>2>1: “Oh… you… haha...” *Affection +1* *End dialogue*

>2>2: “You did? Hahahahahahaha! Oh, you are too funny. Well, I think I have made up my mind: I will become your king’s ally.” (follow >1>1)

C: >1>1 1: “That’s wonderful!”

2: “Greeeeaaaat…”

P: >1>1>1 “Yeah…” *Affection +1 End dialogue*

>1>1>2 “You do not sound excited? Is there something wrong?”

C: >1>1>2 1: “Nothing’s wrong.”

2: “Sorry, sometimes my voice doesn’t match how I feel, and it can cause a misunderstanding.”

3: “I was kinda hoping for… *a little more*…”

P: >1>1>2>1 “Oh, okay. Anyway…” *Affection +1 End dialogue*

>1>1>2>2 “Oh, so you are *sorry*? Well, maybe I do not want to become allies with such sobbing babies. Get out of here.” *Affection -1 End dialogue*

>1>1>2>3 *Killed.*

Successful Romance:

“[Name]… I… want to show you something else…” *Takes off mask, shows you her face.* “I… think I have fallen for you.”

Kill Messages:

*Pamela claps your skull as though she were swatting a fly out of the air.*

*Pamela gouges your eyes like a blind person trying to read your mind.*

*Pamela gives you a lovely plate of ribs: YOUR RIBS, that is.*

*Pamela turns your entire body into a shoulder-length glove.*

*Pamela turns you into a piece of modern art on her wall in a single punch.*

*Pamela squeezes you like a near-empty tube of toothpaste.*

*Pamela neatly stores your arm bones, leg bones, and skull in your torso.*

*Pamela removes your spine. It was holding you back, anyway.*

*Pamela plays a game of Whack the Stack with your spine.*

*Pamela does something that ends in your death, but you don’t know what.*

*Pamela stomps you like the “I” in Pixar.*

*Pamela compacts your body like a frat boy compacting an empty beer can.*

*Pamela gives you a lovely neck pillow made from your lungs.*

*Pamela tries to do the Vulcan Neck Pinch, but accidentally rips your head off.*

*Pamela flicks the head off of a flower; that flower being you.*

*Pamela gives you a heart attack; by grabbing it until it stopped beating.*

*Pamela lets you leave her home alive. NOT!*

*Pamela punches out your blood. She punches out ALL of your blood.*

*Pamela slits your throat with your own shoulder blades.*

*Pamela gets you in a Guillotine Hold, then chops your head off with her free hand.*