# Options Format:

## This is all on a needed basis meaning it’s not required to follow the format all the way

1. Original Option 1
   1. Original Response
      1. Child 1.1 Option
         1. Child 1.1 Response
            1. Please Recycle Back Format
      2. Child 1.2 Option
         1. Child 1.2 Response
            1. Please Recycle Back Format
      3. Child 1.3 Option
         1. Child 1.3 Response
            1. Please Recycle Back Format
      4. Child 1.4 Option
         1. Child 1.4 Response
            1. Please Recycle Back Format
2. Repeat for all other Original Options in frame

# Code-words:

**CB:** Callback, reset option frame, but replace or remove an option

**ATO:** Callback and Add to Original, reset option frame, but also add a new option.

**MC:** This followed by a reference to another option means that the referenced option must be completed. If before MC, there is a ‘!’ it means that it must NOT be completed to occur

**CF:** This followed by a reference to another option means that the referenced option is now able to be completed

**EO:** End Options, Kill Frame and move onto next story point, obstacle completed.

**RO:** Reset Options, go all the way back to the start frame with no changes, keep any changes from other options selected before.

**TRO:** Total Rest Options, go back to very original frame for that section. Do NOT keep any changes.

**GTC:** Go to Combat System, this followed by enemy name for proper stat combat.

**CFA:** Combat Finished Above. Meaning the combat one line up must be finished to do the following.

**SEE STORY DOCUMENT FOR ANY MORE FORMATTING NEEDS**