1_BGEE	2_BGEE	1_BGEE2	2_BGEE2	1_IWDEE	2_IWDEE
INITIAL_MEETING	*	INITIAL_MEETING	*	INITIAL_MEETING	*
MORALE	*	MORALE	*	MORALE	*
HAPPY	*	HAPPY	*	HAPPY	*
UNHAPPY_ANNOYED	*	UNHAPPY_ANNOYED	*	UNHAPPY_ANNOYED	*
UNHAPPY_SERIOUS	*	UNHAPPY_SERIOUS	*	UNHAPPY_SERIOUS	*
UNHAPPY_BREAKING_POINT	*	UNHAPPY_BREAKING_POINT	*	UNHAPPY_BREAKING_POINT	*
LEADER	b	LEADER	b	LEADER	b
TIRED	c	TIRED	c	TIRED	c
BORED	d	BORED	d	BORED	d
BATTLE_CRY1	a	BATTLE_CRY1	a	BATTLE_CRY1	a
BATTLE_CRY2	8	BATTLE_CRY2	8	BATTLE_CRY2	8
BATTLE_CRY3	9	BATTLE_CRY3	9	BATTLE_CRY3	9
BATTLE_CRY4	*	BATTLE_CRY4	*	BATTLE_CRY4	*
BATTLE_CRY5	*	BATTLE_CRY5	*	BATTLE_CRY5	*
ATTACK1	*	ATTACK1	*	ATTACK1	*
ATTACK2	*	ATTACK2	*	ATTACK2	*
ATTACK3	*	ATTACK3	*	ATTACK3	*
ATTACK4	*	ATTACK4	*	ATTACK4	*
DAMAGE	!l	DAMAGE	!l	DAMAGE	!l
DYING	!m	DYING	!m	DYING	!m
HURT	e	HURT	e	HURT	e
AREA_FOREST	n	AREA_FOREST	n	AREA_FOREST	n
AREA_CITY	o	AREA_CITY	o	AREA_CITY	o
AREA_DUNGEON	p	AREA_DUNGEON	p	AREA_DUNGEON	p
AREA_DAY	q	AREA_DAY	q	AREA_DAY	q
AREA_NIGHT	r	AREA_NIGHT	r	AREA_NIGHT	r
SELECT_COMMON1	f	SELECT_COMMON1	f	SELECT_COMMON1	f
SELECT_COMMON2	g	SELECT_COMMON2	g	SELECT_COMMON2	g
SELECT_COMMON3	h	SELECT_COMMON3	h	SELECT_COMMON3	h
SELECT_COMMON4	0	SELECT_COMMON4	0	SELECT_COMMON4	0
SELECT_COMMON5	*	SELECT_COMMON5	*	SELECT_COMMON5	*
SELECT_COMMON6	*	SELECT_COMMON6	*	SELECT_COMMON6	*
SELECT_ACTION1	i	SELECT_ACTION1	i	SELECT_ACTION1	i
SELECT_ACTION2	j	SELECT_ACTION2	j	SELECT_ACTION2	j
SELECT_ACTION3	k	SELECT_ACTION3	k	SELECT_ACTION3	k
SELECT_ACTION4	s	SELECT_ACTION4	s	SELECT_ACTION4	s
SELECT_ACTION5	t	SELECT_ACTION5	t	SELECT_ACTION5	t
SELECT_ACTION6	u	SELECT_ACTION6	u	SELECT_ACTION6	u
SELECT_ACTION7	v	SELECT_ACTION7	v	SELECT_ACTION7	v
INTERACTION1	_	INTERACTION1	_	INTERACTION1	*
INTERACTION2	*	INTERACTION2	*	INTERACTION2	*
INTERACTION3	*	INTERACTION3	*	INTERACTION3	*
INTERACTION4	*	INTERACTION4	*	INTERACTION4	*
INTERACTION5	*	INTERACTION5	*	INTERACTION5	*
SPECIAL1	*	SPECIAL1	*	SELECT_RARE1	x
SPECIAL2	*	SPECIAL2	*	SELECT_RARE2	y
SPECIAL3	*	SPECIAL3	*	SPECIAL1	*
REACT_TO_DIE_GENERAL	w	REACT_TO_DIE_GENERAL	w	SPECIAL2	*
REACT_TO_DIE_SPECIFIC	*	REACT_TO_DIE_SPECIFIC	*	SPECIAL3	*
MISCELLANEOUS	*	MISCELLANEOUS	*	REACT_TO_DIE_GENERAL	w
RESPONSE_TO_COMPLIMENT1	*	RESPONSE_TO_COMPLIMENT1	*	REACT_TO_DIE_SPECIFIC	*
RESPONSE_TO_COMPLIMENT2	*	RESPONSE_TO_COMPLIMENT2	*	MISCELLANEOUS	*
RESPONSE_TO_COMPLIMENT3	*	RESPONSE_TO_COMPLIMENT3	*	RESPONSE_TO_COMPLIMENT1	*
RESPONSE_TO_INSULT1	*	RESPONSE_TO_INSULT1	*	RESPONSE_TO_COMPLIMENT2	*
RESPONSE_TO_INSULT2	*	RESPONSE_TO_INSULT2	*	RESPONSE_TO_COMPLIMENT3	*
RESPONSE_TO_INSULT3	*	RESPONSE_TO_INSULT3	*	RESPONSE_TO_INSULT1	*
DIALOG_HOSTILE	*	DIALOG_HOSTILE	*	RESPONSE_TO_INSULT2	*
DIALOG_DEFAULT	*	DIALOG_DEFAULT	*	RESPONSE_TO_INSULT3	*
SELECT_RARE1	x	SELECT_RARE1	x	DIALOG_HOSTILE	*
SELECT_RARE2	y	SELECT_RARE2	y	DIALOG_DEFAULT	*
CRITICAL_HIT	z	CRITICAL_HIT	z	CRITICAL_HIT	z
CRITICAL_MISS	1	CRITICAL_MISS	1	CRITICAL_MISS	1
TARGET_IMMUNE	2	TARGET_IMMUNE	2	TARGET_IMMUNE	2
INVENTORY_FULL	3	INVENTORY_FULL	3	INVENTORY_FULL	3
PICKED_POCKET	4	PICKED_POCKET	4	PICKED_POCKET	4
EXISTANCE1	5	EXISTANCE1	5	EXISTANCE1	5
HIDDEN_IN_SHADOWS	5	HIDDEN_IN_SHADOWS	5	EXISTANCE2	6
EXISTANCE2	6	EXISTANCE2	6	EXISTANCE3	7
SPELL_DISRUPTED	6	SPELL_DISRUPTED	6	HIDDEN_IN_SHADOWS	5
EXISTANCE3	7	EXISTANCE3	7	SPELL_DISRUPTED	6
SET_A_TRAP	7	SET_A_TRAP	7	SET_A_TRAP	7