

ACTION

PLAYER ENTERS THE STORE AT THE START

DIALOGUE

EX COZY STORE MUSIC **ACTION**

PLAYER WANDERS AROUND THE STORE UNTIL FINDS ANY ITEM ON THE LIST

DIALOGUE

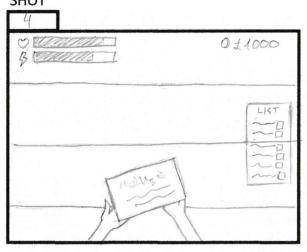
FX
FOOT STEPS
COZY MUSIC
CHATTER

ACTION

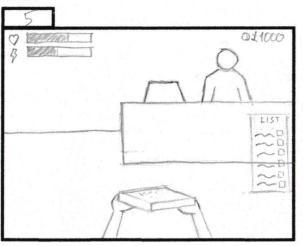
PLAYER CAN CHECK THE PRODUCT INFORMATION BEFORE PICKING UP THE ITEM

DIALOGUE NA

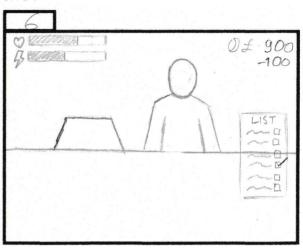
FX COZY MUSIC CHATTER SHOT



SHOT



SHOT



ACTION

PLAYER PICKS UP AND HOLDS - ITEM

DIALOGUE N/A

FX COLY MUSIC CHATTER **ACTION**

PLAYER HAS TO TAKE THE ITEM TO THE CASHIER TO PAY AND CROSS FROM THE LIST

DIALOGUE

NA

FX

COXY MUSIC CHATTER STEPS **ACTION**

AS SOON AS THE PURCHASE IS MADE, THE NAME OF THE PRODUCT WILL BE CROSSED OUT OR TICKED OFF FROM THE LIST.

DIALOGUE

NIA

FX

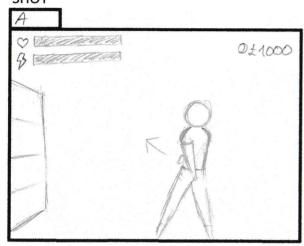
COFY MUSIC

"KATCHING"

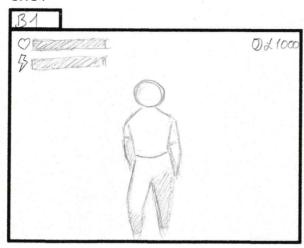
SCENE NPC INTERACTIONS

PAGE /

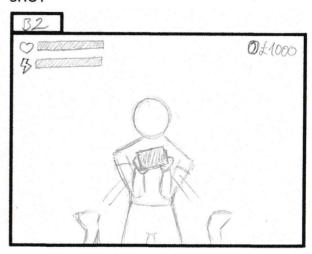
SHOT



SHOT



SHOT



ACTION

NPC CHARACTER WALKING TOWARDS PRODUCTS AND IGNORING THE PLAYER, OR JUST CASUALLY PASSING BY

DIALOGUE

NIA

ACTION

NPC WALKS TOWARDS THE PLAYER

DIALOGUE

NIA

ACTION

NPC STEALS THE ITEM HELD BY

DIALOGUE

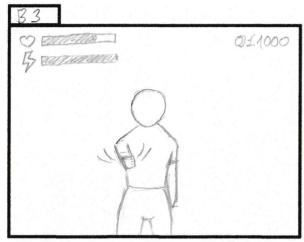
NIA

FX

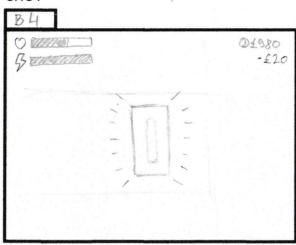
COLY MUSIC STEPS CHATTER FΧ

STEPS COZY MUSIC CHATTER FX

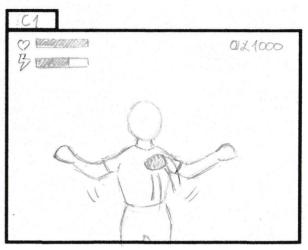
SHOT



SHOT



SHOT



ACTION

NPC ATTACKS THE PLAYER EITHER FOR OBTAINING AN ITEM OR FOR DEFENCE.

DIALOGUE THIS REDUCES THE PLAYERS NA HEALTH POINTG.

ACTION

NPC KNOCKS THE PLAYER OVER, NPCS CAN ALSO STEAL MONEY FROM THE DEFENSLESS PLAYER.

DIALOGUE (PLAYER FACES THE CIELING)

ACTION

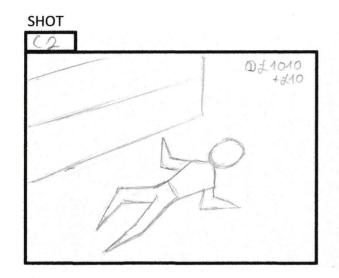
THE PLAYER CAN HIT THE NPC TO OBTAIN AN ITEM OR FOR DEFENCE. RUNNING AND HITTING REDUCES THE PLAYERS ENERGY

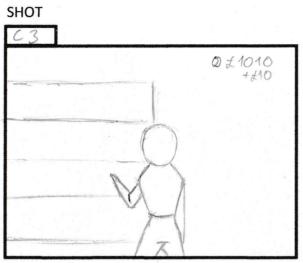
DIALOGUE

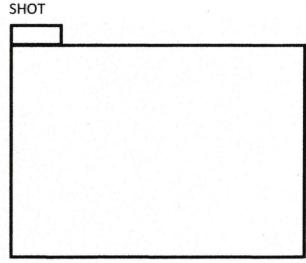
FX

COLY MUSIC CHATTER "GRUNT" FX

COZY MUSIC CHATTER "GRUNT" "THUD" FX







ACTION

PLAYER CAN STEAL MODEY FROM KNOCKED OUT NPCS

DIALOGUE

NIA

FX

COZY MUSIC CHATTER "KATCHING"

ACTION

PLAYER CAN STEAL MONEY FROM STANDING, CLUELESS NPCS

NIA

DIALOGUE

FX

COLY MUSIC CHATTER "KATCHING"

ACTION

DIALOGUE

FX