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# Relationship events

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# Wedding Event

wedding\_title= Wedding Bells

wedding\_picture= church

wedding\_pictureColin= true

wedding\_pictureColin2= true

wedding\_1= Well here's something the Zombies can't stop. [Name] and [Name2] have fallen in love and want to get hitched! A wedding would be just what we need. Seeing these two in love will remind us all what we're fighting for.

wedding\_option1= Hold a small wedding under a tree

wedding\_option2= Have a crazy party! (10 food)

wedding\_option3= Don't let them get married

wedding\_outcome1= Seeing [Name] and [Name2] kiss and say their vows uplifted all of us. I hope we see more of this.

wedding\_outcome2\_picture= party

wedding\_outcome2= Love is something to celebrate! We had a big party and danced the night away!

wedding\_outcome3\_straight\_1= [Name] wouldn't let it go. "What, is it because you think we'll want to have kids next and you don't want to deal with that? Well listen, kids are the \_point\_ of all this, okay? Love, and families, and children: that's the point of living. What the hell else are we rebuilding for?"\n\n

"Just because [Name2] and I are ready to take that step and you aren't doesn't give you the right to stop us. You can't stop us from loving each other!"

wedding\_outcome3\_straight\_2= [Name] and [Name2] were crestfallen, but they didn't seem very surprised. I explained that this isn't the time or place for people to be getting married. They barely know each other, and hell, one or the other might be dead tomorrow. We need to focus on the tasks at hand.\n\n

Some of the others are upset, but they agreed to let the matter drop for now.

This isn't the time or the place for marriage. Everyone is pissed now but we have to focus on the task at hand.

wedding\_outcome3\_gay\_1= [Name] was furious. "What, is it because we're gay? Are you worried other people might catch it if they see us happy together?" [He] spat at me. "I thought we left all this crap behind after the infection. I thought we were moving \_forward\_."\n\n

[He] shook [his] head. "Well you might not recognize our union but you can't stop us from loving one another. Life's too short."

wedding\_outcome3\_gay\_2= [Name] and [Name2] were crestfallen, but they didn't seem very surprised. I explained that this isn't the time or place for people to be getting married. They barely know each other, and hell, one or the other might be dead tomorrow. We need to focus on the tasks at hand.\n\n

Some of the others are upset, but they agreed to let the matter drop for now.

# Enemies Will Fight Warning

enemiesWillFightWarning\_title= Trouble Brewing

enemiesWillFightWarning\_picture= gate

enemiesWillFightWarning\_1= Well I guess we can't all be one big lovey-dovey ball of joy. [Name] and [Name2] haven't liked each other since they met. This morning they almost got into a fist fight over some nonsense. We'd better keep these two apart or things are gonna get ugly.

# Enemies Fight Event

enemiesFight\_title= Enemies Fight

enemiesFight\_picture= gate

enemiesFight\_1= Well [Name] and [Name2] could never get along and today it spilled over into violence. [Name2] is going to need some time to recover from [his2] injuries. We should keep these two apart.

# Name2 convinced Name to become devout, need a church

madeDevoutFriend\_title= [Name] became devout

madeDevoutFriend\_picture= church

madeDevoutFriend\_pictureColin= true

madeDevoutFriend\_pictureColin2= true

madeDevoutFriend\_1= [Name] started coming to church regularly. I think [Name2] must have convinced [him] to give it a try, since the two of them have been spending so much time together lately.

# mentionedColin became devout from the churches and preacher Name2

madeDevoutPreacher\_title= [Name] became devout

madeDevoutPreacher\_picture= church

madeDevoutPreacher\_pictureColin= true

madeDevoutPreacher\_pictureColin2= false

madeDevoutPreacher\_1= [Name] started coming to church regularly. It must have been [Name2] and [his2] inspirational Sunday sermons. [He2] really knows how to draw a crowd.

# mentionedColin became devout from the churches and cultist preacher Name2

madeCultistPreacher\_title= [Name] became a cultist

madeCultistPreacher\_picture= church

madeCultistPreacher\_pictureColin= true

madeCultistPreacher\_pictureColin2= false

madeCultistPreacher\_1= [Name] started coming to church regularly, to hear about the Chosen Ones and have [his] aura metered. Now that [Name2's] preaching there, it's really drawing a crowd.

# mentionedColin became cultist from a friend

madeCultistFriend\_title= [Name] became a cultist

madeCultistFriend\_picture= church

madeCultistFriend\_pictureColin= true

madeCultistFriend\_pictureColin2= true

madeCultistFriend\_1= [Name] has started worshiping the dead. [He] and [Name2] have gotten close and [Name2] convinced [him] the Church of the Chosen Ones know the only path to truth and happiness.

# mentionedColin became cultist meeting the chosen

madeCultistChosen\_title= [Name] became a cultist

madeCultistChosen\_picture= church

madeCultistChosen\_pictureColin= true

madeCultistChosen\_1= [Name] has started telling people [he] believes in the teachings of the Church of the Chosen Ones. [He] says when [he] saw and heard them in person it just all made sense, that it explained things [he]'d thought and felt since the outbreak.

growUp\_title= They grow up so young

growUp\_picture= walls

growUp\_pictureColin= true

growUp= [Name] is now 14 years old... in the old days [he] still couldn't drive, drink, or vote, but life's different now. It goes faster. In [his] 14 years, [Name] has probably learned more life lessons than your average middle-aged [man] would have back then.\n\n

So we're proud today to call [him] a [man]. [Name] now has full independence, [his] own home, and the same responsibilities as everyone else here. Good job, kid.

reequippedGoat\_title= Child assigned to caretaker

reequippedGoat\_picture= shed

reequippedGoat\_pictureColin= true

reequippedGoat= These kids need someone to keep an eye on them at all times or who knows what might happen. We assigned [Name] to take care of {1}.

# [Name] mom

# {Name2] spouse, if exists

# {1} is the baby's name

makeBabby\_title= A Baby was Formed

makeBabby\_picture= hospital

makeBabby\_pictureColin= true

makeBabby\_pictureColin2= true

makeBabby\_1= Bundle of joy, or mouth to feed? It all depends on perspective. Personally, I'm not sure why we'd be doing this if it weren't for the next generation. May their lives be better than ours, at least in the long run.\n\n

And with that sentimental note, congratulations to [Name] on the birth of [his] baby {1}!

# replace when spouse exists

makeBabbyCouple\_1= [Name] and [Name2] have big news... they made a baby! Welcome to the world, {1}!

makeBabbyCouple\_2= Bundle of joy, or mouth to feed? It all depends on perspective. Personally, I'm not sure why we'd be doing this if it weren't for the next generation. May their lives be better than ours, at least in the long run.\n\n

And with that sentimental note, congratulations to [Name] and [Name2] on the birth of their baby {1}!

# replace when policy says no babbies

makeBabbyDisallowed= Once again, mother nature completely ignored the laws of man, and allowed a baby to be born despite our policy against it. What can you do...\n\n

Hopefully [Name] will take responsibility for this tiny burden.

makeBabbyLeader= I'm a [father]! This is amazing!\n\n

Amazingly terrifying. How will I keep little {1} safe from all the terrors of this world?\n\n

On the bright side, at least I don't have to worry about saving up for a college education.

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# Children

# Avoid showing goats + adults in same scene because they'll look the same size

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#Kid gets in trouble if they are send on a dangerous mission. Two variations: one they stay in the fort alone, another where they went on the mission. Their caretaker can rescue them, but there is a chance of injury based on their defense, roll on ten.

# basically an excuse to let a child die you monstrous players you

# [Name] has goat equipped, [Name2] = goat, [missioning] = name's mission

goatTrouble\_title= Goonies never say die

goatTrouble\_picture= creepyWoods

goatTrouble\_pictureColin1= false

goatTrouble\_pictureColin2= true

goatTrouble\_1= Who would bring a child on such a dangerous mission? [FormalName], that's who. [He] took [Name2] [missioning] with [him], and predictably the kid wandered off and got cornered by something.\n\n

In this case it's just a wild dog, but seriously the largest, meanest looking beast we've ever encountered. I'd bet money it's rabid, maybe even infected if that's a thing that can happen.\n\n

[Name2] climbed up a tree to escape it, but [he2]'s clinging to a branch up there. What do we do?

goatTrouble\_2= [FormalName] went off [missioning] and left young [Name2] at home by [himself2]. Seems reasonable, I mean, better that than bring the kid on a dangerous mission, but without someone to watch out for [him2], [Name2] has ended up in trouble.\n\n

[He2] must have been teasing the zombies from the top of the wall, throwing rocks at them or something, when [he2] fell. Now a zombie has [him2] pinned under one of the rusting car chassis that form the wall. Someone has to save [him2]!

goatTrouble\_3= One of our children, [FormalName2] is in peril! [He2] was with the group [missioning] at a [square] when a slow-moving herd of zed came shuffling through. All [he2] had to do was stay quiet and out of sight and they would've walked right by, but the poor [boy2] panicked and screamed.\n\n

Now [he2]'s stuck in a parked car, and the zed could get through the windshield at any moment.

goatTrouble\_option1= Send [Name] to save [him2]

goatTrouble\_option2= Hope [he2]'ll be okay

# do a defense roll on level 10

goatTrouble\_outcome1\_success= [Name] jumped into action, fighting off the enemy singlehandedly with remarkable heroism. I'd continue to praise [his] abilities, but honestly [he]'s the one that got [Name2] into this mess in the first place.\n\n

A note to future parents: dangerous mission and children don't mix.

# [Name] is injured

goatTrouble\_outcome1\_fail= Thank the gods [Name2] is safe, but [Name] didn't do so well. [He] hoisted the [boy2] up on [his] shoulders to protect [him2] while they escaped, then tripped and toppled both of them over. [Name2] was thrown clear with a few bruises, but [Name] face planted into a rock and gave [himself] a concussion.\n\n

The swelling's starting to go down but that black eye's turning all kinds of colors.

goatTrouble\_outcome2= I... I don't know how to write this but... [Name2] didn't make it. We are one survivor less today. One of our youngest. This is no world for children. Just... no.

#Starvation. Do you feed the child our feed the adult. The other one dies. If you are evil cannibal you can eat the child optionally.

# triggers instead of starvation death event sometimes

# [Name] has goat equipped, [Name2] = goat

goatStarve\_title= Starvation

goatStarve\_picture= noFood

goatStarve\_pictureColin1= false

goatStarve\_pictureColin2= true

goatStarve\_1= This is the kind of decision a parent should never ever have to make: whether to feed their child so that [he2] lives, or feed yourself so you can get out there and find more food for both of you.\n\n

It has finally come to this in [CityName].

goatStarve\_2= We've been out of real food for weeks, anything with protein or fat in it at all. Down to just empty carbs, the very thing dieters used to hate. Malnutrition illness become commonplace here: anemia, scurvy, rickets. Especially susceptible are the children.\n\n

Parents will always want to feed their children before themselves, but what good is a child whose parent has died of starvation? What will they eat if there is no one to provide for them?

goatStarve\_3= Children are much more affected by malnutrition than adults. One drought, one crop failure, one badly-timed raid could mean a child forever twisted by diseases of the bones and nervous system.\n\n

On the other hand, if the parent isn't fed first, they might not be around to protect that child in the future, and they'll both die in the end.\n\n

Sadly, it has come time for such decisions in [CityName]. Who do we feed first?

goatStarve\_option1= Feed [FormalName] first

goatStarve\_option2= Feed [his] child [Name2] first

goatStarve\_outcome1\_picture= grave

goatStarve\_outcome1= Both adult and child had been sick for a long while, but it is with a heavy heart that I must record that [FormalName2] has died. I'm so sorry for your loss [Name]. I can't... I can't imagine...

goatStarve\_outcome2\_picture= grave

goatStarve\_outcome2= [FormalName] has died. [He] took [his] own life, rather than take food from [his] child's mouth.\n\n

I wish I could have been there, to make [him] look into [Name2's] eyes and see that the [boy2] needed a [father] now more than ever. I wish I could have convinced [him] it's going to get better any day now, there will be more food.\n\n

I wish I believed that myself...

# replaces goatStarve\_outcome1 if you have EventType.FOOD\_EVIL\_CANNIBALS

goatStarveCannibal\_picture= corpse

goatStarveCannibal\_title= A Modest Proposal

goatStarveCannibal= I... this is hard to write. [FormalName's] child [Name2] has died.\n\n

We're all dying, but the death of a child hits the hardest. It is the death of the future. The death of hope.\n\n

We've been in these dark places before, spent eternity here it seems, but despite the constant toll on our hearts and our will to go on, we continue to do whatever it takes to survive.

So once again, the decision: do we bury the body, or consume it to stay alive?

goatStarveCannibal\_option1= Bury the body

# grants regular cannibalism food /2 and happiness -5 to whole fort (and/or take parents + guardian to zero)

goatStarveCannibal\_option2= Eat the body

goatStarveCannibal\_outcome1= Child, parent, stranger, friend. What does it matter once we've shuffled off this mortal coil and left our corpses upon the earth? We're all the same, then. Just meat.

goatStarveCannibal\_outcome2= Eating children are where we draw the line. I didn't know there was a line to cannibalism until I reached it, but there it is, and I'm not crossing it: we don't eat kids. We'll die first.\n\n

Prophetic words, no doubt.

#Well bucket is stuck or air duct leads to cool inventions room in lab. Only child will fit. Do you send them? Half the time they get stuck and you don't hear them. Can send a second child. Half the time they both come back. Our a hilarious loop.

# [Name] = first goat

# [Name2] = second goat, {1} = name of found equipment in case of success

# [square] random building in the fort that might have goodies in the basement (bank, lab, police dept, skyscraper, others?)

# {1} name of item found eg "a boomerang" or "an apple" or "nunchucks"

#[well | lost&found | garbage]

goatHole\_title= The Hole

goatHole\_picture= shed

goatHole\_pictureColin1= true

goatHole\_pictureColin2= false

goatHole\_1= [We've been relying on an old well for some of our drinking water. It really is old, like circa 1910, but the water is surprisingly pure. Much easier than collecting rainwater. The problem is, the bucket keeps getting stuck on something down there, and today it jammed up completely and won't come up or down.\n\n

None of us can fit down there, but young [FormalName] has narrow enough shoulders that [he] could fit. Should we send [him] down to fix it?|We've got this schematic says there's a lost & found in our [square], but the door's three feet of solid steel and bolted shut. Who needs that kind of protection for a lost & found? Gotta be something cool in there.\n\n

There are air ducts going to the room... we wouldn't fit, but we could send a kid through there, like [FormalName]. [He]'d fit.|Someone accidentally threw their wedding ring down the garbage chute but it got stuck halfway. And there's something else glinting down there...\n\n

Should we send little [FormalName] to crawl in there and get it?]

goatHole\_option1= Send [Name] to crawl in

goatHole\_option2= Forget it

goatHole\_outcome1\_success= That little [Name] could have been an excellent chimney sweep in 15th century England. [He] just scurried on in there and did the job.\n\n

[Turns out the well was blocked by {1}.|The lost & found turned out to be legit, no idea why it was so fortified. Nothing in there but mittens and sunglasses. [He] did find {1} at least.|Ring retrieved! [He] also found {1} which was blocking the chute.]

goatHole\_outcome1\_fail\_pictureColin1= false

goatHole\_outcome1\_fail\_pictureColin2= true

goatHole\_outcome1\_fail= At first [Name] was chatty with nervousness, then became quieter as [he] got more afraid. Then there was a thump, and silence. We've been yelling to [him] for the past two hours, but no reply.\n\n

None of us can fit in there... except another child. [FormalName2] volunteered to go down and help [his2] friend.

goatHole\_outcome1\_fail\_option1= Send [Name2] in too

goatHole\_outcome1\_fail\_option2= Forget it

goatHole\_outcome1\_fail\_outcome1\_success\_pictureColin1= true

goatHole\_outcome1\_fail\_outcome1\_success\_pictureColin2= true

goatHole\_outcome1\_fail\_outcome1\_success= [Name2] rubbed the snot from [his2] nose and valiantly climbed in there after [Name]. Twenty minutes later both of them were safe and sound. Turns out [Name] had just panicked after a short fall, but [he] was fine.\n\n

They also pulled out {1} with them.

goatHole\_outcome1\_fail\_outcome1\_fail= We sent [Name2] in with a rope around [his2] waist this time, and when [he2] got to where [Name] was, [he2] tugged the line to let us know to help them up.\n\n

Tragically... I don't know how to say this but, [Name] had died. [He] must have slipped and broken [his] neck somehow in there. We didn't think it would be dangerous, really. Compared to the zombies outside... we forget that life is so fragile.

goatHole\_outcome1\_fail\_outcome2= We held a vigil at the [well|air duct|garbage chute], and practically pulled the place apart to get in there and rescue [him]... but by the time we did it was too late. [Name] was dead.

goatHole\_outcome2= No, I won't put the lives of any of our survivors at risk for this. [We can find other sources of water.|We don't need to know what's on the other side of that door.|We can live without mere symbols like that ring.]

#Kid helps parents. Side event no popup. Make sure non popup events do not take an event slot, should keep getting until you get a popup. Farming, research, scavenging, preach/bartend, any build mission.

# [Name] has goat equipped, [Name2] = goat

# "some extra {1}" thing produced in workshop (ammo/medkits/explosives/etc), or found while scavenging (materials/medicine/ammo/etc)

# [mission] Name's mission, [square] = Name's mission square

goatHelp\_title= Kid helps out

goatHelp\_picture= shed

goatHelp\_pictureColin1= false

goatHelp\_pictureColin2= true

# replace if parent is on MissionWorkshop or MissionWorkshopPost

goatHelpWorkshop\_picture= workshop

goatHelpWorkshop= [Name's] [son2] [Name2] has been helping out around the workshop, learning how to work the tools there and producing some extra {1}.

# replace if parent is on MissionTech

goatHelpTech\_picture= lab

goatHelpTech= I didn't think having a child help out with research would be a good idea, but [Name2] is surprisingly good at it. [He2]'s a natural little engineer. Maybe [he2]'ll even be a scientist one day if the world ever has need of them again. Research is going a little faster this week because of it.

# replace if parent is on MissionFarm

goatHelpFarm\_picture= farm

goatHelpFarm= Young [Name2] has been helping [FormalName] to farm. Mostly just pick rocks out of the ground, but that's hard work that needs to be done too.

# replace if parent is on MissionBuild, MissionReclaim or MissionUpgrade

goatHelpBuild\_picture= walls

goatHelpBuild= [FormalName's] combining [missioning] with babysitting; namely [he]'s got [Name2] fetching supplies and cleaning up. The kid couldn't pound a nail straight if [his2] life depended on it, but if [he2] keeps practicing [he2]'ll get it. Job's going a bit faster anyway.

# replace if parent is on MissionScavenge

goatHelpScavenge\_picture= pawnshop

goatHelpScavenge= I wasn't sure that bringing a kid scavenging was a good idea, but [FormalName] insisted that [his] kid [Name2] would be perfect for it. It's true; the [boy2]'s got a keen eye for what's useful, and can fit into places the rest of us couldn't go.\n\n

[He2] found some extra {1} today, that's useful.

# replace if parent is on MissionPostLead

goatHelpLead\_picture= bar

goatHelpLead= [FormalName] has been bringing [his] [boy2] [Name2] to the [square] this week so [he2] can help out. The kid's a natural, and people love [him2].

#Low morale event, Kid is scared, they have nightmares, they are neurotic and worried about their caretaker. Time off for parent, or high level leader can talk to kid, if you have a school can organize a summer camp where kid can have fun and get to be a kid.

# [Name] has goat equipped, [Name2] = goat

goatNightmares\_title= Nightmares on Elm st

goatNightmares\_picture= creepyWoods

goatNightmares\_pictureColin1= false

goatNightmares\_pictureColin2= true

goatNightmares= [FormalName] hasn't been able to sleep much lately since [his] [boy2] [Name2] has been keeping [him] awake every night. The kid's having nightmares. We all do of course, but these are like white-knuckled, piss-the-bed, wake-up-screaming night terrors. [He2]'s obviously stressed and traumatized.\n\n

What should we do about it?

goatNightmares\_option1= Give [Name] time off work

goatNightmares\_option2= Talk to the kid (8 leadership)

goatNightmares\_option3= Organize a summer camp (school)

goatNightmares\_option4= Do nothing

# use result.injureMentionedColin(TRUE to vacation) to send Name on vacation

goatNightmares\_outcome1= [Name's] going to take a few days off and spend them with [Name2], doing happy [father]-[son2] things to keep the [boy2]'s mind off recent horrors.

# no effect

goatNightmares\_outcome2= [Name2] had a casual counselling session where [he2] described [his2] bad dreams and worst fears; stuff the poor [boy2] didn't want to burden [Name] with.\n\n

[He2] said [he2] felt a lot better afterwards and we discussed a few ways that [he2] could deal with the night terrors if they do happen. We can keep having regular talks like this for as long as it takes.

# no effect

goatNightmares\_outcome3= This [boy2] needs something to keep [him2] distracted. We've been so focused on survival, we forgot [he2]'s missing out on [his2] childhood here because of it. So we organized a kids-only activity center at the local schoolhouse, where [Name2] can play games, do crafts, and we might throw some [boy]scout skills in there too. Just mentioning it brought a sparkle to [his2] eyes.

# minus happiness to Name for not sleeping due to kids nightmares

goatNightmares\_outcome4= [Name] said [he] understands; we need [him] out there working, even if [he]'s a bit sleep deprived.

#Kid finds something binocs, cat, slingshot etc. Do you let him keep it or take it for the fort. Get the item means lose happiness. Parent must have a little happiness to lose.

# [Name] = guardian, [Name2] = goat

#{1} name of item found - use equipment.type.typeName to get "cat" not "Mister Mittens"

#{2} age of Name in years

goatFind\_title= Look what I found

goatFind\_picture= survival

goatFind\_pictureColin1= false

goatFind\_pictureColin2= true

goatFind= {2}-year-old [FormalName2] was [crawling around under a house|playing in an old woodpile|retrieving [his2] ball from the other side of the fence] when [he2] found [a] {1}. [He2]'s pretty proud of [his2] find and wants to keep it, but an adult could probably put it to better use.

goatFind\_option1= Take the {1}

goatFind\_option2= Let [him2] keep it

goatFind\_outcome1= [Name2] cried like a baby when we told [him2] [he2] couldn't keep the {1}. Honestly, there's an entire civilization's worth of junk lying around here that [he2] could play with. Why was that one thing so important?\n\n

[FormalName] is a bit miffed that we upset [his] [boy2], but the kid needs to learn that [the needs of the many outweigh the selfish desires of little brats|sharing is caring].

goatFind\_outcome2= We don't need that {1} as much as [Name2] wants it right now. Hopefully [he2] won't have forgotten it by tomorrow or ditched it in favor of a new toy.

# Find a child alone in the city, adopt them

#[Name] colin who can become guardian of the goat

# [Name2] = goat, must be age 6-10

#[faction] = st michaels if they exist

# gate2 looks okay to have both parent ([Name] and child [Name2])

goatAdopt\_title= The road is long

goatAdopt\_picture= gate2

goatAdopt\_pictureColin1= false

goatAdopt\_pictureColin2= true

goatAdopt= [FormalName] heard crying last night and went out into the city to see what it was. [He] found a young [boy2] wandering out there, exhausted, traumatized and alone.\n\n

The kid is in shock; [he2] hasn't said a word. We don't know where [he2]'s from or what happened to [his2] family, but can guess the worst. [He2]'s been sticking close to [Name].

goatAdopt\_option1= Adopt [him2]

# only visible if st michaels exists & you aren't at war with them

goatAdopt\_option2= Take [him2] to St Michaels

goatAdopt\_option3= Send [him2] back out there

goatAdopt\_outcome1\_pictureColin1= true

goatAdopt\_outcome1\_pictureColin2= true

goatAdopt\_outcome1= [Name] took the kid in. We eventually coaxed a name out of [him2]... [FormalName2].\n\n

It's going to take some time before the poor [boy2]'s life is back to normal... if you could ever call this kind of life normal. But [he2]'ll heal and adapt. Children are pretty flexible that way.

# +5 respect w/ st michaels and you don't have to deal with the kid everybody wins

goatAdopt\_outcome2\_picture= [FactionBackground]

goatAdopt\_outcome2\_pictureColin1= [FactionLeader]

goatAdopt\_outcome2\_pictureColin2= true

goatAdopt\_outcome2= It was all lord of the flies over there as usual; kids dressed up like zombies playing "cops & zed", building rickety three-storey tree forts and setting fire to effigies of their long-deceased teachers.\n\n

The [boy2] was instantly at home with them. We couldn't hold [him2] back when [he2] saw the massive collection of action figures they'd amassed. Rufus stopped goofing off for a minute to thank us.

# minus happinsess? or no downside?

goatAdopt\_outcome3= The [boy2]'s parents must be out there in the city, desperately searching for [him2]. They \_must\_ be. We gave the little tyke a fresh set of clothes and a tin of sweets, then dropped [him2] off way on the other side of the city, in a big square where we figured [his2] family would be most likely to spot [him2].\n\n

Oh God... what have we done...

# Motherless child wants to live with St Michaels if they exist and you've met them

# [Name] goat with no biological parents, min age 6

# {1} age of goat in years

#[faction] = st michaels

goatLeave\_title= Lost boys

goatLeave\_picture= gateStranger

goatLeave\_pictureColin1= true

goatLeave\_pictureColin2= false

goatLeave= [FormalName] is {1} years old now. In [his] short life [he]'s seen both [his] parents buried, and been so close to death [himself] that [he] could smell it's hot breath on [his] cheek. [He]'s very mature for [his] age, but hasn't been getting along well with the other adults in [CityName], particularly [his] new guardian [Name2].\n\n

[He] came to me today to formally ask to go and live with Rufus and the other kids at St Michaels.

goatLeave\_option1= Let [him] go

goatLeave\_option2= Make [him] stay

# +5 respect and +5 strength for st michaels

goatLeave\_outcome1\_picture= gate

goatLeave\_outcome1\_pictureColin1= true

goatLeave\_outcome1\_pictureColin2= [FactionLeader]

goatLeave\_outcome1= Rufus came to pick [him] up. "So ya wanna join us eh?" he said. "There's only two rules. Rule number one: no adults allowed without supervision. Rule number two..." He spat on his hand and offered it to [Name], who tentatively shook it.\n\n

Rufus too a deep breath. "THERE ARE NO OTHER RULES!!"\n\n

Good god it's amazing these kids have survived so long... good luck [Name]!

# no effect except you keep the kid

goatLeave\_outcome2= No. Those St Michaels kids are completely unhinged. It isn't safe over there. No child of ours is going to be roughhousing, staying up past their bedtime, or doing any of the other possibly crazy fun things those boys get up to.\n\n

[Name] was understandably upset at our decision. [He] pouted all the way to [his] room and is now giving us the silent treatment.

# someone gets pregnant, shows on the right side

makePreggers\_title= Pregnancy

makePreggers\_picture= happy

makePreggers\_pictureColin1= true

makePreggers\_pictureColin2= true

makePreggers= [FormalName] is going to have a baby...

makePreggersLeader= I'm going to have a baby...

# pregnant lady doesn't want a baby

# [Name] = lady

goatAbortion\_title= Unwanted Pregnancy

goatAbortion\_picture= hospital

goatAbortion\_pictureColin1= true

goatAbortion\_pictureColin2= false

goatAbortion= [FormalName] came to confide in me today, to tell me [he]'s discovered [he]'s pregnant. It was an accident, [he] says... one impulsive night when it seemed like they could die any day.\n\n

Now [he] can't imagine bringing a child into this world with so little chance of a happy life. [He]'s begging me to fix the problem.

# mention that we agree with her decision

goatAbortionPolicyNoBabbies= [FormalName] came to confide in me today, to tell me [he]'s discovered [he]'s pregnant. It was an accident, [he] says... one impulsive night when it seemed like they could die any day. [He] knows we have a policy to avoid pregnancy, but sometimes things just happen.\n\n

Now [he] can't imagine bringing a child into this world with so little chance of a happy life. [He]'s begging me to fix the problem.

# must have the baby if our policy says so (option1 will be disabled)

goatAbortionPolicyYesBabbies= [FormalName] came to confide in me today, to tell me [he]'s discovered [he]'s pregnant. It was an accident, [he] says... one impulsive night when it seemed like they could die any day.\n\n

Now [he] can't imagine bringing a child into this world with so little chance of a happy life. [He]'s begging me to fix the problem.\n\n

Abortion goes against our pro-family policy, so I'm afraid it is not an option.

goatAbortion\_option1= Perform an abortion (hospital)

goatAbortion\_option2= Perform abortion without hospital

goatAbortion\_option3= Have the baby

goatAbortion\_outcome1= [Name] is right; only a monster would intentionally bring a child into such a messed up world. But even if [he] was wrong, it's [his] body and [his] choice. We stand by that.

goatAbortion\_outcome2= I warned [Name] that we don't have the means to safely do such an operation. [He] insisted, saying [he]'d be more likely to die in childbirth... which I admit statistically quite true with or without a hospital. Then even threatened to kill [himself].\n\n

So we went ahead with it in the most sterile conditions we could manage. Since we don't have many antibiotics to spare, we insisted that [Name] stay home for a few days to full recover.

goatAbortion\_outcome3= [Name] made [his] bed, now [he] has to give birth in it. I'm not going to try to explain why a month-old embryo has a soul but sperm doesn't, or feed [him] made-up facts about the dangers of abortion vs carrying a child to term.\n\n

The truth is, the world needs more people in it. Children are necessary for our survive as a species. Someone has to have them.\n\n

Hopefully [Name] will change [his] mind about being a mother by the time the baby comes.

# Pregnant woman has anxiety.

# must be at least 6 months pregnant

# [Name] = mom

preggersComplain\_title= In a family way

preggersComplain\_picture= breakdown

preggersComplain\_pictureColin= true

preggersComplain\_pictureColin2= false

preggersComplain= [FormalName] is pregnant. It happens. But whether it's the hormones or the impending responsibility of raising a child in a post-apocalyptic world, she's really freaking out about it.\n\n

She's constantly worried that the baby is kicking too much, or not enough. She refuses to go anywhere near the outside wall, and admonishes people for so much as carrying a weapon near her. She's irritated by conditions in the fort, particularly by the diet which she says is putting her baby's health at risk. In short, she's driving us nuts. What should we do?

preggersComplain\_option1= Insist that she work

preggersComplain\_option2= Give her some time off

preggersComplain\_option3= Increase her rations

preggersComplain\_outcome1= I hoped that putting [Name] to work would help keep her mind off the baby, but so far she's just furious about it. I'm worried that her anxiety is starting to catch.

preggersComplain\_outcome2= [Name] needs to take a vacation and just chill the hell out. Anxiety is one of the worst things for an unborn child, besides perhaps malnutrition or her mother getting bit by a zombie. Hopefully taking time off doesn't cause either of those things to happen...

preggersComplain\_outcome3= Now that [Name] is eating better, her mind is much more at ease. Maybe her crankiness was just caused by hunger? I mean we all get that way sometimes. It must be much harder when you're eating for two though. Hopefully she'll start to fill out more now... she's so skinny I was a bit worried myself!

#################################################

# Main Leader dating

#################################################

# main leader can pick someone to date if not dating/engaged/married, repeatable

# must have at least 3 available bffs to choose from

# [FormalName] - best friends who aren't engaged/married

# [FormalName2] - include both genders + both gay & straight, we will make people gay if necessary

# main leader is the reporter

mainFirstDate\_title= First Date

mainFirstDate\_picture= walls

mainFirstDate\_pictureColin1= true

mainFirstDate\_pictureColin2= true

mainFirstDate\_1= I've noticed some of the other survivors here making come-hither eyes at me lately. I'm not sure it's totally appropriate, since I'm their leader. I call most of the shots around here and might be accused of playing favorites, but... the point of living is to live, right?\n\n

Should I ask someone on a date?

mainFirstDate\_2= I've been getting close with some of the survivors here in [CityName]. It's comforting to have friends again after such a long time spent wandering alone, but I wonder if some of them are looking for something more... or maybe they're just sucking up to me because I'm the leader here. Only one way to find out...\n\n

Should I ask someone on a date?

mainFirstDate\_3= I'm lonely. We're all lonely, but it's especially hard for me because I'm supposed to be the leading the rest of them. I can't show weakness. But maybe if I found a special someone, I could be honest with them.\n\n

Should I ask someone on a date?

mainFirstDate\_option1= [FormalName]

mainFirstDate\_option2= [FormalName2]

mainFirstDate\_option3= Somebody else

mainFirstDate\_option4= Nobody

# leads back around to original 4 options but with 2 different people

# eventually goes through an entire list of BFFs then wraps around to restart

mainFirstDate\_outcome3= I don't really know everyone here well enough to ask them. It's not like the old days of internet dating... many of the people here are mourning the loss of their husbands and wives, and will be for many years. Dating is a delicate, touchy subject.\n\n

If there's someone in particular I'm interested in, I should get to know them as friends first.

mainFirstDate\_outcome4= I'm not sure when I'll be ready for love again, but it isn't now.

# option 1 and 2 both lead here

# set relationship to DATING\_START

# [Name] is the chosen colin, make them gay or non as required

# [Name2] is main leader, who is also still the reporter

mainFirstDate\_picked\_picture= walls

mainFirstDate\_picked\_pictureColin1= true

mainFirstDate\_picked\_pictureColin2= false

mainFirstDate\_picked= [FormalName]. I've had my eye on [him] since [he] joined us. [He]'s friendly, [he]'s eager to help, and a pretty talented [job], but most importantly... [he] has nice eyes.\n\n

[He] said yes! Where should we go for our first date?

mainFirstDate\_picked\_option1= Romantic evening

mainFirstDate\_picked\_option2= Thrilling adventure

mainFirstDate\_picked\_option3= Working together

# clear all zombies from one square beside fort + adjacent ones

mainFirstDate\_picked\_outcome1\_picture= fire

mainFirstDate\_picked\_outcome1\_pictureColin1= false

mainFirstDate\_picked\_outcome1\_pictureColin2= false

mainFirstDate\_picked\_outcome1= I cooked us a wonderful dinner (spaghetti and canned meatballs - [he] said [he] loved it), and shared a bottle of wine I'd had hidden away for nearly a year waiting just such a special occasion.\n\n

Then we took a walk along the wall and up to a lookout spot where I surprised [him] with a little display I'd prepared: the [square] on the other side of our wall suddenly lit up in flames, immolating all the zombies in it. We basked in the glow and held each other tight.

# roll main leader's defense vs 10, +20 happiness for both "I wrestled a tiger on a first date!"

mainFirstDate\_picked\_outcome2\_success\_picture= bunnies

mainFirstDate\_picked\_outcome2\_success\_pictureColin1= false

mainFirstDate\_picked\_outcome2\_success\_pictureColin2= false

mainFirstDate\_picked\_outcome2\_success= I took [him] to a zoo I'd found at the edge of the city. Someone had let all the animals out of their cages, and they now roam the grounds letting survival of the fittest take its course. We were frolicking with the rabbits, clear winners in the outbreed-everyone-else category, when a tiger pounced out from the bushes.\n\n

I jumped up and gave it stiff kick to its sensitive nose. The big cat screeched and lept away in search of an easier meal. [Name] was impressed.

# on fail, injure main leader, +20 happiness for both "I wrestled a tiger on a first date!"

mainFirstDate\_picked\_outcome2\_fail\_picture= hospital

mainFirstDate\_picked\_outcome2\_fail\_pictureColin1= false

mainFirstDate\_picked\_outcome2\_fail\_pictureColin2= true

mainFirstDate\_picked\_outcome2\_fail= I took [him] to a zoo I'd found at the edge of the city. Someone had let all the animals out of their cages, and they now roam the grounds letting survival of the fittest take its course. We were frolicking with the rabbits, clear winners in the outbreed-everyone-else category, when a tiger pounced out from the bushes.\n\n

It slashed me deeply across the abdomen and knocked me down. "This is how it ends? A \_tiger\_??" I thought. Then [Name] fired a shot and scared it away.\n\n

What an exciting (but painful!) first date!

# +10 materials

mainFirstDate\_picked\_outcome3\_picture= store

mainFirstDate\_picked\_outcome3\_pictureColin1= true

mainFirstDate\_picked\_outcome3\_pictureColin2= false

mainFirstDate\_picked\_outcome3= There's far too much work to do. We don't have time for a proper romantic date... but I wanted to spend time with [Name] all the same. We decided to clear out some of the old buildings here that our scavengers hadn't gotten to yet.\n\n

It was sweaty, exhausting work, hauling out anything that might be useful as building materials. But we hardly noticed. We were too busy joking and playing and flirting with each other. We didn't want the day to end.\n\n

Good news is, it doesn't have to. I can assign us to work together any time I like.

# main leader and gf/bf are talking, repeat even after engaged or married

# [Name] = whoever main leader is dating

# [Name2] = main leader, who is also the reporter

mainDating\_title= The Dating Game

mainDating\_picture= shed

mainDating\_pictureColin1= true

mainDating\_pictureColin2= false

mainDating\_1= [FormalName] and I cooked breakfast together this morning. [He] showed me how to make a coffee substitute from roasted dandelion roots. There's no caffeine in it, but I have to admit it does kind of taste like coffee.\n\n

We got to talking about our future together. It would be wonderful to have mornings like this all the time...

mainDating\_2= I got into an argument with [FormalName] yesterday. I said we couldn't spend the evening together because I was assigned to do nightly guard duty. [He] asked me why I couldn't just switch my slot with someone else's; I wrote the guard duty schedule after all. [He] accused me of avoiding [him] on purpose.\n\n

I don't know... maybe [he]'s right and I was avoiding [him]. Now I think [he]'s giving me the silent treatment.

mainDating\_3= I've had so many happy moments with [FormalName] since we started dating. Every minute I get to spend with [him] is a minute of carefree joy. I forget all my fears of an impending attack on the fort, all the pressure of leading such a diverse group of damaged, frightened people. When we're together it's just me, and [him].\n\n

Just thinking about this today for no particular reason. Maybe I should go see how [he]'s doing.

mainDating\_option1= Go on a date

# hidden if already engaged/married

mainDating\_option2= Propose marriage

mainDating\_option3= Break up

mainDating\_outcome1= What should we do on our date?

# increase relationship, to a max of DATING\_END, +10 happy for each

mainDating\_outcome1\_option1= Have dinner together

mainDating\_outcome1\_option2= Go for a long walk together

mainDating\_outcome1\_option3= Kill zombies together

mainDating\_outcome1\_outcome1= We grabbed some food from the communal cantina ([salt cod stew|rice and beans|cornmeal gruel]... again) and ate it back at my place. It's wonderful to spend time with [Name]... it doesn't really matter what we do to be honest. Just hanging out and killing time suddenly has all this meaning when [he]'s around.

mainDating\_outcome1\_outcome2= We walked laps around the edge of the fort for hours, laughing and talking.\n\n

I suppose it doubled as guard duty too, though we were so busy gazing into each other's eyes I'm not sure we would have noticed a breach if it happened right beside us. I think we're making some of the others jealous.

mainDating\_outcome1\_outcome3= There's a section of wall that we've set up as a honeypot for zombies: it's reinforced with steel bars, but there are big gaps the zed can see us through. They cluster there, and it's the easiest thing to ram a long spike through their foreheads from a safe distance on the other side of the fence.\n\n

Some consider it a chore, but [Name] and I made a game of it, challenging to see if we could spike two at once or who could kill the most in a minute.

# if relationship is DATING\_END, success, change to ENGAGED, +20 happy for both

mainDating\_outcome2\_success= [He] said yes!! We're getting married! Eventually!!\n\n

We just need to find the right time and place for a ceremony. Until then we can bask in the glow of being engaged. I'm sure the others will find the two of us even more obnoxious now.

# -20 happy for main leader but relationship stays the same

mainDating\_outcome2\_fail= [Name] says [he]'s not ready for marriage yet.\n\n

It's complex. Life is different now than it was. The whole "till death do us part" thing... well it comes into play a lot more now than it used to. Once you've felt the death of a loved one, people put up walls to avoid getting hurt like that again. They push each other away.\n\n

I think [he]'ll be ready eventually. I just have to be patient, and spend as much time with [him] as I can.

# confirm before breaking up

mainDating\_outcome3= [Name] burst into tears at the mention of us separating. Do I really want to do this?

mainDating\_outcome3\_option1= Yes

mainDating\_outcome3\_option2= No, stay together

# -20 happy for each, set to neutral relationship

mainDating\_outcome3\_outcome1= That was hard, but it's best to end it early. We had chemistry, but [he] wasn't the one that I want to spend the rest of my life with.\n\n

I'm not sure how much time that will be, but it's precious.

# replace with this text if state was MARRIED before

mainDating\_outcome3\_outcome1Divorce= We married far too soon. People do that a lot these days; you think you could die tomorrow so what the heck, be impulsive, marry that person you just met.\n\n

Then you \_don't\_ die, and instead you keep waking up next to this person that it turns out you don't really like all that much.\n\n

[He] took it pretty well, considering. We got a couple witnesses to make it official: [FormalName] and I are now divorced.

mainDating\_outcome3\_outcome2= Hehe, I meant to say we should \_make out\_, not \_break up\_. Silly me.

# main leader gets married, repeat if engaged

# [Name] = whoever main leader is engaged to

# [Name2] = main leader, who is also the reporter

mainMarriage\_title= White wedding

mainMarriage\_picture= church

mainMarriage\_pictureColin1= true

mainMarriage\_pictureColin2= true

mainMarriage= Today would be such a nice day for a wedding! Should [FormalName] and I finally tie the knot?

mainMarriage\_option1= Have a solemn event

# grey out if we don't have enough food

mainMarriage\_option2= Throw a big party (10 food)

mainMarriage\_option3= Put it off for now

# + happy

mainMarriage\_outcome1= We kept it simple, just the two of us and a few friends, a handfasting under a tree. We didn't want to make a big deal of it, since that would remind us of all the people who couldn't be there. [Name] wished especially that [his] [little sister|grandmother|parents] could have survived to see this day.\n\n

[Name] decided to keep [his] own last name. That's a bit of an outdated old tradition anyway.

# -10 food, ++ happy

mainMarriage\_outcome2\_picture= party

mainMarriage\_outcome2= We cooked up a feast, found enough musicians to scrape a band together and danced the night away. There were no staged photos with a professional photographer, no individually-wrapped wedding favors, no ugly bridesmaid dresses, or bouquet throwing. Just us, our friends, and some people we don't even know that well.\n\n

It was a celebration we could all take part in. A night we'll all remember.

mainMarriage\_outcome3= Why rush things? We can get married later. There's always tomorrow... assuming we live through tomorrow, right?