MissionBuild\_buttonTitle= Build

MissionBuild\_resultTitle= Building Complete

MissionBuild\_action= building

MissionBuild\_tooltip= Replace this building with something else, costs materials

# replace with these once build type is chosen

MissionBuild\_resultTitle\_typed= Built [a] {1}

MissionBuild\_action\_typed= building [a] {1}

MissionBuild\_title\_rubble= Demolish

MissionBuild\_resultTitle\_rubble= Demolished a building

MissionBuild\_action\_rubble= demolishing a building

MissionBuild\_tooltip\_rubble= Get material by turning building into rubble

MissionClear\_buttonTitle= Kill

MissionClear\_resultTitle= Zombies Killed

MissionClear\_action= killing zombies

MissionClear\_tooltip= Neutralize the threat

# title and tooltip overridden depending on what we are killing

MissionClear\_title\_roamer= Kill Roamers

MissionClear\_tooltip\_roamer= Roamers target survivors outside the fort

MissionClear\_title\_mob= Kill Zombie Mob

MissionClear\_tooltip\_mob= Defending against mobs is safer than attacking them

MissionClear\_title\_massedUnscouted= Kill Massed Zombies

MissionClear\_title\_massed= Kill {1} Massed Zombies

MissionClear\_tooltip\_massed= Defending against massed zombies is safer than attacking them

MissionClear\_title\_zombiesUnscouted= Kill Zombies

MissionClear\_title\_zombiesUnit= Kill {1}

MissionClear\_title\_zombie= Kill 1 zombie

MissionClear\_title\_zombies= Kill {1} zombies

MissionClear\_tooltip\_zombies= Make missions safer and prevent zed from massing to attack

MissionDevour\_buttonTitle= Devour

MissionDevour\_resultTitle= Devoured the Living

MissionDevour\_action= devouring

MissionDevour\_tooltip= I can smell the blood in your veins

MissionFactionAttack\_buttonTitle= Attack

MissionFactionAttack\_resultTitle= Attacked Faction

MissionFactionAttack\_action= attacking faction

MissionFactionAttack\_actionShorter= attacking

MissionFactionAttack\_tooltip= Reclaims their building if adjacent to our fort

# set once we know who we are attacking

MissionFactionAttack\_resultTitle\_who= Attacked {1}

MissionFactionAttack\_action\_who= attacking {1}

MissionFactionAttackUnit\_buttonTitle= Attack

MissionFactionAttackUnit\_resultTitle= Attacked faction unit

MissionFactionAttackUnit\_action= attacking

MissionFactionAttackUnit\_actionShorter= attacking

MissionFactionAttackUnit\_tooltip= Send soldiers to kill this unit before it attacks the fort

# set once we know who we are attacking

MissionFactionAttackUnit\_resultTitle\_who= Attacked {1}

MissionFactionAttackUnit\_action\_who= attacking {1}

MissionFactionCult\_buttonTitle= Convert

MissionFactionCult\_resultTitle= Convert Faction

MissionFactionCult\_action= converting

MissionFactionCult\_actionShorter= converting

MissionFactionCult\_tooltip= Send leaders to talk about the Church of the Chosen Ones

# set once we know who we are converting

MissionFactionCult\_action\_who= converting {1}

MissionFactionMeet\_buttonTitle= Meet With

MissionFactionMeet\_resultTitle= Met with Faction

MissionFactionMeet\_action= meeting

MissionFactionMeet\_actionShorter= meeting

MissionFactionMeet\_tooltip= Send skilled leaders to improve the faction's respect

# set once we know who we are meeting with

MissionFactionMeet\_action\_who= meeting with {1}

MissionFactionRaid\_buttonTitle= Raid

MissionFactionRaid\_resultTitle= Raid

MissionFactionRaid\_action= raiding

MissionFactionRaid\_actionShorter= raiding

MissionFactionRaid\_tooltip= Better scavengers steal more stuff

# set once we know who we are raiding

MissionFactionRaid\_action\_who= raiding {1}

MissionFactionTrade\_buttonTitle= Trade

MissionFactionTrade\_resultTitle= Traded

MissionFactionTrade\_action= trading

MissionFactionTrade\_actionShorter= trading

MissionFactionTrade\_tooltip= Giving good deals makes other factions respect you more

# set once we know who we are trading with

MissionFactionTrade\_action\_who= trading with {1}

MissionFactionTradeUnit\_buttonTitle= Trade

MissionFactionTradeUnit\_resultTitle= Traded

MissionFactionTradeUnit\_action= trading

MissionFactionTradeUnit\_actionShorter= trading

MissionFactionTradeUnit\_tooltip= Giving good deals makes other factions respect you more

# set once we know who we are trading with

MissionFactionTradeUnit\_action\_who= trading with {1}

MissionPostChopWood\_buttonTitle= Chop Wood

MissionPostChopWood\_resultTitle= Finished Chopping Wood

MissionPostChopWood\_action= chopping wood

MissionPostChopWood\_tooltip= Builders make better lumberjacks

MissionPostFarm\_buttonTitle= Farm

MissionPostFarm\_resultTitle= Finished Farming

MissionPostFarm\_action= tending crops

MissionPostFarm\_actionShorter= farming

MissionPostFarm\_tooltip= Scavengers make better farmers and harvest more food

MissionPostGuard\_buttonTitle= Guard Duty

MissionPostGuard\_resultTitle= Finished Guarding

MissionPostGuard\_action= guarding the fort

MissionPostGuard\_actionShorter= guarding

MissionPostGuard\_tooltip= Protect adjacent buildings from zombies and other attacks

MissionPostHunt\_buttonTitle= Hunt

MissionPostHunt\_resultTitle= Finished Hunting

MissionPostHunt\_action= hunting

MissionPostHunt\_tooltip= Hunt for a steady supply of food, Scavengers are better at it

# replace if on a square that supports fishing instead

MissionPostHunt\_buttonTitle\_fish= Fish

MissionPostHunt\_resultTitle\_fish= Finished Fishing

MissionPostHunt\_action\_fish= fishing

MissionPostHunt\_tooltip\_fish= Scavengers make better fishermen

MissionPostLead\_buttonTitle= Preach

MissionPostLead\_resultTitle= Finished Preaching

MissionPostLead\_action= preaching

MissionPostLead\_tooltip= Increase the happiness bonus from churches with good Leaders

# replace if on a bar instead of a church

MissionPostLead\_buttonTitle\_bar= Bartend

MissionPostLead\_resultTitle\_bar= Finished Bartending

MissionPostLead\_action\_bar= bartending

MissionPostLead\_tooltip\_bar= Increase the happiness bonus from bars with good Leaders

MissionPostVacation\_buttonTitle= Time Off

MissionPostVacation\_resultTitle= Back to Work

MissionPostVacation\_action= taking time off

MissionPostVacation\_actionShorter= time off

MissionPostVacation\_tooltip= Relax and de-stress to gradually increase happiness

MissionQuest\_buttonTitle= Quest

MissionQuest\_resultTitle= Quest Complete

MissionQuest\_action= questing

MissionQuest\_actionShorter= quest

MissionQuest\_tooltip= Quest mission

MissionReclaim\_buttonTitle= Reclaim

MissionReclaim\_resultTitle= Reclaimed

MissionReclaim\_action= reclaiming a building

MissionReclaim\_actionShorter= reclaiming

MissionReclaim\_tooltip= Add this building to our fort faster with better Builders

# replace when we know what we are reclaiming

MissionReclaim\_resultTitle\_what= {1} Reclaimed

MissionRecovery\_buttonTitle= Injured

MissionRecovery\_resultTitle= Injury Healed

MissionRecovery\_action= recovering from injury

MissionRecovery\_actionShorter= injured

MissionRecovery\_tooltip= Rest and heal after an injury

MissionRecoveryVacation\_buttonTitle= Time Off

MissionRecoveryVacation\_resultTitle= Back to Work

MissionRecoveryVacation\_action= taking time off

MissionRecoveryVacation\_tooltip= Take time off to relax and de-stress

MissionRecruit\_buttonTitle= Recruit

MissionRecruit\_resultTitle= Recruitment Success

MissionRecruit\_action= recruiting survivors

MissionRecruit\_actionShorter= recruiting

MissionRecruit\_tooltip= Sending a good Leader might convince them to join us

MissionScavenge\_buttonTitle= Scavenge

MissionScavenge\_resultTitle= Scavenged for Supplies

MissionScavenge\_action= scavenging

MissionScavenge\_tooltip= Good Scavengers find more equipment and work faster

MissionScout\_buttonTitle= Scout

MissionScout\_resultTitle= Scouted

MissionScout\_action= scouting

MissionScout\_tooltip= Reduce future danger and report on what's here

# when we know what was found

MissionScout\_resultTitle\_lab= Found Secret Lab!

MissionScout\_resultTitle\_labNo= No Secret Lab Here

MissionScout\_resultTitle\_survivor= Survivor Spotted

MissionScout\_resultTitle\_survivors= Survivors Spotted

MissionScout\_resultTitle\_food= Spotted Food

MissionScout\_resultTitle\_resources= Spotted Resources

MissionTech\_buttonTitle= Research

MissionTech\_resultTitle= Research Complete

MissionTech\_action= researching

MissionTech\_tooltip= Develop new technology faster with more Engineers

# once we know what we're researching

MissionTech\_resultTitle\_what= Research: {1}

MissionTrain\_buttonTitle= Train Skills

MissionTrain\_resultTitle= Training Complete

MissionTrain\_action= training

MissionTrain\_tooltip= Switch skills and gradually improve over time

MissionUpgrade\_buttonTitle= Upgrade

MissionUpgrade\_resultTitle= Upgrade Complete

MissionUpgrade\_action= upgrading

MissionUpgrade\_tooltip= Add stationary defenses faster with better Builders

# special type

MissionUpgrade\_buttonTitle\_advancedTrap= Advanced Trap

MissionWorkshop\_buttonTitle= Craft an Item

MissionWorkshop\_resultTitle= Crafted an Item

MissionWorkshop\_action= crafting an item

MissionWorkshop\_actionShorter= crafting

MissionWorkshop\_tooltip= Craft single-use items faster with better Engineers

# once we know what we're crafting

MissionWorkshop\_resultTitle\_what= Crafted {1}

MissionWorkshop\_action\_what= crafting {1}

MissionWorkshopPost\_buttonTitle= Craft Many Items

MissionWorkshopPost\_resultTitle= Crafted Items

MissionWorkshopPost\_action= crafting items

MissionWorkshopPost\_actionShorter= crafting

MissionWorkshopPost\_tooltip= Craft single-use items faster with better Engineers

# once we know what we're crafting

MissionWorkshopPost\_resultTitle\_what= Crafted {1}

MissionWorkshopPost\_action\_what= crafting {1}

MissionWorkshopPost\_resultTitle\_out= Workshop out of {1}