# must be unique in all of en\_events, en\_combat etc etc

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

# BACKSTORIES

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

backstoryTitle= [Name's] Hist\u00f3ria

# the first time you talk

backstoryIntro\_1= [FormalName] pulled me aside after dinner today. [He] said:\n\n

backstoryIntro\_2= [FormalName] opened up to me today. [He] told me:\n\n

backstoryIntro\_3= I had a chance to talk with [FormalName] over a drink today. [He] said:\n\n

backstoryIntro\_4= I'm getting closer with [FormalName]. Today [he] told me:\n\n

# the 2nd and 3rd times you talk, we show the old text again first

backstoryMore\_1= [FormalName] and I had time to talk again today. As [he] was saying earlier:\n\n

# at the bottom of the 1st/2nd/3rd dialog the first time you see it

backstoryPerk\_1= \n\n[Name] can get a new perk. What should it be?

backstoryPerk\_2= \n\n[Name's] ready for a new perk. Which one?

backstoryPerk\_3= \n\nWhat perk should [Name] get?

# if there's nothing new to say, you just want to read 1, 2, or 3 parts again

backstoryAgain\_1= This is what [FormalName] told me about [himself] earlier:\n\n

backstoryAgain\_2= [FormalName] had this to say about [himself] when we spoke before:\n\n

backstoryInstead= Okay, what perk should [he] pick instead?

backstoryEarned= [FormalName] earned the perk:\n\n{1}\n{2}.

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

# VANCOUVER

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

vanScaryOption\_1= Suck their souls out through their eyeballs

vanScaryOption\_2= Burn it all down

vanScaryOption\_3= Crawl into a hole and die

vanScaryOption\_4= Kill everything in your path

vanScaryOption\_5= Eat their still-pumping hearts

vanScaryOption\_6= Taste their organs

vanScaryOption\_7= Rip their faces from their skulls

vanScaryOption\_8= Finally lose control completely

vanScaryOption\_9= Let go of sanity forever

vanScaryOption\_10= Become a statue and crumble to dust

vanScaryOption\_11= Kill. Crush. Destroy.

vanScaryOption\_12= Let your rage overflow

vanScaryOption\_13= Infect them all

vanScaryOption\_14= Howl to the blood-filled moon

vanScaryOption\_15= Sacrifice them on the altar of pain

vanScaryOption\_16= Eat a baby

vanScaryOption\_17= Pull out your own eyeballs

vanScaryOption\_18= Bite off your own tongue

vanScaryOption\_19= Quietly foam at the mouth

vanScaryOption\_20= Stare at the sun until it blinks

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

# EFFECTS

# Snippets can be stored in en\_events etc too

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

# shown on info menu

effect\_rioting= Rioting

effect\_scavengingSlower= Scavenging takes longer

effect\_halfFarms= Farms produce less food

effect\_doubleFarms= Farms produce double food

effect\_noMissionProgress= Missions won't advance

effect\_banshee= Banshee keeping people awake at night

effect\_dangerousZed= Extra danger from zombies

effect\_superDangerousZed= Serious danger from zombies

effect\_superDuperDangerousZed= Extreme danger from zombies

# on results menu

resultsMenu\_effect= Effect: {1} for the next {2} days

resultsMenu\_effect1day= Effect: {1} for the next day

resultsMenu\_effectForever= Effect: {1}

resultsMenu\_effectEnded= Effect ended: {1}

effect\_peace= Peace with {1}

effect\_war= War with {1}

effect\_alliance= Alliance with {1}

# Shown title only on side notices when riots etc

effectEnding\_rioting\_title= Riots Ended

effectEnding\_scavengingSlower\_title= Scavenging Back to Normal

effectEnding\_halfFarms\_title= Farms Back to Normal

effectEnding\_doubleFarms\_title= Farms Back to Normal

effectEnding\_noMissionProgress\_title= Mission Progress Resumed

effectEnding\_banshee\_title= Banshee Stopped Wailing

effectEnding\_dangerousZed\_title= Zombies Back to Normal

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

# MISSION EXECUTE DENIED REASONS

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

executeDenied\_invalid= Invalid

executeDenied\_riots= Riots!

executeDenied\_faction= {1} Present

executeDenied\_massed= Massed Zombies

executeDenied\_resources= Need {1} {2}

executeDenied\_exists= Already have one mission of this type

executeDenied\_tooManyZed= Too many zombies

executeDenied\_tooFar= Too far away

executeDenied\_unscouted= Need to scout first

executeDenied\_noZombies= No zombies left

executeDenied\_inaccessible= Inaccessible

executeDenied\_tooSoon= Too soon

executeDenied\_war= At war

executeDenied\_winter= Not in winter

executeDenied\_houses= No free houses

executeDenied\_nothing= Nothing left

executeDenied\_scouted= Already scouted

executeDenied\_billScouted= Bill scouted

executeDenied\_research= Nothing left to research

executeDenied\_upgrade= Building already has this upgrade

executeDenied\_quest= Finish quest first

executeDenied\_needShovel= Need a shovel

executeDenied\_chosenDeny= Chosen deny entry

executeDenied\_converted= Already converted

executeDenied\_halfRespect= Need 50% respect

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

# HAPPINESS CHANGES

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happy\_stole= We stole some stuff from {1}, those suckers

happy\_cultistDied= {1} jumped to the waiting horde

happy\_kissRing= {1} is lording it over us

happy\_factionPolicy= So we just do whatever {1} tells us to now?

happy\_leetRaid= You can't have too many diamond necklaces

happy\_attackBooze= We burned precious booze in a fight

happy\_policyChanged= I was just getting used to our policy on {1}

happy\_lostSquare= It's a shame we lost that {1}

happy\_vote= I got to vote - democracy in action!

happy\_fireworks= I got to see fireworks. I love fireworks

happy\_saboteurInterrogate= We practically tortured that 'saboteur'

happy\_leetCCG= We played a fun game the 1337cREw showed us

happy\_leetCCGMore= I really like this game the 1337cREw makes

happy\_pigBBQ= The Pig Farmers invited us to a BBQ

happy\_pharmacistsProtest= The Pharmacists think we aren't free enough

happy\_rottenPromotion= Some Rotten came over, they seem like good... people?

happy\_weemenNo= Gustav is a creep, we don't sell people. That makes us better than him.

happy\_weemenNoWoman= Gustav tried to buy me for a rocket launcher! We told him where he could shove it!

happy\_vera= Vera played a violin concert. I haven't heard such beautiful music for a long time

happy\_circus= I got to see Gustav's Circus

happy\_starving= I'm starving

happy\_goatHelpBar= That kid at the bar is helpful

happy\_fightJustice= Someone was jailed for fighting. We have a decent justice system

happy\_fightJailed= I was jailed after getting into a fight

happy\_fightExile= Someone was kicked out of the fort for righting. Never have to see him again

happy\_artistWall= I admired a beautiful painted wall by {1}

happy\_rabbitsAll= We have a bunch of pet rabbits now

happy\_rabbitsHalf= We have a few pet rabbits now

happy\_cleanWater= Mmm delicious clean water

happy\_electricity\_1= Electricity means I can listen to music again!

happy\_electricity\_2= Thanks to electricity I could watch Die Hard one more time

happy\_doctorsRob= How could we rob those innocent doctors?

happy\_lilyNo= It's so sad we couldn't help that little Lily

happy\_ostracized= {1} is keeping me awake at night

happy\_everyoneGone= At least we have some decent art around

happy\_cigarSmoked= I smoked one of those cigars we found out about from Gustav

happy\_originSchmooze= Trashy romance novels... my guilty pleasure

happy\_hopeHitBill= These people are kinda rough

happy\_dahliasDestroy= We murdered all those Chosen Ones from the Dahlias

happy\_dahliasFree= We let all those Chosen Ones from the Dahlias go free

happy\_recruitHumanShield= I'm haunted by the death of that recruit

happy\_recruitPickyLie= They lied about having {1}

happy\_recruitSicklyLeave= I had to leave my sick friend behind to die

happy\_recruitSicklyLate= They were too late to save my sick friend

happy\_recruitScared= I only joined because they made me so scared of everything

happy\_judgmentWord= Last Judgment gang came to our church and prayed with us

happy\_judgmentWordNo= Last Judgment gang was turned away because of their religion

happy\_dahliasRescue= The Dahlias saved my life!

happy\_loveCaravanSin= Gustav's Love Caravan is an ungodly sin

happy\_loveCaravanLike= I met an interesting lady who hangs out with Gustav

happy\_loveCaravanGrumpy= I can't believe anyone consorted with Gustav's ladies

happy\_manWagonSin= Gustav's Man Wagon is an ungodly sin

happy\_manWagonLike= I met an interesting man who hangs out with Gustav

happy\_manWagonGrumpy= Gustav's Man Wagon is gross and demeaning

happy\_goatTroubleFail= I didn't save that kid...

happy\_goatTroubleFailParent= My child was killed by zombies

happy\_goatNightmare= Kid's nightmares are keeping me awake

happy\_goatFindTake= My kid misses the {1}

happy\_goatAdoptAbandon= We abandoned that child to die in the city

happy\_goatPreggersWork= They don't even care that I'm pregnant

happy\_depressionTalk= I felt like the world would be better off without me but had a really good talk

happy\_depressionTimeOff= I felt like the world would be better off without me but took some time off to think

happy\_depressionAlone= I feel like the world is better off without me

happy\_leaveTalk= I was thinking about leaving but had a really good talk and changed my mind

happy\_leaveRations= I was thinking about leaving but was given extra food to stay

happy\_breakdownTalk= I went a little crazy but had a good talk and am feeling better

happy\_needCityHall= We need a city hall!

happy\_bartender= The bartender served me a nice glass of hooch at the bar

happy\_bar= I had a good mug of homebrew at a bar

happy\_preacher= I heard a nice sermon by a great preacher

happy\_church= I got to pray in a real church

happy\_noChurch= Without a church, what's the point of believing anymore?

happy\_lategameRandom\_1= \*I miss the family I lost when this all started

happy\_lategameRandom\_2= \*Jumbo-jets, Superbowls, how can we ever really rebuild?

happy\_lategameRandom\_3= \*The zombies will always be out there no matter what

happy\_lategameRandom\_4= \*Even if life gets better normal is gone forever

happy\_lategameRandom\_5= \*I wonder if I'll ever feel safe again

happy\_lategameRandom\_6= \*Will my scars ever heal?

happy\_lategameBigFort\_1= \*This fort was better when it was small

happy\_lategameBigFort\_2= \*How can we protect such a large fort?

happy\_lategameChurches= \*I wish there were more churches

happy\_lategameBars= \*There aren't enough places to get a good stiff drink

happy\_lategameHouses= \*It's too crowded in this city.

happy\_lategameGoats= \*I miss the pitter-patter of children's feet

happy\_lategameRecreation= \*I'm so bored

happy\_lategamePet= \*I'm lonely

happy\_lategameAmmenities= \*I miss ammenities like power and running water

happy\_lategameDanger= Why did they assign me to such a dangerous mission?

happy\_rationsReduced= I'm so hungry, why do we need reduced rations?

happy\_rationsIncreased= Increased rations means I'm not hungry all the time!

happy\_mandatoryGuard= I hate mandatory guard duty

happy\_womenHomeHappy= I'm happy our women are safe back in the fort

happy\_womenAwaySad= I hate that our women are our there in danger

happy\_womenHomeHappyFemale= I'm happy we women can stay safe back in the fort

happy\_womenAwaySadFemale= Women shouldn't have to do guard duty, it's barbaric!

happy\_womenHomeSadFemale= I can't believe they made me stay home and cook!

happy\_womenAwayHappyFemale= I'm glad us women are helping with defense

happy\_addictCured= I finally kicked my bath salts habit

happy\_addictBan= This ban on bath salts is cramping my style

happy\_addictDevout= I'm happy those bath salts aren't allowed in our fort

happy\_chosenBannedQuit= I've quit worshipping the Chosen Ones since it's not allowed

happy\_chosenBanned= I'm not allowed to worship the Chosen Ones

happy\_wealthSkilled= Enjoying the big house and record player I got because I'm so skilled

happy\_wealthSkilledNo= This is BS, I get a snoring roommate while the 'skilled' live in luxury

happy\_wealthWork= I'm happy we reward hard work here, it's the fair way to do things

happy\_wealthSoldiers= Hell yes soldiers should get better houses and more whisky, we deserve it

happy\_wealthSoldiersNo= Soldiers get a cushy life even though the rest of us are just as important. Unfair!

happy\_propertyPublic= Those damn commies are stealing our stuff in the name of sharing!

happy\_propertyPublicNo= I don't have much but at least I know it's mine.

happy\_powerFuel= Bummer we're out of fuel for the power plant.

happy\_powerSometimes= I'm glad we at least have electricity in the mornings.

happy\_powerAlways= So happy we have power again all day!

happy\_waterSometimes= I'm so thankful for running water and showers

happy\_waterAlways= I'm so thankful for running water and showers

happy\_banshee= That damn banshee zombie wailed all night and kept me awake

happy\_petLove= OMG I love love love my {1} {2}

happy\_pet= Snuggled with my {1} {2}

happy\_goat\_1= I played tag with {1}

happy\_goat\_2= I read a book to {1}

happy\_goat\_3= {1} cheered dme up with a smile

happy\_entertainer= {1} brought out a guitar and played for us today

happy\_downer= I went on a mission with that downer {1}

happy\_preacherMission= {1} opened my eyes to God while on a mission!

happy\_hobbyCar= I restored a beautiful car to life

happy\_hobbyCarFail= I spent some time with a beautiful car

happy\_dreamsTonic= I loves me tonic

happy\_dreamsLightSleeper= I can't sleep at night

happy\_evilDarkness= I embarassed myself trying to save that guy in the Allmart

happy\_originMallToy= I love toy stores

happy\_declareWarAngry= {1} deserve better than war

happy\_declareAllies= {1} are our allies at last

happy\_talkPerk= I had a good talk with our leader.

happy\_injury= My injury hurts! It hurts!

happy\_death= My {1} {2} is dead!

happy\_chosenCorpseNo= I have no religious freedom!

happy\_chosenParty= Dancing with the zombies

happy\_quarantined= I was quarantined because they don't trust me

happy\_carBreakdown= Damn car broke down and I had to push it home

happy\_vigilanteNo= Someone stole my {1} and we never found them

happy\_ammoYes= Shooting zed from the walls helped clear my mind

happy\_ammoShot= {1} shot at me, that jerk!

happy\_ammoNo= Nobody will let me shoot a gun around here

happy\_distrustLeft= We just left that person in the street

happy\_rememberShoot= I was forced to shoot my own relative.

happy\_rememberIgnore= I thought I saw someone I knew among the undead

happy\_preggersNo= Not allowed to have a baby

happy\_abortionNo= How can I bring a baby into this horrible world?

happy\_marriageFriends= {1} and {2} got married

happy\_marriageSpouse= I got married to {1}

happy\_marriageFriendsGreat= We had a great wedding for {1} and {2}

happy\_marriageSpouseGreat= I had a proper wedding with {1}

happy\_marriageNoFriends= Why can't {1} and {2} get married?

happy\_marriageNoSpouse= I wasn't allowed to marry

happy\_dateZoo= I had a great date at the zoo

happy\_dateZooTiger= I wrestled a tiger on a first date!

happy\_mainEngaged= I'm engaged to be married!

happy\_mainEngagedNo= My marriage proposal was refused

happy\_divorce= My marriage fell apart

happy\_breakup= My relationship fell apart

happy\_date= I went on a date

happy\_marriageMainFriends= {1} and {2} got married

happy\_marriageMainFriendsGreat= We had a great wedding for {1} and {2}

happy\_marriageSpouseMain= I got married to {1}

happy\_marriageSpouseMainGreat= I had a proper wedding with {1}

happy\_airplaneKidnap= They made me leave my family behind but I'll find a way back to them

happy\_airplaneThreatenNo= I'm not leaving on the plane?

happy\_airplaneThreatenJail= I was jailed for wanting to fly away

happy\_airplanePleadNo= I'm not coming on the plane

happy\_cureVolunteer= They want to cut up my brain for science!

happy\_cureVolunteerNo= They said they won't cut up my brain for science!

happy\_pigAgreement= I can't believe we made a deal with the pig farmers

happy\_pigRescue= I've been rescued from being pig farmer bacon-breakfast!

happy\_chuckNonviolent= My new fort mates are also non-violent

happy\_governmentRescue= My friends rescued me!

happy\_vanMurder= What made me do something so horrible?

happy\_vanRage= My rage only makes me stronger

happy\_useSalts= Bath Salts man. I love Bath Salts

happy\_goatDiedParent= My child died

happy\_goatDied= The kid I was looking after died

happy\_friendMission= I did a mission with my buddy {1}

happy\_autoEquipSkill= I got a new tool because of the skilled survivors equipment policy

happy\_autoEquipSkillSad= {1} got the tool I wanted because of that stupid policy

happy\_vacationPost= I'm taking some time off

happy\_vacation= I'm not working right now

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

# DEATH REASONS

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

death\_unknown= Unknown causes

death\_starve= Starved to death

death\_zombies= Killed by zombies

death\_attack= Died during an attack

death\_suicide= Killed [himself]

death\_missionAction= Killed while {1}

death\_fightExile= Kicked out of fort for fighting

death\_wantsToLeave= Left to join {1}

death\_breakdownShot= Shot during a mental breakdown

death\_breakdownGates= Opened gates during nervous breakdown

death\_breakdownSuicide= Killed [himself] during nervous breakdown

death\_bitten= Turned after being bitten

death\_vanMurderExile= Kicked out after killing someone

death\_farmersRescued= Killed in a squabble

death\_originMad= Went Mad

death\_hopeLeft= Left to die

death\_hopeAssasinated= Assassinated

death\_hopeEscaped= Jumped the Wall

death\_schmoozeRecruit= Left to join {1}

death\_schmoozePigfarmersColin= With the pig farmers

death\_recruitBandits= Killed by bandits while recruiting

death\_weemen= Left after we tried to sell her to Gustav

death\_fight= Accidentally killed in an argument

death\_unhappyDeserted= Deserted due to unhappiness

death\_missionMissing= Went missing while {1}

death\_originInfect= Fell to zombieism

death\_originLeave= Left the fort

death\_chosenSuicide= Ritual Chosen Ones suicide

death\_cannibalCrazy= Went crazy from cannibalism

death\_cannibalMeat= Ate infected meat

death\_slavers= Killed in a fight with slavers

death\_slaversCapture= Captured by slavers

death\_airplaneLeft= Snuck Away

death\_cureSacrifice= Gave [his] life for the cure

death\_farmersMissing= Went missing

death\_governmentTaken= Taken by the Government

death\_vanGovernmentTaken= Taken by the Government

death\_vanSupersoldiers= Killed by Supersoldiers

death\_missionFight= Fought zombies bare-fisted

death\_roamers= Killed by roaming zombies

death\_villainDiplomacy= Undead Diplomacy

death\_villainRaid= Graveyard Raid

death\_recovering= Killed while recovering from injury

death\_colinPanel= Killed via ColinPanel

death\_debugger= Murdered by debugger

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

# MISC MISSION RELATED

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

attackFactionStreets= streets

attackWho\_unitFactionAttack= attackers

attackWho\_unitFactionRaid= raiders

attackWho\_unitFactionSabotage= saboteurs

attackWho\_unitFactionTrade= merchants

recruit\_brothers= brothers

recruit\_sisters= sisters

recruit\_siblings= siblings

recruit\_pickyWater= running water

recruit\_pickyElectricity= electricity

recruit\_pickyTowers= watch towers

recruit\_pickyBar= a bar

recruit\_pickyChurch= a church

recruit\_pickyGovernment= a proper government

recruit\_pickySchool= a school

recruit\_pickyFood= a full storeroom of food

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

# BUTTONS

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

button\_done= DONE

button\_back= BACK

button\_okay= OKAY

button\_equip= EQUIP

button\_cancel= CANCEL

button\_save= SAVE

button\_load= LOAD

button\_delete= DELETE

button\_backup= BACKUP

button\_restore= RESTORE

button\_start= START

button\_continue= CONTINUE

button\_next= NEXT

button\_yes= YES!

button\_overwrite= OVERWRITE

button\_bonusesUnlocked= BONUSES UNLOCKED

button\_quickPlay= QUICK PLAY

button\_story= STORY

button\_loadGame= LOAD GAME

button\_rateGame= RATE GAME

button\_notices= NOTICES

button\_thankYou= THANK YOU!

button\_hagglePlus= HAGGLE+

button\_haggle= HAGGLE

button\_take= TAKE

button\_trade= TRADE

button\_give= GIVE

button\_resetStoryMode= RESET STORY MODE

button\_mainMenu= MAIN MENU

button\_cheevos= CHEEVOS

button\_login= LOGIN

button\_disable= DISABLE

button\_view= VIEW

button\_sendAgain= SEND AGAIN

button\_totalReset= TOTAL RESET

button\_feedback= FEEDBACK

button\_credits= CREDITS

button\_wiki= WIKI

button\_onSteam= ON STEAM

button\_onForums= ON FORUMS

button\_help= HELP

button\_engish= ENGLISH

button\_installMod= INSTALL MOD

button\_uploadMod= UPLOAD MOD

button\_uninstall= UNINSTALL

button\_update= UPDATE

button\_survivors= SURVIVORS

button\_resources= RESOURCES

button\_factions= FACTIONS

button\_research= RESEARCH

button\_government= GOVERNMENT

button\_equipment= EQUIPMENT

button\_more= MORE

button\_forums= FORUMS

button\_sendReport= SEND REPORT

button\_debug= DEBUG

button\_weapons= WEAPONS

button\_items= ITEMS

button\_startMission= START MISSION

button\_editMission= EDIT MISSION

button\_specialThanks= SPECIAL THANKS

button\_ubertesters= UBERTESTERS

button\_suggestions= SUGGESTIONS

button\_kickstarter= KICKSTARTER

button\_alphaTest= ALPHA TEST

button\_kickstarterRewards= KICKSTARTER REWARDS

button\_config= CONFIG

button\_exit= EXIT

button\_default= DEFAULT

button\_alphabetical= A-Z

button\_skills= SKILLS

button\_happy= HAPPY

button\_guards= GUARDS

button\_living= LIVING

button\_workshop= MODDING

button\_useNow= USE NOW

button\_low= LOW

button\_medium= MEDIUM

button\_high= HIGH

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

# LABELS FROM MISC MENUS

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

scene\_completed= Campaign Completed

scene\_cityDefeated= {1} Defeated

scene\_cityAirplane= {1} Left

scene\_cityFinished= {1} Rebuilt

scene\_totalScore= total score:

# contact email message won't send unless it contains at least one of these words

contact\_validationWords= the, this, but, if, when, bug, issue, it, is, its, it's, can, can't, let, me, of, this, on, then, what, how, think, game, try, won't, does, doesn't, broken, found, find, did, does, will, are, you, and, or, my, to

skill\_Leading\_jobName= Leader

skill\_Soldiering\_jobName= Soldier

skill\_Scavenging\_jobName= Scavenger

skill\_Building\_jobName= Builder

skill\_Science\_jobName= Engineer

skill\_none\_jobName= Survivor

skill\_Leading\_skillName= leadership

skill\_Soldiering\_skillName= defense

skill\_Scavenging\_skillName= scavenging

skill\_Building\_skillName= building

skill\_Science\_skillName= engineering

skill\_none\_skillName= none

mapsize\_1\_name= small

mapsize\_2\_name= typical

mapsize\_3\_name= big

mapsize\_4\_name= huge

mapsize\_5\_name= giant

mapsize\_6\_name= epic

difficulty\_1\_name= Easy

difficulty\_2\_name= Normal

difficulty\_3\_name= Challenging

difficulty\_4\_name= Hard

difficulty\_5\_name= Impossible

unitFactionTrade\_name= merchant

unitFactionRaid\_name= raiders

unitFactionAttack\_name= soldiers

unitFactionSabotage\_name= saboteur

unitFactionTrade\_desc= This friendly {1} trader is carrying goods for sale. We can trade by starting a mission here.

unitFactionRaid\_desc= These {1} raiders are gearing up to steal our food and supplies. We better get ready to fend them off.

unitFactionAttack\_desc= These {1} soldiers are well armed and coming to attack us. What'd we do to upset them?

unitFactionSabotage\_desc= This suspicious {1} agent must be planning some kind of sneak attack.

unitZombie\_name= Massed zombies

unitZombie\_desc= These zombies are gathering for an attack. It's more dangerous to enter and they might get through our walls any day now.

unitZombieMob\_name= Zombie mob

unitZombieMob\_desc= This pack of zed are on the move and seem to be heading for our fort.

unitZombieRoamer\_name= Roaming zombies

unitZombieRoamer\_desc= These zed move randomly and may attack our survivors outside the fort

label\_defense= DEFENSE

label\_danger= DANGER

label\_dangerPercent= {1}% DANGER

label\_skills= SKILLS

label\_hudDay= DAY

label\_where= WHERE

label\_tradeDiscount= DISCOUNT

label\_tradeMarkup= MARKUP

label\_notLoggedIn= (not logged in)

label\_mainVersion= version {1}

label\_pickMission= Pick a mission

label\_missionCost= (cost: {1} {2})

label\_muted= (muted)

label\_dangerUnit= {1}\nDanger to fort: {2}%

label\_defending= Defending the {1}

label\_notAvailable= Not available

label\_banned= (BANNED)

label\_days= {1} days

label\_unhappiest= Unhappiest: {1}

label\_allHappy= All survivors are happy

label\_infoFoodProduced= Produced per day:

label\_infoFoodFarms= {1} from farms

label\_infoFoodFarmers= {1} from farmers

label\_infoFoodHunting= {1} (avg) from hunt/fishing

label\_infoFoodTech= {1} from events/tech

label\_infoFoodUsed= Used per day:

label\_infoFoodEaten= {1} food eaten per day

label\_infoReducedRations= (Reduced rations policy)

label\_infoExtraRations= (Extra rations policy)

label\_infoFoodTotal= Gaining {1} avg food per day

label\_infoFoodTotalLoss= Losing {1} avg food per day

label\_infoEquip= {1} total items\n{2} equipped\n{3} not being used\n

label\_infoEffectDays= ({1} days)

label\_infoEffectDay= (1 day)

label\_infoDays= {1} days

label\_infoDay= 1 day

label\_difficulty= {1} Difficulty

label\_map= {1} Map

label\_optionSomethingElse= Something else

label\_optionDoNothing= Do nothing

label\_optionRefuse= Refuse

label\_optionYesQuest= We're on it!

label\_optionLater= Come back later

label\_optionCancel= Cancel

label\_optionTalkMore= Hear more of [Name's] story

label\_optionWaitNo= Wait, no, pick something else

label\_optionDone= Done

label\_optionVote= Let the people vote

label\_policyTitle= Policy: {1}

label\_schmoozeFail= Failed to schmooze

label\_bombResult= We blew those zombies to kingdom come... and somehow didn't destroy the building under them.

label\_bombResultRubble= We blew those zombies to kingdom come... but also destroyed the building in the process. Hehehe... oops.

label\_factionUnmet= Unmet Faction

label\_factionDefeatedDesc= Defeated.

label\_factionUnmetDesc= We haven't met this faction yet.

label\_infoColinsTitle= Survivors List

label\_infoColinsOverview= Overview

label\_infoDisposables= One-Use Items

label\_infoGuards= Guards

label\_infoDefense= Defense

label\_infoNearbyZed= Nearby Zed

label\_infoHorde= Horde Attack

label\_infoRecentHappy= Recent Happiness

label\_infoNoHappy= Research Survivor Management for happiness details

label\_infoPolicies= Active Policies

label\_infoNoPolicies= Build a city hall to enable policies

label\_infoEffects= Current Effects

label\_changePolicyLater= We can change this policy later.

label\_goalNoSquares= no more buildings

label\_goalOneSquare= 1 last building

label\_goalSomeSquares= {1} more buildings

label\_goalOneFaction= 1 faction

label\_goalSomeFactions= {1} factions

label\_goalOneMission= 1 mission

label\_goalSomeMissions= {1} missions

label\_graphicsQuality= Graphics Quality

label\_animationQuality= Animation Quality

label\_noRenderTextures= No Rendertextures

label\_largerFonts= Larger Fonts

label\_tutorial= Tutorial

label\_optionsTitle= Options

label\_music= Music

label\_ambience= Ambience

label\_soundEffects= Sound Effects

label\_fullscreen= Fullscreen

label\_fullscreenKey= (CTRL+Enter)

label\_loggedInAs= Logged in as

label\_achievements= Achievements

label\_contactTitle= Feedback & Bug Reports

label\_email= Email Address:

label\_subject= Subject:

label\_report= Bug Report:

label\_contactInfo= This will send me your savegame and logs for debugging. Please visit the forums for general feedback:

label\_workshopTitle= Mods and Language Packs

label\_workshopInfo= Visit the Steam Workshop to install language packs or other Rebuild 3 mods. To create your own mod or language pack and upload it here, see HELP for instructions.

label\_workshopInfoNoSteam= Visit the forums to find language packs or other mods. To create your own mod or language pack and upload it here, see HELP for instructions.

label\_language= Language:

label\_gameCenterAndroid= Google Play Games

label\_gameCenterIOS= Game Center iOS

label\_gameCenterSteam= Steam Achievements

label\_none= None

label\_autosave= Autosave

label\_the= the {1}

label\_and= and

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

# NOTICES AND CONFIRMATION DIALOGS

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notice\_undoneSure= This cannot be undone! Are you sure?

notice\_sureAttack= Are you sure you want to attack {1}? It'll probably make them mad...

notice\_haggleSuperBig= Amazing! Negotiated a 25% discount.

notice\_haggleSuccessBig= Amazing! Negotiated a 15% discount.

notice\_haggleFail= Oops... that didn't work, prices went up.

notice\_haggleSuper= Negotiated a 10% discount.

notice\_haggleSuccess= Negotiated a 5% discount.

notice\_haggleDone= That's enough for today.

notice\_haggleMore= We could keep trying...

notice\_haggleLowChance= Maybe we shouldn't push our luck...

notice\_happyTech= Research Survivor Management first.

notice\_url= Opening {1} in your browser...

notice\_keyboardFullscreen= No keyboard in fullscreen here

notice\_noFullscreen= Fullscreen not allowed here

notice\_fullscreen= Fullscreen?

notice\_difficultyChange= Change to next difficulty ({1})?

notice\_difficultyChanged= Changed to {1}.\nKeep going to {2}?

notice\_missionEdit= Can't edit this mission

notice\_pickColin= Pick at least one survivor

notice\_noUrl= Can't open url because internet is disabled: {1}

notice\_gameCorrupt= Failed to load map, sorry your savegame may be corrupt

notice\_tinyTextures= Switching to Tiny Textures because the game crashed the last time. See config menu for graphics settings.

notice\_mapCreateFail= Failed to create map after 100 tries, sorry.

notice\_debugEnabled= Debug enabled

notice\_saveClipboard= Autosave logged and copied to clipboard. Use Load XML to import.

notice\_exportedFiles= Exported files to: {1}

notice\_saveClipboardConfirm= Do you want to copy all savegame data to the clipboard? This may take awhile.

notice\_textGenerated= TextGenerated.as created/replaced at {1}

notice\_loadFailed= Failed to load fort, sorry your savegame is too old or corrupt

notice\_saveError= Error while saving game, check your disk space and Local Storage settings

notice\_campaignReset= Campaign reset.

notice\_noLocations= No valid locations

notice\_noInjured= No injured survivors to heal

notice\_restoring= Restoring Graphics...

notice\_onlyMobile= Only applies to mobile builds

notice\_missionMenuEnabled= Oldschool mission editor added to building details menu.

notice\_saveClipboardDone= Save data copied to clipboard. Paste it in an email to yourself, then use Restore to import on another device.

notice\_error= Something went wrong! {1}

notice\_saveNoFort= No fort section found to load.

notice\_saveNoForts= No forts found to load.

notice\_saveRestored= Save data restored.

notice\_restoreFailed= Failed to restore save data: {1}

notice\_saveCorrupt= Your save game is corrupt... sorry!

notice\_rewardsRemoved= Rewards removed.

notice\_rewardsUnlocked= Unlocked 5 new main leader professions! Go start a new game!

notice\_rewardsCode= Enter your Kickstarter rewards code

notice\_invalidCode= Invalid Kickstarter code

notice\_largeMap= Warning: Generating large map...

notice\_resizing= Resizing...

notice\_setStat= Set player stat {1} to {2}

notice\_perkOne= Perk granted to 1 random colin

notice\_perkTwo= Perk granted to 2 random colins

notice\_playerCookie= Loaded player cookie

notice\_sellMany= \nSell how many {1}?

notice\_sellMuch= \nSell how much {1}?

notice\_pickReclaim= Pick a building to reclaim.

notice\_pickHurt= Pick something to hurt.

notice\_leaderName= What should they call me?

notice\_nameSave= Name your savegame

notice\_invalidBackup= Invalid backup data

notice\_pasteBackup= Paste backup data. Will delete all savegames!

notice\_fatalCorrupt= Error - your savegame is corrupt. Sorry.:(

notice\_noFullGraphics= High quality graphics not available on your system.

notice\_graphicsIncreaseWarn= Increasing graphics quality may cause some devices to crash.

notice\_lightAnimations= Disabling light animations may cause lagging on some devices.

notice\_disableGameCenter= GameCenter will be disabled when you restart the game.

notice\_internetDisabled= Internet connectivity disabled, sorry!

notice\_contactThanks= Thanks for letting me know!

notice\_emailBad= Please enter a real email address

notice\_subjectShort= Please enter a longer subject

notice\_messageShort= Please enter a longer message

notice\_messageEnglish= Please describe the issue in more detail

notice\_noGooglePlay= Google Play Achievements are not supported.

notice\_googlePlayNoInit= Failed to connect to Google Play Games; not properly initialized.

notice\_googleNoReset= Achievements can't be reset on Google Play

notice\_cheevosDisabled= GameCenter disabled after failure. Use config cheevos menu to reconnect.

notice\_cheevoNoConnect= Couldn't connect to Game Center.

notice\_googlePlayNoLogin= Couldn't login to Google Play Games, please try later.

notice\_noGameCenter= Game Center is not supported.

notice\_gameCenterNoConnect= Couldn't connect to Game Center iOS.

notice\_gameCenterAvail= Game Center iOS is not available.

notice\_gameCenterLogin= Couldn't login to Game Center, please try later.

notice\_gameCenterInit= Failed to connect to GameCenter; not properly initialized.

notice\_confirmDeleteStory= Are you SURE you want to delete your story mode autosaves, clear the map and start over?

notice\_confirmSubmitCheevos= Are you sure you want to resubmit all achievements? (takes a minute)

notice\_confirmClearCheevos= Are you SURE you want to clear ALL achievements? (takes a minute)

notice\_confirmEquipUsed= This {1} is being used by {1}. Are you sure you want to equip it?

notice\_confirmGoatUsed= {1}is being cared for by {2}. Are you sure you want to move them?

notice\_confirmPolicy= People may be unhappy if you change this policy again so soon. Are you sure you want to?

notice\_confirmEquipTrade= This {1} is being used by {2}. Are you sure you want to trade it?

notice\_confirmSaveDelete= Are you sure you want to delete this save game?

notice\_langSwitch= Switched languages. Would you like to restart now for the change to take effect?

notice\_disableTextFiles= Disable TEXT\_FROM\_FILES first

notice\_restartSetting= You must restart for this setting to take effect

notice\_workshopUploadConfirm= Do you agree to the Steam Workshop terms of service? http://steamcommunity.com/sharedfiles/workshoplegalagreement

notice\_workshopModFailed= Mod failed to install.

notice\_workshopModInstalled= {1} installed and saved to mods directory

notice\_workshopModInstalledReplaced= {1} replaced in mods directory. You may need to restart the game to see your changes.

notice\_workshopModNotSaved= {1} temporarily installed but could not be saved

notice\_workshopNoLang= No other languages installed.

notice\_workshopBrowse= Choose a properties or ini file

notice\_workshopInvalid= Invalid file.

notice\_workshopInvalidNull= Invalid file: Null

notice\_workshopInvalidEmpty= Invalid file: Empty

notice\_workshopInvalidError= Invalid file: {1}

notice\_workshopInvalidType= Invalid file: mod\_type invalid.

notice\_workshopInvalidShortName= Invalid file: mod\_name too short.

notice\_workshopInvalidShortDesc= Invalid file: mod\_description too short.

notice\_workshopConfigNoProps= Install failed: Config.ini mod contained no valid properties.

notice\_workshopLangNoProps= Install failed: language.properties mod contained no valid properties.

notice\_workshopUninstalled= {1} uninstalled. You must restart the game for the change to take effect.

notice\_workshopUnsubscribeFailed= Failed to remove Steam workshop mod. Try doing it from the Steam website instead.

notice\_processing= Processing...

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# TOOLTIPS

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tooltip\_train= Train in a school to switch to {1}

tooltip\_post= Mission lasts forever

tooltip\_noDanger= No danger

tooltip\_defenseBreakdown= {1} base + {2} guards + {3} adjacent

tooltip\_happiness= {1}% happiness, click for details

tooltip\_nextTrack= Next track

tooltip\_ambiance= Whistling wind and other effects between music

tooltip\_graphicsQuality= Decrease to prevent crashing on older devices

tooltip\_animationQuality= Decrease to reduce lag from menus sliding in etc

tooltip\_renderTextures= Slower and uses more ram but may fix graphics issues

tooltip\_largerFonts= On the results menu so far

tooltip\_fullscreen= Ctrl+Enter / Alt+Enter / F11

tooltip\_resetStory= Delete story mode saves and data

tooltip\_quit= Autosave and quit

tooltip\_feedback= Send me your bugs!

tooltip\_save= Manually save and load cities

tooltip\_wiki= Opens in browser

tooltip\_livingColins= {1} living survivors

tooltip\_deadColins= {1} dead survivors

tooltip\_slotsAvail= {1} houses left

tooltip\_slotAvail= 1 house left

tooltip\_where= Click to view location

tooltip\_noAmmo= Out of ammunition, guns grant +0 defense

tooltip\_skillYes= Level {1} {2}

tooltip\_skillNo= Level {1} {2}. Train in a school to switch.

tooltip\_happy= {1}% happiness, click for details

tooltip\_hudDate= {1}\n(click to resize to center of city)

tooltip\_hudColins= {1} of {2} survivors, avg {3} happiness per day

tooltip\_hudFood= {1} of {2} food, {3} per day

tooltip\_hudResource= {1} {2}

tooltip\_hudAmmo= {1} Ammo. If you run out, equipped guns will be useless!

tooltip\_hudDanger= {1}% danger from surrounding zombies

tooltip\_configMobile= Config

tooltip\_config= Config [ESC]

tooltip\_sideButton= Hide all but 1 event notice

tooltip\_nextDayMobile= Advance time 1 day

tooltip\_nextDay= Advance time 1 day [Space]

tooltip\_pauseMobile= Pause or resume

tooltip\_pause= Pause or resume [Space]

tooltip\_speedMobile= Game Speed

tooltip\_speed= Game Speed [0-3]

tooltip\_overlay= Info Overlays

tooltip\_missionMenuMission= {1} - click to replace

tooltip\_factionStrength= {1}% Strength

tooltip\_factionRespect= {1}% Respect

tooltip\_attackPower= Attack power: {1}

tooltip\_squareDefense= {1} base + {2} guards + {3} adjacent

tooltip\_squareDefenseTech= + {1} tech

tooltip\_squareNoDanger= No danger

tooltip\_squareDanger= {1}% danger from {2}

tooltip\_squareDangerZed= {1}% danger from {2} zed

tooltip\_squareDangerFaction= {1}% danger from {2}% strength faction";

tooltip\_squareDangerDistance= + distance

tooltip\_squareDangerUnscouted= + unscouted

tooltip\_squarePost= Mission lasts forever

tooltip\_squareTime= {1} of {2} days left

tooltip\_hagglePlus= Higher chance to get a discount

tooltip\_haggle= Try to get a discount

tooltip\_haggleLeader= Need level 3 leader

tooltip\_trade= Make the trade

tooltip\_tradeNo= Need to offer more

tooltip\_discount= Faction wants {1}% less for their goods

tooltip\_markup= Faction wants {1}% extra for their goods

tooltip\_quickPlay= Jump in to a random city

tooltip\_quickPlayDisabled= Not available until you start Story Mode

tooltip\_story= Play through the campaign

tooltip\_credits= View credits

tooltip\_exit= Exit game

tooltip\_workshopEnglish= Cycle through all installed language packs

tooltip\_workshopGenerate= Creates mod template files which you can edit to make mods

tooltip\_workshopInstall= Install a mod and save a copy to your mods directory

tooltip\_workshopUpload= Create and upload a Steam Workshop mod

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# COLIN AND EQUIPMENT PROPER NAMES

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names\_maleSoldierFirst= Sergeant, Captain, Major, Corporal, Private, Lieutenant

names\_femaleSoldierFirst= Sergeant, Captain, Major, Corporal, Private, Lieutenant

names\_maleLeaderFirst= Captain, Sir, Mister, Mr., Mayor, Counselor, Governor, Lord, Boss

names\_femaleLeaderFirst= Captain, Major, Sheriff, Mrs., Miss, Madam, Lady, Mayor, Counselor, Governor, Boss

names\_maleScientistFirst= Dr., Professor, Doc, Doctor, Mr.

names\_femaleScientistFirst= Dr., Professor, Doc, Doctor, Mrs., Ms.

names\_constitutionTitles= Governor, King, Queen, Supreme Leader, Mayor, President, Prime Minister, General, Emperor, Empress, Pope, Chairman

names\_maleFirst= Adam, Alan, Alex, Angel, Antoine, Ash, Axel, Ben, Billiam, Billy, Bob, Bobbert, Brian, Brock, Bruce, Butch, Carter, Casey, Charlie, Chuck, Cletus, Colin, Colin, Colin, Colin, Dan, Daniel, Danny, Dave, David, Dexter, Douglas, Elijah, Elvis, Eric, Ethan, Frank, Hank, Harry, Hugo, Humphrey, Hunter, Ivan, Jack, Jacob, Jason, Jeb, Jeffrey, Jeremiah, Jim, John, Johnny, Jon, Jose, Julian, Kevin, Kris, Lance, Lars, Leon, Logan, Lucas, Mark, Matt, Max, Mike, Moses, Nate, Noah, Olaf, Otto, Owen, Ozwell, Pete, Peter, Quincy, Rahul, Richard, Riley, Rob, Robert, Roger, Ron, Ryder, Sam, Samuel, Scotty, Snake, Stephen, Steven, Tex, Tobias, Tom, Tweety, Victor, Xavier, Wan, Feng, Mohamed, Mohammed, Ahmed, Omar, Ali, Aziz, Youssef, Cooper, Oliver, Thomas, Jackson, Will, Aaron, Satoshi, Akira, Isaac, Hiroshi, Masaru, Yoshio, Shigeru, Joshua, Angelo, Calham, Buddy, Maximilian, Jonas, Sebastian, Vladimir, Lars, Theo, Gabriel, Ivan, Dimitri, Nikolay, Magnus, Silas, Hans, Elias, Jens, Jean Baptiste, Pierre, Louis, Leo, Enzo, Raphael, Sean, Francesco, Lorenzo, Riccardo, Diego, Gustav, Claudio, Fabio, Yann, Andrei, Mihai, Sergey, Lewis, Liam, Santiago, Valentino, Mateo, Pedro, Gustavo, Felix, Vincent, Angel, Carlos, Logan, Ryu, Ken, Kobe, Tetsuya, Duke, Razor, Wolfgang, Wyatt, Connor, Brad, Max, Darnell, Tyrone, Xavier, Terrance, Andre, Malcom, Jamal, Jimbob, Jimbo, Jimmothy, Spike, Gordon, Butch, Lance, Snake

names\_femaleFirst= Ada, Alice, Ana, Andrea, Ashley, Baby, Bambi, Barbra, Beatrix, Bev, Brandy, Bridget, Brooklyn, Camila, Camille, Candy, Carmen, Carrie, Cassandra, Catherine, Chastity, Chelsea, Cherry, Chloe, Crystal, Della, Destiny, Diana, Dominique, Dorothy, Emma, Foxy, Francine, Grace, Hailey, Hannah, Helen, Holly, Honey, Isabel, Jade, Jose, Julia, Kara, Kayla, Kayte, Kim, Lana, Leah, Lenka, Lia, Liz, Lois, Lola, Lori, Mallory, Maria, Mary Ann, Mary Jane, Matilda, May, Meghan, Mia, Miko, Minnie, Nadia, Naomi, Natalya, Olivia, Paula, Purity, Rebecca, Riley, Rosie, Roxy, Ruby, Sam, Sarah, Sarah, Sarah, Sarah, Serena, Shiona, Sugar, Mei, Li, Ting, Xui Li, Ying, Ping, Susan, Sweety, Terri, Tiff, Tiffany, Valentina, Vesper, Jana, Fatima, Aya, Ariel, Diane, Isobel, Zoe, Cassidy, Fatma, Maya, Sakura, Midori, Hana, Miyu, Misaki, Angel, Princess, Kid, Oisha, Nikita, Milena, Yasmine, Natalie, Freja, Marie Lou, Daisy, Polina, Anastasiya, Irina, Victoria, Beatrix, Isidora, Florencia, Latifah, Shaniqua, Laquisha, Molly, Maddie, Kat, Shanice, Destiny, Shonesha, River, Abstinence, Clarice, Thorn, Dorothy, Strawberry

names\_nick= A-Bomb, Ash, AT-AT, Baghdad, Bear, Beavis, Beer O'Clock, Bikini, Blackhorse, Boise, Bonehead, Books, Bucket, Buddy, Butter Knife, Buttons, Cheetah, Cherry, Chilliwack, Coach, Crybaby, Cuppa Soup, Denver, Dinosaur, Dirty, Dogface, Doughboy, Edmonton, Faraway, Fatty, Fishhead, Fishfingers, Flex, Frisbee, Full Frontal, Goodguy, Grannypants, Gravity, Gordito, Halifax, Hatchet, Jalapeno, Jimbo, Junior, Junkie, Kamloops, Kingston, Kit Kat, Prime, Tweedle, Knocker, Lightbrite, Lucky, Malaria, Meatloaf, Montreal, Mosquito, Motown, Mouse, Nanaimo, Napoleon, Nasty, Nemo, Nineteen, Nugget, Oilcan, Okanagan, Packer, Papa, Peaches, Pickle, Piledriver, Pillsbury, Popsicle, Pretty Boy, Red Bull, Red, Roach, Rope, S-Mart, Samus, Sauce, Shakes, Shoeshine, Short Round, Shucks, Sixstring, Slacker, Smoke, Snotty, Soap, Spokes, Spoon, Squeaks, Storm, Strawberry, Surrey, Tallahassee, Taz, Teatime, The Aussie, The Brain, The Canuck, The Dawg, The Freak, The Fuzz, The Geek, Taco, Carebear, The Islander, The Kiwi, The Pince, The Plow, The Spice, The Turk, The Zest, Triffid, Tweety, Two Inch, Sloppy Joe, Pattycake, Wallaby, Wannabe, Wiggles, Winnipeg, Wiseguy, Wolf, Wichita, Pinkie Pie, Pancake, Nukem

names\_eyeless= Cyclops, One-Eye, Winky, Winks, 2D, Popeye, Patch, The Pirate

names\_soldierNick= Hammerhead, Animal, Rookie, Butcher, Torpedo, Lone Gun, Wolf, Chaingun, The Gun, Bear, Flex, Thor, Rambo, Batman, Quickdraw, Superman, Pyro, Bullseye, Gloryboy, Trigger, Fridge, Gun Bunny, Halfback, Jarhead, Jet Li, Lone Gun, Maggot, Magnum, Maneater, Meatboy, Mud Puppy, Sledgehammer, Sploder, Sploitz, Pacifist, The Captain, The Hammer, Z-Bomb, Goober

names\_scientistNick= Bones, Specs, Four-eyes, Frankenstein, Jekyll, Einstein, Igor, Doc, The Doctor, Braniac

names\_last= Northway, Northway, Northway, Northway, Northway, Collins, Collins, Jones, Gullbert, Fredericks, Boyle, Masen, Raimi, Campbell, Gumphrey, Williams, Washington, Parker, Andrews, DeMarco, Bowman, Steel, Torrez, Muldoon, Neville, Denbo, Shade, Redfield, Valentine, Chambers, Black, Stuart, Sampson, Perry, Carmel, Therion, Hellman, Yu, Cooper, Mark, Ziemkiewicz, Mishkin, Armstrong, Steele, Boxleiter, Ng, Outlaw, Ireland, Green, Hogan, French, Boston, Hunter, Brooks, Warren, Bailey, Robinson, St Germain, Lewis, Evans, Adams, Jensen, Silverman, Hansen, Shepard, Henderson, Price, Patterson, Henry, Cutter, Kerrigan, Connor, Murphy, Kelly, Walsh, Smith, Doyle, Murray, Quinn, Moore, Wilson, Campbell, Clarke, Johnston, Hughes, Fitzgerald, Brown, Thompson, White, Power, Stewart, Kane, Cunningham, Griffin, Ward, Reid, Higgins, King, Bell, Scott, Magee, O'Flynn, McKinney, McFadden, McClane, McCoy, O'Connor, O'Brian, O'Neil, O'Connell, MacDermott, Plissken, Miyamoto, Martin, Williams, Clark, Gagnon, Taylor, Anderson, Chan, Jones, Lee, Long, Davis, Garcia, Rodriguez, Martinez, Hernandez, Thomas, Jackson, Walker, Hall, Young, Wright, Sanchez, Green, Baker, Mitchell, Phillips, Evans, Turner, Parker, Edwards, Stewart, Nguyen, Cook, Rogers, Cooper, Reed, Bell, Gomez, Kelly, Ward, Cox, Diaz, Wood, Bennett, Gray, Myers, Foster, Ross, Powell, Russell, Jenkins, Perry, Barnes, Butler, Fisher, Valentine, Masters, Gerrard, Bogard, Shiranui, Manning, Snake, Wolf, Bear, Oda, Kabuto, Higashi, Steel, Shirai, Jones, Yu, Wu, Lee, Frost, Callahan, Belmont, Thunder, Shelley, Phoenix, Schneider, Fisher, Tsung, Kahn, O'Neal, Masters, Vance, Wang, Fenix, Renard, Jackson, Hayabusa, Freeman, Dunlop, Nightingale, Meyer

names\_femaleKickstarter= Alia Idaho, Amanda Robertson, Anna Moss, Annamaria Xalfa, Ariyeh Layb, Ayesha Irvine, Bunny Harlan, Carmen Jeremiah, Cayley Felis, Delilah Groves, Eliza Driver, Elle Montez, Ellie Cruickshank, Emma DeBusk, Grace Irvine, Grace Less, Hannah Harpe, Hannah Price, Harriet Mickelsher, Jasmine, Jenna Grayson, Jennifer Briere, Karel Suvitie, Karen Tobar, Katy Costello, Kayla Sara, Kayla Stangis, Keira, Kelly Barrett, Kimberly de Jong, Kitty Rodriguez, Larissa Chapin, Lisa May, Lorraine Renee, Lucy Goosey, Lucy Wellington, Marie Curious, Missy Minkette, Moira McAnally, Moonstone, Nikoda Fox, Pixie Ramsay, Sarah Arkanian, Sarah Curran, Sarah Fields, Sithana, Sondra Smyth, Stephanie Sabourin, Tabaria, Talia, Tara Shepherd, Stacey Schmude, Jara Cimrman, Ariana Hussain, Rina Sani, Morag Grimm, Dr. Kim, Alexandria Velthuis, Alex Sturmgaard, Alazne Agirretxe, Adalay Finch, Alexia Bozier, Bron Frecksen, Christina Purcell, Ninmir Aborl, Reece "Spikey" Saadi, Shelley Olson, Skye Allan, Sofi, Valor Hanover

names\_maleKickstarter= Erin Ravenscroft, "Poo Bear" Carver, A.R. Central, Aaron Anthony, Aaron Titman, Aaron Yeo, Aden Ng, Ajay Karat, Alan Stoll, Albert van der Veen, Aleksandar Belovski, Alex Lee, Alex Munk, Alexander Brasher, Alf Alpha, Anders Ekermo, Andrew Andrews, Andrew Sun, Andy Moore, Antero Karvajalka, Anthony Lee, Apollo, Ardash Crowfoot, Arma Geddon, Art Vandalet, Arthur St-Isle, Ash Hodgson, Asher Killian, Aussie Dave, Ben Owens, Ben Pagel, Ben Richards, Ben Tan, Benjamin McGraw, Bill Gildan, Bill Havens, Billy Joel Stallwood, Binh Vu, Bob Johansen, Boomer Jim, Brad Cone, Brandin Estes, Brian Dowling, Bryant "DFL" Sandoval, C.R. Harvey, Cagil Erkan, Cahuani Grandela, Carlito Salai, Casey Stanley, Charles Carmichael, Chester Chen, Chris Nortcliffe, Chris Tihor, Christopher de Flon, Clemens J. Heilmann, Conall "Wolf Strength" Newman, Conor Robinson, Cormac Hanlon, Corporal 4F, Corporal Malinski, Craig Tresidder, Cyriel De Neve, Dale Ross Fink, Dan Malmgren, Dan Saunders, Dan Van Tran, Daniel "DHEK" Hor, Daniel Suppan, Darby Murphy, Darius Linklater, Darrell Aubert, Darrin "Lowdog" Schrader, Dave Slack, Dave Westbury, Davencor Silvanos, David "BattleFate" Rennie, David Benjamin, David Di Troia, David Joyner, David Poe, David Pruitt, Davin Creed, Dean Samson, Denny Mac, Din Voo-Chung, Doctor Caduceus, Dom Wood, Domo Koen, Doug Wykstra, Dr. Z, Drew Devine, Drew Holt, Duane McMullen, Ebbie Williams, Eli Gavatar, Elijah Vasquez, Eric Buchweiller, Eric Flair, Eric Ward, Erik Vaid, Ernest Shackleton, Ernst Henning, Erubyr Sarahson, Esai M.Bonet, Esben Schack, Federico Bragonzi, Felix Ryder, Doc Collins, Fred Pharmboy, Gabe, Gannett, Garro Sakuragi, Gene Platt, General Bielas, Gero Viertel, Ghandi Olafson, Glenn Murphy, Gnart, "Goat" Conkling, Goodge, Greg Ross, Gromit, Guillaume, Gunnar Hoffmann, Guy Sakamoto, Guy Walker, Gwo-Yueh Rudolf Kuo, Hal Motley, Henrik Aasted, Henry Wolfgang, Hua Luk, Ian Bowes, Ioan Lloyd, Izzy, Izzy Maxwell, Jacob Holme Larsen, Jacob Stolte, Jacobiahs, James O'Connell, Tiberius Kirk, Jared Michael, Jason Chu, Jason Epstein, Jason Walter, Jason Zapasnik, Jeff Halter, Jeffrey, Jeremiah Hanrow, Jeremy W. Armes, Jermayn, Jim "Tiger" Wolfe, Jimmy Watson, Joaquin Fernandez, Joe Sventek, John "Z" Hancock, John Gillespy, John Kim, John Mercer, Johnny Danger, Jon Benson, Jon Pelletier, Jon Wood, Jonas Hedenquist, Jonny James, Joshua Beale, Joshua Garity, Joshua Note, Joshua Walton, Jurie Horneman, Justin Eales, Kavvan Shrike, Kaz Belkus-Blair, Kenneth McGhee, Kevin Stanley, Kyle Martin, LC Roman, Lathe, Leigh Reynolds, Leo Meowski, Leon, Lewis Edwards, Liam Asher, Logan Moore, Loop Romanov, Lord Soren, Lucas Fenix, Luke Walker, Majack Sierra , Malcolm Xavier, Marco Mascherpa, Mark Allen, Mark Doney, Mark Patten, Mark Rollin, Mark Stacey, Mark Tueting, Mark van Dijk, Markus Schoning, Martin Largesson, Matt "Mal" Hill, Matt Gilgenbach, Matt Weiler, Matthew Gallant, Matthew Turvey, Matthias Fax, Mattias Swing, Mauricio Yano, Max Atla, Max Rockatansky, Maxime, Maximus Parker Harrison, Maxwell, Meldoces Das Abelhas, Michael Comstock, Michael Cordoncillo, Michael Holtan, Michael J Linville, Michael James, Michael Rainbow, Michael Reinisch, Michael Sisneros, Michael Skelding, Michael Y. Vang, Michael Donnellan, Mickael Godin, Mike 'Ginge' Young, Mike L., Mikhail Shvyryev, Mindor, Minnegan O'Taur, Mission Webb, Moe Howard, Moose Micallef, Motz, Mr. "Tux" Edo, Muhammad Junaidi, Nathan Danger, Nathan Rockwood, Nathaniel Sheeperd, Nicholas Prose, Nick Albright, Nikko de Borja, Nishu Swift, Noah Henry, O.K. Luyendyk, Olav Kuhn, Oliver, Paco Rex, Pascal Tremblay, Paul Du Bois, Paul Lesnykh, Paul St. Mark, Pete White, Peter "Duke" Joy, Peter Bines, Peter Michelsen, Peter Wondergoth, Peter von Gebhardt, Philip Pedersson, Pierre Faucheux, Pieter Bos, Ryan McPherson, Professor Badger, Randy Wolcez, Rangoon Markus, Reece "Spikey" Saadi, Reid Glanzer, Reverend Aitch Three, Rhys Corlett, Richard Albee, Richard Paley, Richard Stadler, Rick Hale, Rob Colburn, Robert Lee Mayers, Robert Sherman, Robman, Rodney Owens, Rosuav, Roy Sawyers, Royce Jensen, Ruben Arutyunyan, Rusty Clemens, Ryan Cashman, Ryan Clark, Ryan Roland, Ryan Steele, Salmo Trutta, Sam LePreux, Sam Trinsic, Sam Vimes, Samuel Envis, Sascha von Hoff, Scott Serro, Scotty Criminati, Sean Coincon, Sean O'Regan, Sean Roberts, Seth Bishop, Seth Matthews, Shadow Thorson, Shane Courtrille, Shane Wegner, Shaun Choo, Shaun Jenkins, Shawn Sollman, Simo Nyyssonen, Simon Orbit, Simon Renshaw, Simon Sherwood, Skipper Samuel Garcia, Spyke Alpha, Starcs, Stefan Vilpula, Stephan Douglas DuVal, Steve Long, Steven Middaugh, Stevie Nelli, Stonebreaker Ironhill, Stuart Swanson, Stuart Turnbull, Sukram Eamoht, Svein Hofseth, "Tcart", Tekuromoto, Theo Imeson, Theodore Ploss, Thomas Babb, Thomas Datchery, Thomas Dekker, Thomas Nielsen, Thomas Stark, Tim Gilbert, Timothy Fitz, Tom Savini, Tom Sears, Tony Martins, Tony Tai Tran, Trey Hawke, Truls Borg, Tucker Evan Lee, Tzi-Chion Pi, Uncle Jumbo, Urist McMonahan, Val Solo, "Velcro" Fathoms, Victor Ice, Vinnie Stelovitch, Vladimir Wind, Will Morris, Wonko, Yorben Kamstra, Zach Klick, Zachary Eskins, Zed Jackson, Landon Long, Casey C. Knowlton-Key, Thomas Leykis, Kevin Ecker, Joseph Man, Julian Scott, Cory DJ, John Aaron, Johan van der Meer

# all dogs and cats are male

names\_dogs= Marmaduke, Scruffy, Boots, Scamp, Spirit, Chester, Buddy, Pluto, Barfolomew, Clifford, Farley, Rowlf, Chance, King, Lucky, Muffit, Barksley, Sprocket, Jermayn, Mr. Peanutbutter

names\_cats= Mooch, Neelie, Chairman Meow, Dr. Cheeks, Mr. Meowgi, Cat, Mr. Whiskers, Maru, Mr. Mistoffelees, Muffin, Jinx, Mr. Mittens, Chubbs

names\_catsKickstarter= Yoshi, Stevens, Gromit, Pepsi, Cooper, Caboose, Kamstra, Linus

names\_swords= Sword of Loathing, Garin's Justice, Gram, Poking Stick, Durandal, Xentac's Limb Liberator, Decollator

names\_shotguns= Boomstick, Belvedere, Gannett's Shotgun, Undead Justice, Van Dijk's Gun

names\_scienceBooks= FTB-9000 Guide, Jarvis' Science 101