**Arm-Wrestling Opponent Guide**

For the arm-wrestling mini game, the following characters will be opponents that the player will fight. As they advance the story to the next few days, different opponents will be available to compete against. In total there are fifteen possible opponents the player can encounter.

1. Wasted Will (Day 1, Day 2, Day 3)
   * Intro Sequence:

\*Wasted Will sits at the table as your opponent!

\*Wearing a pair of dark green suspenders and holding a pool stick, Wasted Will sits down.

\*He’s short, but stocky with extremely hairy arms that he flexes after taking his coat off.

\*He’s clearly drunk, but determined to win.

Wasted Will: \*hick\* Rack ‘em up! \*hick\*

* + Victory Line:

Wasted Wil: You did good, kid!

Wasted Will: \*hick\* But not good enough~! \*hick\*

Wasted Will: Play me in pool sometime if you feel like losing again!

\*Wasted Will gives a cheeky grin!

\*The crowd explodes at Wasted Will’s victory!

* + Lose Line:

Wasted Will: Sheesh!

Wasted Will: You guys get stronger and stronger each time I see you!

\*Wasted Will snatches his pool stick and chugs a can of beer!

Wasted Will: I’m gonna go play pool!~

Wasted Will: \*hick\* That’s what I’m doing! \*hick\*

Wasted Will: Arm wrestle me in pool and see how strong you are there!

Player: [i]That doesn’t even make sense…[/i]

* + Character Assigned Number for Random Selection: 1
  + Strength Value: 3

1. Drunk Man Paul (Day 1, Day 2, Day 3)
   * Intro Sequence:

\*Drunk Man Paul sits at the table as your opponent!

\*He struggles to roll up his sleeves revealing chunky arms and a heavier set build.

\*He’s clearly drunk, but determined to win.

Drunk Man Paul: \*hick\* What’z da matter, scared? \*hick\*

* + Victory Line:

Drunk Man Paul: Better pay up!

\*You reluctantly hand over [Bet Money].

Drunk Man Paul: The taste of victory goes down good with another beer!

Drunk Man Paul: Especially when it’s on another bum’s dime!

\*The crowd explodes at Drunk Man Paul’s victory!

* + Lose Line:

Drunk Man Paul: Gawd dammit!

\*Drunk Man Paul bangs his fist on the desk!

Drunk Man Paul: You keep getting lucky, punk!

Drunk Man Paul: I’m beating you next time!

Drunk Man Paul: I just need another beer or something’…

* + Character Assigned Number for Random Selection: 2
  + Strength Value: 3

1. Big Boy Ben (Day 1, Day 2, Day 3)
   * Intro Sequence:

\*BOOM BOOM BOOM

\*The entire room shakes as Big Boy Ben approaches the table!

\*He easily could be six feet tall and three hundred pounds of solid muscle!

\*He stares at you with soulless, unblinking, eyes.

\*He’s stillness makes it impossible to tell if he’s breathing or not.

Big Boy Ben: \*grunts\*

\*The towering giant sits making the chair painfully creak.

\*BOOM

\*The empty pints and plates fly off the table from his sheer heft as he plants his cannon for an arm on the table!

Big Boy Ben: \*grunts grunts\*

\*Big Boy Ben is silent, yet determined to win.

* + Victory Line:

\*grunts grunts\*

\*Although you can’t understand, you can see the joy he has revealing in his victory.

\*The crowd explodes at Big Boy Ben’s victory!

* + Lose Line:

\*grunts grunts\*

\*Big Boy Ben bangs his fist on the table cracking the wood!

\*Silence grips the surrounding crowd as Big Boy Ben remains still.

\*He looks up and nods acknowledging his lose.

\*The chair creaks as he leaves from the table.

* + Character Assigned Number for Random Selection: 3
  + Strength Value: 5

1. Brawling Barney (Day 1, Day 2)
   * Intro Sequence:

\*Brawling Barney sits at the table as your opponent!

Brawling Barney: I don’t know what the others told you, but…

Brawling Barney: Brawling Barney never loses a fight!

Brawling Barney: Your arm’s in for a brusin’ today, buddy!

* + Victory Line:

Brawling Barney: You must be hard-headed to think you had a chance against me!

Brawling Barney: I’ll take my winnings thank you very much!

* + Lose Line:

Brawling Barney: What the shit?!

Brawling Barney: No one’s beaten me before!

Brawling Barney: Except Kyle and John, and Tim, and…

Brawling Barney: I’m taking your name off the list next time I see ya!

* + Character Assigned Number for Random Selection: 4
  + Strength Value: 4

1. Rowdy Ruth (Day 1, Day 2)
   * Intro Sequence:

\*Rowdy Ruth sits at the table as your opponent!

Rowdy Ruth: Don’t think these drunks are the only one who can whoop some ass!

\*Rowdy Ruth reveals her bulking biceps!

Rowdy Ruth: Someone’s gotta show ‘em how it’s done!

* + Victory Line:

Rowdy Ruth: Better luck next time, boys.

Rowdy Ruth: Let the ladies know when a real man comes along for a challenge.

* + Lose Line:

Rowdy Ruth: I gotta hand it to ya.

Rowdy Ruth: You got guts.

Rowdy Ruth: Just know I won’t go as easy on you next time.

* + Character Assigned Number for Random Selection: 5
  + Strength Value: 2

1. Proud Percy (Day 1, Day 2)
   * Intro Sequence:

\*Proud Percy sits at the table as your opponent!

Proud Percy: Tch!

Proud Percy: Why I gotta go against you?

Proud Percy: Whoever set this bracket up is wasting my time with these nobodies.

Proud Percy: Whatever.

Proud Percy: Just let the T.O. know you lost to Percy 0 -1.

* + Victory Line:

\*Proud Percy scoffs and leans forward with an arrogant smirk.

Proud Percy: Easy.

* + Lose Line:

\*Proud Percy stammers in disgust.

Proud Percy: A s-scrub like you should be able to upset me like this!

Proud Percy: I’ll get my get-back in losers.

Proud Percy: You’re not getting far…

Player: [i] Does he think this is double elimination or something? [/i]

* + Character Assigned Number for Random Selection: 6
  + Strength Value: 3

1. Daring Duncan (Day 2, Day 3)
   * Intro Sequence:

\*Daring Duncan sits at the table as your opponent!

Daring Duncan: Dude~!

Daring Duncan: I’ve been on the craziest bender, bro!

Daring Duncan: It started in Wyoming and now me and my boys are in…

Daring Duncan: Wait, hold on…

\*Daring Duncan seems extremely jittery and it’s making everyone uncomfortable.

Daring Duncan: Doesn’t matter, man~!

Daring Duncan: I’m winning!

Daring Duncan: I’m taking it to the top!

Daring Duncan: WAHOOO~!

* + Victory Line:

Daring Duncan: WAHOOO~!

\*Daring Duncan shoots up from the table knocking his chair back.

Daring Duncan: You see that?!

Daring Duncan: You see that shit?!

Daring Duncan: That’s what I’m talking about!

Daring Duncan: \*aggressive sniff\*

Daring Duncan: W-Where’s my money?!

* + Lose Line:

Daring Duncan: Shit!

Daring Duncan: SHIT! SHIT! SHIT!

Daring Duncan: They’re gonna be so pissed, man…

\*Daring Duncan mumbles to his self while hitting head leaving his money on the table.

Player: [i] Maybe it’s a good thing we won…[/i]

* + Character Assigned Number for Random Selection: 7
  + Strength Value: 3

1. Manly Marshall (Day 2, Day 3)
   * Intro Sequence:

\*Manly Marshall sits at the table as your opponent!

Manly Marshall: HO HO~!

Manly Marshall: So you’re the crew of bandits beating everyone in our tavern!

Manly Marshall: The baron speaks highly of you lot!

Manly Marshall: In a battle of pure testosterone!

Manly Marshall: Your reign ends today!

\*Manly Marshall flexes his muscles ripping his shirt revealing his hairy chest!

* + Victory Line:

Manly Marshall: HAZAH~!

Manly Marshall: As it was intended, I am supreme!

Manly Marshall: Can you smell my pheromones?

\*Manly Marshall flexes his sweaty muscles.

Manly Marshall: Remember it.

Manly Marshall: Because that is the smell of man who’s victorious!

* + Lose Line:

Manly Marshall: BLAST IT!

Manly Marshall: The baron was right!

Manly Marshall: Your testosterone must be surging right now!

Manly Marshall: I’m jealous!

Manly Marshall: \*sigh\*

Manly Marshall: But you’ve won.

Manly Marhsall: Just for today, you are the bigger, stronger, man.

* + Character Assigned Number for Random Selection: 8
  + Strength Value: 4

1. Lucky Lucy (Day 2, Day 3)
   * Intro Sequence:

\*Lucky Lucy sits at the table as your opponent!

Player: W-Wait, aren’t you one of the waitresses?

Lucky Lucy: I am, but I got a little time left on my break and thought I’d join in!

Lucky Lucy: I never arm wrestled before, but it looks fun!

Lucky Lucy: Let’s make it quick since I gotta be back soon.

Lucky Lucy: But don’t go easy on me!

\*Lucky Lucy gives an adorable smile as she readies her thin arm!

* + Victory Line:

Lucky Lucy: Woah!

Lucky Lucy: Did I win?

\*Lucky Lucy winks while playfully sticking out her tongue.

Lucky Lucy: I better get back to work!

Player: [i] She’s way more dangerous than she lets on…[/i]

* + Lose Line:

Lucky Lucy: Aw, dang it!

Lucky Lucy: I’ll be back later when my shift ends for my revenge!

Lucky Lucy: Count on it!

* + Character Assigned Number for Random Selection: 9
  + Strength Value: 4

1. Joseph (Day 2, Day 3)
   * Intro Sequence:

\*Joseph sits at the table as your opponent!

Jospeh: Glad I made the trip to decompress, but I gotta say…

Joseph: Kind of surprised to see you guys here.

Joseph: I thought your mission of saving world was running out of time or something.

Alistair: I thought so, too.

Alistair: Do us all a favor and wrap this up.

Alistair: As soon as possible if you can.

Jospeh: You know that means I’d be taking your money, right?

\*Alistair shrugs disinterested.

Joseph: Uh-huh…

Joseph: Welp.

Joseph: You guys got a weird boss.

Joseph: But a job’s a job as long as I’m getting paid for it.

Joseph: Set ‘em up.

* + Victory Line:

Alistair: Exceptional work, Joseph.

\*Alistair hands Joseph $20!

Jospeh: On top of the other money?

Alistair: Absolutely.

Alistair: I can’t thank you enough for helping my team refocus on what’s actually important.

Alistair: You’ve been an invaluable asset unluck most.

Joseph: No problem, boss.

Joseph: Call me anytime if you’ve more work for me to handle.

Alistair: I’ll keep you in mind.

Player: [i] This narcissist knows we actually need our money for the mission, right?[/i]

* + Lose Line:

Joseph: Well, shit…

Jospeh: No wonder your name is on the wall.

Joseph: You’re stronger than you look, lady.

Joseph: I thought the Baron was joking about the whole blood of warriors things, but he might actually be right about you.

Joseph: Good game.

\*Joseph offers his hand to shake Camille’s.

Camille: Thank you, Jospeh.

\*Joseph nods with a smirk as he stands up from his chair.

Joseph: Sorry to let you down, boss.

Alistair: \*sigh\*

Alistair: I wouldn’t worry about it.

Alistair: It’s a feeling I’ve grown accustom to recently.

* + Character Assigned Number for Random Selection:
  + Strength Value: 5

1. Paolo (Day 3)
   * Intro Sequence:

\*Paolo sits at the table as your opponent!

Player: Are kids even supposed to be in here?

Player: Where are your parents?

Paolo: I’m not a kid!

Paolo: I’m 16!

Lowen: 16?!

Lowen: I thought you were 12!

Paolo: You’re not funny, bro.

Paolo: You think a kid would be able to beat some grown ass adults in a stupid game?

* + Victory Line:

Paolo: Told you!

Paolo: Now this ‘kid’ is running your pockets!

Player: Damn, I guess so, man.

Player: You want a beer to celebrate?

Paolo: R-Really?

Lowen: No, not really.

Lowen: Get the hell outta here!

\*Lowen kicks Paolo’s chair forcing him to scamper off!

Lowen: I better only see you drinking pop!

\*The crowd laughs and Lowen’s antics.

* + Lose Line:

\*Paolo gasps with his arms dangling at the side of the chair.

Paolo: H-Holy shit…

Paolo: Holy shit your strong…

Paolo: S-Strong as hell.

Lowen: It’s call grown-man strength.

Lowen: You’ll get it when your older than…

Lowen: 13?

Paolo: …

Paolo: I’m 13 and three-fourths.

Paolo: How could you tell?

Lowen: I had a baby brother around your age.

Lowen: Now get outta here!

Lowen: YA LAAAWST~!

Paolo: Whatever man!

* + Character Assigned Number for Random Selection: 11
  + Strength Value: 1

1. Hard Harvey (Day 3)
   * Intro Sequence:

\*Hard Harvey sits at the table as your opponent?

Player: H-Hard Harvey?

Hard Harvey: Listen, it’s not what you think, alright?

Hard Harvey: It’s too cold for all that anyways.

Lowen: I mean, is-

Alistair: Don’t.

Hard Harvey: It’s a nickname I used to have when I was working security.

Hard Harvey: I had a tough face that me look hard.

\*Gaia’s Advocates give Hard Harvey a suspicious and uncomfortable look.

Hard Harvey: …

Hard Harvey: Let’s just finish this already.

Hard Harvey: T-That’s not-!

Hard Harvey: \*sigh\*

* + Victory Line:

Hard Harvey: Now that’s why they call me Hard Harvey!

Hard Harvey: Because I’m tough!

Hard Harvey: Strong as shit!

Player: If you say so…

* + Lose Line:

Hard Harvey: \*sigh\*

Hard Harvey: I lost.

Hard Harvey: You know, Harvey isn’t even my name?

Hard Harvey: It’s Samuel.

Hard Harvey: They just started calling me ‘Hard Harvey’ because I got the wrong nametag at work on the first day.

Lowen: Soft Samuel?

Hard Harvey: …

Hard Harvey: Fuck you.

* + Character Assigned Number for Random Selection: 12
  + Strength Value: 3

1. Vicious Victor (Day 3)
   * Intro Sequence:

\*Vicious Victor sits at the table as your opponent!

Vicious Victor: You smell that?

\*Vicious Victor licks his long fangs!

Vicious Victor: The smell of fear.

Vicious Victor: And it’s coming from you.

Vicious Victor: Delightful.

* + Victory Line:

Vicious Victor: I can’t say I’m satiated from this, but…

Vicious Victor: This will have to do.

Vicious Victor: Your fear smells sweet.

Vicious Victor: I can only imagine…

\*Vicious Victor reveals his long fangs!

Vicious Victor: Something else!

Vicious Victor: I hope we cross paths on your last night.

* + Lose Line:

Vicious Victor: Drat!

Vicious Victor: These lights must be enough to drain me of my strength.

Vicious Victor: Let’s see how you have fair in my element on your last night!

* + Character Assigned Number for Random Selection: 13
  + Strength Value: 4

1. Terrific Ty (Day 3)
   * Intro Sequence:

\*Terrific Ty sits at the table as your opponent!

Terrific Ty: I’ve heard a lot about you guys!

Terrific Ty: Today’s your time in town, right?

Terrific Ty: If I win, I get to leave with you guys!

Terrific Ty: I’m tired of being in this dead-end town.

Terrific Ty: I want to see the world!

Lowen: You’ve got yourself a deal, Ty!

Alistair: No, he doesn’t!

* + Victory Line:

Terrific Ty: I-I won!

Terrific Ty: I finally get to leave!

Terrific Ty: YES~!

Terrific Ty: So when do we go?

Alistair: Take the money, but you don’t leave with us, child.

Alistair: Our work is too dangerous for dead weight.

Terrific Ty: …

Player: Jesus, Alistair…

Lowen: M-Maybe next time, Ty.

Lowen: I’m sure we’ll come back when we’re looking to recruit.

Terrific Ty: Ok…

* + Lose Line:

Terrific Ty: Aw man~!

Lowen: Better luck next time, kid.

Terrific Ty: I will have better luck next time!

* + Character Assigned Number for Random Selection: 14
  + Strength Value: 2

1. Invincible Isiah (Day 3)
   * Intro Sequence:

\*Invincible Isiah sits at the table as your opponent!

Invincible Isiah: I’ve been out of town for a few weeks, but I’m glad I made it back to face someone strong enough to beat the baron.

Invincible Isiah: And I hear you guys were on your way out of town, too.

Player: One last day, yeah.

Player: Guess your lucky.

Invincible Isiah: I should be the one telling you guys that.

Invincible Isaih: I’m not sure you’ve heard about me, but in arm wrestling I’m -!

* + Victory Line:

Invincible Isiah: Heh, I told ya!

Invincible Isiah: Next time send whoever actually beat the Baron.

Invincible Isiah: If you’re only this strong, I can’t imagine they have much more to offer.

* + Lose Line:

Invincible Isiah: So you must be Camille!

Camille: And you must not be invincible.

Invincible Isiah: N-No, I’m not…

Invincible Isaih: It was a joke.

Camille: Keep that kind of ‘confidence’ at the table.

Invincible Isiah: Noted.

* + Character Assigned Number for Random Selection: 15
  + Strength Value: 5

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**Gaia’s Advocates Guide**

These are the characters the player will have as competitors.

1. Camille
   * Intro Sequence:

Camille: Let’s have an honest duel.

* + Victory Line:

Camille: You tried your best.

Camille: I can respect that.

* + Lose Line:

Camille: How…?

Camille: I-I still need more strength…

* + Strength Value: 5
  + Skill: Bloodline’s Resurgence
  + Skill Condition: Obtained in Arm-Wrestling Intro sequence

1. Lowen
   * Intro Sequence:

Lowen: Looks like I’m up, boys!

Lowen: Let’s see what you got!

* + Victory Line:

Lowen: Once there’s a target and my sight, I don’t miss!

Lowen: Better luck next time!

* + Lose Line:

Lowen: Damn~!

\*Lowen shakes the pain away from his hand.

Lowen: You’re pretty strong, dude!

Lowen: I gotta hand it to ya!

* + Strength Value: 4
  + Skill: N/A

1. Player
   * Intro Sequence:

Player: Looks like I’m up.

\*You pop your knuckles.

Player: Let’s do this!

* + Victory Line:

Player: Phew, that was tough.

Player: But it looks like I chose better.

Player: Good game.

\*You offer your hand for a handshake.

* + Lose Line:

Player: Sheesh.

Player: I thought I had you there for a second.

Player: Alistair’s gonna hate this, but…

Player: Good game.

\*You offer your hand for a handshake.

* + Strength Value: 3
  + Skill: Second Wind/Meditation: +1 to strength value
  + Skill Condition: Obtained in Arm-Wrestling Intro sequence

1. Julian
   * Intro Sequence:

Julian: This really isn’t my strong suit, but I’ll give it a try

Lowen: HA HA HA~!

Lowen: That was good, Jules!

Julian: W-What was?

* + Victory Line:

Julian: I-I actually won?

Julian: Seriously?

Julian: Maybe…

Julian: Maybe I can be strong, too.

Julian: Just as strong as Silas.

* + Lose Line:

Julian: I-I can’t say that I’m surprised…

Julian: I’m sorry, guys.

Julian: Better luck next time…

* + Strength Value: 2
  + Skill: Underdog’s Gambit – Adds +2 to strength, -1 strength for 3 round recovery
  + Skill Condition: Obtained when the opponent has a strength level of 4 or higher.

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**Player Messages**

* **Before Battle Message**

\*Who will compete?

**\*\*(Lowen/Julian/ Camille/ You/Consult Alistair)**

**\*\*[Competitor] value updates**

**\*\*Selected competitor Intro sequence**

\*How much will you bet?

**\*\*($10/$20/$30/$40/$50)**

\*\*Player selects [Bet Money]

\*[Competitor] bets [Random amount ranging from $10 to $50]

**\*\*Transition to Battle Sequence Scene**

* **Battle Sequence Messages (Gaia’s Advocates)**

\*As their hands clasps together, an eruption escapes their dap throughout the bar.

Hyped Crowd: [shake rate=60.0 level=8 connected=1]THREE![shake]

Hyped Crowd: [shake rate=60.0 level=8 connected=1]TWO![shake]

Hyped Crowd: [shake rate=60.0 level=8 connected=1]ONE![shake]

Hyped Crowd: [shake rate=60.0 level=8 connected=1]GOOO![shake]

\*The match begins!

* **Battle Sequence Messages (Player)**

\*As your hands clasps together, an eruption escapes their dap throughout the bar.

Hyped Crowd: [shake rate=60.0 level=8 connected=1]THREE![shake]

Hyped Crowd: [shake rate=60.0 level=8 connected=1]TWO![shake]

Hyped Crowd: [shake rate=60.0 level=8 connected=1]ONE![shake]

Hyped Crowd: [shake rate=60.0 level=8 connected=1]GOOO![shake]

\*The match begins!

\*An intense pressure grips your hand and burning strain builds in your forearm!

\*What will you do?

**\*(Grip the Table/ Curl your Wrist/ Brace for Leverage)**

\*You adjust your position and change your tactics!

\*Drunk Man Paul puts more tension on your forearm as he tries to force his victory.

\*Pain radiates through your entire arm as you grit your teeth resisting as much as you can.

\*You need to change tactics quick!

\*What will you do?

**\*(Squeeze with your forearm for increased Dexterity/ Rotate your Shoulder for increased Strength)**

\*You concentrate and adjust your power accordingly.

\*Veins bulge from your arm and you feel an unrelenting pressure swell in your head.

\*You hold your breath as you force yourself to bend your opponent’s arm against yours.

\*You’re starting to feel light headed, but this could be your chance!

\*What will you do?

\*\*If Player skill value is 3, Meditation/Second Wind skill will be available as options to use. Can be restored after three rounds. Will reduce player strength by 1.

**\*(Use Meditation / Use Second Wind/ Don’t Use Skill)**

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**(Meditation)**

\*\*Player Skill set to 0

\*\*Player Strength +1

\*You close your eyes and deeply exhale.

\*The noise of the crowd bangs inside of your head.

\*The heat searing inside of your arm is unrelenting.

\*You take a deep breath in.

\*A deep breath out.

\*A deeper breath in.

\*A deeper breath out.

\*The noises subside and cool, soothing, sensation comes over you.

\*Everything becomes silent and you feel at peace.

\*You feel a tick in your opponent’s arm moving slightly closer towards the table.

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**(Second Wind)**

\*\*Player Skill set to 0

\*\*Player Strength +1

\*You take a deep breath and briefly relax your arm for a brief moment.

Player: [shake rate=60.0 level=8 connected=1] RAAAAAAAAAAHHHHHH!!![shake]

\*You put every fiber of your being into beating Drunk Man Paul with your vicious roar!

\*The crowd yells in turn shaking the entire tavern.

\*Alistair, annoyed by the unrelenting noise, scrunches his face while covering his ears.

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**(Don’t Use Skill)**

Player: [i] I’ll save it for now.[/i]

Player: [i] I’ve got this…[/i]

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* **Battle Results Messages**

**\*\*If [Competitor Strength] Value is larger than [Opponent Strength]**

\*BAM

\*The crowd goes silent.

\*…

Gaia’s Advocates wins!

\*\*Competitor Win Message

\*\*Opponent Lose Message

\*\*Competitor Cooldown set to character select value (If the competitor cooldown is a specific number, the corresponding competitor can not be used unless the player quits playing the mini game or competes for another round replacing the value with another competitor. \*\*I think I said the character couldn’t be used for two rounds. If I still plan on doing this I need to figure out a possible way to do it.)

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**\*\*If [Competitor Strength] Value is smaller than [Opponent Strength]**

\*BAM

\*The crowd goes silent.

\*…

Gaia’s Advocates loses!

\*\*Competitor Lose Message

\*\*Opponent Win Message

\*\*Competitor Cooldown set to character select value

* **Win Message**

\*[Competitor] wins [Round Money] and [Bet Money] for Gaia’s Advocates!

\*Total amount of money is currently [Money].

\*Will you wrestle again?

**\*\*(Yes/No)**

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**(Yes)**

Player: Let’s keep it going!

Player: We can keep it going, right?!

\*The crowd cheers you and Gaia’s Advocates on!

\*Alistair scoffs.

\*\*[Round Number] increases by 1

\*\*[Round Money] is multiplied by [Round Number]

\*\*Arm-Wrestling Mini Game loop

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**(No)**

Player: Nothing’s better than leaving on a win.

Player: Let’s get when the getting’s good.

\*The crowd boos you and Gaia’s Advocates!

Player: Aye, some of us got work to do besides getting wasted with the sun out!

Player: We’ll take your money some other time!

Alistair: Smartest thing you’ve said yet.

**\*\*Return to The Baron’s Tavern & Trove Scene**

* **Lose Message**

\*[Competitor] loses [Round Money] and [Bet Money] for Gaia’s Advocates!

\*Total amount of money is currently [Money].

\*Will you wrestle again?

**\*\*(Yes/No)**

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**(Yes)**

Player: Let’s keep it going!

Player: You win some, you lose some.

Player: It’s about time we start winning some!

\*The crowd cheers you and Gaia’s Advocates on!

\*Alistair sighs.

\*\*[Round Number] increases by 1

\*\*[Round Money] is multiplied by [Round Number]

\*\*Arm-Wrestling Mini Game loop

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**(No)**

Player: It’s not looking good.

Player: Let’s get while we still have something in our pockets.

\*The crowd boos you and Gaia’s Advocates!

Player: Aye, some of us got work to do besides getting wasted with the sun out!

Player: We’ll take your money some other time!

Alistair: Smartest thing you’ve said yet.

**\*\*Return to The Baron’s Tavern & Trove Scene**

* **Zero [Money] Message**

Alistair: \*sigh\*

Player: Alright, listen…

Player: I know it looks bad, but-

Alistair: “Looks bad”?

Alistair: You’ve wasted all of our funds gambling!

Alistair: We’re done here!

\*The crowd boos you and Gaia’s Advocates!

Alistair: SHUT THE HELL UP!

\*The crowd recoils from Alistair’s outburst.

Alistair: You’re sabotaging this.

Alistair: I can’t say that I’m surprised, it makes sense, really.

Alistair: Get to work, wretch.

Alistair: For your sake.

\*Alistair slips his hand into his coat where he keeps his gun holstered.

Alistair: Get to fucking work already…

Player: …

**\*\*Return to The Baron’s Tavern & Trove Scene**

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**Extra Information**

\*Skills Usage

- Skills can be used by the player once every three battles. The player and Julian will have cooldowns after using their skills which will result in a -1strength debuff for three rounds.

\*Consulting Alistair

Alistair will only provide information to the player after being asked three times out of annoyance. On the fourth ask, Alistair will suggest a member of Gaia’s Advocate that has a higher chance of beating the current opponent. This can only be performed three times in total before Alistair’s powers begin to have negative effects.