

Creepy Seller Dialogue

****Note:** The character's name goes in the blue box that is attached to the dialogue box.

???: ...

>>**A1: AH! A monster!**

???: ...

???...B...u...y?

>>**A2: Why are you not attacking?**

>>**B2: I must find help quickly.**

If “A2” or “B2”:

???...B...u...y?

(How odd...this monster doesn't appear to be hostile. Is it really not going to attack me?)

(No one seems to be concerned about it either. Everyone is going about their business. Could it be possible that this monster is indeed a seller?)

(Perhaps...it is a good thing my sword broke, or I might have accidentally slain this creature.)

???...Y...o...u.....bu...y?

>>**A3: Yes, I will buy.**

>>B3: Later, perhaps.

If “A3”:

(The menu of items you can buy from the shop appears. The player can buy items if they want, but nothing will happen aside from spending money)

If “B3”:

(return to message board)

(Continues from A3 choice, once the player closes the shop menu)

(Hmmm...the monster doesn't appear to be selling any kind of sword. Strange...I suppose not every seller offers a sword).

???...Y...o...u.....s..e..l.....l?

>>A4: Sell.

>>B4: Not right now.

If “A4”:

(inventory opens, the player can sell any item. The player can exit once they have sold an item.)

If player sells an item and closes the inventory:

???...T...h...an.....k.....y.....o.....u...

(return to message board)

If “B4”:

(return to message board)

(However, if the “monster limb” item is chosen to be sold, the jazz music abruptly stops and the following happens).

???: ...

???...L..i...m..b....o....f....k...i...n...d.

???...L..i...m..b....o....f....k...i...n...d.

???...L..i...m..b....o....f....k...i...n...d.

???...L..i...m..b....o....f....k...i...n...d.

???...L..i...m..b....o....f....k...i...n...d.

???...L..I...M..B....O....F....K...I...N...D.

(scary scream sound effect plays, screen cuts to black. Game Over screen is displayed).

