# Scummy Seller Dialogue

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

Obadiah Weasel: Woah, a customer! I mean...welcome to Murray's Magnificent Merchandise Mart, where the prices are as high as the sky...I mean, as low as the ground!

>>A1: What are you selling?

>>B1: Um...okay?

#### If "A1":

Obadiah Weasel: Only the most luxurious weapons! Say, you're a warrior, aren't ya? Well, let's just say your day will go from good to great once you're done shopping at Murray's Magnificent Merchandise Mart!

>>A2: I don't know...

>>B2: I'm not interested.

>>C2: But your name isn't Murray...

# If "A2":

Obadiah Weasel: Come on, what's with the hesitation? I promise you that you'll be smiling ear to ear when you shop here!

Scummy Seller: With that said, buy somethin' will ya! (continues into the rest of the B1 choice)

## If "B2":

Obadiah Weasel: Ah well, you can't scam-I mean, serve, 'em all. Best of luck to you, warrior. Thanks for stopping by.

(return to message board)

#### If "C3":

Obadiah Weasel: Ah, yeah, that's because, I, um...I'm borrowing this stand from a friend.

(returns back to the three choices)

#### If "B1":

Obadiah Weasel: Hey, don't look at me like that! I promise that my prices are affordable and my satisfaction is guaranteed!

Obadiah Weasel: With that said, buy somethin' will ya! (The shop menu opens, but the player can't buy items except for one item because the prices are too high!)

(When the player buys the one affordable item, the following dialogue occurs)

Obadiah Weasel: Ah, dammit! I knew I forgot to add an extra zero! Hey buddy, do you mind giving that sword back? The price was wrong.

>>A3: Sure thing.

>>B3: I missed the part where that's my problem.

## If "A3":

Obadiah Weasel: Thanks a lot! You're my favorite customer, and it's definitely not because you're gullible! Have a great day! (lose sword, return to message board)

### If "B3":

Obadiah Weasel: Oh, so we're going to be like that, huh? Well, you should try telling that to my bodyguard, who used to work under the demon lord himself!

>>A4: Okay, I will!

>>B4: On second thought...

## If "A4":

(Game Over Screen is displayed)

### If "B4":

Obadiah Weasel: That's what I thought. Now, be a good customer and hand over the sword, then get out of my face.

>>A5: Sure thing, I don't want trouble.

>>B5: Time to flee!

## If "A5":

Obadiah Weasel: Smart move. I knew warriors had some brains.

(lose sword, return to message board)

# If "B5":

Obadiah Weasel: HEY! Get back here, thief!

(win condition, win screen is displayed)