

## Sus Guy Dialogue

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

Roland: Ah, thanks for meeting me back here. Trust me, what I offer is much better than anything the marketplace offers.

Roland: I may not look like it, but I'm quite the expert when it comes to rare and powerful swords. I got exactly what you need, my dear warrior friend.

**>>A1: Uh...are you sure?**

Roland: Come on, do I look like the kind of guy who would rip you off?

**>>B1: Sorry, I changed my mind.**

Roland: Hey now, we haven't gone into the details yet. It's too early to change your mind.

(Repeats until **A1** is selected, then continues to next dialogue)

Roland: Anyways, I'm offering a one-of-a-kind sword. Don't worry about the price, we can negotiate that later. This sword will make the demon lord shiver in fear from its mere presence alone.

**>>A2: That's just what I need!**

**>>B2: Cool, but...where is it?**

**If "A2":**

Roland: Terrific! As I said, don't worry about the price. I do require that you give me an item up front, one that's...say...worth more than \$2,500?

**If “B2”:**

Roland: I don't have it with me right now. Even in an alley, a sword this powerful isn't something you'd want to be flashing around y'know.

Roland: Anyways, I do require that you give me an item up front, one that's...say...worth more than \$2,500?

**(Continues from both A2 and B2 choices)**

**>>A3: Understood. (open inventory and give an item worth more than \$2,500 gold)**

**>>B3: Sorry, I can't do that.**

**If “A3”:**

Roland: Thank you. Say, I noticed that you have some interesting items in your possession. I think they'd look great in my pockets.

**>>A4: What are you talking about?**

**>>B4: I think I should leave.**

**If “A4”:**

Roland: They look nice, that's all. Oh hey, what's that over there? GET 'EM!!!

(sound effects of punching, kicking, Game Over screen is displayed)

**If “B4”:**

Roland: Hey now, what's the rush? I only said you have some interesting items. I'm not gonna hurt ya.

Roland: Okay, that was a lie. NOW!

(sound effects of punching, kicking, Game Over screen is displayed)

**If “B3”:**

Roland: Can't? Or won't? What's more important: (name of item here), or a sword that can slay the demon lord?

Roland: We all have to make sacrifices, pal. It's part of life.

**>>A5: Good point...**

**>>B5: I have already sacrificed enough.**

**If "A5":**

Roland: Thanks for understanding. I know it's not easy to sacrifice.

Believe me, I've lost a lot...but not quite as much as you.

Roland: GET 'EM!

(sound effects of punching, kicking, Game Over screen is displayed)

**If "B5":**

Roland: What the hell have you sacrificed? Your sword broke, heaven forbid! I lost my home and my family to the demon lord you warriors swore to eradicate! I'm barely making ends meet as it is!

Roland: I've been trying to find the right warrior to sell this sword to so they can put an end to that wretched being! Do you have any idea how long I've been doing this??

**>>A6: I...apologize.**

**>>B6: You think I'm a fool?**

**If "A6":**

**(goes back to the A3 choice and continues from there)**

**If "B6":**

Roland: Ugh...I hate sharp people like you. Get 'em, boys.

**>>A7: Fight.**

**>>B7: Run away.**

**If “A7”:**

Roland: Ha! You can't fight without a sword! Who's the fool now?

(sound effects of punching, kicking, Game Over screen is displayed)

**If “B7”:**

Roland: Don't let him escape! Get back here!

**(return to message board)**





