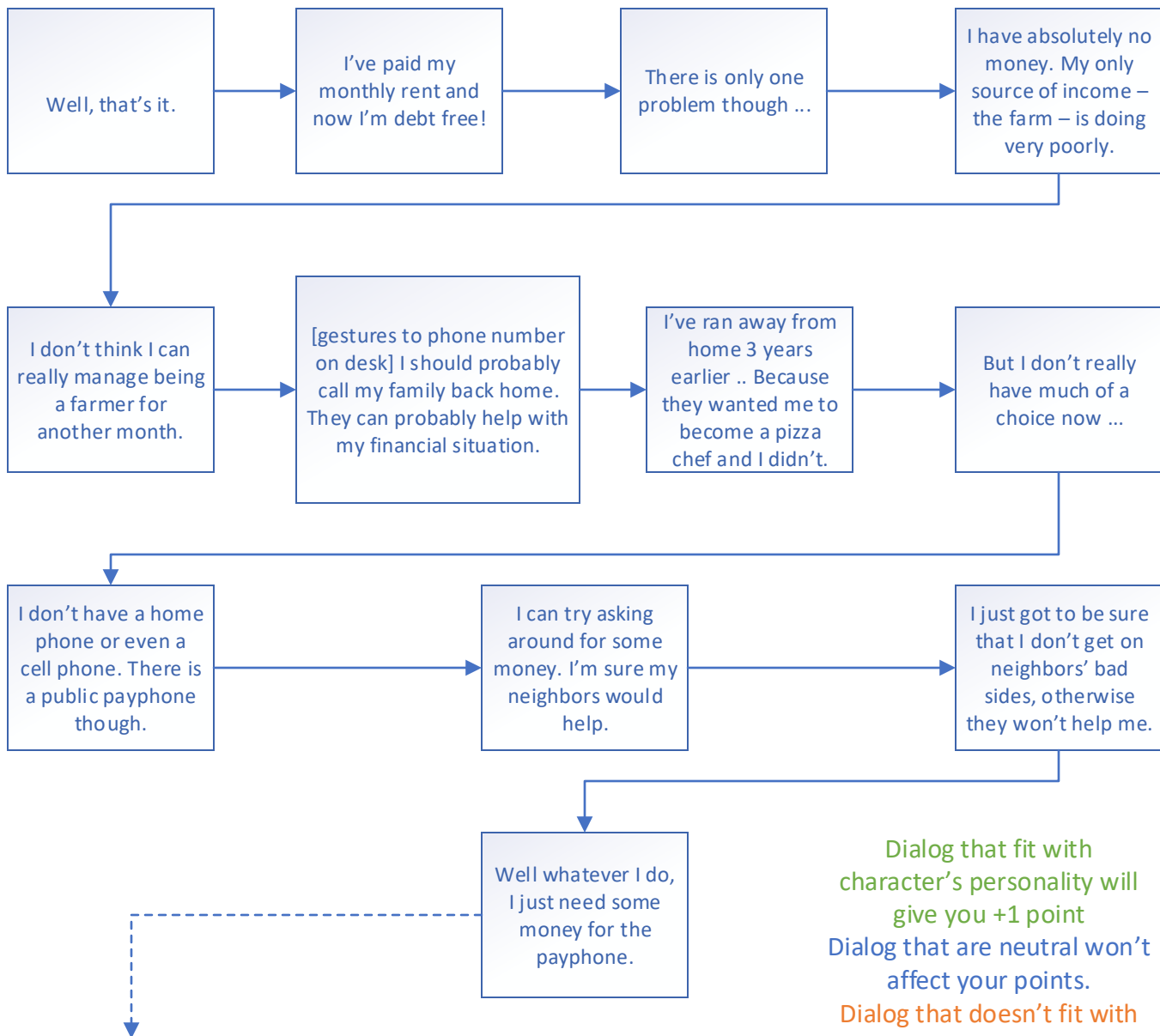


## Introduction – player's thoughts



Player will proceed to explore the town and talk to the other town inhabitants. Player needs to obtain \$1 so they only have to talk to 5 people (everybody can only give 20 cents).

NOTE: Player can get on characters' bad sides by selecting dialog options that don't fit with the characters' personalities (for example: if you say 'uncool' things to cool guy, he won't like you as much and he probably won't give you 20 cents)

Dialog that fit with character's personality will give you +1 point  
Dialog that are neutral won't affect your points.

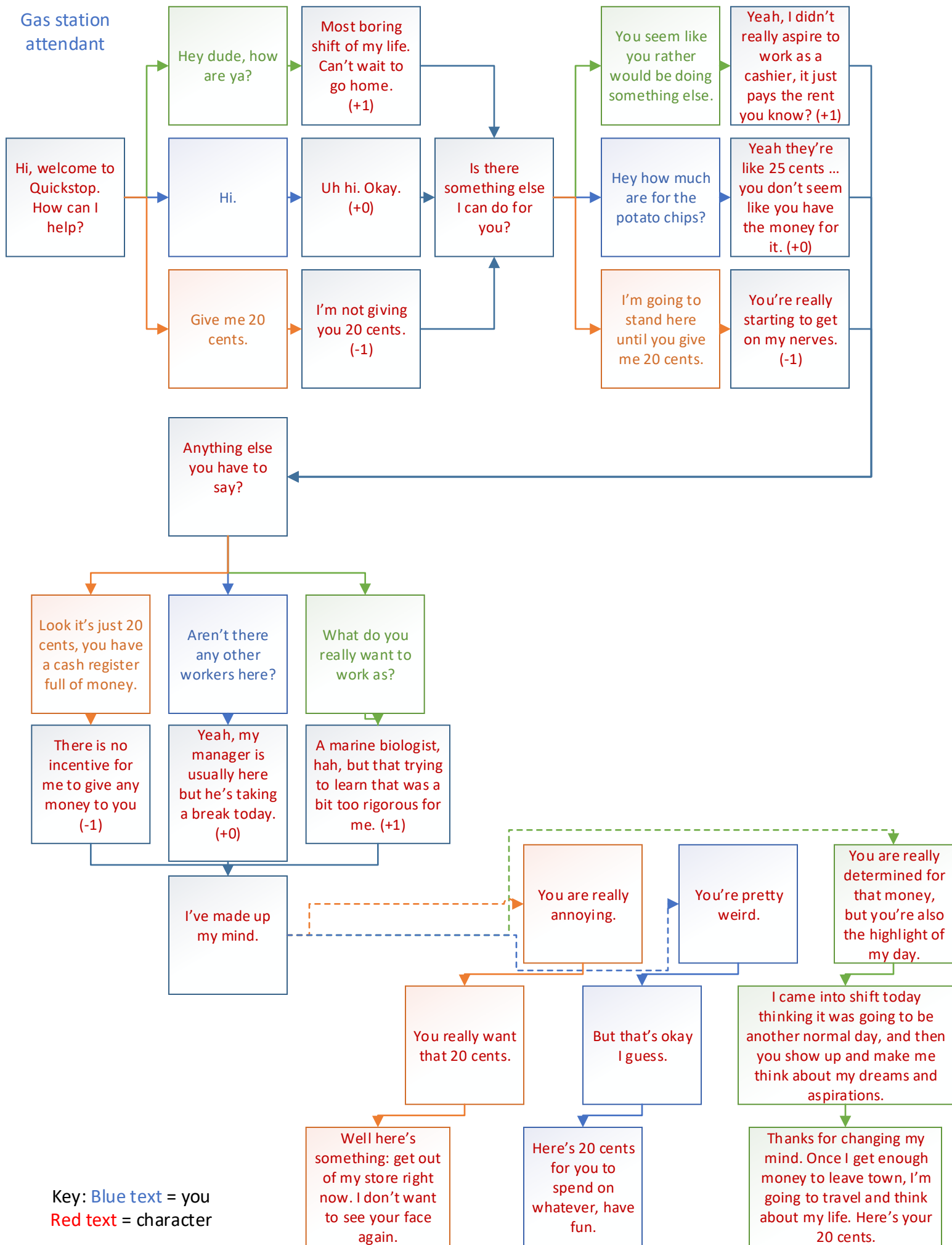
Dialog that doesn't fit with character will give you -1 point.

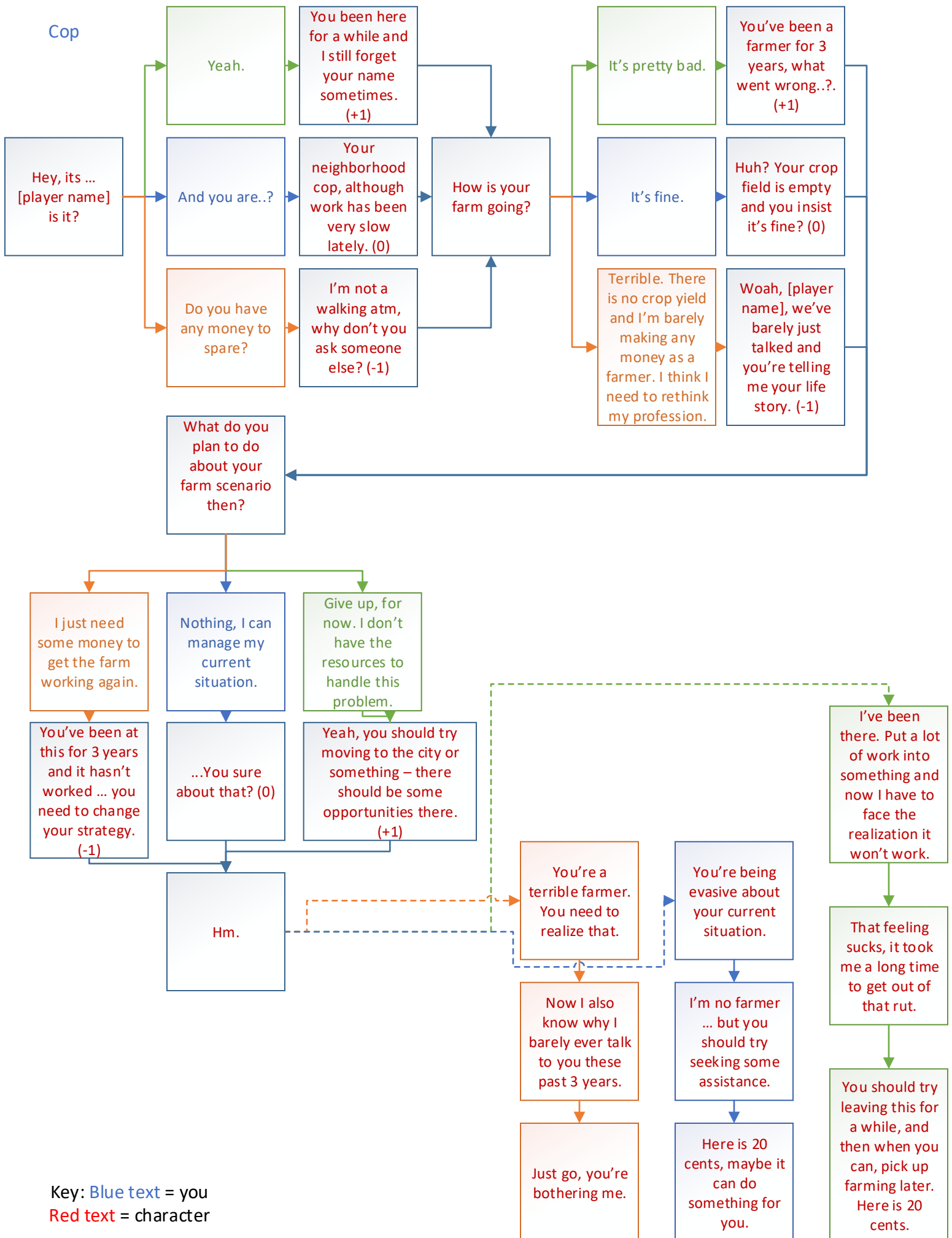
There would be 3 opportunities where player can choose a dialog option. If you get 3 points, not only do you get 20 cents, but you get some additional dialog as well.

If you get at least 1 point, then you get the 20 cents.

If you get negative points, then you won't get 20 cents.

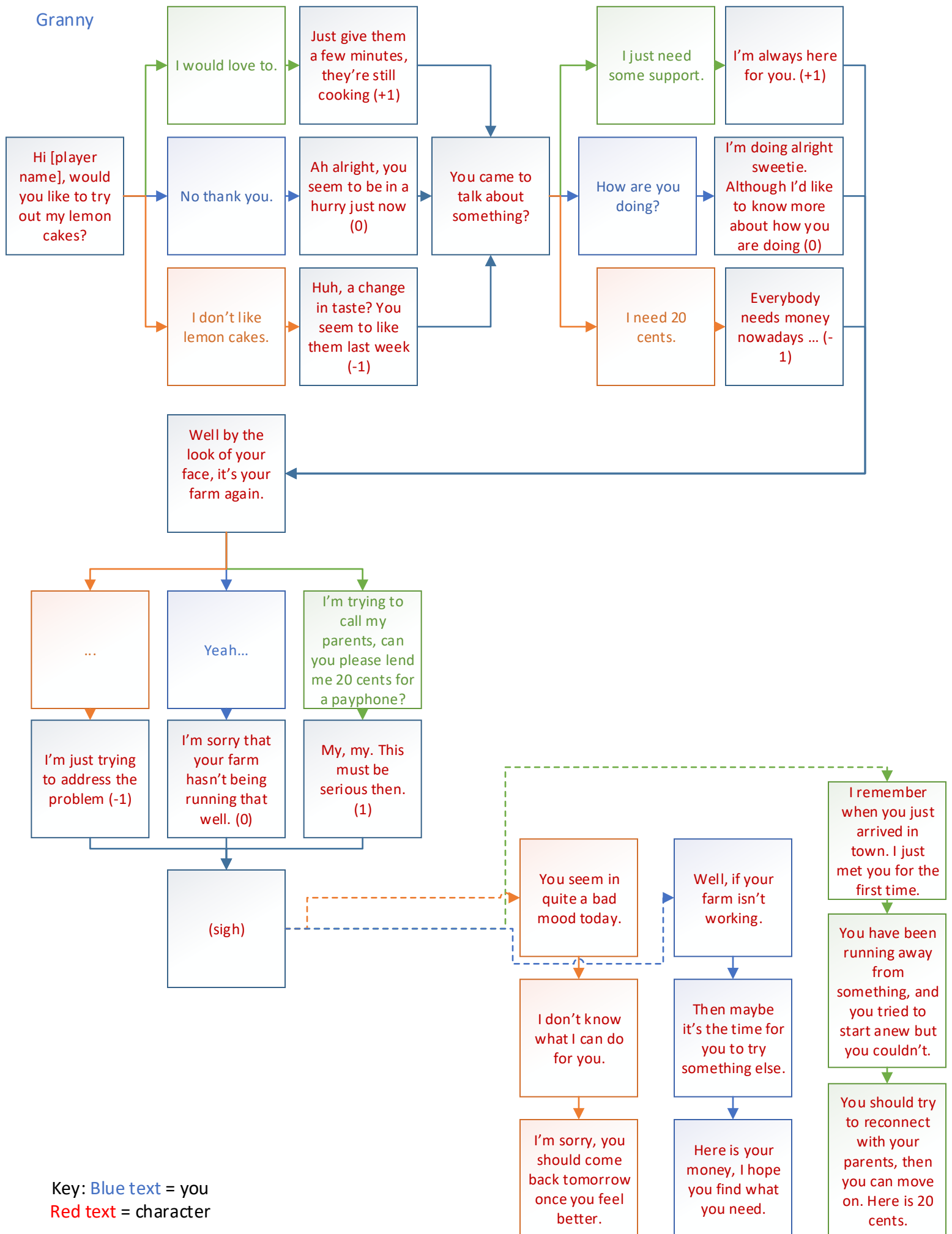
# Gas station attendant



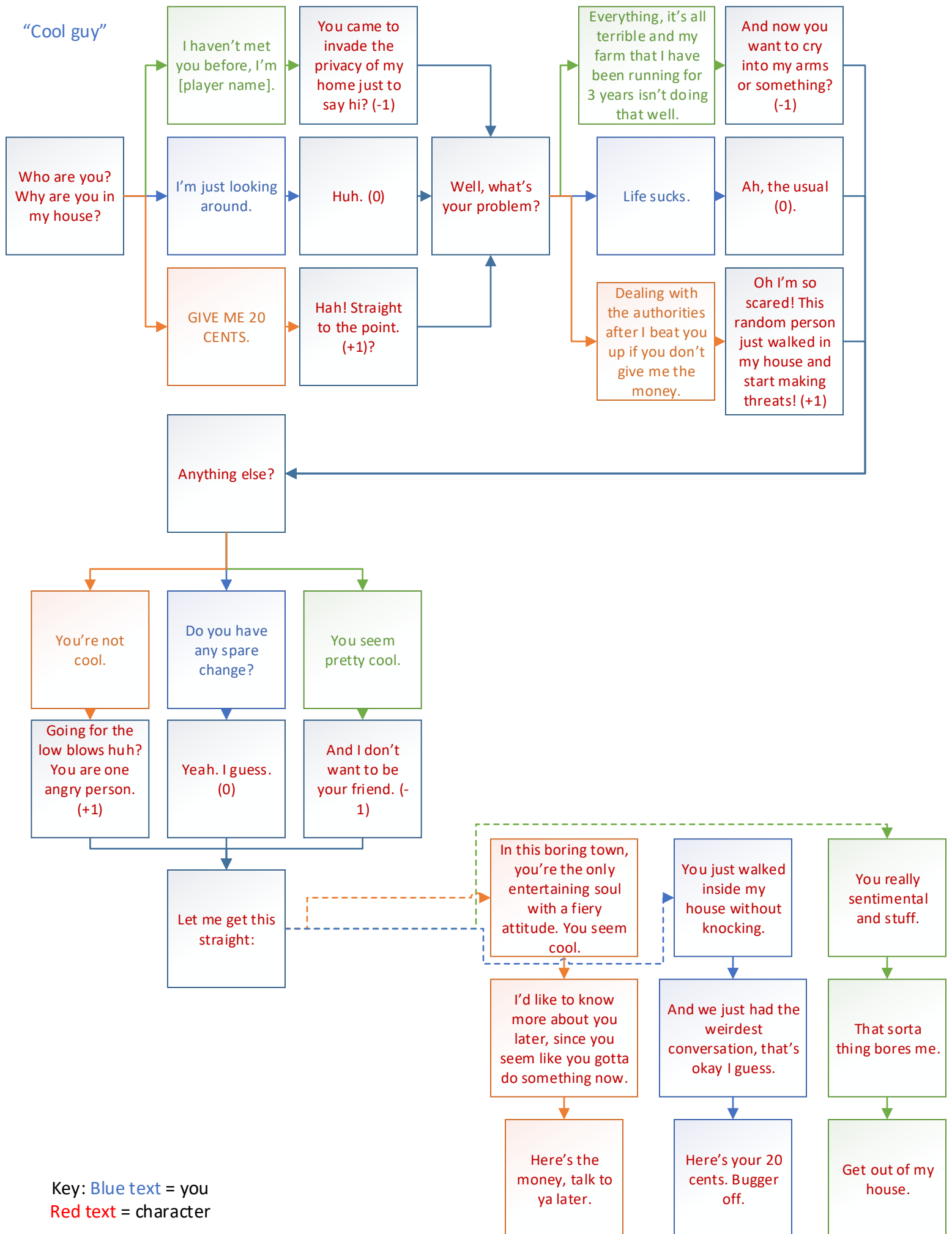


Key: Blue text = you  
Red text = character

Granny

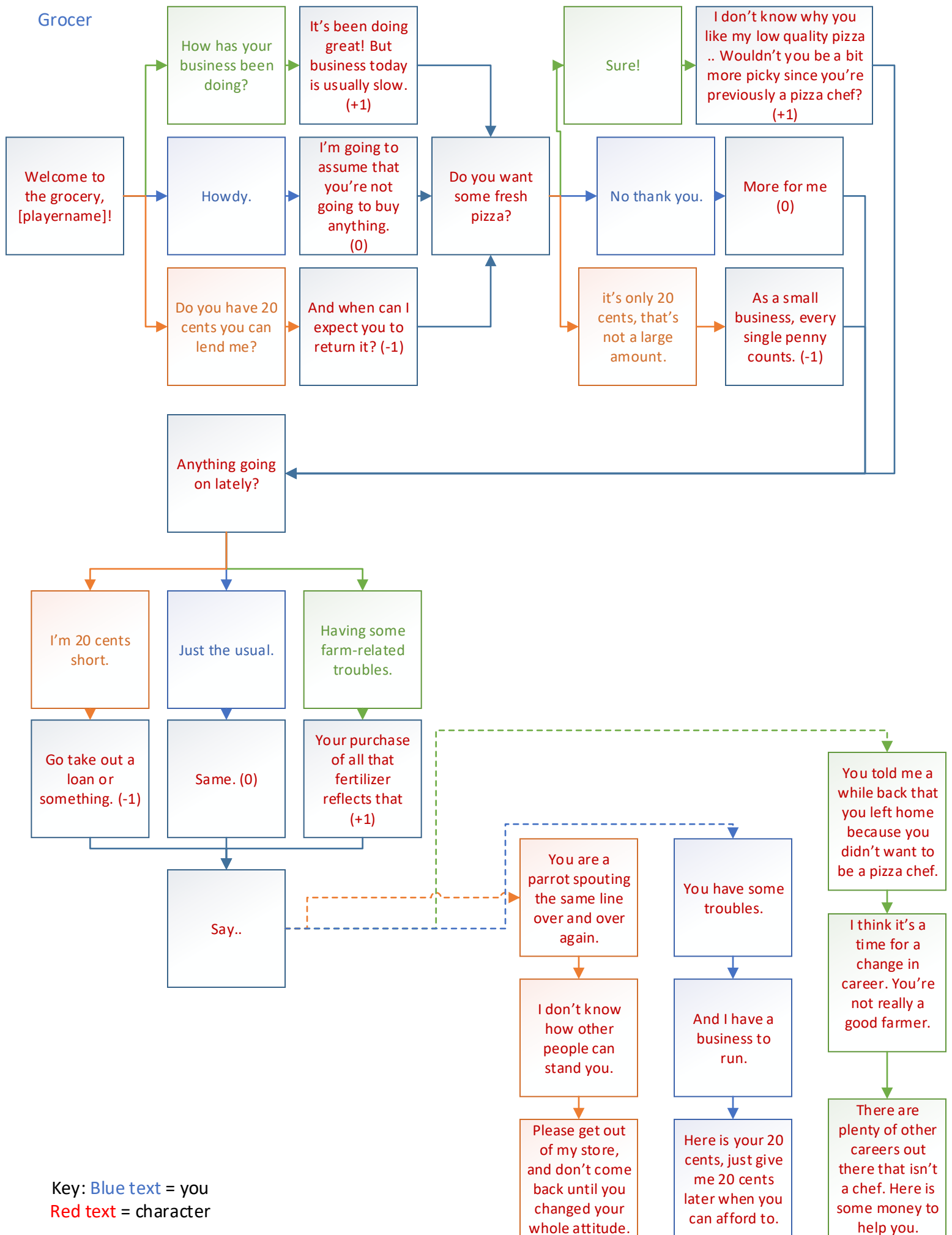


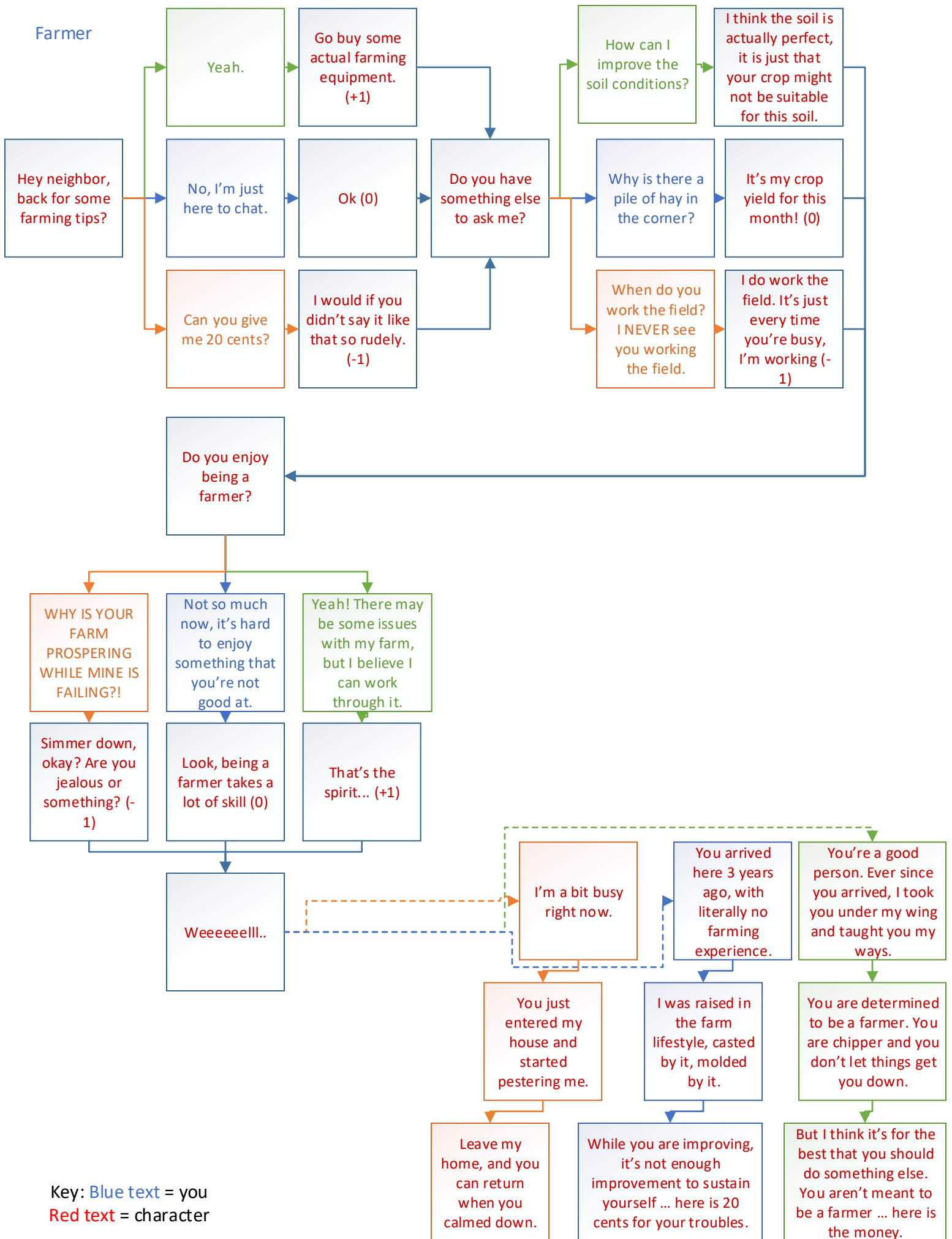
"Cool guy"



Key: Blue text = you  
Red text = character

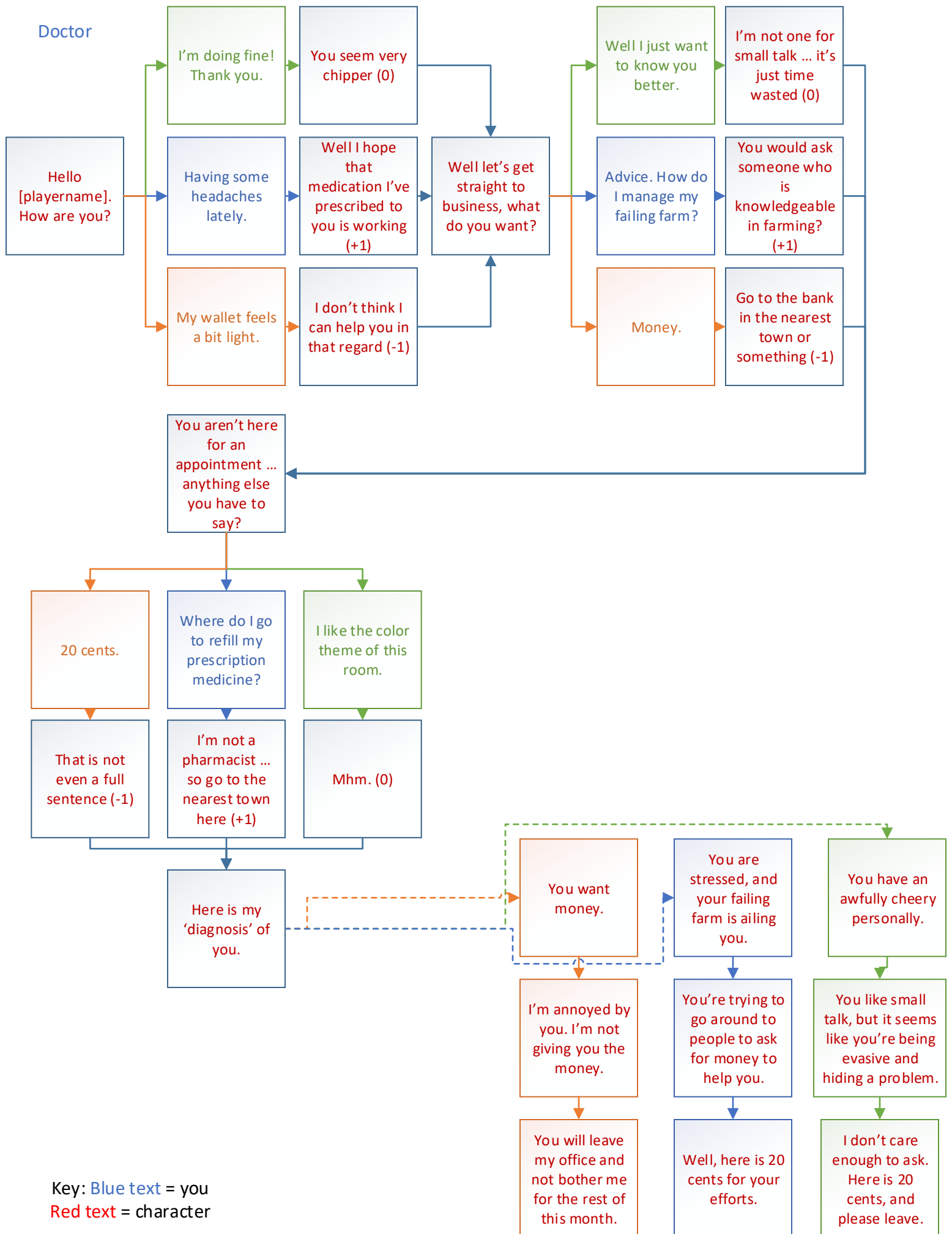
## Grocer





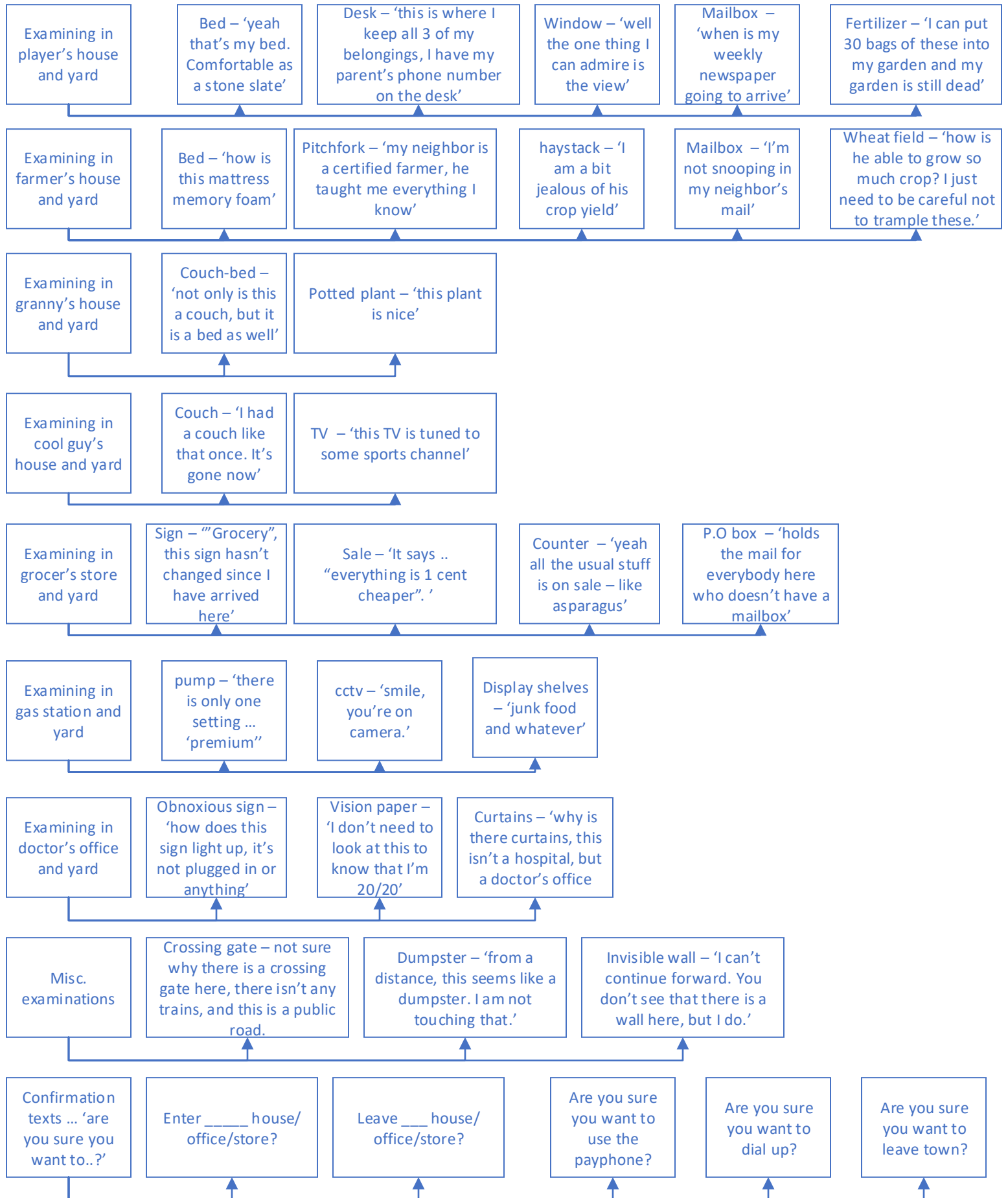


Doctor

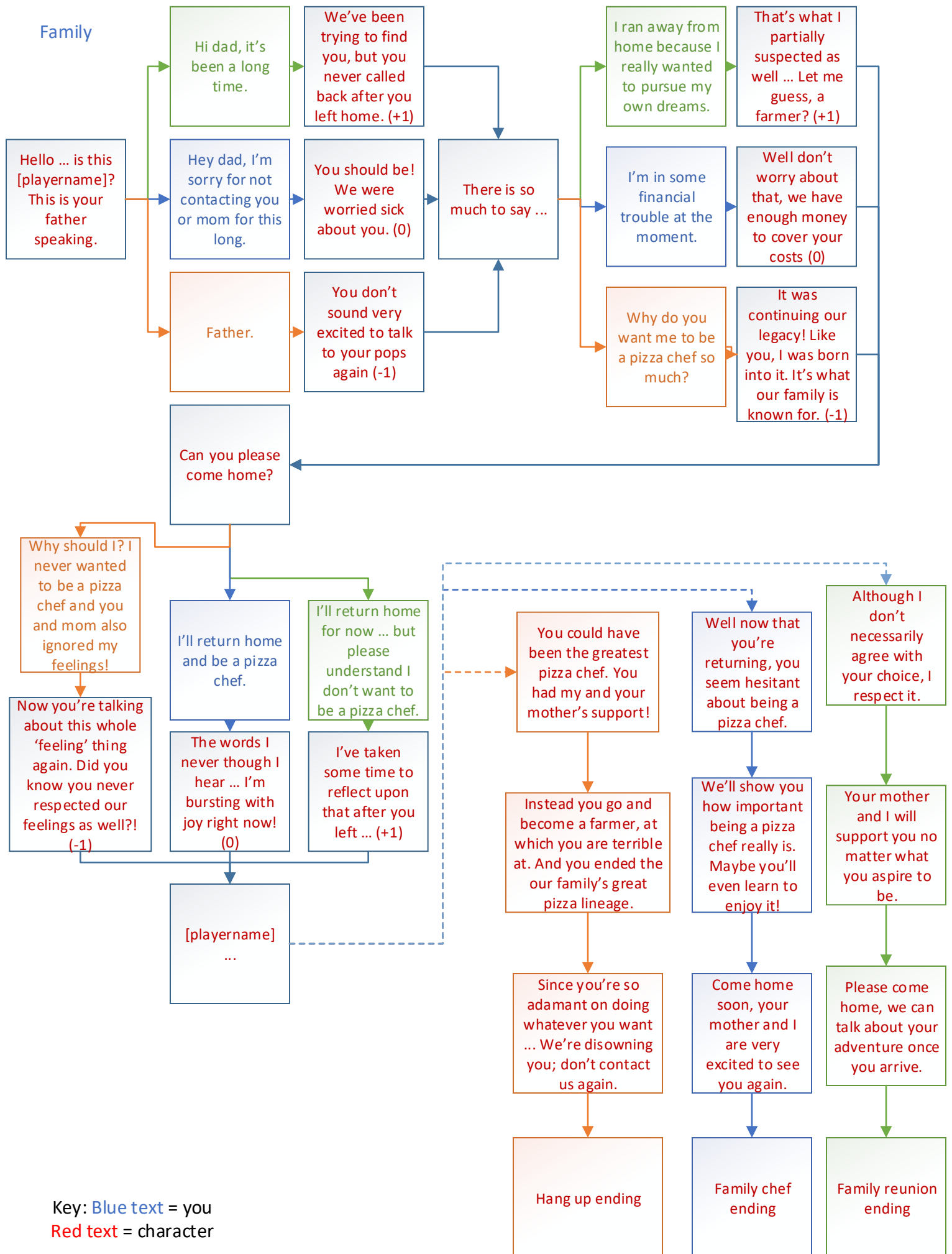




## Examining objects/flavor text/misc texts (lowest priority)



## Family



## Ending dialogues

