

Toys2Life Character Creation Tutorial 06/08/2020

Welcome to Toys2Life!

If you notice any bugs, have suggestions for new features, or want the latest version of the software, email isaac@toys2life.net visit www.toys2life.net for more information.

The Toys2Life system allows your toys to talk to one another using radio medallions. The two toys which are closest to one another will talk to one each other. Or, if you don't have radios for your toys, you can tell the software which characters you want talking by moving the character's avatars around in the avatar arena. The software will automatically detect if radios are turned on and switch to radio medallion based character selection. You can ignore radio signals in the settings if you want to force the system to use the avatar arena when radio signals are present.

You can create your own characters by clicking the create button. If you have already created a character and wish to edit it you can select the "edit existing" button in the bottom left corner of the first screen under create instead of entering a name for a new character. When creating a character, we strongly suggest not using your real name as the "Author's Nickname" and not entering any personally identifiable information into your character's metadata or lines.

Once you have entered the metadata like age and gender for your character you will be led through a series of video tutorials to add lines to your character.

If you have radios put them on the toys or miniatures you want to give a voice to. Shake your toy vigorously and the light on the medallion circuit board will blink. Shake the other toys to wake them up as well. Now you can assign the character you want to each toy which has a radio medallion attached using the "assign radio" button. First select the character you want to assign a radio to, then shake the doll that you want to have the selected character associated with.

Move the two toys you want to talk to one another to be closest together and they should start a conversation. Remember the system is always looking for the closest two toys to talk.

You can make your character more sophisticated by recording lines with the “Choose Wizard” button. Wizards can be run more than once to give characters a greater variety of things to say. However, at this time, story wizards can only be run once. If you don’t like the recording for a line, or want to change the text to better match the recording of your voice, you can use the “Edit Dialog Lines” button under Create->Edit Existing. You can also add or change the tags associated with a line of dialog in the “Edit Dialog Lines” screen.

The import and export functions can be used to create a .t2lf file containing your audio, avatar, written lines, and any custom dialog models you have created. You can give the file to a friend to import so they can play your character against their own character.

For those of you that want to dig into the data structures of characters and dialog models, you can use the “JSON editor” button under Create->Edit Existing->Your Character->JSON editor. This will bring up a JSON editor. We suggest using the tree view from the left sidebar. Then you don’t have to worry about all the funny punctuation being correct. But, the software does care about spaces and capital letters for the tags in the PhraseWeights section of each of a character’s lines.

Character’s lines can have multiple PhraseWeight tags. You can also create your own PhraseWeight tags and have sequences of them to create your own custom dialog models. If you and a friend create a dialog model with custom PhraseWeight tags, and create lines for your characters using any wizard, and edit the PhraseWeight tags to use your custom tags, you can create your own custom dialogs just like you would see in a movie script!

You can open the TwinkleTwinkle dialog model JSON file in the Documents\DialogGenerator\Data\ folder to see how dialog models are structured to use the PhraseWeight tags to sequence a conversation. You can copy TwinkleTwinkle.JSON to MyDialogModel.JSON and edit the names to create custom dialog models for your character to tell unique stories to any of the other characters, or to have fully scripted dialogs with specific other characters.

Within the Dialog Generator there are a few concepts to keep in mind.

Line: A line is a line of dialog, it is what your character may say in a given circumstance. A line will have one or more PhraseWeight tags associated with it.

Character: A character is a collection of lines. A character also has some meta-data like age, gender, avatar filename, and Author nickname associated with it.

Tag: A tag tells us which situations a line may be used in, some examples are: Greeting, YesNoQuestion, GiveObject, RequestSympathy, ScaryStory1A, TSOS_fa3b_Greeting_2020_06_03_14_22. The long tag at the end will be specific to a given line, it allows you to call out a specific line of dialog if you want to make sure that specific line is used.

Dialog Model: A dialog model is a series of tags that make sense one after the other for instance: “Greeting, Greeting, Retreat” or “RequestObject, GiveObject, GiveDisbelief” or “SimpleStoryA1, GoOnNeutral, SimpleStoryA2, Exclamation, SimpleStoryA3” . The first tag is always the type of line spoken by character 1, the second tag is always spoken by character 2 and any third tag will always go back to character 1. The two speaking characters always take turns saying lines with the tags in the dialog model as a guide.

Toys2Life Phrase Type Glossary

Check this glossary for examples of each phrase type in Toys2Life, and an explanation of how to write each phrase type yourself. You'll also find tips on how to tag a phrase of dialogue with multiple phrase types.

AcceptPlan

Someone wants to do something with your character—like go on a date, or play basketball. **AcceptPlan** is your character telling them yes.

Your character should not say exactly what the plan is—just that they are agreeing. This way, the **AcceptPlan** will make sense in more conversations.

*See also: the examples under **SuggestPlan**. Your **AcceptPlan** should make sense as a response to a **SuggestPlan**.*

“I shall grasp your arm and agree to that.” –Bjorn Oresson, Viking

“Step one, I grab my cape. Step two, we make that happen.” –Danny Patel, Aspiring Superhero

“You're very kind. I'm already looking forward to it.” –Fluttershy, Pony

Accuse

Accuse is your character blaming the person they're talking to for doing something bad.

*If you phrase your **Accuse** as a question that could be answered “yes” or “no”, like the examples below, you can also tag it as a **YesNoQuestion**.*

“Those nice robots over there ordered up some Saturn's Onion Rings, but I can't find the batter anywhere. You didn't lose it, did you?” –Hoshi Kelvinson, Space Food Truck Operator

“I went out of my way to get you tickets for a show on Bridleway, and this is how you repaid me? By abandoning me in my hour of need, and then galloping off to enjoy Hinny of the Hills?” –Rarity, Pony

“You can't stop the party! Did you stop the party? Huh? Did ya? Did ya?” –Pinkie Pie, Pony

Admit

Someone has accused your character of doing something bad. **Admit** is your character admitting that they did it. Your character should not explain exactly what they did. For example, instead of saying “I’m sorry, I shouldn’t have drawn on the wall!” they should just say “I’m sorry, I shouldn’t have done that!” This way, the **Admit** will make sense no matter what the character has been accused of.

*See also: the examples under **Accuse**. Your **Admit** should make sense as a response to a **Accuse**.*

*If your characters sounds sorry, as in Pinkie Pie’s example below, you can also tag this as **Sorry**.*

“I might have done something you wouldn't appreciate. Probably because you didn't pet me enough.” –Skylar, Cat

“Please accept my apology. Because I'm really really really. Really really, really. Really really really really really really really sorry!” –Pinkie Pie, Pony

“Ah, um, I've just been such a nervous pony since I saw that cloud that looked like a dragon, and, um, oh I've really got no excuse at all.” –Fluttershy, Pony

BodilyNoise

A **BodilyNoise** isn’t talking—just your character making a funny noise. They can sneeze, burp, cough, suck their teeth, or blow a raspberry. Have fun recording this!

[Purring] –Skylar, Cat

[Belching] –Bjorn Oresson, Viking

[Whinnying] –Rarity, Pony

Brag

Brag is your character showing off by talking about how great they are.

*If your **Brag** involves the character talking about what they’ve been doing recently, you can also tag it as **GiveRecentHistory**. If the brag involves them talking about something good that happened to them, you can also tag it as **GoodNews**.*

“I am a granite god of rock.” –Bjorn Oresson, Viking

“Ha ha! I turned my dad bod to a rad bod.” –Danny Patel, Aspiring Superhero

“Don't I look beautiful?” –Rarity, Pony

Complain

Complain is your character talking about something that annoys them. They might complain about something bad that happened, someone they can't stand, or something in their life that isn't right. In any case, your character is in a bad mood because of it!

*If your **Complain** involves your character describing something that happened to them recently, you can also tag it as **GiveRecentHistory**. If your character really sounds like they need cheering up, you can tag it as **RequestAffirmation** as well.*

“I've rocked for many moons, and my right ear hears no longer.” –Bjorn Oresson, Viking

“Rice Crispies don't crackle the way they used to.” –Danny Patel, Aspiring Superhero

“My litter box is full.” –Skylar, Cat

Deny

Someone has accused your character of doing something bad. **Deny** is your character claiming that they didn't do it. Your character should not explain exactly what they didn't do. For example, instead of saying “No, I didn't light that pile of garbage on fire!” they should just say “No, I didn't do it!” This way, the **Deny** will make sense no matter what your character has been accused of.

*See also: the examples under **Accuse**. Your **Deny** should make sense as a response to any **Accuse**.*

*If your **Deny** is just a simple no, like “No!” or “No way!” you can tag it as a **No** as well.*

“It wasn't me. I was in the litterbox, for reasons you could not expect or understand.” –Skylar, Cat

“No, I wouldn't have done anything to change that cute smile of yours.” –Hoshi Kelvinson, Space Food Truck Operator

“I would never ever ever! I mean, unless I copied myself, then maybe one of my copies would, but I

would not, no way!” –Pinkie Pie, Pony

DontCare

Someone just said or asked something boring. **DontCare** is your character showing that they don’t care what that person is talking about!

*If your character seems really annoyed, you can also tag a **DontCare** as **Exasperation**. If your character just yawns, you can also tag it as **BodilyNoise**. If they not only don’t care but seem to want the other person to stop talking, it can also be **ShutUp**. If the **DontCare** makes sense as a response to an unfunny joke, you can also tag it as **NotFunny**.*

“Uhhhh. Sometimes I'd rather be deaf in both ears.” –Bjorn Oresson, Viking

“You are not quite capturing my super-attention.” –Danny Patel, Aspiring Superhero

“Let me put this in a kind way: I don't really care.” –Skylar, Cat

DontKnow

Your character has just been asked a question. **DontKnow** is your character showing that they don’t know the answer.

*Your DontKnow should make sense as a response to any question, whether a **YesNoQuestion**, **RequestWho**, **RequestObject**, **RequestLocation**, etc.*

“I may once have known that, but I've suffered too many head wounds since.” –Bjorn Oresson, Viking

“Uhh. That's not something a superhero would know.” –Danny Patel, Aspiring Superhero

“I'll probably remember the answer to that right after I remember what my middle name is.” –Pinkie Pie, Pony

Exasperation

Exasperation is your character showing that they are fed up with this conversation.

*If your character is bored by something that another character just said, you can also tag an **Exasperation** as **DontCare**. If it is just your character moaning, groaning, or making whiny noises, you can also tag it as **BodilyNoise**. If they tell the other person to stop talking, it can also be*

ShutUp. *If the **Exasperation** makes sense as a response to an unfunny joke, you can also tag it as **NotFunny**.*

“Enough of your chatter.” –Bjorn Oresson, Viking

“I don’t find that funny at all.” –Rarity, Pony

“Hiss! Hiss!” –Skylar, Cat

Exclamation

This is a catchphrase that your character likes to shout out in different situations.

*If the exclamation is long and your character says something odd, you can tag an **Exclamation** as a **GiveSurprisingStatement** as well. If it is something sad, happy, fearful, or angry, you can tag it as **GoOnSad**, **GoOnJoyful**, **GoOnFear**, or **GoOnAngry**, respectively.*

“Golly!” –Johnny, Schoolboy

“Meow!” –Skylar, Cat

“Friendship is magic!” –Every pony in Ponyville

GiveActivity

Someone has asked for an example of an activity. For instance, they might ask “What is my mom doing right now?” **GiveActivity** is your character answering a question like that.

It is important that the verb in your GiveActivity ends in **-ing**. For example, you could write “**Washing** the dishes?” or “**Fighting** off vampires!”

*See also: the examples under **RequestActivity**. **GiveActivity** should work as a response to a **RequestActivity**.*

“Borrowing sand from the litter box to build a castle?” –Skylar, Cat

“Conducting a chorus of cockatoos?” –Fluttershy, Pony

“Globally leveraging next generation niche markets to create a client centered fistful of core competencies?” –John, Corporate Reorganization Leader

GiveAdvice

Someone needs advice, and this is your character giving it to them.

*See also: the examples under **RequestAdvice**. **GiveAdvice** is used to respond to **RequestAdvice**.*

*If your **GiveAdvice** is something nice that would cheer someone up, like the example from Pinkie Pie below, you can tag it as **GiveAffirmation** as well.*

“Every single day there's something new you can plan for. Every single day there's something wonderful to do!” –Pinkie Pie, Pony

“You overthink something, it is going to get hard. If you underthink, it could get worse. You need to think it just right. How do you know if it is just right? I have no idea.” –Skylar, Cat

“Sometimes you get thrown from your horse, you have to get up and get back on. And sometimes you land on a cactus; and have to roll around and scream in pain for a while first.” –Bill, Cowboy

GiveAffirmation

This is your character saying something to cheer someone up.

*See also: the examples under **RequestAffirmation**. **GiveAffirmation** is used as a response to **RequestAffirmation**.*

“Pay me a visit the next time you're in space. I'll keep a glass of orange juice cold, just for you.”
–Hoshi Kelvinson, Space Food Truck Operator

“You are a good person. And have a lot of interesting food.” –Skylar, Cat

“Oh, no, I think this requires a group hug! Group hug just for me and you.” –Pinkie Pie, Pony

GiveAgreement

Your character will **GiveAgreement** to show they agree with something the other character has said.

“I meow in agreement... Meow.” –Skylar, Cat

“Yep, you said it.” –Hoshi Kelvinson, Space Food Truck Operator

“You’re beautiful and accurate.” –Danny Patel, Aspiring Superhero

GiveCredit

To write a **GiveCredit**, imagine that your character is talking to someone who did something nice for them. **GiveCredit** is your character saying what that kind person did.

“You fixed my laser skillet!” –Hoshi Kelvinson, Space Food Truck Operator

“We never would have defeated Queen Chrysalis if you hadn't believed in me.” –Starlight Glimmer, Pony

“My Shetland Chic collection seemed doomed to the dustbin, but then some magnificent pony bought up the whole stock! And I've an intuition that magnificent pony was you.” –Rarity, Pony

GiveDisbelief

Someone has said something that’s really hard to believe. **GiveDisbelief** is your character showing that they don’t believe it.

*See also: **Deny**. A **GiveDisbelief** can usually be tagged as **Deny** as well. This is because when a character gives a **Deny**, they are disagreeing with what was just said. All of the below examples could be tagged as **Deny**.*

*If your character mostly sounds shocked, you can also tag a **GiveDisbelief** as **GoOnSurprise**.*

“I am at a loss for words.” –Eunice, Schoolteacher

“That makes about as much sense as whiskey on pancakes.” –Bill, Cowboy

“Maybe you got some confetti in your ears and so you thought you were saying one thing but actually you were saying another thing that isn't right at all?” –Pinkie Pie, Pony

GiveJoke

This is your character trying to say something funny.

“I made my dad's handkerchief dance today. I put some boogey in it.” –Johnny, Schoolboy

“I have a loaded cannon and I am not afraid to use it. You know what I mean by a loaded cannon.” –Skylar, Cat

“First you jiggle your tail! Oink oink oink! Then you wriggle your snout! Oink oink oink! Then you wiggle your rump! Oink oink oink! Then shout it out! Oink oink oink!” –Pinkie Pie, Pony

GiveLike

This is your character talking about something they like or enjoy. It can help to start a **GiveLike** with “I like...” or “I love...”

*See Also: the examples under **RequestLike**. A **GiveLike** should work as a response to a **RequestLike**.*

“Grey skies warm my heart.” –Bjorn Oresson, Viking

“I love the cereal isle at the grocery. The colors. The sounds. Crisps. Smacks. Flakes. Crunches. Puffs.” –Danny Patel, Aspiring Superhero

“Nothing flares my nostrils quite like Juniper Phoenix--you know, the stallion cologne. Masculine, yet with the barest hint of floral notes.” –Rarity, Pony

GiveLocation

Someone has asked your character where something is. **GiveLocation** is your character explaining where it might be.

There are two good ways to phrase a **GiveLocation**. One is for your character to tell the other person where to go, like in the examples from Bill and Skylar below. Another good way is to make a statement describing a particular place, like in Rarity’s example. If you use one of these methods, then your **GiveLocation** will make sense in most situations.

*See Also: the examples under **RequestLocation**. A **GiveLocation** should work as a response to a **RequestLocation**.*

“Ponyville has become trendier of late.” –Rarity, Pony

“You might have to head into the city for that.” –Bill, Cowboy

“Try down where the dogs go, they bury things.” –Skylar, Cat

GiveMotivation

This is your character explaining why someone might have done something. Make sure not to name a specific person. For example, instead of saying “Maybe Sally was too angry to think straight,” just write “Maybe they were too angry to think straight.” This way, your **GiveMotivation** will make sense no matter who the characters are talking about.

*See Also: the examples under **RequestMotivation**. A **GiveMotivation** should work as a response to a **RequestMotivation**.*

“Maybe they were just trying to be everypony's best friend by helping everypony out, but it turns out you can't raise a barn and massage a bear at the same time. Not without some trouble, anyway.”

—Pinkie Pie, Pony

“Sometimes it is hard to divine someone's motivations. I mean we can't necessarily fathom just how far a fear of public speaking or love of Justin Bieber will take a person.” —John, Corporate Reorganization Leader

“Sometimes a pony simply has to cause a sensation.” —Rarity, Pony

GiveObject

Someone has asked your character for an example of a thing. For instance, they might ask “What have I got in my pocket?” **GiveObject** is your character answering that question.

A good way to phrase a **GiveObject** is by starting it with “Maybe a...” or “It could be a ...” This way, it will make sense in most dialogues.

*See Also: the examples under **RequestObject**. A **GiveObject** should work as a response to a **RequestObject**.*

“It must be the clipped toenail of a god.” —Bjorn Oresson, Viking

“It can only be the radioactive nova-powered time-dilated toothbrush of destiny.” —Danny Patel, Aspiring Superhero

“Oh, how about Cranky Doodle Donkey's toupee?” —Pinkie Pie, Pony

GiveRecentHistory

This is your character explaining what they've been up to recently.

*See Also: the examples under **RequestCatchup**. A **GiveRecentHistory** should work as a response to a **RequestCatchup**.*

*If your **GiveRecentHistory** is very long, you can tag it as **Ramble** as well. If your character seems to have a problem, like in Pinkie Pie's example, you can also tag it as **RequestAdvice**. If your character is complaining about what happened, you can tag it as **Complain**.*

"I've been magically commanding ponies to do what I want them to. Maybe that's not the best first instinct." –Starlight Glimmer, Pony

"I must have put the confetti in the oven and the cake in the confetti cannons. Again!" –Pinkie Pie, Pony

"I've been taking confidence lessons from a minotaur." –Fluttershy, Pony

GiveSecret

Someone wants to know a juicy secret. **GiveSecret** is your character telling them one!

When recording a **GiveSecret**, try whispering to make it sound extra secretive.

*See Also: the examples under **RequestSecret**. A **GiveSecret** should work as a response to a **RequestSecret**.*

*If the secret is really surprising, you can also tag it as **GiveSurprisingStatement**.*

"Sometimes, I bite my owners' toes while they're asleep, and then I run away. They think that there's a ghost." –Skylar, Cat

"I don't usually like to admit this, but...a lot of what I know about superheroics, I just heard second-hand from this weird guy at the gas station who smells like cheese doodles." –Danny Patel, Aspiring Superhero

"Okay, please don't tell anypony, but...I think we might be talking dolls." –Pinkie Pie, Pony

GiveSilence

This is your character saying nothing. You can use a half second of silence for the audio file.

GiveSurprisingStatement

This is your character saying something surprising.

*If the **GiveSurprisingStatement** is very long, you can also tag it as a **Ramble**. If it is something that your character would shout out in a lot of situations, you can also tag it as **Exclamation**. If the **GiveSurprisingStatement** is about something your character has done, you can also tag it as **GiveRecentHistory**. If the surprising statement is a secret, you can also tag it as **GiveSecret**.*

“Don't wash those socks, they smell just right!” –Skylar, Cat

“I want to be a tree!” –Fluttershy, Pony

“You would think that people talking to one another with zero sense of context would be impossible. But in reality, people do it all the time.” –Eunice, Schoolteacher

GiveWho

Someone has asked your character to name a person. **GiveWho** is your character naming someone.

Try to phrase your **GiveWho** as a statement that makes sense on its own, like “My kung-fu teacher is the most interesting person I know.” Don't write a **GiveWho** like “My kung-fu teacher did it.” That wouldn't make sense on its own, because we don't know what “it” was.

*See Also: the examples under **RequestWho**. A **GiveWho** should work as a response to a **RequestWho**.*

“Princess Luna has been known to get her hooves into something eyebrow-raising from time to time.” –Rarity, Pony

“The couch monster is responsible for a lot of bad things. And also a lot of scrumptious things.” –Skylar, Cat

“If Discord could help stop Queen Chrysalis, he could probably do anything.” –Fluttershy, Pony

GoodNews

This is your character talking about something good that happened. Your character is

in a good mood, and their **GoodNews** is why!

*If the GoodNews is long, you can tag it as **Ramble** as well. If it involves your character explaining what they've been doing recently, you can also tag it as **GiveRecentHistory**. If it involves your character bragging, you can also tag it as **Brag**.*

“My sister Inga gave birth to a healthy child.” –Bjorn Oresson, Viking

“A woman at the mall told me that I look important!” –Danny Patel, Aspiring Superhero

“I baked the best jalapeno donuts in all of Equestria!” –Pinkie Pie, Pony

GoOnAngry

Someone is telling your character a story, and just said something that makes your character mad. **GoOnAngry** is how your character would respond to that.

*Your **GoOnAngry** might express emotions other than anger, like fear, disgust, sadness, or disapproval. In this case, you could also tag it as **GoOnFear**, **GoOnDisgust**, **GoOnSad**, Or **GoOnDisapproval**. In Skylar's example below, she might also be disgusted, or afraid.*

*If your **GoOnAngry** is your character explaining that they are angry in general, not just about something specific—for example, “Now I’m angry!”—then you can also tag it as **ImAngry**.*

“Oh, that's almost enough to make me raise my voice.” –Fluttershy, Pony

“Hiss! Hiss!” –Skylar, Cat

“Disaster!” –Pinkie Pie, Pony

GoOnDisapproval

Someone is telling your character a story, and just said something that your character disapproves of. **GoOnDisapproval** is how your character would respond to that.

*Your **GoOnDisapproval** might express emotions other than disapproval, like fear, disgust, sadness, or anger. In this case, you could also tag it as **GoOnFear**, **GoOnDisgust**, **GoOnSad**, or **GoOnAnger**. In Pinkie Pie's example below, she might also be angry.*

“Ohh, that gets my tail in a knot!” –Pinkie Pie, Pony

“That wouldn't be okay on Earth, so it wouldn't be okay in orbit, either.” –Hoshi Kelvinson, Space

Food Truck Operator

“Oh, I really hope the next thing you say is nice.” –Fluttershy, Pony

GoOnDisgust

Someone is telling your character a story, and just said something that your character thinks is gross. **GoOnDisgust** is how your character would respond to that.

*Your **GoOnDisgust** might express emotions other than disgust, like fear, disapproval, sadness, or anger. In this case, you could also tag it as **GoOnFear**, **GoOnDisapproval**, **GoOnSad**, or **GoOnAnger**. In Skylar’s example below, she might also be disapproving.*

“I feel like hacking up a hairball.” –Skylar, Cat

“Ewww ewww ewwww!” –Pinkie Pie, Pony

“That’s more distressing than when Discord tried to pull off plaid with polka dots.” –Rarity, Pony

GoOnFear

Someone is telling your character a story, and just said something that your character thinks is scary. **GoOnFear** is how your character would respond to that.

*Your **GoOnFear** might express emotions other than fear, like surprise, disgust, sadness, or anger. In this case, you could also tag it as **GoOnSurprise**, **GoOnDisgust**, **GoOnSadness**, or **GoOnAnger**.*

*If your **GoOnFear** is your character explaining that they are afraid in general, not just about something specific—for example, “Now I’m scared!”—then you can also tag it as **ImScared**.*

“That’s as scary as when my owners tried to take me to the vet.” –Skylar, Cat

“I need to tell these butterflies in my stomach to turn back into caterpillars.” –Pinkie Pie, Pony

“You’re giving me goosefeathers.” –Fluttershy, Pony

GoOnJoyful

Someone is telling your character a story, and just said something that makes your character happy. **GoOnJoyful** is how your character would respond to that.

*If this is something your character would shout out in many situations, you can also tag it as **Exclamation**. If they sound surprised, you can also tag it as **GoOnSurprise**.*

*If your **GoOnJoyful** is your character explaining that they are happy in general, not just about something specific—for example, “Now I’m happy!”—then you can also tag it as **ImHappy**.*

“Ooooooh, this is my jam!” –Pinkie Pie, Pony

“Meeeeeeeeee-ow!” –Skylar, Cat

“How lovely!” –Fluttershy, Pony

GoOnNeutral

Someone is telling your character a story. Your character doesn’t have much of an opinion about what was just said, but they use **GoOnNeutral** to encourage the storyteller to continue.

“I’ll keep cooking and you keep talking.” –Hoshi Kelvinson, Space Food Truck Operator

“Hmm, I see.” –Fluttershy, Pony

“I am definitely hearing you and definitely not being distracted by a butterfly.” –Pinkie Pie, Pony

GoOnSad

Someone is telling your character a story, and just said something that your character thinks is sad. **GoOnSad** is how your character would respond to that.

*Your **GoOnSad** might express emotions other than sadness, like disapproval, disgust, fear, or anger. In this case, you could tag it as **GoOnDisapproval**, **GoOnDisgust**, **GoOnFear**, or **GoOnAnger**. In Fluttershy’s example below, she might also be afraid.*

*If your **GoOnSad** is your character explaining that they are sad in general, not just about something specific—for example, “Now I’m sad!”—then you can also tag it as **ImSad**.*

“Please don’t say this ends badly.” –Fluttershy, Pony

“Now I am too sad for biting things.” –Skylar, Cat

“Makes my heart just break!” –Rarity, Pony

GoOnSurprise

Someone is telling your character a story, and just said something that surprises your character. **GoOnSurprise** is how your character would react to that.

*If this is something your character would shout out in many situations, you can also tag a **GoOnSurprise** as **Exclamation**. If they sound happy, you can also tag it as **GoOnJoyful**. If they sound scared, you can also tag it as **GoOnFear**. If they sound like they don't believe what was just said, you can also tag it as **GiveDisbelief**.*

“Whaaaat???” –Skylar, Cat

“That is MARZIPAN MASCARPONE MERINGUE MADNESS!” –Pinkie Pie, Pony

“Oh! Goodness!” –Rarity, Pony

GoOnUnderstanding

Someone is telling your character a story. Your character uses **GoOnUnderstanding** to show that they understand what was just said.

*Your **GoOnUnderstanding** may show that your character feels for the storyteller. However, if your character isn't showing a lot of feeling, you can tag it as **GoOnNeutral**, too.*

“I think I understand.” –Fluttershy, Pony

“I understand. Eating couch has made me wise, and also full of couch.” –Skylar, Cat

“I'm soaking up every word like I'm a sponge...cake.” –Pinkie Pie, Pony

Greeting

This is how your character says hello to someone. They can introduce themselves, or just say hi.

“Good day.” -Eunice, Schoolteacher

“Howdy.” –Bill, Cowboy

“Hola, me llamo Pinkie Pie.” –Pinkie Pie, Pony

HowAreYou

This is your character asking someone how they are doing.

*If the **HowAreYou** is a general “What’s up?”, then you can also tag it as **RequestCatchup**. If the **HowAreYou** sounds like your character might be worried about the other person, you can also tag it as **WhatsWrong**.*

“Let me crack open these Diet Pepsis so we can talk about how you're doing.” –Danny Patel, Aspiring Superhero

“Say now, precious face, how's every little thing?” –Rarity, Pony

“Are you hale? Are you healthy? Does the spirit of metal possess you now?” –Bjorn Oresson, Viking

HurtFeelings

Someone just did something to make your character feel bad. This is how your character says “you hurt my feelings.”

“You don't know how upset it makes me to hear you say that!” –Rarity, Pony

“That hurt worse than having your leg knawed on by some kind of gamma-radiation-powered baboon.” –Danny Patel, Aspiring Superhero

“You've just given me one more sorrow.” –Bjorn Oresson, Viking

ImAngry

Someone just asked your character how they feel. This is how your character says “I’m feeling angry!”

Your character can describe how they’re feeling, but they shouldn’t say exactly what made them mad. This way, the **ImAngry** will make sense in most conversations.

“I'm sorry, but I am just so, so PEEVED right now! Excuse my language!” –Fluttershy, Pony

“I now have the mad and twitchy feeling that precedes a battle.” –Bjorn Oresson, Viking

“I am angry. As angry as if some insane robot from the beginning of time broke into my home and ate the last poptart.” –Danny Patel, Aspiring Superhero

ImHappy

Someone just asked your character how they feel. This is how your character says “I’m feeling happy!”

Your character can describe how they’re feeling, but they shouldn’t say exactly what made them happy. This way, the **ImHappy** will make sense in most conversations.

“Well, I guess maybe I’m kind of a little sort of excited.” –Fluttershy, Pony

“Ha! I feel so metal.” –Bjorn Oresson, Viking

“I haven’t felt this good since mother started using fabric softener.” –Danny Patel, Aspiring Superhero

ImSad

Someone just asked your character how they feel. This is how your character says “I’m feeling sad.”

Your character can describe how they’re feeling, but they shouldn’t say exactly what made them sad. This way, the **ImSad** will make sense in most conversations.

“Well, I’m in an awful state. May as well consign me to the dustbin of Equestrian history.” –Rarity, Pony

“I’m not feeling so Pinkie Keen.” –Pinkie Pie, Pony

“Well, I’m just a little blue.” –Danny Patel, Aspiring Superhero

ImScared

Someone just asked your character how they feel. This is how your character says “I’m feeling scared.”

Your character can describe how they’re feeling, but they shouldn’t say exactly what made them scared. This way, the **ImScared** will make sense in most conversations.

“Oh, I haven’t been this scared since my shadow crept up behind me.” –Fluttershy, Pony

“My hands and heart are trembling. As though I have no battles left in me.” –Bjorn Oresson, Viking

“[shivers] Is it cold in here or am I just cowardly?” –Danny Patel, Aspiring Superhero

Insult

This is how your character insults the person they're talking to.

*If this is the kind of insult that would make someone stop talking, you can tag it as **ShutUp** as well.*

“You lily-livered coward!” –Bill, Cowboy

“You take the party out of party cannon.” –Pinkie Pie, Pony

“Literacy has taken a real plunge in this country.” –Eunice, Schoolteacher

Laugh

Someone just did something funny. This is your character laughing in response. A **Laugh** could just be laughter, or your character could say something like, “You’re funny!”

[giggling] –Hoshi Kelvinson, Space Food Truck Operator

“You make me a merry man.” –Bjorn Oresson, Viking

“Ho ho! You big kidder.” –Danny Patel, Aspiring Superhero

MakeUp

Your character has been fighting with someone. A **MakeUp** is how your character explains that they want to make up.

*If the **MakeUp** sounds like an apology, you can also tag it as **Sorry**.*

“Maybe we could just, um, make up? Conflict makes me nervous.” –Fluttershy, Pony

“No more of that! Let's just be superfriends.” –Danny Patel, Aspiring Superhero

“I've lost friends enough in battle. I'll not lose you over this.” –Bjorn Oresson, Viking

Maybe

Someone asked your character a question that would usually be answered with “yes”

or “no,” like, “are you part cat?” This is how your character answers **Maybe!**

*See also: the examples under **YesNoQuestion**. A **Maybe** should work as a response to a **YesNoQuestion**.*

*If your character sounds like they're just not sure, you can also tag a **Maybe** as **DontKnow**.*

“Maybe, space cowboy.” –Hoshi Kelvinson, Space Food Truck Operator

“I'm giving you a big fat maybe.” –Danny Patel, Aspiring Superhero

“Perhaps.” –Bjorn Oresson, Viking

No

This is how your character says “no.” They might just say the word “no.” They also might ask a question which would obviously be answered with a “no,” like Skylar’s example below.

*See Also: the examples under **YesNoQuestion**. A **No** should work as a response to a **YesNoQuestion**.*

*If the **No** is something very simple, like “No!” or “No way!”, you can tag it as **Deny** as well.*

“Do cats like water?” –Skylar, Cat

“Nopey-dopey!” –Pinkie Pie, Pony

“Rainbow dash told me it's okay to say no. So, no.” –Fluttershy

NotFunny

Someone just made a joke. This is how your character says “That wasn’t very funny.”

If you want, a **NotFunny** can just be your character groaning.

“There's little humor in that.” –Bjorn Oresson, Viking

“Enough with the dad jokes. That kind of thing is my department.” –Danny Patel, Aspiring Superhero

“What a tacky quip.” –Rarity, Pony

Ramble

A **Ramble** is your character going on and on about something, without giving anyone else a chance to talk!

*If the **Ramble** is about what your character has been doing, you can also tag it as **GiveRecentHistory**. If the **Ramble** is about something strange or surprising, you can tag it as **GiveSurprisingStatement**. If your character is talking about something good that happened to them, it can also be **GoodNews**, and if it is something bad that happened to them, it can also be **Complain**.*

“Once I decided to tackle my sister, but my owners came over and yelled at me, so I decided to tackle the couch monster instead. Then I decided to take a nap. If you look closely you can see where I took down that couch. It was quite a tasty victory. I think we can eat some couch monster for dinner tonight—that entre comes with a side of stuffing.” –Skylar, Cat

“I’ve been timing myself galloping back and forth between the swimming hole and Sweet Apple Acres. I’m trying to cut down my time so if Rainbow Dash dives off the swing, I can get to Sweet Apple Acres to help with the barn raising, and then be back in time to see Rainbow Dash hit the water after doing a double flip!” –Pinkie Pie, Pony

“Angel really does enjoy having his sandwiches just so. I flew to Appleoosa for fresh fruit, Saddle Arabia for fresh herbs, and Manehattan to get him some fresh baked bread. It was worth it just to see him twitch his little nose!” –Fluttershy, Pony

RejectPlan

Someone wants to do something with your character—like go on a date, or play basketball. **RejectPlan** is your character telling them no.

Your character should not say exactly what the plan is—just that they are not agreeing. This way, the **RejectPlan** will make sense in more conversations.

*See also: the examples under **SuggestPlan**. Your **RejectPlan** should make sense as a response to a **SuggestPlan**.*

“Rainbow dash told me it's okay to say no. So, no.” –Fluttershy, Pony

“No! I'd rather rob from poor sickly babies.” –Danny Patel, Aspiring Superhero

“No, sorry. I need to go join a traveling band, play some shows, get popular, and almost make it big until creative differences tear us apart.” –Pinkie Pie, Pony

RequestActivity

Your character will **RequestActivity** to ask another character to name something that a person could do. If your character uses a **RequestActivity**, the other character should be able to answer with an *-ing* verb. For example, a **RequestActivity** could be: “If I were a vampire werewolf, what would I be doing right now?” An answer might be: “*Eating* too much cheese”, or “*Wearing* a suit that doesn’t fit”, or “*Running* for president.”

*See Also: **RequestActivity** is answered with **GiveActivity**.*

“You know what I've been doin’ with my new spurs?” –Bill, Cowboy

“What could possibly be more important than my party today with dancing and punch and cakes and maybe a catapult that launches glitter and cakes?” –Pinkie Pie, Pony

“What should I be doing to keep my mind off of dragons?” –Fluttershy, Pony

RequestAdvice

This is how your character lets someone know that they want advice. To write a **RequestAdvice**, have your character mention a problem that need fixing, or a situation where it’s hard to know what to do.

*See also: **RequestAdvice** is answered with **GiveAdvice**.*

*If your character sounds like they need cheering up, you can tag a **RequestAdvice** as a **RequestAffirmation** as well. If your character sounds like they are complaining, it can also be tagged as **Complain**.*

“My mom is mad at me.” –Johnny, Schoolboy

“Got a letter from my Isabelle. It was hard to read.” –Bill, Cowboy

“I just don't know if I can keep up with Rainbow Dash, but maybe if I train really hard I can get my wing speed up. Oh, I'm really not sure if I can do it...” –Fluttershy, Pony

RequestAffirmation

To write a **RequestAffirmation**, imagine what makes your character feel sad, or sick,

or unconfident. How would they talk about that? A **RequestAffirmation** lets another character know that your character could use some cheering up.

*See Also: **RequestAffirmation** is answered with **GiveAffirmation**.*

*If the character sounds like they have a particular problem and could use advice, you can tag this as **RequestAdvice** as well. If your character sounds like they are complaining, it can also be a **Complain**.*

“I could use some cheering up pardner.” –Bill, Cowboy

“Sometimes, when I'm flipping pancakes out past Pluto and there aren't any customers in line, I get a little lonely.” –Hoshi Kelvinson, Space Food Truck Operator

“I get this fleeting sense that people might not be nice to me if they didn't report to me.” –John, Corporate Reorganization Lead

RequestCatchup

A **RequestCatchup** is how your character asks another character what they've been up to recently.

*See Also: **RequestCatchup** is answered with **GiveRecentHistory**.*

*If your character sounds like they want to know how the other character is doing, you can also tag this as **HowAreYou**. If your character sounds especially concerned that something is wrong, you can also tag it as **WhatsWrong**.*

“Why not tell your friend Eunice what's going on?” –Eunice, Schoolteacher

“What's happening in Ponyville?” –Starlight Glimmer, Pony

“Let's hunker down here a minute.” –Bill, Cowboy

RequestJoke

This is how your character asks to hear something funny.

*See Also: **RequestJoke** is answered with **GiveJoke**.*

“I'll bet ya a rusty spur and a 45 shell you can't make me laugh.” –Bill, Cowboy

“Do you know any humorous or entertaining tales that could cheer someone up?” –Skylar, Cat

“My friend Discord loves to make jokes. How about you?” –Fluttershy, Pony

RequestLike

Your character will use a **RequestLike** to ask another character to name something that makes them happy. This can be as simple as “What makes you happy?”

*See Also: **RequestLike** is answered with **GiveLike**.*

“C'mon, tell me aaaalllll about something you love.” –Pinkie Pie, Pony

“What gives you the courage to get through another day?” –Danny Patel, Aspiring Superhero

“What keeps you out of the grip of madness?” –Bjorn Oresson, Viking

RequestLocation

Your character will use a **RequestLocation** to ask another character to name a place. Try to make your **RequestLocation** an *indirect* question. “I wish I knew where bullies hide stolen lunch money” would be a good indirect question. The speaker wants to know where their lunch money is, but doesn't quite come out and ask. This is better than “Where is my lunch money?” which is more direct. If you phrase your **RequestLocation** as an indirect question, the dialogue is more likely to make sense.

*See Also: **RequestLocation** is answered with **GiveLocation**.*

“I seem to have misplaced my locket with my sweet Isabelle's picture.” –Bill, Cowboy

“I sell a lot of cocoa on the dark side of the moon. Who knows if there's somewhere else it could sell that well.” –Hoshi Kelvinson, Space Food Truck Operator

“The Breezies need to find a safe new home.” –Fluttershy, Pony

RequestMotivation

Your character will use a **RequestMotivation** to ask why someone did something. Keep in mind that your character won't use **RequestMotivation** to ask why the person they're talking to did something. They'll use it to ask why a third person who isn't around did something. So, “What made you eat your coat buttons?” would not work as a **RequestMotivation**, but “What made Gertrude eat her coat buttons?”

would.

*See Also: **RequestMotivation** is answered with **GiveMotivation**.*

“What would make Billy give all his ninja throwing stars to his little sister?” –Johnny, Schoolboy

“What could make my owner forget to fill my food bowl?” –Skylar, Cat

“Discord is a dear friend...but I do wonder why he turned my hut into bubblegum.” –Fluttershy, Pony

RequestObject

Your character will use a **RequestObject** to ask another character to name an object. For example, a **RequestObject** could be “What have I got in my pocket?”

*See Also: **RequestObject** is answered with **GiveObject**.*

“Uh-oh. What's that burning in the oven?” –Pinkie Pie, Pony

“What should my symbol be? I need something impressive. Something that mother can sew onto my costume that will tell the world, here comes me.” –Danny Patel, Aspiring Superhero

“When Ragnarok comes and the world is torn apart, what will remain?” –Bjorn Oresson, Viking

RequestQuestion

This is how your character invites someone to ask a question!

*If your character is showing a lot of concern for the person they're talking to, as in Bjorn's example below, this can also be tagged as **WhatsWrong**.*

“Do you have a question only a superhero could answer?” –Danny Patel, Aspiring Superhero

“Ask me anything. I have wisdom between my whiskers.” –Skylar, Cat

“Friend, you've a troubled look upon your brow.” –Bjorn Oresson, Viking

RequestSecret

Your character wants to know a juicy secret. **RequestSecret** is how they ask to hear one!

*See Also: **RequestSecret** is answered with **GiveSecret**.*

“You may tell me your secret. With all-seeing Odin as my witness, I will not share it.” –Bjorn Oresson, Viking

“Darling, what's the gossip?” –Rarity, Pony

“What's the word on the street? What are all the filthy law-breakers whispering about?” –Danny Patel, Aspiring Superhero

RequestWho

Your character will use a **RequestWho** to ask another character to name someone. Try to make your **RequestWho** an *indirect* question. “I’m looking for clues to find out who took my lunch money” would be a good indirect question. The speaker wants to know who stole their lunch money, but doesn’t quite come out and ask. “Who stole my lunch money?” would be a direct question. If you phrase your **RequestWho** as an indirect question, the dialogue is more likely to make sense.

*See Also: **RequestWho** is answered with **GiveWho**.*

“I am trying to picture who would look most splendid in this new dress I made.” -Rarity, Pony

“This bear is so tense. I wonder if anypony would help me give him a massage.” –Fluttershy, Pony

“I wonder if any interesting people ride the bus.” –Skylar, Cat

Retreat

When your character has had enough of the conversation they’re in, **Retreat** is how they say goodbye.

*If they seem like they really want the other person to stop talking, like in Rarity’s example below, you can tag this as **ShutUp**, too.*

“I just finished five cartons of vanilla oat swirl. I’m not certain I’m up to this conversation.” –Rarity, Pony

“I’m going to head out for the weekend. Send me a text if you need any info to finish those reports.” –John, Corporate Reorganization Leader

“I really must take leave of you now.” –Eunice, Schoolteacher

ShutUp

This is how your character asks (or tells!) someone to stop talking.

*If the **ShutUp** is insulting, you can tag it as **Insult**. If it seems like your character might leave, like in Skylar's example below, you can tag it as **Retreat**. If your character just seems annoyed in general, you can also tag it as **Exasperation**. If your character just doesn't seem to care about what the other person is talking about, you can tag it as **DontCare**.*

"This conversation is no longer productive." —John, Corporate Reorganization Leader

"I am turning away from you. The tail up means you should stop talking now." —Skylar, Cat

"I am a lady. Address me as such, or speak not at all!" —Rarity, Pony

Sorry

This is how your character apologizes for something they did wrong, or for being mean.

Your character should not say exactly what they did wrong—just that they are sorry. This way, the **Sorry** will make sense in more conversations.

"I'm so sorry. Oh, please don't be mad." —Fluttershy, Pony

"Sometimes a superhero needs to give a superapology." —Danny Patel, Aspiring Superhero

"I did not mean to wound you so." —Bjorn Oresson, Viking

SuggestPlan

This is how your character asks someone to do something with them—like go on a date, or play basketball.

*See also: **SuggestPlan** is answered with **AcceptPlan** or **RejectPlan**.*

*If the **SuggestPlan** is phrased as a yes or no question, as in Fluttershy's example below, you can also tag this as **YesNoQuestion**.*

"Let's slap each other in the face until we figure out what superpowers we have." —Danny Patel, Aspiring Superhero

“It may be time to search the infinite belly of Jormungandr, the World Serpent.” –Bjorn Oresson, Viking

“Would you care to join me and my furry friends for book club? We’re reading The Sound and the Filly!” –Fluttershy, Pony

ThankYou

This is how your character thanks someone.

“Gracias.” –Pinkie Pie, Pony

“Oh, um, you’ve just been the best friend a pony could ask for.” –Fluttershy, Pony

“Purr.” –Skylar, Cat

Threat

This is your character threatening to do something bad to the person they’re talking to.

“Mark my words, I will send a toddler with a permanent marker to your home!” –Eunice, Schoolteacher

“I’m telling on you!” –Johnny, Schoolboy

“I’m rolling out the party cannon and taking aim at you!” –Pinkie Pie, Pony

WhatsWrong

Your character is worried about the person they’re talking to. This is how they can ask what’s wrong.

*If your character is just asking how someone is feeling, you can also tag this as **HowAreYou**. If your character just wants to know what the other person is thinking, you can also tag this as **RequestQuestion**.*

“My friendship sense tells me there’s something you need to get off your chest.” –Danny Patel, Aspiring Superhero

“Hey, what’s eatin ya?” –Pinkie Pie, Pony

“Tell Bjorn what troubles you.” –Bjorn Oresson, Viking

Yes

This is how your character says “yes.” They might just say the word “yes.” They also might ask a question which would obviously be answered with a “yes,” as in Fluttershy’s example below.

*See Also: the examples under **YesNoQuestion**. A **Yes** should work as a response to a **YesNoQuestion**.*

*If the **Yes** is something very simple, like “Yes!” or “Oh yeah!”, you can tag it as **GiveAgreement** as well.*

“Are bunnies cute?” –Fluttershy, Pony

“Sure.” –Johnny, Schoolboy

“Yup.” –Bill, Cowboy

YesNoQuestion

This is your character asking a question that would be answered with a simple “yes” or a simple “no.”

*See Also: **YesNoQuestion** is answered with a **Yes** or **No**.*

*If the **YesNoQuestion** is your character asking someone to do something with them, as in Fluttershy’s example below, you can also tag this as **SuggestPlan**.*

“Have you ever seen the sun rise from the moon?” –Hoshi Kelvinson, Space Food Truck Operator

“Should I take advice from this spooky image of Princess Luna that I actually know is my own imagination?” –Pinkie Pie, Pony

“Would you care to join me and my furry friends for book club? We're reading The Sound and the Filly!” –Fluttershy, Pony

YoureWelcome

This is how your character says “you’re welcome,” when someone has thanked them for something.

“You're always welcome, my dear.” –Rarity, Pony

“Keep petting me, and there will be more where that came from.” –Skylar, Cat

“Oh, you really haven't got to thank me. I'm your friend.” –Fluttershy, Pony