#### 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.

# **Accuse**

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

*If you phrase your* ***Accuse*** *as a question, like the examples below, you can also tag it as a* ***Yes/No Question****.*

“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.

“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

“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 sorry!” –Pinkie Pie, Pony

# **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 the character has been accused of.

*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

# **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 it as a “GiveSurprisingStatement” as well. If it is something sad, or happy, or fearful, you can tag it as GoOnSad, GoOnJoyful, or GoOnFear, respectively.*

“Golly!” –Johnny, Schoolboy

“Meow!” –Skylar, Cat

“Friendship is magic!” –Every pony in Ponyville

# GiveActivity

This is your character giving an example of an activity someone might do.

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

“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.

*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.

“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** when they want to agree with something another character has said.

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

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

“Where is my “approved” stamp?” –John, Corporate Reorganization Lead

# GiveCredit

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

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

“We never would have defeated Queen Chrysallis 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.

*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****.*

“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

# 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.

“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.

“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 Jusin Bieber will take a person.” –John, Corporate Reorganization Leader

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

# GiveRecentHistory

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

*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.***

“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

# 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 tag it as a* ***Ramble****. If it is something that your character would shout out in a lot of situations, you can tag it as* ***Exclamation****. If the* ***GiveSurprisingStatement*** *is about something your character has done, you can tag it as* ***GiveRecentHistory****.*

“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.

“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

# 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 tag it as* ***GoOnFear, GoOnDisgust, GoOnSad, Or GoOnDisapproval.*** *In Skylar’s example below, she might also be disgusted, or afraid.*

“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 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 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 tag it as* ***GoOnSurprise, GoOnDisgust, GoOnSadness,*** *or* ***GoOnAnger.***

“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 tag it as* ***GoOnSurprise.***

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

“Meeeeeeeee-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.*

“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 it as* ***Exclamation.*** *If they sound happy, you can tag it as* ***GoOnJoyful.*** *If they sound scared, you can tag it as* ***GoOnFear.*** *If they sound like they don’t believe what was just said, you can 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.

*You can also tag a* ***Greeting*** *as* ***RequestCatchup****,* ***RequestAffirmation, RequestAdvice*** *and* ***RequestJoke****. However, you will want to set the PhraseWeights for everything except* ***Greeting*** *to something low. This will make sure that your character does not use their greeting too much.*

“Good day.” -Eunice, Schoolteacher

“Howdy.” –Bill, Cowboy

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

# 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

# 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.

*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

# 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 tag it as* ***GiveRecentHistory****. If the* ***Ramble*** *is about something strange or surprising, you can tag it as* ***GiveSurprisingStatement.***

“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

# 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: “Eat*ing* too much cheese”, or “Wear*ing* a suit that doesn’t fit”, or “Runn*ing* for president.”

“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.

*If your character sounds like they need cheering up, you can tag a* ***RequestAdvice*** *as a* ***RequestAffirmation*** *as well.*

“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.

*If the character sounds like they have a particular problem and could use advice, you can tag this as* ***RequestAdvice*** *as well.*

“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.

*You can also tag a* ***RequestCatchup*** *as a* ***Greeting****.*

“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.

“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

# 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.

“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.

“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

# 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.

“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.***

“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

# 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

# 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,” like Fluttershy’s example below.

*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.”

“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