PLAYER IDENTITY VARIABLES

VAR player\_name = "Butts"

* Maral
* Jupiter
* Dane
* Sophin
* Thenry
* Cressida
* Aran

VAR pronoun\_she = "she"

* she
* he
* they

VAR pronoun\_hers = "hers"

* hers
* him
* theirs

VAR pronoun\_her = "her"

* her
* him
* them

VAR gender\_person = "woman"

* woman
* man
* person

VAR gender\_females = "female"

* female
* male
* individual

SKILL, PERSONALITY, AND RELATIONSHIP VARIABLES

VAR combat\_skill = 50

VAR medicine\_skill = 50

VAR technology\_skill = 50

VAR ingenuity\_skill = 50

VAR charm\_skill = 50

VAR rel\_sunday = 50

VAR rel\_lin = 50

VAR compassion\_selfserve = 50

VAR communal\_independent = 50

VAR logical\_creative = 50

VAR optimist\_pessimist = 50

GAME CUE VARIABLES

VAR whos\_talking = "a butt"

* lin
* sunday
* nobody
* mc

VAR character\_a = "nobody"

* sunday
* nobody
* body snatchers

VAR character\_b = "nobody"

* lin
* nobody

VAR background = "black"

* bedroom
* tunnels
* hallway
* hospital
* laboratory
* laboratory zoomin

VAR music\_cue = “none”

* opener = usg-opener.mp3
* ambient spaceship 1 = Space Ambience.mp3
* ambient tunnels 1
* creppy = creppy.mp3
* combat 1 = combat.mp3
* music fade

SOUND CUE VARIABLES

VAR sound\_cue = “none”

* body snatcher theme 2 = body\_snatcher\_theme2.mp3
* body snatcher sound = body\_snatcher\_sound.mp3
* boopbeepboop 1
* clatter and bang
* voltet screech = voltet\_screech.mp3
* voltet screech 2 = voltet\_screech2.mp3
* voltet screech 3 = voltet\_screech3.mp3
* crash = crash2.mp3
* glass break = glass\_vial\_smash.mp3
* pewpew 1 = laser\_canon\_multiple.mp3
* chestburst
* woozy = woozy1.mp3
* metal footsteps = footsteps\_single\_metal\_fade.mp3
* rummage = rummage1.mp3
* dragging = dragging\_body2.mp3