### CH3 All NPC Dialogue

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### --Frank (Mall Security Guard)

local Dialogue = {

Start = {

Text = {

"Oh, great, another ghost hunter.",

"Look, I don’t believe in this stuff, but something weird is happening here.",

"I’ve seen it with my own eyes."

},

Responses = {

{Text = "What have you seen?", NextNode = "Seen"},

{Text = "Where does it happen the most?", NextNode = "Where"},

{Text = "Goodbye.", NextNode = "Goodbye"}

}

},

Seen = {

Text = {

"One night, I saw a woman in an old-fashioned dress by the food court fountain.",

"She just stood there, staring into the water.",

"And then... she disappeared. Like smoke. Gone."

},

Responses = {

{Text = "Do you think it was a ghost?", NextNode = "Ghost"},

{Text = "That’s strange. Thanks for telling me. Goodbye.", NextNode = "Goodbye"}

}

},

Where = {

Text = {

"The service corridor. That’s where the cameras pick up the most activity.",

"Doors opening and closing on their own, shadows moving without people...",

"If you’re looking for ghosts, that’s your best bet."

},

Responses = {

{Text = "I’ll check it out. Thanks. Goodbye.", NextNode = "Goodbye"}

}

},

Ghost = {

Text = {

"I don’t know what it was, but it wasn’t normal.",

"If ghosts are real, this mall’s got more than its fair share of them."

},

Responses = {

{Text = "Thanks for sharing. Goodbye.", NextNode = "Goodbye"}

}

},

Goodbye = {

Text = {

"Be careful. This place isn’t as quiet as it seems after dark."

}

}

}

### --Karen (Store Manager)

local Dialogue = {

Start = {

Text = {

"Oh, not you too. Ghosts in the mall? Please.",

"But... if you’re asking, I’ll admit I’ve heard things.",

"Just don’t expect me to believe in spooks."

},

Responses = {

{Text = "What have you heard?", NextNode = "Heard"},

{Text = "Do you believe in ghosts?", NextNode = "Believe"},

{Text = "Goodbye.", NextNode = "Goodbye"}

}

},

Heard = {

Text = {

"Sometimes, late at night, I hear music. Classical music, like an orchestra.",

"We don’t even have speakers in that part of the mall.",

"It gives me the chills, but it’s probably just the air ducts or something."

},

Responses = {

{Text = "Do you think it’s connected to the theater fire?", NextNode = "Fire"},

{Text = "Thanks for sharing. Goodbye.", NextNode = "Goodbye"}

}

},

Believe = {

Text = {

"Nope, I don’t believe in ghosts.",

"But when you hear music with no source or feel cold air where there shouldn’t be any...",

"Let’s just say I don’t stay late after closing anymore."

},

Responses = {

{Text = "Thanks for your time. Goodbye.", NextNode = "Goodbye"}

}

},

Fire = {

Text = {

"The theater fire? I don’t know... but the music sounds like it’s from another time.",

"If you ask me, this mall’s history is what’s haunting it, not ghosts."

},

Responses = {

{Text = "That’s helpful. Thanks. Goodbye.", NextNode = "Goodbye"}

}

},

Goodbye = {

Text = {

"Good luck. Just don’t bring whatever it is into my store."

}

}

}

### --Mall Rat Ryan

local Dialogue = {

Start = {

Text = {

"Whoa, are you like, ghost hunters or something?",

"Cool! You’ll wanna check out the mannequin display in the west wing.",

"I swear, they move on their own."

},

Responses = {

{Text = "What do you mean they move?", NextNode = "Move"},

{Text = "Have you seen anything else strange?", NextNode = "Strange"},

{Text = "Goodbye.", NextNode = "Goodbye"}

}

},

Move = {

Text = {

"I was walking by, and the mannequins were in normal poses.",

"Then I turned back, and one was looking right at me.",

"It’s freaky, man. I haven’t gone near them since."

},

Responses = {

{Text = "That’s creepy. Thanks for the tip. Goodbye.", NextNode = "Goodbye"}

}

},

Strange = {

Text = {

"Oh yeah, I’ve seen shadows that don’t match people.",

"And one time, the escalators just... looped forever. Like I was stuck.",

"This place is seriously haunted. No doubt about it."

},

Responses = {

{Text = "Thanks for letting me know. Goodbye.", NextNode = "Goodbye"}

}

},

Goodbye = {

Text = {

"If you see those mannequins move, run. Just run!"

}

}

}

### --Mitch (Custodian)

local Dialogue = {

Start = {

Text = {

"You’re not here to shop, are you? Let me guess—ghosts.",

"I’ve been working here twenty years. I’ve seen enough to know something’s not right.",

"Especially down in the basement."

},

Responses = {

{Text = "What’s wrong with the basement?", NextNode = "Basement"},

{Text = "Do you know about the theater fire?", NextNode = "Fire"},

{Text = "Goodbye.", NextNode = "Goodbye"}

}

},

Basement = {

Text = {

"The air’s different down there—heavy, cold.",

"Sometimes I hear voices, like people arguing, but no one’s there.",

"If you’re looking for trouble, that’s where you’ll find it."

},

Responses = {

{Text = "What kind of voices?", NextNode = "Voices"},

{Text = "Thanks for the tip. Goodbye.", NextNode = "Goodbye"}

}

},

Fire = {

Text = {

"The theater fire? Yeah, I know about it. My dad used to talk about that place.",

"They say the actors were trapped. Some people claim you can still hear them screaming.",

"If you ask me, the fire left a mark on this whole building."

},

Responses = {

{Text = "Do you think the ghosts are from the theater?", NextNode = "Ghosts"},

{Text = "That’s good to know. Thanks. Goodbye.", NextNode = "Goodbye"}

}

},

Voices = {

Text = {

"It’s hard to explain. It’s like you can hear their emotions—anger, fear.",

"But there are no words. Just echoes, like the walls are holding onto their memories.",

"I don’t stay down there long. You shouldn’t, either."

},

Responses = {

{Text = "Thanks for sharing. Goodbye.", NextNode = "Goodbye"}

}

},

Ghosts = {

Text = {

"Could be. Maybe they’re trapped here, stuck between the fire and... whatever’s keeping them here.",

"If you’re going to poke around, don’t make them mad. That never ends well."

},

Responses = {

{Text = "I’ll be careful. Goodbye.", NextNode = "Goodbye"}

}

},

Goodbye = {

Text = {

"Good luck. This place is scarier than it looks."

}

}

}