**WIL gang dialogue**

Gang dude: aweh’s hos, what you want?

Player: I need to speak to you about what you doing here brah.

**Choice**

**Aggressive route(makes gang be hostile) (Subject to change)**

**Friendly route (first “task” from gang, therefore opening more tasks with them)**

**Aggressive route**

Player: aweh’s I want you to leave here brah.

Gang dude: what you say to me?!?

Player: I don’t want you hanging around here brah, and I don’t want to help you with anything either, how else must I wys you, in another language or what?!?

Gang dude: I’ll leave, but I will be coming back and with all the others, then we will see how you act then dom naai.

**Friendly/seeking aid route**

Player: you got anything for me to do hos?

Gang dude: I do, you wanna go do it for me huh?

Player: yeah what do I have to do?

Gang dude: ahh its simple me and the hond’s want some more entjie’s, go get them.

player: aweh’s will do.

**Aggressive route grants**

**Positive:** player can freely interact with other npc’s without having bad dialogue due to gang issues from them, other npc stats increase by a certain amount say +1 for example.

**Negative:** Gang stat decreases due to hostile route taken (not advisable)

**Friendly route grants**

**Positive:** player gets gang tasks more and gang stat increases by an amount.

**Negative:** Other npc’s stats decrease by same amount resulting in negative dialogue next time speaking with them.