1Veggie farmer

1Cow Rancher

Fruit vendor

Fisher

Chicken Keeper

1Butcher

**1**

INCLUDE InteractBase\_Ink.ink

VAR CHARACTER\_NAME = "Veggie"

=== GreetingsGeneric ===

{CHARACTER\_NAME}: Hey how are you doing!

->->

=== QuestOngoing ===

{CHARACTER\_NAME}: I’m no good at baking, think you could make me a {QUEST\_ITEM}?

{CHARACTER\_NAME}: All I know is that it takes eggs and flour to make.

->->

=== QuestCompleted ===

{CHARACTER\_NAME}: Thanks for this {QUEST\_ITEM}!

->->

=== InteractOptions ===

{CHARACTER\_NAME}: So what do you need?

->->

=== PositiveGift ===

{CHARACTER\_NAME}: This looks amazing! Thank you so much!

{CHARACTER\_NAME}: I bet you'd be able to make this {QUEST\_REWARD} no problem.

->->

=== EndGeneric ===

{CHARACTER\_NAME}: See you later!

-> EndFunction

**2**

INCLUDE InteractBase\_Ink.ink

VAR CHARACTER\_NAME = "Rancher"

=== GreetingsGeneric ===

{CHARACTER\_NAME}: Howdy!

->->

=== QuestOngoing ===

{CHARACTER\_NAME}: I have a real hankering for some {QUEST\_ITEM}. Do you think you could make me some?

{CHARACTER\_NAME}: I think it takes about two ingredients to make.

->->

=== QuestCompleted ===

{CHARACTER\_NAME}: I can’t wait to eat this {QUEST\_ITEM}!

->->

=== InteractOptions ===

{CHARACTER\_NAME}: What do ya need?

->->

=== PositiveGift ===

{CHARACTER\_NAME}: This is going to taste so delicious!

{CHARACTER\_NAME}: I found this old recipe for {QUEST\_REWARD}. Take it you should have more use for it than I do.

->->

=== EndGeneric ===

{CHARACTER\_NAME}: Later partner!

-> EndFunction

**3**

INCLUDE InteractBase\_Ink.ink

VAR CHARACTER\_NAME = "Butcher"

=== GreetingsGeneric ===

{CHARACTER\_NAME}: Hey.

->->

=== QuestOngoing ===

{CHARACTER\_NAME}: Can you make me some {QUEST\_ITEM}?

{CHARACTER\_NAME}: Here's what I know about the recipe.

->->

=== QuestCompleted ===

{CHARACTER\_NAME}: Thank you for the {QUEST\_ITEM}.

->->

=== InteractOptions ===

{CHARACTER\_NAME}: Buying anything?

->->

=== PositiveGift ===

{CHARACTER\_NAME}: Thanks. I appreciate this.

{CHARACTER\_NAME}: Take this {QUEST\_REWARD} recipe. It’s pretty good if you haven’t tried it.

->->

=== EndGeneric ===

{CHARACTER\_NAME}: Bye

-> EndFunction

**4**

VAR CHARACTER\_NAME = "Keeper"

=== GreetingsGeneric ===

{CHARACTER\_NAME}: Hi dearey.

->->

=== QuestOngoing ===

{CHARACTER\_NAME}: Could you make some {QUEST\_ITEM} sweety?

{CHARACTER\_NAME}: You’ll need cookie dough to make them.

->->

=== QuestCompleted ===

{CHARACTER\_NAME}: These are some fine looking {QUEST\_ITEM}!

->->

=== InteractOptions ===

{CHARACTER\_NAME}: Looking for some eggs?

->->

=== PositiveGift ===

{CHARACTER\_NAME}: I can tell you put a lot of effort into this!

{CHARACTER\_NAME}: Please take this {QUEST\_REWARD} recipe. You can make plenty more stuff with this.

->->

=== EndGeneric ===

{CHARACTER\_NAME}: Have a nice day!

-> EndFunction

**5**

INCLUDE InteractBase\_Ink.ink

VAR CHARACTER\_NAME = "Fisherman"

=== GreetingsGeneric ===

{CHARACTER\_NAME}: Freshest catch in town guaranteed!

->->

=== QuestOngoing ===

{CHARACTER\_NAME}: I wish I could have some {QUEST\_ITEM}.

{CHARACTER\_NAME}: Here's what I know about the recipe.

->->

=== QuestCompleted ===

{CHARACTER\_NAME}: I really like this {QUEST\_ITEM}!

->->

=== InteractOptions ===

{CHARACTER\_NAME}: What can I get for you?

->->

=== PositiveGift ===

{CHARACTER\_NAME}: I really wanted this! Thanks!

{CHARACTER\_NAME}: Please take this {QUEST\_REWARD} recipe as a reward.

->->

=== EndGeneric ===

{CHARACTER\_NAME}: Catch you later!

-> EndFunction

**6**

VAR CHARACTER\_NAME = "fruit"

=== GreetingsGeneric ===

{CHARACTER\_NAME}: Nice to see you.

->->

=== QuestOngoing ===

{CHARACTER\_NAME}: I wish I could have some {QUEST\_ITEM}.

{CHARACTER\_NAME}: Here's what I know about the recipe.

->->

=== QuestCompleted ===

{CHARACTER\_NAME}: I really like this {QUEST\_ITEM}!

->->

=== InteractOptions ===

{CHARACTER\_NAME}: See any fruit you like?

->->

=== PositiveGift ===

{CHARACTER\_NAME}: I really wanted this! Thanks!

{CHARACTER\_NAME}: Please take this {QUEST\_REWARD} recipe as a reward.

->->

=== EndGeneric ===

{CHARACTER\_NAME}: Have a nice day!

-> EndFunction