Example: Blaire (2) and Guava (3) pair up and dialogue ensues, such as Guava “Girl, you are lookin’ FIERCE!” This can be set if they are staying in place or moving in pairs, or if time allows, can be activated on collision if they meet due to pathing. I’ve provided potentially more than we need so use what you can.

Characters:

1. Rhonda
2. Blaire
3. Guava
4. Xander
5. Winston
6. Boss
7. Vlor
8. Obeesha
9. Flavia
10. Dirk
11. Cammy
12. Dale

Pairs1:

1+2= Rhonda1 “Gimme the juicy details!” Blaire1 “Seriously, the size of a thimble.”

3+4= Guava1 “Oooh, new shoes?” Xander1 “NO. Really, really old shoes. Vintage.”

5+6= Winston1 “Calculated the R.O.I. of the T.P.S. and you are S.O.L.” Boss1 “This gonna take all day?”

7+8= Obeesha1 “I love what you’ve done with your hair!” Vlor1 “No Englitch.”

9+10= Dirk1 “What do you think of my glutes, Cutes?” Flavia1 “Excusa, I’m a leetle beezy.”

11+12= Cammy1 “…and the Eskimos, it’s like SO unfair.” Dale1 “Ugh, somebody lock HER up.”

Pairs2 (Alternate path/interaction)

1+8= Rhonda2 “I just love your nails!” Obeesha2 “You like? They’re Twizzlers.”

2+3= Guava2 “Girl, you are lookin’ FEIRCE!” Blaire2 “Too bad you’re on the wrong team.”

12+7= Dale2 “Go back where you came from, job-taker!” Vlor2 “Nyew Jairzee?”

10+5= Winston2“…to my Goblin Accountant, what a noob!” Dirk2 “Major nerd alert, bro.”

6+9= Boss2 “Should we talk this out over dinner?” Flavia2 “No way, Ducha Gigante eez on.”

4+11= Cammy2 “Cruelty-free chicken parm?” Xander2 “Totally. Parm to table.”