

Apollo Introduction Dialogue

Red notes are for future editors when proofreading or altering the script.

Circumstances: Protagonist enters the forest, accidentally bumps right into Apollo.

Because it is the introduction, the protagonist hasn't developed much of their personality yet, hence why some of the initial dialogue from the protagonist is rather bland. As the game progresses, there will be more options and then the options will cater to the personality that the player chooses for the protagonist.

During this intro, Apollo is holding back on much of his sassy personality and is acting suave. He is doing this because he wants the protagonist to help him out with the Sphinx so he gets credit for defeating it. Once he gets what he wants, he will let more of his true nature show.

Protagonist: Oof!

Apollo: Hey, watch where you're- oh!

Apollo picture appears, he has his standard smiling art asset

Apollo: Well, hello there.

Protagonist: I'm sorry, I wasn't paying attention to where I was going!

Apollo: Neither was I. I think I would have noticed someone like *you* walking around. You're not from around here, are you?

Protagonist (option 1): No, I just got here. Where am I?

Protagonist (option 2): What is that supposed to mean?

Apollo (answer to option 1): You're lost? You *poor* thing. Don't worry; I'm here to help you.

Apollo (answer to option 2): Hey, don't be like that! Mortals just tend to stick out like sore thumbs.

Apollo: This is [insert forest name here] forest. It's dangerous for a fragile human such as yourself; not that you would be in any danger when *I'm* here, of course, so don't worry about it.

Protagonist (option 1): Who are you?

Protagonist (option 2): I don't even know who you are...

Apollo (answer to option 1): How rude of me!

Apollo (answer to option 2): *mildly irritated face asset for this line* Well yeah, I haven't introduced myself yet. I'm sure we can fix that.

Apollo: I'm Apollo, one of the many gods around here. It's great to meet you.

(Now multiple options appear on the screen: Ask for more information, Ask more about Apollo, Small Talk, and End conversation.)

Ask for more information dialogue

First Time Dialogue

Protagonist: What can you tell me about this place?

Apollo: Hold on, gorgeous. What makes you think I'll give away information for free?

Protagonist (option 1): You won't help me?

Protagonist (option 2): Don't call me that.

Apollo (option 1): Don't look so down, I didn't say that either.

Apollo (option 2): You're no fun.

Apollo: Now, I would *love* you help you out, I really would. It's not fair to ask something of me without doing something for me, is it? Won't you help poor Apollo?

Protagonist (option 1): What do you need me to do?

Protagonist (option 2): Never mind, I don't need your help.

(If protagonist chooses option 2, the dialogue chain is exited. If the player chooses the "ask for information" option again, they get more simplified dialogue that is labeled below as "second time dialogue")

(rest of dialogue until we hit "second time" title is under the assumption protagonist picked option 1)

Apollo: I knew you would come around. Now, there's a certain kitten I'd like you to meet. It's not as cute though, in fact it's nasty.

Protagonist: What do you mean?

Apollo: This forest is home to the Sphinx. It's an annoying cat that only speaks in riddles and won't let anyone get past them. It's a pest, and I want it gone. Bring me proof that you took care of the Sphinx, and I'll answer whatever question you have. Within reason, of course.

(Apollo plans to take the protagonist's proof and use it to brag to other gods about taking care of the Sphinx. When the protagonist clicks the dialogue option from here on out, the last line is repeated.)

Second Time Dialogue (only occurs if highlighted blue option 2 is picked)

Protagonist: What do you know about the war between gods and mortals?

Apollo: Hmm, quite a few things. It sure is a shame you aren't willing to help me out, because I wouldn't mind sharing with a wonderful mortal such as yourself. Oh, have you changed your mind?

(protagonist is given options that are highlighted blue above)

Third and for all following iterations Dialogue (only occurs if highlighted blue option 2 continues to be picked)

Apollo: If you want me to help you, you're going to have to help me first. It won't be *too* bad... I think. Then again, humans are such weak creatures. Oh, but you will probably be just fine. Maybe.

(protagonist is given options that are highlighted blue above)

Ask more about Apollo dialogue

(there are two options for what conversations show up, they are listed below and separated with ~~~~~)

Protagonist: So, you're a god, then?

Apollo: Yep! Are you impressed?

Protagonist (option 1): ...

Protagonist (option 2): Not really.

Apollo (option 1): Heh, speechless? Don't be too intimidated, though I can't blame you.

Apollo (option 2): Hey! What do you- ahem. I mean, I guess mortals have tiny brains so you wouldn't be capable of such complex thoughts.

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Protagonist: So why are you in the forest?

Apollo: Interested in me, are you? I could ask you the same thing.

Protagonist (option 1): I'm going to turn the tide of the war.

Protagonist (option 1): That's none of your business.

Apollo (option 1): Admirable goal. I doubt a human like you can do that on your own, are you sure you don't need help?

Apollo (option 2): Then I guess we're done here.

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Small Talk dialogue

(there are two options for what conversations show up, they are listed below and separated with ~~~~~)

Protagonist: Nice weather we're having.

Apollo: It's the realm of the gods, of course the weather is nice. I guess you're about as smart as I thought.

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Protagonist: How are you?

Apollo: Wishing that you were helping me out instead of talking to me, but otherwise great! Thanks for asking.

Protagonist (option 1): Aren't you going to ask me how I am?

Protagonist (option 2): I get the hint already

Apollo (answer to option 1): ...why would I do that?

Apollo (answer to option 2): Then why are you still here?