**Syntax**

Underline - A selectable option by the player. Click to navigate to the associated text. When nesting numerous syntax options, this the option whose dialog is linked

Highlight - These options are persistent and are always available to the player when they should be. Even if they have previously clicked it. If options are not persistent they will not reappear again during this playthrough.

***Bold and Italicized*** - These are glitched options which when clicked initiate dialogue with the aware hero

Option A → Option B - An arrow signifies that Option B is available after selecting Option A

Option A \ Option B - A slash signifies that selecting Option A removes Option B from the pool

* NOTE: Arrows and slashes always consider the left most grouping of options in the syntax to be the causation of the result

(X, Y, Z) - Parentheses and commas are utilized for grouping with the “or” relationship

Examples:

Since Option A and B are the leftmost grouping, it is the causation. selecting Option A or B will add Option C, D, and E into the option pool, as well as remove Option F from the pool. Option C is a persistent option, it will always be added regardless if the player has previously selected it. Option E is a glitched option. Since Option E is underlined, it is also the option whose dialogue text is linked.

* Note: This is very complex and not realistic. Each option will only need to reveal its direct effects. This simply showcases how syntax can be nested.

(Option A, Option B) → (Option C, Option D, ***Option E***) \ Option F

Selecting Option A will remove Option B from the dialogue pool. Option B is persistent, it is always present when it can be. Option A is the option whose dialogue is linked.

Option A \ Option B