

Antiquarian of the Grotesque

A theoretical game by Seb Money

Summary:

Antiquarian of the Grotesque is a cosy adventure game telling the story of Emma, a burnt-out office worker, returning to her hometown and completing a set of antique miniature gargoyles for her grandparents, on a budget. The narrative uses a branch and bottleneck structure.

Themes

Recovery, confidence, acceptance

Narrative Summary

Emma returns to her ageing grandparents to complete their miniature gargoyle collection, despite a lack of funds and depleted social skills.

This makes haggling difficult, and she struggles to talk to locals until one shares details about another dealer. Brandon, her childhood rival, snatches the next gargoyle she finds. Emma finds a damaged one, haggling awkwardly, but fares better with the new information, boosting her confidence.

She discovers the repair shop and employment options for extra funds, talking to locals and gaining confidence after each deal. Rival encounters occur at set intervals.

She becomes more trusted around town, reawakening her sociability and self-confidence. Finally, Emma only needs the gargoyle Brandon took, and depending on his Trust Meter, influenced throughout, she returns home with either a completed collection or with one missing, but her grandparents are overjoyed either way.

Core Mechanics

Move and Interact:

Walk around with a third-person top-down camera, climb set points, use a basic interaction in many contexts.

Search:

Switch to first-person to scan shelves closer. Pick up, rotate and move items, and store up to five.

Talk:

Interact with NPCs, choosing dialogue options to fill their Trust Meters, hidden statistics that denote how open an NPC will be with the player, from -5 to 5.

Work:

The player can earn money by working, such as using dialogue choices in customer service, movement in the paper round or item examination in quality control.

Aesthetics

Music is adaptive to interactions and locations. Sound Design focuses on adaptive crowd ambience. The game uses a simple, 3D, rounded artstyle, with more detail in "search" mode. The town's colour scheme is vibrant and multicoloured, while antiques shops are rich yellows, reds and browns.

Key

(number): Identifiers for dialogue choices.

TEXT: Setting and Characters.

Text: Directions for developers.

Text: Player-controlled variables.

[Text]: Text shown to the player separately from dialogue.

Script excerpt below.

Script Excerpt:

FADE IN

INT. MELDGAARD'S ANTIQUITIES & ALLSORTS: MID AFTERNOON - NON-INTERACTIVE

Viewed from a third-person camera in the corner, golden light is highlighted in diagonal beams across the front room by the dusty air, dust represented by twinkles within the light. An ANTIQUES DEALER, a man in his 70s, leans on a scored, slightly lopsided wooden bureau with a too-large brass till awkwardly bolted on top.

The room contains stacked and scattered antiques on every available desk, table and shelf, with some hanging from the ceiling. Some shelves are made from leaned-together antiques themselves, and the walls are completely obscured by a layer of compressed books, any distinguishing features of each long since faded. There are no other customers inside.

The hubbub of the crowd outside is significantly muffled, with volume based on player's distance from the front of the shop. Music in a major key, based around slow, low-pitched piano chords, begins to play, accompanied by tenor saxophone and passive drums played with brushes. This is the ninth shop player has visited. UI denotes that player's remaining budget is £50.

We see EMMA standing in the doorway.

ANTIQUES DEALER (startled from a daydream)

Good afternoon!

EMMA

Afternoon!

INT. ANTIQUES SHOP: MID AFTERNOON - INTERACTIVE

Player is able to walk around the room.

A prompt to [LEAVE] appears onscreen if player walks near the door.

A prompt to [TALK] appears onscreen if player walks near the antiques dealer.

A prompt to [SEARCH] appears onscreen if player walks near a surface with antiques on it.

IF player chooses to [SEARCH]: *the camera switches to first-person, pointed at the surface, and is restricted to a 90-degree cone.*

Player can angle the camera, move along the surface's width and height and select items with a reticule to examine closely, able to freely rotate them, with an exaggerated movement sound relative to the item's material. Player can choose to store the item they are examining in their inventory, or put items back. The inventory has a capacity of 5.

IF player chooses to [TALK]: *the tempo of the music increases, the sax drops out, the drums play a more active pattern and the piano chords are played in ascending and descending arpeggios. If the DEALER's Trust Meter reaches -3, the music shifts into the minor key below the original, and if it reaches -5, the piano arpeggios are extended downwards another octave. If the DEALER's Trust Meter reaches 3, the music shifts into the major key above the original, and if it reaches 5, the piano arpeggios are extended upwards another octave.*

IF Searching:

Central Table	<p>The polished oak table is laden with:</p> <ul style="list-style-type: none">● Rocks of different, vibrant, natural colours, some carved into smooth egg shapes, some not (carved - £4, not carved - £2)● Two dented brass telescopes and one pristine one (dented - £8, pristine - £15)● A tray of tarnished silver cutlery, most bent at an exact right angle (tray - £50, bent individual - £4, straight individual - £8)● A deflated stuffed bear with a perfect human bite mark lining the missing third of its head (£5)● A lime green xylophone missing most of its keys (£10)
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	<ul style="list-style-type: none"> • A wooden mouse playing a lute (£8) • Rolled up old, browned nautical maps of The Mediterranean, North Atlantic and Indian Oceans (£40 each)
Collapsing Shelf	<p>The shelf against the wall is creaking and splintered, walls leaning towards each other, shelves sagging under the weight of:</p> <ul style="list-style-type: none"> • A worn and chipped miniature gargoyle missing its right arm, not yet in player's Collection (£12) • 30 cast iron keys fighting rust with variable success (£2 each, 5 for £3) • A well-kept toy piano (£60) • A 57-card deck of exclusively the Three of Clubs (£4) • A poster for a 1930s film that was never released, featuring three suns shining on red and purple grass and a man in a heavy-looking giraffe costume riding a horse-drawn cart (£20) • Five stone Moai statues (£18 each) • A heavily chewed clay pipe (£2) • An all-in-one hand-operated apple peeler, corer and slicer (£25)
Book Shelf	<p>The shelf built into the layer of books along the wall contains:</p> <ul style="list-style-type: none"> • A miniature gargoyle in good condition, not yet in player's Collection (£20) • A snowglobe with a small plant ecosystem inside, originally showcasing a hippo opening a treasure chest (£10) • An ornate wooden bellows with surprisingly tasteful scorch marks (£22) • A well-used handheld mirror with a horrifying face faintly visible beneath the glass at certain angles (£12) • A clay pot, stained a darker brown inside, engraved with the word "TEABAGS", with a later, scratched-in addition of "unused, mum" (£15) • A doll with a featureless porcelain face, no arms and faded, musty clothing (£0.99) • An intricate clockwork clown face, that makes unusual expressions when wound up (£26) • A pair of tarnished brass goblets engraved with intricate leaves, faces and buildings (£15 each) <p><i>IF player examines the doll:</i> <i>A low drone plays faintly in the background and after 5 seconds a dark aura begins to emanate from the doll. Both effects stop when not examining.</i></p>

While holding 5 items	A message saying [ARMS FULL] appears onscreen and player cannot pick up any more items until they have less than 5 items in their inventory.
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IF Talking to DEALER:

Without holding any items	<p>DEALER Can I help you?</p> <p>(2) Two dialogue options appear onscreen: [Just browsing] and [How's business?]</p> <p>(2) IF player chooses option 1:</p> <p>EMMA Just browsing, thanks.</p> <p>DEALER Ok, come to me with any questions.</p> <p>EMMA I will!</p> <p>The interaction ends.</p> <p>(2) IF player chooses option 2:</p> <p>EMMA How's business?</p> <p>DEALER It's always popular here in the summer, though today's a bit quiet.</p> <p>EMMA Oh, that's good. How long have you worked here?</p> <p>DEALER I took it over 15 years ago from a friend.</p> <p>EMMA What a lovely thing to do.</p> <p>DEALER Thank you, I hope you find something you like.</p> <p>The interaction ends.</p>
While holding 1 or more item(s)	<p>DEALER All done?</p> <p>(3) Two dialogue options appear onscreen: [Not yet] and [Yep!]</p>

(3) IF player chooses option 1:

EMMA
Not quite yet, thanks.

The interaction ends.

(3) IF player chooses option 2:

EMMA
Yep!

EMMA hands over the item(s) in her inventory to the DEALER.

DEALER
Looks like that comes to £[total], alright?

(4) *Two dialogue options appear onscreen: [Ok] and [That's a shame...]*

(4) IF player chooses option 1:

EMMA
Ok, that's fine.

The player's actions transition from "Talking" to "Paying".

(4) IF player chooses option 2:

EMMA
Oh, that's a shame...

(5) *Two dialogue options appear onscreen: [I've only got £[price-10%]...] and [Is that your best price?]*

(5) IF player chooses option 1:

EMMA
...I've only got £[price-10%] on me, how far could you come to meet me there?

DEALER
Ooh, not sure if I'm prepared to go very far.

EMMA
Very far?

DEALER
Well, I could shave a couple of quid, but...

(6) *Two dialogue options appear onscreen: [...that's not good enough] and [...I may as well*

pay full price]

(6) IF player chooses option 1:

EMMA

...that's not good enough.

The DEALER's Trust Meter decreases to -2.

DEALER

I do what I can for my customers.

EMMA

I'm sorry if that was a bit blunt, I just meant...

(7) *Two dialogue options appear onscreen: [...you could be more generous] and [...you would if you could]*

(7) IF player chooses option 1:

EMMA

...you could be more generous.

The DEALER's Trust Meter decreases to -3.

DEALER

I have a business to run, random generosity doesn't pay my bills.

(8) *Two dialogue options appear onscreen: [It pays off from time to time] and [I know]*

(8) IF player chooses option 1:

EMMA

It pays off from time to time.

The DEALER's Trust Meter decreases to -4.

DEALER

I know perfectly well how to run my business, thank you.

(9) *Two dialogue options appear onscreen: [Then where is everyone?] and [I'm sure you do]*

(9) IF player chooses option 1:

EMMA

Then where is everyone? Doesn't that say something about your prices?

The DEALER's Trust Meter decreases to -5.

	<p>DEALER Excu- ...shall we wrap this up?</p> <p>(10) Two dialogue options appear onscreen: [Not until I have that discount] and [...Sure]</p> <p>(10) IF player chooses option 1:</p> <p>EMMA Not until I have that discount.</p> <p>DEALER If you think belittling my business practices is acceptable in pursuit of a bit of money off, then I don't want your patronage.</p> <p>EMMA Wha-</p> <p>DEALER Kindly leave my establishment, miss.</p> <p><i>EMMA is forced to exit the shop, which becomes inaccessible to player.</i></p> <p>(10) IF player chooses option 2:</p> <p>EMMA ...sure.</p> <p>DEALER Good.</p> <p><i>The player's actions transition from "Talking" to "Paying".</i></p> <p>(9) IF player chooses option 2:</p> <p>EMMA I'm sure you do, I shouldn't be making suggestions.</p> <p>DEALER No, you shouldn't.</p> <p>EMMA I'm sorry.</p> <p>DEALER Good. Now, let's finish this up, eh?</p> <p>EMMA ...yeah.</p> <p><i>The player's actions transition from "Talking" to "Paying".</i></p>
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(8) IF player chooses option 2:

EMMA

I know, I'm not sure what I meant, but it didn't come out right.

DEALER

Hmph. Ready to pay, then?

EMMA

Yeah, fair enough.

The player's actions transition from "Talking" to "Paying".

(7) IF player chooses option 2:

EMMA

...you would offer a discount if you could justify it.

DEALER

I do care about my customers, you know.

EMMA

That's very clear.

The DEALER's Trust Meter increases to -1.

DEALER

Thank you, it's nice to know I'm doing this right.

IF player chose the second option in choice (2):

(11) *Two dialogue options appear onscreen: [Well, I won't argue] and [Your friend?]*

ELSE: *no options appear and the interaction continues as if option 1 was chosen.*

(11) IF player chooses option 1:

EMMA

Well, I won't argue, you know best, boss.

DEALER

Let's seal the deal then.

(under breath)

...I like "boss"...

The player's actions transition from "Talking" to "Paying".

(11) IF player chooses option 2:

	<p>EMMA</p> <p>You took this place over from your friend, right?</p> <p><i>The DEALER's Trust Meter increases to 0.</i></p> <p>DEALER</p> <p>Yes, he became very ill about 20 years ago, but he had to keep running this place, to his own detriment.</p> <p>EMMA</p> <p>And you stepped in?</p> <p>DEALER</p> <p>He had to rest, I was tired of my office job...</p> <p>(12) Two dialogue options appear onscreen: [That's so selfless] and [So am I!]</p> <p>(12) IF player chooses option 1:</p> <p>EMMA</p> <p>That's so selfless, wow.</p> <p><i>The DEALER's Trust Meter increases to 1.</i></p> <p>DEALER</p> <p>I only did what I felt was right.</p> <p>EMMA</p> <p>Y'know, I think I'll just hand over your money, you deserve it.</p> <p>DEALER</p> <p>Let me give you £5 off, just for your kind words.</p> <p><i>The player's actions transition from "Talking" to "Paying".</i></p> <p>(12) IF player chooses option 2:</p> <p>EMMA</p> <p>That's why I'm here! I have a job like that. 9-5, every day... grey. Just grey. I had to get out, so I came home.</p> <p><i>The DEALER's Trust Meter increases to 2.</i></p> <p>DEALER</p> <p>I applaud your survival instinct. Horrible business, I hope you can find something that brings you joy.</p> <p>EMMA</p> <p>Thank you!</p>
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(13) *Two dialogue options appear onscreen: [Do you enjoy this job?] and [My grandparents]*

(13) IF player chooses option 1:

EMMA

Do you enjoy this job?

DEALER

Absolutely! This is the history of South Puddleworth. Every day, new people discover it, give these items a new home, a new chapter in all those stories. Some people just see the musty old past in here. I see a thousand new futures.

EMMA

Wow, that's very poetic, and reassuring to know you took that leap and it paid off so well.

DEALER

If I can inspire someone else to do the same, it'll make my year.

EMMA

I always loved acting when I was in school, but I never had the time after that...

DEALER

The Puddle Follies are always looking for new actors, you know. They might even be auditioning now!

EMMA

Really? I might just pop my head around the door!

The DEALER's Trust Meter increases to 5.

DEALER

I'd be so delighted. Now, don't let me keep you, and take 50% off as a good luck charm.

The player's actions transition from "Talking" to "Paying".

(13) IF player chooses option 2:

EMMA

I'm trying to bring joy to my grandparents, really. They raised me, and I just wanted to do something to thank them.

The DEALER's Trust Meter increases to 3.

DEALER

Y'know what, for a kindred spirit, I'll give you
25% off.

*The player's actions transition from "Talking" to
"Paying".*

(6) IF player chooses option 2:

EMMA
...I may as well pay full price.

DEALER
Exactly.

(14) *Two dialogue options appear onscreen: [Well,
alright] and [You've thought a lot about it]*

(14) IF player chooses option 1:

EMMA
Well, alright.

DEALER
Let's see here...

*The player's actions transition from "Talking" to
"Paying".*

(14) IF player chooses option 2:

EMMA
You've evidently thought a lot about it.

DEALER
Only as much as any shopkeeper would.

EMMA
Well, if I were a shopkeeper...

(15) *Two dialogue options appear onscreen: [...I
would always be game to haggle] and [...the whole
place would fall apart]*

(15) IF player chooses option 1:

EMMA
...I would always be game to haggle with customers...

DEALER
I am game! I thought we hadn't started yet.

EMMA
Charming. I'd be perceptive as well.

The DEALER's Trust Meter decreases to -2

	<p>DEALER</p> <p>Terribly sorry, turns out I'm not really feeling like haggling today.</p> <p>(16) <i>Two dialogue options appear onscreen: [Hey!] and [Fair enough]</i></p> <p>(16) IF player chooses option 1:</p> <p>EMMA</p> <p>Hey! I have a right to argue for a fair price!</p> <p><i>The DEALER's Trust Meter decreases to -3</i></p> <p>DEALER</p> <p>Maybe that's the case somewhere like Björn's, but I run this shop how I see fit, and I make my prices fair. Now come on, pay up.</p> <p>EMMA</p> <p>Fine...</p> <p><i>The player's actions transition from "Talking" to "Paying".</i></p> <p>(16) IF player chooses option 2:</p> <p>EMMA</p> <p>Fair enough.</p> <p><i>The player's actions transition from "Talking" to "Paying".</i></p> <p>(15) IF player chooses option 2:</p> <p>EMMA</p> <p>...the whole place would fall apart.</p> <p>DEALER</p> <p>I'm sure that's not true.</p> <p>EMMA</p> <p>There's so many things to keep track of! It takes a certain strength of character to cope.</p> <p><i>The DEALER's Trust Meter increases to 1.</i></p> <p>DEALER</p> <p>Well, that's very nice of you. It can be tough, during peak times.</p> <p>EMMA</p> <p>I can imagine.</p>
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(17) *Two dialogue options appear onscreen: [Do you enjoy this job?] and [I won't make it any tougher]*

(17) IF player chooses option 1:

EMMA

Do you enjoy this job?

DEALER

Absolutely! This is the history of South Puddleworth. Every day, new people discover it, give these items a new home and a new chapter in all those stories. Some people just see the musty old past in here. I see a thousand new futures.

EMMA

Wow, that's very poetic, and reassuring to know you took that leap and it paid off so well.

DEALER

If I can inspire someone else to do the same, it'll make my year.

EMMA

I always loved acting when I was in school, but I never had the time after that...

DEALER

The Puddle Follies are always looking for new actors, you know. They might even be auditioning now!

EMMA

Really? I might just pop my head around the door!

The DEALER's Trust Meter increases to 3.

DEALER

I'd be so delighted. Now, get going, and don't let me keep you.

The player's actions transition from "Talking" to "Paying".

(17) IF player chooses option 2:

EMMA

Well, I won't make it any tougher.

DEALER

Alright, let's see...

The player's actions transition from "Talking" to "Paying".

(5) IF player chooses option 2:

EMMA

...is that the best price you can do?

DEALER

Pretty much, I have to make a living somehow.

EMMA

I could go to Björn's...

DEALER

You wouldn't.

EMMA

...I'm sure he'd be more understanding.

DEALER

I'm understanding! I know budgets are tight, it's just-... I can give you five quid off if you want.

(18) Two dialogue options appear onscreen: [Great, thanks] and [What's the problem?]

(18) IF player chooses option 1:

EMMA

That would be great, thanks.

DEALER

Very well.

The player's actions transition from "Talking" to "Paying".

(18) IF player chooses option 2:

EMMA

What's the problem?

The DEALER's Trust Meter increases to 0.

DEALER

Honestly, I'm thinking of retiring. I need all the funds I can get.

IF player chose the second option in choice (2):

(19) Two dialogue options appear onscreen:

[Retiring?] and [Your friend?].

ELSE: *no options appear and the interaction continues as if option 1 was chosen.*

(19) IF player chooses option 1:

EMMA
Retiring?

DEALER
I'm well past retirement age anyway, I just kept going because this makes me happy.

EMMA
That's very sweet. If you're having fun with it, then why now?

The DEALER's Trust Meter increases to 1.

DEALER
I am getting old, and my predecessor here passed away recently. Put things into perspective.

(20) *Two dialogue options appear onscreen: [What will you do now?] and [I'm sorry]*

(20) IF player chooses option 1:

EMMA
What will you do now?

DEALER
Travel, I think. I have family in Denmark I haven't seen in a long, long time.

EMMA
Denmark is lovely! I went there as a child, climbed the tallest hill.

DEALER
Isn't that-

EMMA
Less than 200 metres tall? Absolutely. My proudest achievement.

The DEALER's Trust Meter increases to 3.

DEALER
I'll have to climb it myself. It's nice to talk about the future, I'm quite looking forward to it. Shall we sort out your lot first?

The player's actions transition from "Talking" to "Paying".

(20) IF player chooses option 2:

EMMA
Oh, I'm sorry to hear that.

DEALER

Thank you. It wasn't out of the blue, but it made me realise I could be doing more with my life.

EMMA

Well I hope you have a great retirement!

The DEALER's Trust Meter increases to 2.

DEALER

I think I'll give you that 5 quid off anyway, for listening.

The player's actions transition from "Talking" to "Paying".

(19) IF player chooses option 2:

EMMA

You took this place over from your friend, right?

The DEALER's Trust Meter increases to 1.

DEALER

Yes, he became very ill about 20 years ago, but had to keep running this place, to his own detriment.

EMMA

And you stepped in?

DEALER

He had to rest, I was tired of my office job...

(21) Two dialogue options appear onscreen: [That's so selfless] and [So am I!]

(21) IF player chooses option 1:

EMMA

That's so selfless, wow.

The DEALER's Trust Meter increases to 2.

DEALER

I only did what I felt was right.

EMMA

Y'know, I think I'll just hand over your money, you deserve it.

DEALER

Let me give you £5 off, just for your kind words.

The player's actions transition from "Talking" to "Paying".

(21) IF player chooses option 2:

EMMA

That's why I'm here! I have a job like that, 9-5. Every day... grey. Just grey. I had to get out, so I came home.

The DEALER's Trust Meter increases to 3.

DEALER

I applaud your survival instinct. Horrible business, I hope you can find something that brings you joy.

EMMA

Thank you!

(22) Two dialogue options appear onscreen: [Do you enjoy this job?] and [My grandparents]

(22) IF player chooses option 1:

EMMA

Do you enjoy this job?

DEALER

Absolutely! This is the history of South Puddleworth. Every day, new people discover it, give these items a new home and a new chapter in all those stories. Some people just see the musty old past in here. I see a thousand new futures.

EMMA

Wow, that's very poetic, and reassuring to know you took that leap and it paid off so well.

DEALER

If I can inspire someone else to do the same, it'll make my year.

EMMA

I always loved acting when I was in school, but I never had the time after that...

DEALER

The Puddle Follies are always looking for new actors, you know. They might even be auditioning now!

EMMA

Really? I might just pop my head around the door!

The DEALER's Trust Meter increases to 5.

	<p>DEALER</p> <p>I'd be so delighted. Now, don't let me keep you, and take 50% off as a good luck charm.</p> <p><i>The player's actions transition from "Talking" to "Paying".</i></p> <p>(22) IF player chooses option 2:</p> <p>EMMA</p> <p>I'm trying to bring joy to my grandparents, really. They raised me, and I just wanted to do something to thank them.</p> <p><i>The DEALER's Trust Meter increases to 4.</i></p> <p>DEALER</p> <p>Y'know what, for a kindred spirit, I'll give you 25% off.</p> <p><i>The player's actions transition from "Talking" to "Paying".</i></p>
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IF Paying:

<p><i>IF DEALER reduces price by £5</i></p>	<p>IF player's budget equals or exceeds price - £5:</p> <p><i>Price -£5 is subtracted from player's budget.</i></p> <p><i>The item(s) are added to player's Collection.</i></p> <p>EMMA</p> <p>Thank you! That's very generous.</p> <p>DEALER</p> <p>Have a good day.</p> <p><i>The interaction ends.</i></p> <p>IF player's budget is less than price:</p> <p>DEALER</p> <p>Hang on, you wombat, that's not enough money.</p> <p>EMMA</p> <p>Oh! Sorry, must've added it up wrong.</p> <p><i>Two options appear onscreen: [CHANGE ITEM(S)] and [COME BACK LATER]</i></p> <p>IF player chooses option 1:</p> <p>EMMA</p> <p>I'm just going to review what I'm buying.</p>
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	<p><i>The interaction ends. If player interacts with the DEALER again, the interaction begins as if they are Paying.</i></p> <p>IF player chooses option 2:</p> <p>EMMA I'm going to get some money, could you hold those for me?</p> <p><i>The interaction ends. If player interacts with the DEALER again, the interaction begins as if they are Paying.</i></p>
<p><i>While DEALER's Trust Meter is equal to -5</i></p>	<p>IF player's budget equals or exceeds price + 50%:</p> <p><i>Price + 50% is subtracted from player's budget.</i></p> <p><i>The item(s) are added to player's Collection.</i></p> <p>EMMA Hey! That's-</p> <p>DEALER What your attitude gets you. Goodbye.</p> <p>IF player's budget is less than price:</p> <p>DEALER That's not enough, what are you trying to pull?</p> <p>EMMA Sorry! Didn't expect this price.</p> <p><i>Two options appear onscreen: [CHANGE ITEM(S)] and [COME BACK LATER]</i></p> <p>IF player chooses option 1:</p> <p>EMMA Let me review what I'm buying.</p> <p><i>The interaction ends. If player interacts with the DEALER again, the interaction begins as if they are Paying.</i></p> <p>IF player chooses option 2:</p> <p>EMMA I'm going to get some money, could you hold those for me?</p> <p><i>The interaction ends. If player interacts with the DEALER again, the interaction begins as if they are</i></p>

	<p><i>Paying.</i></p>
<p><i>While DEALER's Trust Meter is equal to -3 or -4</i></p>	<p><i>IF player's budget equals or exceeds price + 25%:</i></p> <p><i>Price + 25% is subtracted from player's budget.</i></p> <p><i>The item(s) are added to player's Collection.</i></p> <p>EMMA Hang on-</p> <p>DEALER I think it's perfectly fair. Have a nice day, miss.</p> <p><i>IF player's budget is less than price:</i></p> <p>DEALER That's not enough money.</p> <p>EMMA I'm sorry, I expected this to be cheaper.</p> <p><i>Two options appear onscreen: [CHANGE ITEM(S)] and [COME BACK LATER]</i></p> <p><i>IF player chooses option 1:</i></p> <p>EMMA I'm just going to review what I'm buying.</p> <p><i>The interaction ends. If player interacts with the DEALER again, the interaction begins as if they are Paying.</i></p> <p><i>IF player chooses option 2:</i></p> <p>EMMA I'm going to get some money, could you hold those for me?</p> <p><i>The interaction ends. If player interacts with the DEALER again, the interaction begins as if they are Paying.</i></p>
<p><i>While DEALER's Trust Meter is equal to or between -2 and 2</i></p>	<p><i>IF player's budget equals or exceeds price:</i></p> <p><i>Price is subtracted from player's budget.</i></p> <p><i>The item(s) are added to player's Collection.</i></p> <p>EMMA Thank you!</p> <p>DEALER Have a nice afternoon.</p>

	<p><i>IF player's budget is less than price:</i></p> <p>DEALER Hang on, you wombat, that's not enough money.</p> <p>EMMA Oh! Sorry, must've added it up wrong.</p> <p>Two options appear onscreen: [CHANGE ITEM(S)] and [COME BACK LATER]</p> <p><i>IF player chooses option 1:</i></p> <p>EMMA I'm just going to review what I'm buying.</p> <p>The interaction ends. If player interacts with the DEALER again, the interaction begins as if they are Paying.</p> <p><i>IF player chooses option 2:</i></p> <p>EMMA I'm going to get some money, could you hold those for me?</p> <p>The interaction ends. If player interacts with the DEALER again, the interaction begins as if they are Paying.</p>
While DEALER's Trust Meter is equal to 3 or 4	<p><i>IF player's budget equals or exceeds price - 25%:</i></p> <p>Price - 25% is subtracted from player's budget.</p> <p>The item(s) are added to player's Collection.</p> <p>EMMA Thank you! You're very kind.</p> <p>DEALER It's been lovely talking to you, see you later.</p> <p><i>IF player's budget is less than price:</i></p> <p>DEALER Sorry, that's not enough for this lot.</p> <p>EMMA Oh! Not sure how that happened.</p> <p>Two options appear onscreen: [CHANGE ITEM(S)] and [COME BACK LATER]</p> <p><i>IF player chooses option 1:</i></p>

	<p>EMMA</p> <p>I'm just going to review what I'm buying.</p> <p><i>The interaction ends. If player interacts with the DEALER again, the interaction begins as if they are Paying.</i></p> <p>IF player chooses option 2:</p> <p>EMMA</p> <p>I'm going to get some money, could you hold those for me?</p> <p><i>The interaction ends. If player interacts with the DEALER again, the interaction begins as if they are Paying.</i></p>
<p><i>While DEALER's Trust Meter is equal to 5</i></p>	<p>IF player's budget equals or exceeds price - 50%:</p> <p><i>Price - 50% is subtracted from player's budget.</i></p> <p><i>The item(s) are added to player's Collection.</i></p> <p>EMMA</p> <p>Wow! Thank you so much!</p> <p>DEALER</p> <p>You've made my day, it's the least I can do.</p> <p>IF player's budget is less than price:</p> <p>DEALER</p> <p>Oh dear, that's not quite enough.</p> <p>EMMA</p> <p>Oh! Sorry, must've added it up wrong.</p> <p><i>Two options appear onscreen: [CHANGE ITEM(S)] and [COME BACK LATER]</i></p> <p>IF player chooses option 1:</p> <p>EMMA</p> <p>I'm just going to review what I'm buying.</p> <p><i>The interaction ends. If player interacts with the DEALER again, the interaction begins as if they are Paying.</i></p> <p>IF player chooses option 2:</p> <p>EMMA</p> <p>I'm going to get some money, could you hold those for me?</p>

	<p><i>The interaction ends. If player interacts with the DEALER again, the interaction begins as if they are Paying.</i></p>
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IF Leaving:

<p><i>Without holding any items</i></p>	<p>EMMA Bye!</p> <p>DEALER Goodbye.</p> <p><i>EMMA attempts to open the door, it sticks, she tries again and exits the shop into the street.</i></p>
<p><i>While holding 1 or more item(s)</i></p>	<p><i>EMMA reaches for the doorhandle.</i></p> <p>DEALER Oi! What do you think you're doing?</p> <p>(1) Two dialogue options appear onscreen: [Sorry!] and [Bye!]</p> <p>(1) IF player chooses option 1:</p> <p>EMMA Oh my goodness! I'm so sorry, I was miles away.</p> <p>DEALER Hmph. It's alright.</p> <p><i>The interaction ends.</i></p> <p><i>IF player walks near the door again while holding 1 or more item(s), there is no longer a prompt to [LEAVE].</i></p> <p>(1) IF player chooses option 2:</p> <p>EMMA S-see you later!</p> <p><i>EMMA attempts to open the door, it sticks, the DEALER vaults over the counter with astonishing athleticism and reaches EMMA before she can try the door again.</i></p> <p>DEALER Oh no you- -don't.</p> <p>EMMA I'm sorry! I have no idea why-</p>

	<p>DEALER</p> <p>Don't bother. I won't involve the police, because that seemed like an impulse, but you're never coming back here. Understand?</p> <p>EMMA</p> <p>Th-thank you...</p> <p>DEALER</p> <p>Now get out.</p> <p><i>The DEALER takes the contents of player's inventory and EMMA is forced to exit the shop, which becomes inaccessible to player.</i></p>
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