

Player
Penny
Star
Die
Player Interactions
UI Interactions and Menu

Region: Venice Valley
Level: Budget Branch
Purpose: Introduce Back, Penny, Star, Economy, Guide Collector, Back's Shop, Penny's Shop, Player's Homestead, and Loan Requirement Objective
Setup: The player has traveled from Commercial Crossing, through Bungalow Boulevard, and entered Budget Branch. Back, Penny and Star await the player at the Courtyard of Budget Branch. A forest of the Old Oak sits between their paths and the Homestead building. They are able to inspect or plant flowers. But are unable to leave the area before opening to the trees of town and an additional character that this interaction will direct the player to visit. When the player interacts with any of the trees of town, two following dialogue events.

<b>Penny 1</b>
Well, hey there Stranger!
<b>Back 2</b>
Comin' on over and say hi to your old friend.
<b>Star 3</b>
Esaurimim.
<b>Penny 4</b>
Hey everybody!
<b>Penny 4</b>
Aren't you a sight for sore eyes?
<b>Back 5</b>
You've certainly grown since last we saw you.
<b>Back 6</b>
Of course, like a lot has changed here we well.
<b>Penny 7</b>
For better and for worse.
<b>Player 8</b>
How so?
<b>Back 9</b>
Well, it's getting awfully dry and desolate around here.
<b>Back 9</b>
making it difficult to grow food the old fashioned way.
<b>Back 10</b>
Of course that hasn't stopped Penny from trying, and opening her own business.
<b>Back 11</b>
alvinity for her request to produce and sell goods for profit.
<b>Penny 12</b>
A few obstacles posed a challenge, but that hasn't been it.
<b>Penny 13</b>
Now that you're here, we can all participate in the economy together!

<b>Player 14a</b>	<b>Player 14b</b>
The economy?	How might I do that?
<b>Penny 15a</b>	<b>Penny 15b</b>
Yes, the economy!	To some extent, you've been participating in the economy that

<b>Back 15</b>
The economy is a system within which people value and sell their work together.
<b>Back 16</b>
to create wealth through the production and sale of goods and services.
<b>Back 17</b>
Wealth being the value of everything owned by each person within the community.
<b>Penny 18</b>
And "goods" being the items that are produced and sold through it, is that?
<b>Star 19</b>
Esaurimim.

<b>Player 4a</b>	<b>Player 4b</b>
Oh, I hope I get it.	Where, so how else can I participate?
<b>Back 20a</b>	<b>Back 20b</b>
Somewhere I can't remember.	Good question!

<b>Penny 21</b>
One of the best ways to participate in an economy is to make money.

<b>Player 5a</b>	<b>Player 5b</b>
Money?	How do I do that?

<b>Penny 22</b>
Money is the money value or amount that you receive for your products, or property.
<b>Penny 23</b>
So if you sell things to us, you will be making income!
<b>Back 24</b>
Which means that... I'm poor!

**Player Receives Pick Axe**

Inventory shows that the pick axe was added to their inventory. The dialogue continues. ( )

<b>Back 25</b>
The ground here if you happen to find any gems that you can use.

<b>Back 26</b>
Minerals have been added for environmental reasons.

<b>Back 27</b>
but a number of our founders have chosen to provide labor from the mountains.

<b>Back 28</b>
I will happily buy any gems, or jewels, you discover in your travels.

<b>Penny 29</b>
And I have something for you as well.

**Player Receives Planks**

Inventory shows that the wood planks for Aisle Two, Bakery, Bread, Book and Storefront. The dialogue continues. ( )

<b>Penny 30</b>
A few familiar plants to help you start off.

<b>Penny 31</b>
I take for the farmer's market, so be sure to bring the any crops you harvest.

<b>Player 6</b>
Thank you!

<b>Player 7a</b>	<b>Player 7b</b>
Where should I plant these?	How do I get started?

<b>Penny 32</b>
All yes, the most exciting news!

<b>Back 33</b>
Marshall knows was able to buy you the old hidden Homestead.

<b>Player 8</b>
What?

<b>Back 34</b>
Well he figured you would need a house to live in.

<b>Back 35</b>
and land upon which to practice your craft.

<b>Back 36</b>
But unfortunately, he was unable to cover the full cost with the loan money.

<b>Player 9</b>
What does that mean?

<b>Penny 37</b>
Well with you being the future property owner, he took out a loan in your name.

<b>Player 10</b>
What is a loan?

<b>Penny 38</b>
Money borrowed with the understanding it will be paid back.

<b>Back 39</b>
Specifically, money borrowed from the bank credit union.

<b>Player 11</b>
Well that is a surprise!

<b>Back 40</b>
Yes, but don't worry, we're all had to do it to start our own businesses.

<b>Penny 41</b>
And fortunately, the principle, or the amount borrowed, is negotiable.

<b>Back 42</b>
Particularly if you happen to be negotiating your terms carefully.

<b>Back 43</b>
meaning you are spending less money than you are making.

<b>Player 12a</b>	<b>Player 12b</b>
Oh, I need a little better.	This is what to take it.

<b>Penny 44</b>
Don't worry, you'll do great!

<b>Penny 45</b>
Remember, you have all of us here to support you.

<b>Back 46</b>
An economy is a community, and our community supports one another.

<b>Star 47</b>
Esaurimim.

<b>Penny 48</b>
Star's right.

<b>Penny 49</b>
We're having tonight, so it's time to make the day!

<b>Back 50</b>
So sure to spend to not have constantly wonder Larkins.

<b>Back 51</b>
She is the manager of the credit union, and will fill you in on some details.

<b>Back 52</b>
See you around!

<b>Penny 53</b>
And so you'll help our shop if you need anything!

<b>Star 54</b>
Esaurimim.

**Repeating Response**

Player will be given control of character and interact with objects to open the back shop, or back to open the shop to them. The following dialogue will appear (condition responses for taking the shop).

<b>Back 55a</b>	<b>Penny 55b</b>	<b>Star 55c</b>
Head to the credit union.	Larkins is waiting for you in the credit union.	Esaurimim.

<b>Player 13</b>
I am on my way.

Made by: Garrett H. Ward, 2022

Responses After Visiting Larkins



<b>1st Interaction 1</b>	<b>2nd Interaction 1</b>	<b>3rd Interaction 1</b>	<b>4th Interaction 1</b>	<b>5th Interaction and Repeating 1</b>
Isn't Larkins nice and knowledgeable?	Larkins knows a lot about banking and will be able to help you with all your financial matters.	Having come from Commercial Crossing, you must have had a great time in town.	We're really excited to see you again and would love to keep chatting.	We can catch up more later.
<b>1st Interaction 2</b>	<b>2nd Interaction 2</b>	<b>3rd Interaction 2</b>	<b>4th Interaction 2</b>	<b>5th Interaction and Repeating 2</b>
She and Marshall Money worked diligently to acquire Hidden Homestead for you.	Including working with Marshall Money to purchase Hidden Homestead for you.	She has done great work for our community since her arrival.	but aren't you excited to see your new home?	Now that you're back, we'll have plenty of time to see each other.
<b>1st Interaction 3</b>	<b>2nd Interaction 3</b>	<b>3rd Interaction 3</b>	<b>4th Interaction 3</b>	<b>5th Interaction and Repeating 3 (Star SK)</b>
So he is really excited to show you your new home!	In anticipation of your arrival, he actually set out this morning to make some final preparations.	That party Stella created is the start of magic!	We've missed you after all these years, but so has Marshall Money.	Esaurimim.
<b>1st Interaction 4</b>	<b>2nd Interaction 4</b>	<b>3rd Interaction 4</b>	<b>4th Interaction 4</b>	<b>Player 1</b>
Just head Northwest from here, through Market Meadows, and past Aunt Arthur and Uncle Gerald.	You'll recall that it's located Northwest of town, just outside of Market Meadows.	and the development of the energy tower has allowed for all sorts of innovation!	Richard had a great time making his trip, if he had one more head in his neck.	I am on my way.