

INSTRUCTIONS								
Please refer to test. You can use this as a template.								
TEMPLATE								
Quest ID	TITLE	In-Game Description of Quest Objective						
TEMPLATE	Description for internal use	Intro	Character	Emotion	Dialogue	Objective 1	Do X	
						Objective 2		
						Objective 3		
		Outro	Character	Emotion	Dialogue.			
SAMPLE - PLEASE USE FAMILY GUY CHARACTERS ONLY								
Stewart 2	Tea. Earl Grey. Hot Pt. 2	Patrick Stewart wants Bruce to be his new BFF.						
SAMPLE	Patrick Stewart is starting to like Quahog, but he misses Ian McKellan. He decides Bruce will be his new best friend.	Intro	Patrick Stewart	neutral	I'm starting to like it here in Quahog, but I miss Sir Ian McKellan, and all the knight stuff we do together.	Objective 1	Have Bruce go Kitten pickin'	
			Bruce	happy	I can be your friend, Mr. Stewart. Just don't tell Jeffrey I'm hanging out with a celebrity. He'll get jealous.	Objective 2	Order BFF Special at McBurgertown	
			Patrick Stewart	neutral	I really don't care. But standing next to you makes me better looking, so let's hang out.	Objective 3		
		Outro	Patrick Stewart	happy	We finished a quest together! And now you're reading this in my velvety, authoritative voice inside your head.			
TEST								
Gambit 1	Gambit's Day Off, Pt. 1	Get Gambit off the premises of the X-mansion						
X-Men	Gambit is just waking up in the X-mansion and looking to make a getaway before he's saddled with responsibility.	Intro	Character	Emotion	Dialogue	Objective	Do X	
			Gambit	neutral	This no time for me to get caught nursin' kids. I got thievin' t' do.	Objective 1	Have gambit use his thief abilities to get out the Mansion without getting caught.	
			Emma Frost	pertrubed	And how do you think you'll sneak past a psychic?	Objective 2	Use Gambit's Cajun charm to get out of work	
		Gambit	charming	Chère, I wouldn't dream of stayin' 'way from you. I'll be back 'fore you know.				
		Emma Frost	neutral	It's not like you're of any actual value around here. Just hurry back before someone who actually cares, catches you.				
		Outro	Character	Emotion	Dialogue.			
			Gambit	Charming	I always knew I liked you Emma, e'en before you switched sides.	Objective 3	Send Gambit to the X-mansion garage to grab a motorcycle.	
		Gambit 1	Gambit's Day Off, Pt. 2	Get Gambit off the premises of the X-mansion				
		X-Men	Gambit heads to the garage to grab a motorcycle when he's confronted by Rogue	Intro	Character	Emotion	Dialogue	
Rogue	dissappointed				Taking off without sayin' 'bye, suga'? That's not the charmer I've come to know.	Objective 1	Use Gambit's Cajun charm to romance Rogue.	
Gambit	charming				Well, I'm not one to kiss and go, but if you insist...	Objective 2	Gambit gets thrown across the garage by Rogue.	
Rogue	pertrubed			Suga' please!				
Outro	Character			Emotion	Dialogue.			
	Gambit			razzled	some'tin' tells me that toss packs the same wallop as one a' her kisses!	Objective 3	Send Gambit towards the gates of the X- mansion	
Gambit 1	Gambit's Day Off, Pt. 3	Get Gambit off the premises of the X-mansion						
X-Men	Gambit heads for the main gate of the X-Mansion, where he runs into Jubilee.	Intro	Character	Emotion	Dialogue		Do X	
			Jubilee	neutral	Where ya' headed, Cajun?	Objective 1	do a card trick to amuse Jubilee	
			Gambit	happy	Ah, ma petite chère! I'm jus' headed to town for a little business.	Objective 2	Use Gambit's Cajun charm to cheer up Jubilee.	
		Jubilee	excited	Oh man! Can I come with?! I really don't want to go to class today, I heard there's a pop quiz.				
		Gambit	neutral	Now what kinda role model would I be if I let you play hooky? How 'bout I bring you back a gift from town when I return?				
		Outro	Character	Emotion	Dialogue.			
Jubilee	dissappointed		fine!	Objective 3	Send Gambit to get a gift for Jubilee.			
Gambit	laughing		'Sides, long as you been in school, a lil' ol' test should be no problem!					
Gambit 2	Gambit Goes to Town, Pt. 1	Help Gambit get a gift for Jubilee						
X-Men	Gambit starts his day off by getting his promised gift for Jubilee.	Intro	Character	Emotion	Dialogue		Do X	
			Gambit	happy	Ah, the weather's great and the ladies are out. This beats bein' at the mansion, any day. Now to get Jubilee's gift out the way.	Objective 1	Use Gambit's thief abilities to snatch a gift from a nearby store.	
			Gambit	happy	I must have dropped my wallet back in the Manison, I'll pay the shop owner back another day.		A ruckus breaks out in the store with people yelling about a mutant being allowed in.	
		Mob	angry	Nobody wants you here, Mutie scum! Yeah, just go back to wherever you came from and leave our town		The crowd harasses a young mutant.		
		store owner	angry	This is my place and you're causing a commotion. You need to leave.				
		Gambit	pertrubed	Now, why these guys want to ruin my day?	Objective 2	Use Gambit's energized playing cards to make a small explosion that scares the mob away.		
		Outro	Character	Emotion	Dialogue.			
			Gambit	happy	Guess that makes me and the store owner even for helpin' him take out the trash.	Objective 4	Gambit heads out the store with his new gift for Jubilee.	
		Gambit 2	Gambit Goes to Town, Pt. 2	Gambit's day is ruined by a run in with Sabretooth				
X-Men	Gambit is ambushed by Sabretooth	Intro	Character	Emotion	Dialogue		Do X	
			Sabretooth	angry	You didn't pay for that...	Objective 1	Confront Sabretooth.	
			Gambit	neutral	I knew my luck had to run out sooner or later. What do you want Sabretooth? This necklace don' look like your style.	Objective 2	Use Gambit's staff to take out Sabretooth.	
		Sabretooth	angry	Sinister sent me to find you. He's waiting for me to bring you to him.	Objective 3	Threaten Sabretooth.		
		Gambit	neutral	Where is he? I don' need a chaperone, I'll go alone.				
		Sabretooth	hurt	Ughhh...he's at the edge of town.				
Outro	Character	Emotion	Dialogue.					
	Gambit	happy	Now that's a good kitty. You better be gone when I get back.	Objective 4	Help Gambit find Mr. Sinister at the edge of town.			
Gambit 2	Gambit Goes to Town, Pt. 3	Gambit faces off against Mr. Sinister.						
X-Men	Gambit meets with Mr. Sinister.	Intro	Character	Emotion	Dialogue		Do X	
			Mr. Sinister	neutral	Hello Remy, Long time no see.	Objective 1	Use Gambit's agility to dodge Mr. Sinister.	
			Gambit	angry	Not long enough, mon amie. What do you want, Sinister?	Objective 2	Defeat Mr. Sinister using a combination of powers.	
		Mr. Sinister	neutral	I need you to spy for me in the X-mansion. One of my experiments seems to have gotten away from me and I think it might have run off to Xavier.				
		Gambit	brave / heroic	My days o' workin' for you are over. You need t' stay away from me and Xavier's school.	Objective 3	Send Gambit back to the X-mansion with Jubilee's gift.		
		Mr. Sinister	defeated	I'll be back Gambit, I'll get what's rightfully mine and then I'll come for you!				
Outro	Character	Emotion	Dialogue.					
	Gambit	brave / heroic	Like I said, "those days are over".					
Gambit 3	Gambit Picks a Pupil, Pt. 1	Gambit gives Jubilee her gift.						
X-Men	Gambit heads back to the X-mansion to finish his day by giving Jubilee her gift and checking on any new students Mr. Sinister might be after.	Intro	Character	Emotion	Dialogue		Do X	
			Jubilee	happy	Gambit! I know you didn't forget my gift, right?	Objective 1	Give Jubilee her gift necklace.	
			Gambit	happy	Ma petite chère, what kind of friend would I be? Now, one good turn deserves another. You know any new kids at the school that aren't fittin' in yet? Maybe showed up, out da' blue?	Objective 2	Send Gambit to find Hope, by her classroom.	
		Jubilee	neutral	Hmmm...sounds like you might be talking about Hope Summers. She should be just getting out of "Defending AgainstTelekinesis" 202.				
		Gambit	happy	Thanks, Jubilee! You're a treasure.	Objective 3	Jubilee, happily, checks out her new gift.		
		Outro	Character	Emotion	Dialogue.			
Jubilee	happy		And you're ever the charmer...					
Gambit 3	Gambit Picks a Pupil, Pt. 2	Gambit has a heart to heart with Hope Summers						
X-Men	Gambit goes in search of Hope Summers.	Intro	Character	Emotion	Dialogue		Do X	
			Emma Frost	neutral	Okay class, I'll see you all tomorrow. don't forget the required reading, " I Was Out of My Mind... and Body", by Jean Grey. Two chapters, by tomorrow.	Objective 1	Gambit waits outside the classroom door until Hope comes out.	
			Gambit.	confident	You know, the funny t'ing 'bout havin' the last name, "Summers"? Mr. Sinister is always right 'round the corner.	Objective 2	Use Gambit's Cajun charm to endear him to Hope.	
		Hope	scared	How..how did you know Mr. Sinister is after me?	Objective 3	Use Gambit's agility to dodge a large book flying towards his head.		
		Gambit	reassuring	Don't worry, ma petite chère, as long as you're here, you're safe.				
		Outro	Character	Emotion	Dialogue.			
Gambit	frustrated		Hey! That could have hit me!		Have Gambit check the room to see who threw the book at him.			
Gambit 3	Gambit Picks a Pupil, Pt. 3	Gambit talks his way out of Emma Frost's wrath.						
X-Men	Gambit squares off against Emma Frost!	Intro	Character	Emotion	Dialogue		Do X	
			Emma Frost	cold	Well, look who decided to join the rest of the staff. What are you doing now, shaking down new students for money? Was he bothering you, Miss Summers?	Objective 1	Use Gambit's Cajun charm to get out of work.	
			Hope	nervous	We were ju...	Objective 2	Hit Emma with another dose of Cajun charm to get her off his back.	
		Gambit	sly	We were jus' discussin' the details of her one on one mentorship wit' me.	Objective 3	Emma walks away suspicious but somewhat satisfied with Gambit's answer.		
		Emma Frost	suspicious	you were?				
		Gambit	sly	Of course! You were the one sayin' I don' add value 'round here. What better way than to take the petite chère under my wing?				
Outro	Character	Emotion	Dialogue.					
	Hope	shocked	Wow, you lied to a psychic?	Objective 4	Unlock Hope and level up, Cajun Charm!			
	Gambit	happy	What lie? We start tomorrow if you want to learn how to defend yourself against Sinister.					