

LineID	Context	Background	Character	Line	Notes
Town_001	Player interacts with town node for first time	Ext. Town	Narrator	You arrive at a quiet town, people going about their daily lives, blissfully unaware of your reasons for coming here.	Mark Town as visited
Town_002		Ext. Town	Narrator	Casting your gaze around, you take note of your options.	
Town_003		Ext. Town	Narrator	You could head to the tavern, get a drink, gather some intel.	
Town_004		Ext. Town	Narrator	You could go to the Town square, see if there is any news of importance on their notice boards.	
Town_005		Ext. Town	Narrator	Or perhaps you should just go for a walk down the street and trust in where the path takes you.	
-		-	Button	GO TO THE NEARBY TAVERN	go to tavern_002
-		-	Button	GO TO THE TOWN SQUARE	
-		-	Button	GO DOWN A SIDESTREET	
Town_006	Player re-interacts with town node after leaving OR leaves a location in town	Ext. Town	Button	GO TO THE NEARBY TAVERN	go to tavern_002 OR tavern_023
-		-	Button	GO TO THE TOWN SQUARE	
-		-	Button	GO DOWN A SIDESTREET	
-		-	Button	LEAVE TOWN	go to town_007
Town_007		Ext. Town	Narrator	The road beckons. You wander to the outskirts of town, cards in hand. It's time to leave this place behind.	end scene
Tavern_001	Player leaves tavern	Int. Tavern	Narrator	You leave the tavern, the door of the swinging shut behind you.	go to town_006
Tavern_002	Wicker is gone/converted	Int. Tavern	Narrator	The tavern is busy but nobody pays you much heed as you buy a drink. Eventually you simply head out.	go to town_007
Tavern_003	Player goes to the tavern for the first time	Int. Tavern	Narrator	Taverns. The place to go if one is after information, a drink, a meal of ambiguous quality, or all of the former.	Mark tavern as visited
Tavern_004			Narrator	Information and commerce flows through places such as this as quickly as the drinks they have on tap.	
Tavern_005		Int. Tavern	Narrator	Almost the instant you slide into a booth a figure sidles up to you.	
Tavern_006		Int. Tavern	Wicker	Well aren't you all mysterious with your little cloak and hood. I don't recognise your... huh.	
Tavern_007		Int. Tavern	Wicker	You're a Soulkeeper?! And here I thought I'd met everyone interesting in this town.	
Tavern_008		Int. Tavern	Soulkeeper	You recognise me?	
Tavern_009		Int. Tavern	Wicker	Well of course! The teachings of our lovely Lady Fate mention you guys a lot.	
-		Int. Tavern	Wicker	So, what can I do for you Soulkeeper?	
-		-	Button	TALK TO WICKER	go to tavern_010
-		-	Button	FIGHT WICKER	
-		-	Button	LEAVE TAVERN	go to Tavern_001
Tavern_010	soulkeeper talks to wicker for first time	Int. Tavern	Soulkeeper	I am searching for the bearers of the souls on Fate's List.	
Tavern_011		Int. Tavern	Wicker	Ooh, sounds fascinating. Listen, I'm more than willing to help you, but you gotta do a little something for me in return.	
-		-	Button	ASK FOR MORE DETAILS	go to tavern_014

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-		-	Button	REFUSE OFFER	go to tavern_012
Tavern_012	Player selects NO/REFUSE TO HELP	Int. Tavern	Wicker	Shame. Well, if you change your mind you know where to find me.	mark player as refused to frame karlos
Tavern_013		Int. Tavern	Narrator	Wicker turns and leaves you alone. After a few minutes you head out.	go to Tavern_001
Tavern_014	Player selects WHAT IS IT?	Int. Tavern	Wicker	So, as you can tell, I am a man of great enterprise.	
Tavern_015		Int. Tavern	Wicker	However, some people around here don't see it that way. And now I'm in a sticky situation.	
Tavern_016		Int. Tavern	Wicker	So, I need assistance. And here you are, just as Fate intended. So...	
Tavern_017		Int. Tavern	Wicker	All I need you to do is give this to Karlos. And then tell the town justiciar that you think they have it.	
Tavern_018		Int. Tavern	Soulkeeper	Is this a Soul Card? There's something... odd about it.	
Tavern_019		Int. Tavern	Wicker	Well, not exactly. It's fake.	
Tavern_020		Int. Tavern	Soulkeeper	So you're a fraud.	
Tavern_021		Int. Tavern	Wicker	I said I followed Fate. Never that I was a great guy. Besides, if I was supposed to get caught, I would've been by now.	
-	if player has talked to dinah	-	Button	ASK ABOUT DINAH	go to tavern_046
-		-	Button	HELP WICKER	go to tavern_022
-		-	Button	REFUSE TO HELP	go to tavern_012
-	if player asked about dinah	-	Button	FIGHT WICKER	
Tavern_022	Player agrees to help	Int. Tavern	Wicker	Excellent! I would wish you luck but you don't believe in that stuff do you. Well, all the same, may she lay the path clear for you.	mark player as agreed to frame karlos go to tavern_013
Tavern_023	Player goes to tavern again	Int. Tavern	Narrator	You push open the door and take a seat at the bar. Not long after Wicker slides onto a stool next to you.	
Tavern_024		Int. Tavern	Wicker	Welcome back stranger.	only one of the following 4 lines of dialogue should trigger
Tavern_025	Player agreed to frame karlos	Int. Tavern	Wicker	Is it done?	
Tavern_026	Player refused to frame karlos	Int. Tavern	Wicker	Have you reconsidered my offer?	
Tavern_027	Player lost to wicker	Int. Tavern	Wicker	Come to get your ass beat again?	
Tavern_028	Player spared wicker	Int. Tavern	Wicker	What do you want this time? You already beat me.	
-		-	Button	TALK TO WICKER	go to tavern_029, 032, 035, or 042
-		-	Button	FIGHT WICKER	
-		-	Button	LEAVE TAVERN	
Tavern_029	Player has not yet framed karlos	Int. Tavern	Soulkeeper	No, I have not done so yet.	
Tavern_030		Int. Tavern	Wicker	Then don't bother me again until you have. We shouldn't be seen together remember?	
Tavern_031		Int. Tavern	Narrator	Wicker huffs and leaves.	go to tavern_001
Tavern_032	Player has framed karlos but not told dinah	Int. Tavern	Soulkeeper	All is proceeding as she wishes.	
Tavern_033		-	Wicker	Ah wonderful! Now, go tell the town guard what you've 'discovered'.	
Tavern_034		-	Narrator	With a wry grin and a pat on the shoulder Wicker slides away to talk to another tavern patron.	go to tavern_001

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Tavern_035	Player framed karlos AND lied to dinah	Int. Tavern	Soulkeeper	In Her name, the stage has been set and the trap has been sprung. You are free to continue Her worship elsewhere.	
Tavern_036		Int. Tavern	Wicker	Hahah! That is music to my ears Soulkeeper! You won't regret this darling. Here, take this for your hard work.	
Tavern_037		Int. Tavern	Narrator	Wicker hands you a card. Turning it over, you see his face looking back at you. You can feel the power in it.	
			Prompt	You have obtained THE MAGICIAN.	show card art
Tavern_038		Int. Tavern	Soulkeeper	This card is real, isn't it?	
Tavern_039		Int. Tavern	Wicker	I promised to help you find souls in exchange for my freedom, and mine was promised to Her, and by extension you, a long time ago.	
Tavern_040		Int. Tavern	Narrator	A breeze ruffles your cloak as you watch Wicker saunter away.	mark wicker as gone
Tavern_041	only if never met fate	Int. Tavern	Soulkeeper	How is he still standing..?	go to void_001
Tavern_042	player betrayed wicker	Int. Tavern	Soulkeeper	Justice is coming for you charlatan.	
Tavern_043		Int. Tavern	Wicker	You WHAT?! Curse you Soulkeeper! Now I will have to flee this place. Again.	
-		-	Button	FIGHT WICKER	
-		-	Button	LET WICKER FLEE	
Tavern_044	let wicker flee	Int. Tavern	Narrator	With one last glare Wicker turns and runs out of the tavern as fast as he could.	mark wicker as gone. go to tavern_001
Tavern_045	Player betrayed wicker AND left him to dinah	Int. Tavern	Narrator	You enter the tavern but there is no sign of Wicker anywhere. It seems Dinah followed through with her vow.	go to tavern_001
Tavern_046	player asks about dinah	Int. Tavern	Soulkeeper	You're the one Dinah is after.	
Tavern_047		Int. Tavern	Wicker	Nothing gets past you, does it Soulkeeper?	
Tavern_048		Int. Tavern	Wicker	So, what are you going to do about it? Fight me? Turn me in? Or, perhaps, help me anyways. As I said earlier, I'll make it worth your while.	loop back to choice
Tavern_049	player chooses to fight wicker	Int. Tavern	Wicker	You Soulkeepers are so predictable. If it's a fight you want, then have at it. But don't say I didn't warn you, when I flawlessly win.	mark wicker as fought. trigger combat
Tavern_050	player already fought wicker	Int. Tavern	Wicker	Again? Damn you really like losing huh. Okay, let's go.	trigger combat
Tavern_051	player wins fight	Int. Tavern	Wicker	What?! Impossible.	
Tavern_052		Int. Tavern	Soulkeeper	Your time is at hand.	
Tavern_053		Int. Tavern	Wicker	...I understand. I surrender myself to your judgement.	
-		-	Button	TURN WICKER INTO CARD	trigger soul capture. wicker is now gone.
-		-	Button	SPARE WICKER	
Tavern_054	player spares wicker	Int. Tavern	Soulkeeper	I have no need of your soul, as blackened as it is.	mark wicker as spared
Tavern_055		Int. Tavern	Wicker	I- for once I have no words. Thank you Soulkeeper. You are most kind.	go to tavern_010
Tavern_056				Wicker scrambles away as fast as his legs can carry him, quickly disappearing into the crowd.	go to tavern_001
Tavern_057	player betrayed wicker	Int. Tavern	Wicker	I suppose it is the least you owe me after throwing me to the wolves.	
Tavern_058		Int. Tavern	Narrator	With a sly grin and no words of thanks Wicker flees the tavern. You don't know if you'll ever see him again.	mark wicker as gone. go to tavern_001
Tavern_059	player loses fight	Int. Tavern	Wicker	Hahah! Just as She promised. Now get lost. Nobody wants your kind dampening the mood in here.	go to tavern_001. can now only fight or leave him alone.
Tavern_060	player agreed to help wicker and turned dinah into card	Int. Tavern	Soulkeeper	I have done as you asked. In her name, the Justiciar will pursue you no longer. Your problem is no more.	go to tavern_036

LineID	Context	Background	Character	Line	Notes
Square_001	player leaves	Ext. Town Square	Narrator	You slink back into the crowds and make your way out of the square.	
Square_002	dinah is gone	Ext. Town Square	Narrator	The hustle and bustle of everyday life continues, but no longer under the watchful eye of its justiciar.	
Square_003	player enters square for first time	Ext. Town Square	Narrator	Surely there will be something noteworthy on the town's notice board. After all, why would they pin it there if it wasn't?	mark square as visited
Square_004		Ext. Town Square	Narrator	Mind made up, you push your way through the foot traffic and straight into an elven woman affixing a poster to the board.	
Square_005		Ext. Town Square	Narrator	She turns, one hand still on the paper, the other moving to rest atop her blade.	
Square_006		Ext. Town Square	Dinah	Careful where you're walking citizen. You aren't the only one in this town with things to do.	
Square_007		Ext. Town Square	Narrator	She hums, examining you with a critical eye before straightening up.	
Square_008		Ext. Town Square	Dinah	I don't know you, do I? Yet you seem... familiar. Like I should know you from somewhere.	
Square_009		Ext. Town Square	Dinah	It'll come to me. Where are my manners? Welcome to our humble town. The name's Dinah. I'm what passes for law enforcement around her, so don't go causing problems or you'll be answering to me okay?	
-		-	Button	TALK TO DINAH	
-		-	Button	FIGHT DINAH	
-		-	Button	LEAVE	go to square_001
Square_010	player revisits town square	Ext. Town Square	Narrator	You find Dinah is still where you left her, standing rigidly beside the town notice board, hand on her blade, eyes darting everywhere.	
Square_011	if player is helping dinah	Ext. Town Square	Dinah	Traveller. How fares your search?	
Square_012	if player spared dinah	Ext. Town Square	Dinah	Greetings Soulkeeper.	
Square_013		Ext. Town Square	Dinah	Ah, traveller. Welcome back. What can I do you for?	
-		-	Button	TALK TO DINAH	
-		-	Button	FIGHT DINAH	
-		-	Button	LEAVE	go to square_001
Square_014	talk to dinah for first time	Ext. Town Square	Narrator	Your gaze turns to the paper she has pinned to the board. It's a wanted poster for an unknown criminal, the listed charges including both racketeering and counterfeiting.	mark dinaha as met
Square_015		Ext. Town Square	Soulkeeper	No luck finding them?	
Square_016		Ext. Town Square	Dinah	None. I'm at my wits end. Every time I think I'm closing in they slip through my fingers like oil.	
-		-	Button	OFFER DINAH YOUR ASSISTANCE	
-		-	Button	MOVE ON	
Square_017	talk again after moving on	Ext. Town Square	Soulkeeper	Still no luck?	
Square_018		Ext. Town Square	Dinah	If I didn't have to stand here all day, perhaps I would have better luck.	
-		-	Button	OFFER DINAH YOUR ASSISTANCE	
-		-	Button	MOVE ON	
Square_019	if player player has findings	Ext. Town Square	Soulkeeper	My search has drawn fruit, just as I knew it would.	
Square_020		Ext. Town Square	Dinah	You found them? Tell me.	

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-	if talkedwickerdinah	-	Button	ACCUSE WICKER	
-	if framed karlos OR killed karlos	-	Button	ACCUSE KARLOS	
-		-	Button	RETRACT YOUR CLAIM	
Square_021	IF player no evidence or framing	Ext. Town Square	Soulkeeper	Nothing yet.	
Square_022		Ext. Town Square	Dinah	Then keep searching. They mustn't escape justice.	
Square_023	if retract claim	Ext. Town Square	Soulkeeper	Nevermind. I was wrong.	
Square_024		Ext. Town Square	Dinah	Then keep searching. They mustn't escape justice.	
Square_025	accuse/betray wicker	Ext. Town Square	Soulkeeper	Your mysterious criminal is Wicker.	
Square_026		Ext. Town Square	Dinah	The amateur magician that hangs around the tavern?	
Square_027		Ext. Town Square	Soulkeeper	He is no amateur, he is a master at misdirection.	
Square_028		Ext. Town Square	Dinah	That bastard. He must face justice immediately.	
-		-	Button	OFFER TO TAKE CARE OF IT	
-		-	Button	LET DINAH HANDLE IT	
Square_029	accuse karlos	Ext. Town Square	Soulkeeper	Your mysterious criminal is none other than Karlos.	
Square_030		Ext. Town Square	Dinah	Karlos? The slime dancer? You're serious?	
Square_031		Ext. Town Square	Soulkeeper	They hold the counterfeits you search for I am certain of it.	
Square_032		Ext. Town Square	Dinah	That bastard. They will feel the full weight of the law.	IF KARLOS IS DEAD GO TO SQUARE_0
-	ONLY IF KARLOS STILL ALIVE	-	Button	OFFER TO TAKE CARE OF IT	
-	ONLY IF KARLOS STILL ALIVE	-	Button	LET DINAH HANDLE IT	
Square_033	offer to take care of it	Ext. Town Square	Soulkeeper	Let me take care of them for you.	
Square_034		Ext. Town Square	Narrator	Dinah looks surprised, but readily agrees.	
Square_035		Ext. Town Square	Dinah	Very well. You've helped me thus far, I suppose you should be allowed to dispense my justice too. Go, be my blade. I'll take care of the paperwork.	
Square_036	take care not done yet	Ext. Town Square	Dinah	Is it done?	
Square_037		Ext. Town Square	Soulkeeper	Not yet.	
Square_038		Ext. Town Square	Dinah	Then hurry. They could be preparing to flee as we waste time here talking.	go to square_001
Square_039	criminal is gone	Ext. Town Square	Soulkeeper	The criminal will bother you no more.	
Square_040	knows player is a soulkeeper	Ext. Town Square	Dinah	I never thought I'd say these words, but thank you Soulkeeper. You've done more for me in a few hours than most have in a lifetime.	
Square_041	doesn't know player is soulkeeper	Ext. Town Square	Dinah	I can scarcely believe it. Thank you traveller. You have done more for me in a few hours than most have in a lifetime.	
Square_042		Ext. Town Square	Dinah	Here, this is for you. Use it wisely, though I have little doubt you won't.	
Square_043		Ext. Town Square	Narrator	Dinah places a card into your hands with a smile.	
Square_044		Ext. Town Square	Dinah	Now, if you'll excuse me, I have a report to file.	
			Prompt	You have obtained JUDGEMENT.	show card art?
Square_045		Ext. Town Square	Narrator	With one last smile, Dinah rips the wanted poster from the notice board and strides away into the crowds.	mark dinah as gone. go to square_001

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Square_046	let dinah handle it	Ext. Town Square	Narrator	Dinah straightens up, determination in her eyes and a wide smile on her face.	
Square_047	knows player is a soulkeeper	Ext. Town Square	Dinah	I never thought I'd say these words, but thank you Soulkeeper. You've done more for me in a few hours than most have in a lifetime.	
Square_048	doesnt know player is soulkeeper	Ext. Town Square	Dinah	I can scarcely believe it. Thank you traveller. You have done more for me in a few hours than most have in a lifetime.	
Square_049		Ext. Town Square	Dinah	Here, this is for you. Use it wisely, though I have little doubt you won't.	
Square_050		Ext. Town Square	Narrator	With a curt half bow Dinah pushes a card into your hands and strides away, no doubt on her way to take care of the one you accused.	go to square_001
Square_051	offer assistance	Ext. Town Square	Soulkeeper	Perhaps I can lend you my aid. Newcomers may travel where one such as you cannot.	
Square_052		Ext. Town Square	Dinah	That- that's not such a bad idea. Very well. Go, see what you can uncover, then report your findings to me.	go to square_001
Square_053	move on	Ext. Town Square	Soulkeeper	Perhaps you are not meant to find them.	
Square_054		Ext. Town Square	Dinah	No, I have to. I cannot become the laughing stock of this town. This- this charlatan must be made an example of.	
Square_055	move on for second time	Ext. Town Square	Dinah	If you have information to share, then do so. If not, move along.	
Square_056		Ext. Town Square	Soulkeeper	I have nothing.	
Square_057		Ext. Town Square	Dinah	Then, as I said, move along.	go to square_001
Square_058	player beats dinah	Ext. Town Square	Dinah	What the-? How? How did you do that? I've never seen moves like those before.	
Square_059		Ext. Town Square	Soulkeeper	All must proceed as She decrees.	
Square_060		Ext. Town Square	Dinah	She?	
-		-	Button	TURN DINAH INTO CARD	trigger soul capture. turn dinah into card.
-		-	Button	SPARE DINAH	
Square_061	spare dinah	Ext. Town Square	Dinah	You- you're one of hers. A Soulkeeper.	
Square_062		Ext. Town Square	Soulkeeper	Correct. But your journey is not fated to end here justiciar.	
Square_063		Ext. Town Square	Narrator	Dinah straightens up with a smile.	
Square_064		Ext. Town Square	Dinah	Normally I would chase one such as you out of here, but an eye for an eye means I shall allow to freely walk in this town, for now.	
Square_065		Ext. Town Square	Soulkeeper	Thank you.	mark dinah as spared. go to square_001
Square_066	fight dinah first time	Ext. Town Square	Dinah	You've definitely got balls to challenge me, I'll give you that.	mark dinah as fought
Square_067		Ext. Town Square	Soulkeeper	So you accept?	
Square_068		Ext. Town Square	Dinah	Certainly. It'll give me the opportunity to show you how outmatched you are.	go to combat
Square_069	fight dinah again	Ext. Town Square	Dinah	Back for a re-match so soon? I suppose I'll simply have to demolish you all over again.	go to combat
Square_070	lose to dinah	Ext. Town Square	Dinah	And that right there is why my word is law around here. Now scam before I arrest you for wasting my time.	go to square_001
Square_071	already defeated criminal	Ext. Town Square	Soulkeeper	Actually, I have already dealt with the matter. You need not worry.	
		Ext. Town Square	Dinah	Normally I would not condone vigilantism, but in this cse you have saved me a lot of paperwork.	go to square_042
Street_001	player leaves	Ext. Street	Narrator	You leave, heading off in search of more populated places.	
Street_002	karlos is gone	Ext. Street	Narrator	You wander the streets a while but nothing particularly catches your attention.	

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Street_003	player enters street for first time	Ext. Street	Narrator	Fate haven't steered you wrong thus far. You opt to wander down the street in search of your quarry.	
Street_004		Ext. Street	Narrator	It isn't long until you spy a lone figure dancing in the street. As you approach they come to a stop, fixing you with a grin, slime dripping down their face.	
Street_005		Ext. Street	Karlos	Hello hello! How goes it on this fine day?	
-		-	Button	TALK TO KARLOS	
-		-	Button	FIGHT KARLOS	
-		-	Button	WALK AWAY	
Street_006	player re-enters street	Ext. Street	Narrator	Navigating the streets you soon once again find the strange dancing figure.	
Street_007		Ext. Street	Karlos	Hello again friend! What can Karlos for you on this fine day?	
-		-	Button	TALK TO KARLOS	
-		-	Button	FIGHT KARLOS	
-		-	Button	WALK AWAY	
Street_008	player talks to karlos for the first time	Ext. Street	Soulkeeper	What are you doing?	
Street_009		Ext. Street	Karlos	Dancing! You should try it sometime my friend, it does wonders for the soul.	
-		-	Button	DANCE WITH KARLOS	
-		-	Button	REFUSE TO DANCE	
Street_010	player talks again with karlos	Ext. Street	Karlos	Are you back to dance with Karlos?	
-		-	Button	DANCE WITH KARLOS	
-		-	Button	REFUSE TO DANCE	
Street_011	dance with karlos	Ext. Street	Narrator	With a nod you join Karlos. The two of you spin, gyrate, and move your limbs to unheard music. It's... surprisingly fun.	
Street_012		Ext. Street	Narrator	After a few minutes you come to a natural stop. Karlos smiles.	
-	if player sent by wicker	-	Button	PLANT EVIDENCE ON KARLOS	
-	if player sent by dinah	-	Button	FIGHT KARLOS	
-	if player sent by wicker or dinah	-	Button	WARN KARLOS	
Street_013	refuse to dance	Ext. Street	Soulkeeper	I'll pass.	
Street_014		Ext. Street	Karlos	Perhaps next time then friend!	
-	if player sent by wicker	-	Button	PLANT EVIDENCE ON KARLOS	
-	if player sent by dinah	-	Button	FIGHT KARLOS	
	if player sent by wicker or dinah	-	Button	WARN KARLOS	
Street_015	plant evidence	Ext. Street	Soulkeeper	I come bearing a gift for you.	mark karlos as framed
Street_016		Ext. Street	Narrator	Karlos' eyes widen at the card in your outstretched hand.	
Street_017		Ext. Street	Karlos	A Major Arcana Card! These are powerful! Where did you get it? How did you get it? Is it really for Karlos?	
Street_018		Ext. Street	Soulkeeper	Of course, may it protect you in the time to come.	
Street_019		Ext. Street	Soulkeeper	You are most kind friend! Karlos will remember this gift and hold it close.	

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Street_020		Ext. Street	Narrator	With a grin and a twirl Karlos tucks the card away in their overcoat before resuming their odd, musicless dance.	go to street_001
Street_021	warn karlos	Ext. Street	Soulkeeper	You are in danger Karlos. You must leave this place before the town's authority comes for your life.	
Street_022		Ext. Street	Narrator	Karlos pauses mid turn, staring at you in confusion.	
Street_023		Ext. Street	Karlos	This is a joke no?	
Street_024		Ext. Street	Soulkeeper	Your life, your soul, they are at risk. You need to flee.	
Street_025		Ext. Street	Narrator	Tear well in Karlos' eyes and they grip you by the hands, pressing a card into your hands.	
Street_026		Ext. Street	Karlos	Thank you friend. You have done much to help. Here, take this. Let it protect you as well as you have protected Karlos.	
			Prompt	You have obtained THE HANGED MAN.	show card art?
Street_027		Ext. Street	Narrator	Karlos turns and flees, slime dripping behind them as they run. You watch them leave before staring down at the card in your hands. Karlos' card.	mark karlos as gone. go to street_001
Street_028	fight karlos for first time	Ext. Street	Karlos	A fight? Like a card fight?	
Street_029		Ext. Street	Soulkeeper	Is there any other kind?	
Street_030		Ext. Street	Karlos	A dance battle with Karlos perhaps?	
Street_031		Ext. Street	Soulkeeper	No.	
Street_032		Ext. Street	Karlos	Okay. Let Karlos just find the cards...	start card battle
Street_033	fight karlos again	Ext. Street	Karlos	Another battle? Very well Karlos will oblige.	start card battle
Street_034	player loses fight	Ext. Street	Karlos	That was not as fun as dancing but friend played well!	
Street_035	player wins fight	Ext. Street	Karlos	That was close no? Karlos may have lost but it was fun!	
Street_036		Ext. Street	Soulkeeper	Indeed, you lost, and now your future is in my hands.	
Street_037		Ext. Street	Karlos	It is? Since when?	
-		-	Button	TURN KARLOS INTO CARD	soul capture. mark karlos as gone.
-		-	Button	SPARE KARLOS	
Street_038	spare karlos	Ext. Street	Soulkeeper	Nevermind. Shall we dance instead?	if karlos is in danger go to warn karlos instead
Street_039		Ext. Street	Narrator	Karlos' smile widens and the two of you spend a few enjoyable minutes dancing together before you've had enough.	go to street_001
Street_040	frame karlos and leave to dinah	Ext. Street	Narrator	You wander the streets for a few minutes but there is no sign of Karlos anywhere. It seems Dinah kept her word.	go to street_001