

Richard (2025)

branching conversation in Yarn Spinner, Unity

Transferring into the prestigious Rose Academy, George finds himself facing an immediate crisis: Richard, the charismatic king of the school, is secretly destroying other students' lives. George's mission is to analyze every hidden meaning in conversations to **reveal** Richard's manipulation and bring his new friends together. If his attempts to unite the students fall short, Maggie, the sharp-eyed student journalist, stands ready to step in.

```
title: NewsroomEdwardAnniePromote3
---
<<changeScene Gym>>
<<changeScene Gym>>
<<LoadSprite Left Maggie>>
<<LoadSprite Right Edward>>
Edward: How's it going, Maggie?
Maggie: I heard about what happened.
Edward: What?
Maggie: You and Annie!
Edward: Everyone knows now, huh?
Maggie: Tell me about it.
//<<Reveal EA3_SubtextNews>>
<<SetExpression Edward Angry>>
Edward: Fine, I guess. But it's a bit one-sided.
    -> Oh? How so?
        <<StartWaterColor>>
        <<jump EA3_SubtextNews>>
===
title: EA3_Start
---
<<Reveal EA3_Subtext>>
Edward: Fine, I guess. But it's a bit reveal\\one-sided.\\
    -> Dang, that sucks.
        <<jump EA3_End>>
===
title: EA3_SubtextNews
---
Edward: Annie thinks that being around me ruins her reputation.
```

```

//Negative appears here: "Annie only talks to you until she spots someone
cool"//
//Player uses snapshots here// jump you to EA3_Snapshot
<<ShowNegative Negatives/Richard "Annie only talks about you until she
spots someone cool.">>
<<StartInlineSnapshot>>
<<InlineSnapshot "AnnieSnapshot7" "Maybe she has a crush, it isn't about
you." "EA3_Snapshot7">>
<<InlineSnapshot "AnnieSnapshot8" "Annie doesn't know if you still see her
as a friend." "EA3_Snapshot8">>
<<InlineSnapshot "AnnieSnapshot15" "She just wants to prove herself to
people." "EA3_Snapshot15">>
<<InlineSnapshotList>>
    -> Dang, that sucks.
        <<jump EA3_EndNews>>
===
title: EA3_Snapshot7
tags:
---
<<HideNegative>>
<<EndWaterColor>>
<<Promote Edward Annie>>
<<SetExpression Edward Happy>>
Edward: Oh! That would distract me too!
    -> I gotta run. I'll see ya later.
    <<UnloadSprite Edward>>
    <<PlayMusic none>>
    <<EndPromote>>
===
title: EA3_Snapshot8
tags:
---
<<HideNegative>>
<<EndWaterColor>>
<<Promote Edward Annie>>
<<SetExpression Edward Neutral>>
Edward: I see. I guess I still have some trust-earning to do...
    -> I gotta run. I'll see ya later.
    <<UnloadSprite Edward>>
    <<PlayMusic none>>

```

```
<<EndPromote>>
===
title: EA3_Snapshot15
tags:
---
<<HideNegative>>
<<EndWaterColor>>
<<Promote Edward Annie>>
<<SetExpression Edward Neutral>>
Edward: Oof, that sounds exhausting. I oughta cut her some slack...
    -> I gotta run. I'll see ya later.
    <<UnloadSprite Edward>>
    <<PlayMusic none>>
    <<EndPromote>>
===
title: EA3_EndNews
tags:
---
<<HideNegative>>
<<EndWaterColor>>
Edward: Yep, sure does.
Maggie: Fortunately, I am kinda cool. Can't relate!
Edward: Why are you like this, Maggie?
Maggie: See ya!
<<UnloadSprite Edward>>
<<PlayMusic none>>
<<EndPromote>>
===
```