

Imaginary dialogues for The Sinking City. This game was amazing in my eyes. If I could add something to make it even better, it would be to add NPC dialogues. Here are a few lines of exchange between two characters. The first table has one line per character, the second table has two lines per character.

	Tone	Character 1	Tone	Character 2	Context
One line for each character.					
1	Alarmed	You sure you want to go to Coverside? You're gonna have to travel by boat, you know...	Gloomy	Yeah, but I don't have any choice. Damn it, those things in the water... I still have nightmares about them...	The two characters are in an area where the only option to reach Coverside is by boat. Character 2 is afraid of the "things" in the water.
2	Anxious, defeated	Jezebel's funerals are ruining me. I don't know how I'm going to feed my kid...	Practical, subdued	Throw her into the communal pit. It's free.	The inflation is out of control, and the poor are getting poorer; even funerals are too expensive. The idea of throwing their loved ones' bodies in the communal pit is not well received, but oftentimes, it's the only option.
3	Appalled	Are you mad?! George <i>did</i> not turn into one of those monsters!	Aghast	I know what I saw! He's one of the Lethians. You must believe me!	Character 2 is losing their mind, and Character 1 does not believe anything they say. The idea of someone turning into a monster is too horrible to imagine.
4	Disdainful, indignation	Another newcomer...	Mocking	I hope this one lasts longer than the rest of them.	Two characters watching the player walk by, cynical and almost amused.
5	Discouraged, betrayed	No, no, no. Don't tell me you lost your job... How could you!	Humiliated, panicked	I'll find another one, I promise!	The job market is in disarray. It's difficult to find a job that will pay well enough to feed a family.
6	Outraged, bold	I can't stand this city. I'm starving, my leg is hurting me, and I almost got eaten by a monster yesterday.	Optimistic, soft	I promise you, we won't rot here like the rest of them. I'll find a way out of Oakmont.	Two teenagers are angry and appalled by the state of Oakmont. They are outraged that no one is doing anything to make the city a better place to live in.
7	Worried, sadness	It's been years, Maria, you must think about the future of your kid.	Sadness, anger and spiteful	I won't remarry, especially not to this awful Simon. I don't need his money.	Character 1 is trying to convince Character 2 to marry Simon. The state of the city leaves some citizens with no other option but to marry for money rather than love.
8	Pleading, afraid	Mom please, I don't want to eat one of those creatures again!	Assertive, withdrawn	It's either you eat this or you starve. Your choice.	A kid is pleading with their mother about eating a monster again. Nutritional food is hard to find in the city, so the lower class has no choice but to get creative.
9	Terrified, helpless	I won't sleep. Someone is following me. I see death and... creatures... Please, please help me.	Mortified, sadness	Oh no... not you too... I can't help you, I'm sorry.	Character 1 has not slept in days, they are terrified, shaking, and paranoid. Character 2 has seen too many friends and family succumb to monsters and visions.
10	Worried, Sad	Have you seen my father? He's been missing for the last week.	discouraged, bleak, resigned	Oh child, I've seen him... They got his body out of the water this morning. I'm sorry.	Character 2 had the misfortune to be the one to tell the child about this terrible news.
11	Hostile	I swear to Kay, if I see another Innsmouther, I'll make them regret ever coming here.	Mocking	You're too much of a coward to do anything.	Character 1 barks loudly, but can't bite. Character 2 has heard this rambling so many times before; they are not afraid to put Character 1 in their place.
12	Whispering, gossiping	Leonard died last week. He ate the fish from the EOD. Can you believe it! They poisoned us!	Outraged	Those bastards! I hope they'll burn for what they did.	Optional to the plotline where the player chooses to spread the news about the toxic fish of the EOD.

	Tone	Character 1	Tone	Character 2	Context
Two lines for each character.					
1	Curious	Have you heard about the newcomer?	Skeptical	The private eye? What he is doing here?	Character 1 is hopeful that someone will finally come and rescue them, save Oakmont, and restore its former glory. Character 2 does not share the same enthusiasm. They are more cynical about the newcomer.
	Excited, hopeful	He's investigating the madness! He's going to save us! Finally!	Apathic	Ah! I wouldn't bet on it. Another one with a death wish.	
2	Appalled	What is so hard to understand?! The Innsmouthers brought the beasts with them!	Sarcastic	Like pets? That makes no sense!	Character 1 has been swearing up and down that they have seen Innsmouthers summoning the Wylebeasts. Character 2 doesn't take them seriously.
	Disdainful, confident	No, no, they summoned them. It's black magic! I saw them do it!	Mocking	You're blind, you idiot!	
3	Panicked, angry	We made a deal Simon! That's the only reason I agreed to marry you!	Assertive, trying to convince themselves	I changed my mind; I am not taking him with me.	Character 1 discovers that she married Character 2 under false pretenses. She thought she could bring her child with them to Advent, a safer zone in the city. Character 2 refuses to bring him, saying they can't afford the expense. Character 1 is angry, yelling, and disgusted. She's also fearful of the future for her child. She cannot leave him behind, but what choices does she have?
	Indignation, desperation	You promise to take him with us in Advent!	Rational, cold	Another mouth is too expensive to feed. You must understand that.	
	Pleading, crying, defeated	I'm begging! My house is already infested... He's going to die...	With a low and sombre voice	I'm sorry Maria.	
4	Outburst of anger	You bastard! You're a damned liar! I'm not going anywhere with you!	Cold and resentful	You will get over it.	Character 1 is mocking Character 2 for joining a cult. They didn't think Character 2 could be that stupid, but alas, Character 2 is.
Surprised	Do not tell me you joined that freaks' cult!	Defensive	It's not a cult! It's an organization, a charity that will help the people of Oakmont!		
4	Mocking	What does EOD stand for anyway? Egocentric Obedient Dumbass?	Defensive and angry	"Everyone's Obvious Duty"! Be respectful of my beliefs!	