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Skip to main content Reddit and its partners use cookies and similar technologies to provide you with a better experience. By accepting all cookies, you agree to our use of cookies to deliver and maintain our services and site, improve the quality of Reddit, personalize Reddit content and advertising, and measure the effectiveness of advertising. By rejecting non-essential cookies, Reddit may still use certain cookies to ensure the proper functionality of our platform. For more information, please see our Cookie Notice and our Privacy Policy. Zombie Exodus: Safe Haven — Part Four continues your story as you leave the Silverthorne Militia's camp and return to the junkyard. This is the discussion thread for the release of Part 4. Please ask questions, leave comments/reviews, report bugs or errors, and suggest additions to the game in this thread.. Part 4 Link ZE:SH F requently Asked Questions Release Date for Part 1: 10-28-16 Release Date for Part 2 1.0: 3-21-18 Release Date for Part 2 2.0: 3-21-19 Release Date for Part 3 1.0: 3-3-22 This beta includes 760,000+ words. RO as of this latest release (3-21): Bailey: playersexual Brody: bisexual Gina: bisexual, aromantic Jillian: bisexual Jaime: bisexual Kelly: playersexual Lopez: bi/homosexual, (relationship +75 needed if female + high persuation) Madison: playersexual Rachel: playersexual Reilly: playersexual, bisexual Rosie: lesbian (and nb MCs) Tommy: homosexual (and nb MCs) Woody: bi/heterosexual , (relationship +75 needed if male + high persuasion) Coming ROs in Part 4: Allison: playersexual, teen Anders: playersexual August: playersexual, teen Monica: playersexual Patreon Facebook Group Twitter Discord 347 Likes Congratulations, I started playing part 4 and the game continues at a high level. Early on in the game, when Jaime and Sean start arguing, I choose to stop the fight, and even then, a few scenes later, Jaime shows up with his hands hurt from hitting Sean and like I didn't stop before the fight started. 23 Likes Gina, Gina, Gina… I gotta say, I like the change, or at least the little bit of it. Though naturally, same ol cougar with same old drive of insatiablity. Other than punctuation and spelling/typo issues, solid, though kinda expected more interms of aftermath of things. 14 Likes Haven't had a chance to look at it in detail, but I did notice a couple of things: Firstly, August is called Alex a couple of times. Secondly, there's no option to tell him you'd be interested in romance without saying you're already in a relationship (whether you are or not). Shouldn't there be an option to say something along the lines of "I'm not dating anyone right now, but I am looking for a relationship."? Also, I think August might be getting the short end of the stick with deaths, as he's the first character checked, but he's almost guaranteed not to be the MC's highest-relationship character, so if anyone dies, it will be him if he's there. This makes it a bit hard for a teen player to try to romance him (since someone who wanted that would probably have invited him along). Would it make sense to skip his death and go to Fred instead for teen MCs, or at least if august_like is already 1? (EDIT: I note that the CheckNPC subroutine does check for august_like above 0, but will replace him if any other characters have higher relationships since, again, he's checked first.) 22 Likes @JimD You hear a collective around from the crowd, and here Sean wheezing as he grabs his chest. Missing word after the bolded word. You hear a collective around from the crowd, and here Sean wheezing as he grabs his chest. Hear You give him a quick pat on the head, and him and Mishy she run off towards the parking lot. Remove the bolded word. You point at the and say, "This is your whole gang. I can tell you are lying just to get Thelma to let you go with Kevin." Missing word after the bolded word. Brody takes one of the pails and tosses the water from it onto the flames While they work, Tommy rushes inside at a full sprint. Put a full stop after the bolded word. Coding error, in the choice: "Take the off-road path. The ${vehicle} can handle it, and we will catch up to the bandits much faster." Though the off-road path looks uneven and bumpy, this motorcycle should be able to handle the rugged terrain. My vehicle is Armored SUV. I think the bolded word should be changed this code: ${vehicle} Also restrict yourself to smaller bills spread out during the day." Meals 12 Likes It is supposed to say "were" and not where. It also makes the same mistake a little later in the chapter. 7 Likes Rayssa_Eulalia: ongratulations, I started playing part 4 and the game continues at a high level. Thanks! I believe I fixed the issue you listed in your spoiler. Starwolf: Other than punctuation and spelling/typo issues, solid, though kinda expected more interms of aftermath of things. The aftermath is coming. I just wanted to keep the pace up and show that even when you are not at the junkyard, things are happening that you can't control. ParrotWatcher: Haven't had a chance to look at it in detail, but I did notice a couple of things: I believe I fixed all of these issues and made the changes you suggested as far as August is concerned. @Bugreporter thank you for pointing out those errors. I have fixed them. AMER1CANN1NJA09: It is supposed to say "were" and not where. Thank you. I think I have caught these. @fisheye These will be in the next batch of issues I fix. Thank you very much for pointing them out! 16 Likes He is factoring in other factors, not just yours. 1 Like First set of detailed comments The cost was too steep, and you could not bear losing a member of your group. A little redundant, since the cost was losing a member of the group. You glance over at Rachel who sleeps sitting up with her head resting against the shoulder strap of her seatbelt. Would you be able to see her from the motorbike? Now you have five more @{(ideal >= 50) members to contribute to the success of your group|mouths to feed.} This appears even if August and Allison didn't join. (Also, needs full stop/period after "group".) A set lead towards the Junkyard and a separate set leads away. "leads". Brody works despite only using one arm. This feels like a very awkward way to word it. *elseif not(with_dante) Dante *goto BucketKnit It looks like Dante and Gina can be mentioned here even if they're already dead or never joined. Brody turns @{brody_shot_by_raiders and holds his injured arm that's still wrapped in bandages near the shoulder and cradled in a sling. As before, this reminder of Brody's injury feels very awkwardly worded. "One was named Cliff and the other just a letter. Dee, maybe?" Billie says, wringing her hands. Shouldn't Billie at least know of the Paines, as she's from the countryside too? "my mother's killers. Sam and Peter Makarov." Shouldn't have the first quote mark. "${firstname}, do you know the Makarovs? They're a father and son, and I think they may have lived near your old house in Nightfall." "Yeah, Sam and Peter." "Sam worked for the fire department and came to my grade school to talk on a career day. He was so creepy, and for some reason he even brought his creepier son. That kid was a few years older than me, but he kept trying to hang out with me and my friends. He kept asking all of us strange questions about being home alone or when we go to sleep at night or how often we went to the dentists. Anyway, I never forgot those two. They showed up here with those bandits." Who's speaking here? It follows directly after the MC or Jaime speaking, and the former makes no sense, but the latter seems a little unlikely (Peter's probably not a few years older than Jaime). "We told him, but he didn't seem to care much. He kind of change the subject when I brought it up." "changed" "Like I said, he's not our prisoner anymore. You can untie hand and let him go." "his hands" or "him". You're not sure about bringing Anders since him and his daughter just arrived at the Junkyard, but Monica could be an asset and prove her usefulness. "he and his daughter" "This isn't my flight. Why am I the bad person for staying out of it?" "fight" Your group stands around Sean who remains motionless on the ground. "Broken nose, missing a tooth, maybe a broken jaw. Broken ribs, definitely contusions. All we can do is bandage him up and give him lots of painkillers," @{(m_medicine >= 55) you say.|Allison says.} "Let's get him on that stretcher and bring him to the @{infirmary infirmary|main house}. We have to be really gentle as we move him." Fred, Reilly, and Allison might not have joined, and Fred might be with the Silverthornes. "Did you come to get that wind checked out?" Allison asks, motioning to your ribs. "wound" Allison stares at you for a moment and the color washes out of her face. I think this line should end with ""I've" or ""I have" like the other similar lines. You take a folded piece of cloth off the table, dip it in the water, ringing out, and then place it against Rachel's forehead. "wring it out" He radiates from her skin, though she looks colorless. "Heat" You weren't going to take her anyway, but you can see the difference between the demeanor of the two dogs. Appears even if your pet is a cat. and him and Mishy she run off towards the parking lot. "he and Mishy run" (also a couple of lines later). On your walk your thoughts turned to Tommy. "turn" Also, it seems weird that this paragraph is restricted to people who have a second RO; it makes sense for anyone who's dating Tommy, and the second RO isn't mentioned until the next paragraph. "I need to spend time with you. I can't believe this happened. Will you stay here with me, so we can talk?" Remove second quote mark. @{told_madison_kevin "I know you don't like Kevin, but he's my friend.|"I can't believe people took Kevin.} Has this variable ever been set? I don't see it in my version of Part 3. "I'm sorry about your friend. I'm sure he's fine. He's tough and can handle himself. We are going to find him and do everything we can to help him." Should this option still call Kevin "Madison's friend" if the MC has a high relationship with him? "I can't guarantee he's alive, and we're going to do what we can to find him and bring him back safely." "but" would work better here. He's like mascot. Screw those bandits. Should be "a mascot" or "our mascot". "You had to pull the parent card, didn't you? I guess I can't blame the kid for worrying about his mother. You know how I was with my ma. Okay, I'm on board. @{mission_reilly Let's go|Go} get the little jerk." Not entirely sure if it's an intentional Freudian slip, but if not, this should be "father". "I never thought of the. Should be "that". What gun will he used to shoot them? All these answers will be revealed!" "use" You bounce @{(vehicle = "motorcycle") as the bike hits the narrow path, and you tighten your grip and mean forward to keep from being thrown off the seat. "lean" The count stent bouncing and side-to-side motion must be ripping up the wound. "constant" At the peak, you spot more track marks and hear the motors of the truck's in the not so far distance. "trucks" You hear the grown of metal, and the tires slip over loose gravel. A puff of white smoke sales from the @{(vehicle = "motorcycle") engine|hood} and then dissipates. The first should be "groan", but I'm not so sure about the second. You spot track marks on the flat part of the road and no you haven't made up much time in your attempt to reach the bandits. "know" The bandits to canning for a reason. "took Kevin" If you were closer you could try to stop their vehicles or when them off the road. Not sure what this is supposed to be, sorry. 6 Likes ParrotWatcher: Would you be able to see her from the motorbike? Think it was implied we all took the same car, not 100% always take the motorcycle to places. ParrotWatcher: Not sure what this is supposed to be, sorry. If you were closer, you could try to stop their vehicles or knock them off the road. ParrotWatcher: The first should be "groan", but I'm not so sure about the second. Second should be 'sails'. 6 Likes I'm… kinda with (pregnant) Jillian here. You'd think you could bring up the fact your bun is in her oven to Jaime and/or say you at least have reservations about going for Kevin because of it. 10 Likes Probably during the aftermath. Personally, I kinda would like to talk about it firstly with Gina, and have the option of bringing her into the parentage of the kid, and then the rest of the group. 4 Likes Starwolf: Think it was implied we all took the same car, not 100% always take the motorcycle to places. You get to choose whether you're in the same car as everyone else or on a motorbike with everyone else following in the car. That section was clearly written for the car but still available if you're on the motorbike. Starwolf: Second should be 'sails'. I didn't think that really fit the context of the sentence. 3 Likes ParrotWatcher: I didn't think that really fit the context of the sentence It does in the context of smoke lifting away from the hood/pipe. Term for it in that context is sail/sails. 3 Likes Wow this is amazing and I will play this right away. I also hope the mc can finally meet up with Julianne in the upcoming parts of the story and I can't wait to see the upcoming development from the survivors. Congratulations. 5 Likes Is the leader of the bikers gonna hate the mc forever for getting caught robbing her store 1 Like I agree with this but I'll don't think they'll go back since they attacked our base When i stop the fighting from breaking out between Sean and Jaime the option does it feel good punching Sean still appears even though it does not happen. As well the part even though i have high driving skills i still fail epically when driving down the mountain. And ain't the armored SUV all terrain capable but in the game it appears to struggle going off-road. 5 Likes Same. For some reason, no matter how high my driving skill, even after using different vehicles, I keep failing. 4 Likes Part 4 already? Not that im not ecstatic. But, ive mentioned this in other threads to you. Remember to take your time, dont burn yourself out, and take that time to add everything you want to. Your fanbase will wait, where as we want content fast we also want the series creator to be in good health, and 100% happy with his completed work. 26 Likes Page 2 @JimD "I don't have a choice, Jillian. I have to go save Kevin. Unless you're dying, I've got to go" Put a full stop after the bolded word. That's the saddest argument I've ever heard. And I sauce to schizophrenics fight over a plate of carrots in a mental hospital. Saw two You think they're more worried about drugs than guns and food and supplies? That just seems crazy to me," $lopez} says. Change the bolded word to: ${lopez} We near the road to full recovery is long, but we cannot thank you enough for treating her." Fear I would rather give them an hour to the neck." Arrow I hope your friend is okay, and we can reach an before there's any violence Him It's good you get to know me, see you trust me. So I know I knew to the junkyard, but that's a bold move telling him where we live." I'm new Spotting you, he holds his hands up to show his nonthreatening. "Hey, everyone. I'm Leo. You guys cool?" he's Well, I know not the piss you guys off," Leo says with a laugh. Now not to New here the rapidfire of her SMG again and then the sounds of her cries. You 1 Like Her least favorite people are liars and thieves so probably. 1 Like A guy you know early on in part 4 of the beta. @JimD I would have liked to be able to modify the virus in part 3 1 Like I think he hasn't done much to that unique route. So much potential is lost Not lost lol I'm sure will get something in part 4. 1 Like I remembered in part 3 we can obtain medical equipment during the mission to find the speaker for the party at the abandoned train station, would we be able to use it to examine Jasmine in Southern Ure? It's a planned 5 part game. Of course he would only be laying the groundwork for a virus cure in part 3. And considering the medical equipment you can pick up and all the info/samples on the virus between the laboratory and the depot I'd say the storyline progressed nicely. 4 Likes ParrotWatcher: First set of detailed comments Thank you as always. I have corrected all of the issues. GrimReaperJr1232: You'd think you could bring up the fact your bun is in her oven to Jaime and/or say you at least have reservations about going for Kevin because of it. That will definitely come up along with a lot of other things to discuss in the aftermath of Part 3. I'm planning to do that in the next chapter. fisheye: When Jaime says he is really not looking forward to dealing with them out in the canyon and it's either going to be us or them , and then the MC chooses something to say, I would have liked an option about saying that the MC and everyone in the rescue group should all return to the junkyard instead of creating added danger for themselves and the other remaining survivors. The dispute is between Kevin and former customers. This is tough. That would imply that the group should just turn around and go back to the junkyard, which would invalidate the mission. I would have to create a whole separate path for this. I'm not opposed to a statement made at that point that suggests you wish you didn't have to save Kevin, or something like that. Sakura_Higanbana28: When i stop the fighting from breaking out between Sean and Jaime the option does it feel good punching Sean still appears even though it does not happen. This is fixed now. Sakura_Higanbana28: As well the part even though i have high driving skills i still fail epically when driving down the mountain. And ain't the armored SUV all terrain capable but in the game it appears to struggle going off-road. I will do some testing. It sounds like the calculation may be off. GhostofGrief: Remember to take your time, dont burn yourself out, and take that time to add everything you want to. I have definitely felt some burnout and appreciate your suggestion. I do like to push myself so that people don't have to wait as long for the next part. I do have a vacation planned for the end of the summer, and I am taking Sundays off which have really helped. @Bugreporter thanks! All fixed. black: I would have liked to be able to modify the virus in part 3 If you have enough material collected and other necessary items, you will be able to do so in Part 4 20 Likes So we can develop a way to cure or vaccine later in part 4. Finally I was wondering when we could actually do it instead of collecting and studying the virus whenever we can 8 Likes this was so good, as always. i would, however, have wanted to be more firm with jaime when he beats the living crap out of sean. honestly, when you come up to him he's just like "i don't wanna talk" like…dude?? you literally almost killed someone just because he didn't like you. i did the stand and watch route to see how far he'd go and i'm actually mad at him. if it was up to me, i wouldn't even have let him come along to pick kevin up. 25 Likes That's the new Jaime for u. I didn't think he'll do something so brutal because someone doesn't like him. But to be fair Sean is acting like jerk this time. Hopefully we'll stop him doing something that bad next time 1 Like To be fair u could make the option getting Kevin back for different reasons. Here are some examples Some of the mcs were robbed by the same guys when they left the house to shop earlier in the game. To make a statement that our group isn't to be messed with. To plant the idea u should be leader if u lost the vote earlier. To gather more supplies and resources for survival. So the mc should go anyway but for reasons like these 7 Likes Honestly, all the options were pretty tame. I want an option to just lash out on jaime for his bullshit, critically injuring a member of this group should be punished harshly, regardless of relationship to group leader. I wouldn't say punch jaime, just yell at him. 19 Likes I think Jamie might become the Final villian in the story which the MC has to face. Cause the killing of Dilan, and the part of the Silverthorne group 2 of the members which he forcefully rejected and now brutally beating Sean. After playing yes I noticed the apocalypse changed him. 17 Likes I managed to get Kevin back at the Park because I had an alliance with the bikers and while discussing how long to stay at the reservation there's still an option to basically say "we need to hurry and save Kevin"-even though I had already done that. if your aware of this or if you're in the process of fixing this please ignore me and sorry for waisting your time. 11 Likes Next set of comments… "Be careful up the mountain. Will catch up to them when we reach the top," you say. "we'll" *if vehicle = "motorcycle" *set payne_vehicles 2 The SUV keeps pace with you, and you point to the back of the pickup truck in front of you. Jaime raises a thumbs-up that you spot in the rearview mirror, and you're sure he knows your plan. *goto AmusementPark This says you're destroying a vehicle, but it isn't mentioned in the text. I assume the goto at least is out of place, as motorbikes are used again later in this section, but the goto skips that. You @{driving_vehicle Keep URI on the back of the convoy of pickup trucks while watching the road which snakes ahead of you. "your eye". The road snakes ahead of you, and you gain on the pickup trucks. If you're not driving, this sentence appears twice. You […] @{driving_vehicle spot a straight stretch of road and press the gas pedal to the floor, lining up the front of your ${vehicle}|${driver_mission} waits for a straight stretch of road and then sends the ${vehicle} forward, lining the front of the front of it} This is fine if you're the driver, but if not the "You" will be out of place. @{driving_vehicle You shoot|$!{driver_mission_he} shoots} forward and slam into the back of the pickup truck once more. Should be "slams" if someone else is driving. It seems weird to be so blasé about knocking one of the trucks off the road when you don't know if it's the one Kevin's in. The metal breaks, and the truck careens off the edge of the mountain Strictly speaking, this should be "career", not "careen", but at this point the words are so conflated that it probably doesn't make much difference. You @{driving_vehicle steady the ${vehicle} and|roll open the side window, lean outside, and} reach […] through your inventory. This really feels weird for someone on a motorbike (or even just for anyone who's driving themselves). Maybe just say something like "reach for a weapon". The bike drifts towards the shoulder, and you almost lose control as you bounce over speed bumps. There is no way to keep the bike steady and use two hands to fire the bow. You try a few more times and almost lose balance with each attempt. The convoy of pickup trucks speed along the road, and you spot them coming to a slope. You can't see beyond the drop-off. You veer the vehicle around a small pile of trash and almost scrape the metal guardrail. All should be @{(vehicle = "motorcycle") bike|vehicle}. Somehow you manage to balance the barrel across the window frame and then open the side door to use it as a sort of tripod. You balance the barrel across the window frame but struggle to make it level. I think you can still get to these with the motorbike. (I think maybe the original paragraph was supposed to be bow-and-arrow-specific, but ended up being bike-specific as well, but this was never reflected in the *if.) It pierces the back window of the truck with a crack and sticks into the back of the driver. He *goto HighSuccess This should goto BowSuccess. "Thelma and her gang are keeping this whole place meat and clean? Must take a lot of effort," "neat" ${pet_name} darts take the shoe and sniffs at it. "to", I assume. (Also, should this behaviour be limited to dogs?) a tall, well fit man This is not the place I ever thought I'd see someone described as "well fit" (slightly outdated British slang…) Dee loops her fingers into her belts and stands with one leg forward. Dee hasn't been formally introduced for city/suburbs players, or for country players who didn't get her event. They told us they'd pay a thousand dollars, and we never saw a dime one. I assume this doesn't need the "one". You feel someone breeze by your rate year and turned to see Ray now standing there. "right ear" They broke into our Haven, not damaged our property, and took one of our members. "haven" shouldn't be capitalised, and they did damage our property. Not put that gun down," Thelma says, "Now"? He paces nervously and takes turn looking at all the people in the area. I don't think this is phrased right, although I'm not sure what the best way to phrase it would be. We've tried to be neighborly and extend a hand, and they spat at us. This seems a little unfair to say to an MC who has a Mambas relationship between 50 and 60, who helped fix the Mambas' bike, and tried (but failed) to help them in the museum, simply because they didn't enter a formal alliance… bursts under a far game booth and hides beneath the decorative blue curtain adorning its bottom. "bursts" would generally imply leaving cover, not entering it. The Paynes stride Past you, Shouldn't be capitalised. "What could they want with drugs? It's not like there's any medicinal values. Well, heroin at least is chemically very similar to the painkiller morphine, so it could potentially have medical uses with a chemist who could convert it… The wind now blows in stiffed costs and the storm clouds hang even lower in the sky. I guess this could be "stiff gusts"? The engine roars to life, Tommy revving it a few cycles, and then peels in reverse. Should be "peals" if it's the sound. You've always had troubl seeing at night, and you drive through the thick blackness with every bit of focus you can muster. "trouble" I want all of you off of our property Go now, or you all die. Needs full stop/period. 5 Likes Am I the only one who punched Sean? Dude was instigating someone during the apocalypse. Heavily. I think the focus should be on who started the whole thing, not who retaliated after being lashed out on. 2 Likes ParrotWatcher: This seems a little unfair to say to an MC who has a Mambas relationship between 50 and 60, who helped fix the Mambas' bike, and tried (but failed) to help them in the museum, simply because they didn't enter a formal alliance… As a follow-up to this, I note that if you had a high enough relationship with the Mambas before the museum and max leadership (I don't know if the exact numbers are possible, but it certainly doesn't look like a stretch), and sided against them at the museum but lost, Thelma will still help you get Kevin back… 2 Likes Page 3 Yeah, i agree with you, If Sean's view on how things should work differ from Jaime, then either they work out a compromise or just ignore each other. Sean was asking for trouble from the beginning for the constant bad-mounting and insults. Not even Reilly is that antagonizing. Still, i think that all the stresses have really gotten to Jaime, he ain't the easily triggered type. Also, would Sean actually make an alcohol still in part 4? And whether if he got whooped by Jaime or not affect it? 5 Likes He's probably changing because he knows he can't play hero all the time and only cares mostly about his friends in the group. So between the stress of survival and protecting the group he is struggling with his emotions 3 Likes Events that happened on a person's life could change them for the better or worst. 2 Likes I just gotta say that I really love this series so far. I haven't read the demo of part 4 yet but I was just wondering if someone will ever confront the mc about their delusions. I have noticed that people make comments on it sometimes, but they never really walk up to you and say "Hey, you doing alright?" I love the delusions challenge but I just always found it weird that nobody, not even Jaime or your love interest shows extreme concern about it, especially if you're a teen. (Of course I could've missed something but I'm just wondering if this will ever happen) 26 Likes What does PTSD actually do in playthrough? I've yet to see it so far within the beta for part 4. But I may very well have missed it. However in parts 2-3 when you can get and have PTSD you will have moments where actions such as searching the news van on the highway where it will describe how a loud noise will cause your character to start having essentially a panic attack and then the option to continue to search the van will be gone and you will only be able to scavenge what you have searched for up to that point. Or if you start a shootout with the silverthorn milita in the end of part 2 your character will have a panic attack that renders them useless in the scenario 4 Likes Will it not be overcome if we have ironclad will? Like short fuse and kleptomania. Maybe? I'm not exactly sure because to be able to get PTSD in a playthrough you need to have a low mental health score which is more easily done when you have a low willpower score. So I actually have never had the PTSD challenge with a character who had a high willpower. My guess would be that it is possible but I'm not 100% on that. 1 Like @JimD From the kitchen came a string of people carrying trays of bread and meets and roasted vegetables Come, meats A murmuring of whispers spreads through the group of Southern Ute, *if hearing_impaired but you cannot hear their discussions. If you have them point two the east, the canyon. I don't think the bolded text should be present. 1 Like Oh, another thing about August; it feels like the reply "Is this your way of flirting with me?" is in itself somewhat flirtatious, and August then admits his attraction to the MC, but as far as the code's concerned, it's essentially equivalent to a rejection. Would it make sense to have a second choice to let the player explicitly choose whether they might be interested in romance or not? Other notes *elseif mission_august and like_males *set august_report true Should this be teen-specific? "And to think, I used to love fireworks," August says as he crouches behind you." Remove the third speech mark. ${lopez} runs and drops to his knees beside you. He swings hymns carbine from around his back and aims at the center of the smoke. "Can't see a goddamn thing." "his" Rosie holds up her submachine gun and aims high and low. Her face looks pale, eyes blinking rapidly, and she's breathing fast. Panic. "Panic" doesn't really work on its own here. "${firstname}! Jaime!" Kevin shouts, but his voice trails off. Would Kevin really call for the MC if they weren't the leader and had a bad relationship with him? Or would he just call for Jaime? #"What can we do to make up for the damage?" I ask, hoping to make peace between my group and the Red Mambas. *set truth %-15 How does this reduce truth? There's no indication that you don't plan on following through on your promises. As you're talking to Thelma, you haven't noticed This seems an awkward way of phrasing it, given that at that moment we are noticing the character in question. "Talk for a a few minutes and then I will lead you through the canyon to find the people you seek," he says. Only one "a". #"Sure, let's talk to him." I want to find out this settlement's security and the supplies they have in case I want to rob them. Woody's brow furrows. "We have no reason to rob these people. They want to help us. Just talk to Jimmy before you make any decisions." How does Woody know you want to rob them if you didn't say so? #"I am Apache." We are a tribe of nomadic warriors and survivors. #"I am of the sovereign Cherokee." My people are honest, courageous, and honorable. #"I am a member of the Navajos." My people are hunter-gatherers and farmers. #"I am Sioux." My people are warlike, powerful, and aggressive. These choices feel a little iffy (especially the Sioux one, although having the Navajo choice lower honor also feels pretty bad). They took your friend hostage @{mission_kevin and tortured him to learn the location of supplies stored in the old continues in the canyon."|and brought him pass this way. You are searching for him now."} "containers" and "past" Before you decide, please, I must ask you a question. A group came past here not long ago. I extended an offer of aid, but they denied even the courtesy of a greeting. They rode into the canyon. Are these your people?" This implies that you didn't already tell Jimmy that you're tracking a group of kidnappers, but you can have. If you have them point two the east, the canyon. I assume this should be "to", but the entire sentence needs to be fixed. You hear the word, Wendigo… What does that word mean? Would the average person not at least know in vague terms what a Wendigo was? *if (sop = 5) or (ruthless >= 70) Are you like these people? Are you broken?" Would it make sense to have an or threaten_jimmy here? His thin is translucent and drawn tight. You can see it's hideous, elongated skeleton and malformed muscles. "skin" and "its". Also, you're generally using "it" for the Wendigo, so presumably that first "His" should be "Its", too. I wandered too far and lied down for a rest on the edge of the woods. "lay" I stood and ran all the way back to the trouble hall. Is this supposed to say "trouble hall"? "Grandpa, ${he} was just being kind. $!{he} didn't mean anything by it, Fadey says. Needs closing speech marks. People common and make claims that go unmet. "come"? In man around her age walks just behind her. He has short hair with shaves sides "A" and "shaved" He has a deep set jaw and a perpetual scowl from what you've seen in the few moments of watching the couple. This seems an odd way to say that "He's been scowling in the few seconds you've seen him." He stands against it like his on guard. "he's" *if antibiotics > 0 *set antibiotics - 1 *set ute_faction %+(round(empathy/6)) the only other thing I can try is to give you antibiotics. If you do have an infection, that would help." *if antibiotics = 0 I don't have much to offer." As it is, using your last antibiotics here will get you both sets of text. "If that means what I think it does, you shoot him in the head." "them" He has a plate of uneaten food which she hands up to you. "he" "Looks like were going to be here all night. "we're" He slides in even closer and wraps his arm around her shoulders. "your" She was a single lady raising hell lions in the worst neighborhood, I like the idea of "hell lions", but I assume that should be "hellions". Her last words stuck with me. 'Promise me you'll help these people to survive.' While this fits her Part 3 death (which did have this line), I don't know if it really works as well for her Part 2 death (where she essentially died off-screen) without a little rewording. I used to steal it from an order renamed Rosen. "orderly named" You think Madison and Brody are still mad at me for trying to kill them back and at high school?" I assume this should be "at the". "You're forgetting you tried to kill me too. Or did you forget?" "You're forgetting… Or did you forget?" is redundant; it only needs to say she forgot once. Besides, that fight at the school helping ages ago in Apocalypse time." "happened" Something hit your back up high, "hits" The two of you know why on a pile of your clothes on the hard floor. I guess this is technically gramatically correct, but I'm sure it should be something else. We are like brother and sister at this point. But I so glad we're friends. "I'm" #"I don't worry about how other people behave. I try to act honorably no matter the circumstances." I love how you can say this if you literally just threatened to murder (sorry, "euthanise") a teenager to steal food from some of the most friendly people you've met in the game, and Monica won't call you out on it… I always wanted to try surviving in Antarctica where it gets below zero and stays that way for weeks. Does he really mean "Antarctica"? Or would "The Arctic" or "Alaska" make more sense here? (For one thing, there's really not much foraging you could do in Antarctica.) 5 Likes I wonder why there isn't a "we rescued Kelly" option in the Part 3 setup. My group went to the Silvers, got her back during the attack, scouted, then booked it with Anders and Monica and Missy. We didn't attack the Silvers. 2 Likes The zombies start to attack the camp after u meet them remember. There is a chance to get her out without killing anyone if u have good persuasive skills That's what I did. But there's no option in the setup to say "I rescued Kelly and left the Silverthorne camp without inflicting damage on top of the zombie attack". 1 Like I'm not sure then. The author will have to look into this rosies: i would, however, have wanted to be more firm with jaime when he beats the living crap out of sean. honestly, when you come up to him he's just like "i don't wanna talk" like…dude?? I can add a more firm option. If you tell me exactly what you would like to say, I would be happy to code it or something similar. Supporter: "we need to hurry and save Kevin"-even though I had already done that. Thank you for pointing that out. ParrotWatcher: Next set of comments… Thank you again. fisheye: An option about wishing I didn't have to save Kevin still requires me to believe the rescue attempt should happen, right? When my MC did not want to visit the museum and other characters in the group disregarded my opinion, that is still better than requiring every MC to agree that it should happen. It seems better to allow options about the MC opposing a rescue attempt, from the beginning, and the other characters disregarding my opinion, rather than requiring every MC to agree with what is happening. Okay, I see your point now. I can work on that. ParrotWatcher: As a follow-up to this, I note that if you had a high enough relationship with the Mambas before the museum and max leadership (I don't know if the exact numbers are possible, but it certainly doesn't look like a stretch), and sided against them at the museum but lost, Thelma will still help you get Kevin back… I still like the idea that she's still willing to help. I can see how she may be upset at the betrayal at the museum, but I want to reward people with very high relationships and leadership. Maybe I can have her bring up the fact that she is upset about the museum but still wants to help. Nell: I have noticed that people make comments on it sometimes, but they never really walk up to you and say "Hey, you doing alright?" I definitely want to add something to Part 4 where the delusional MC is approached. I'm thinking by the RO or Jaime/Rachel. ParrotWatcher: Oh, another thing about August; it feels like the reply "Is this your way of flirting with me?" is in itself somewhat flirtatious, I can see that now. I'll add another option. ParrotWatcher: Should this be teen-specific? Yes, definitely. ParrotWatcher: How does Woody know you want to rob them if you didn't say so? because he's a mind reader I will change that. ParrotWatcher: These choices feel a little iffy (especially the Sioux one, although having the Navajo choice lower honor also feels pretty bad). I didn't want to make this just a flavor choice. I wanted picking a tribe to change stats. It's really difficult to do, so maybe I will just get rid of the stats. ParrotWatcher: having the Navajo choice lower honor also feels pretty bad These are opposed choices, so lowering honor is really just raising pragmatism. ParrotWatcher: Would the average person not at least know in vague terms what a Wendigo was? I don't think so. I'll test this on some people I know, but I can't imagine the average person knows what it means. I could be completely wrong. ParrotWatcher: While this fits her Part 3 death (which did have this line), I don't know if it really works as well for her Part 2 death (where she essentially died off-screen) without a little rewording. Great catch. Snowflower: I wonder why there isn't a "we rescued Kelly" option in the Part 3 setup. I will add that. 4 Likes When i look at the gun options it's missing the LAR? Maybe add a option if we meet that girl from part 1 and been nice to her we could have it in our inventory? Also I've noticed all the camp fortifications and improvements we made are gone when we begin in part 4, so maybe add the option like the last time if the camp is well defended or not. And shouldn't our defenses made a difference during the raid like the raiders suffered losses if we're well prepared and dug in? This is just my opinions though. 2 Likes JimD: I didn't want to make this just a flavor choice. I wanted picking a tribe to change stats. It's really difficult to do, so maybe I will just get rid of the stats. It just kinda feels like that's gamifying people's cultural identities, which is fine for fictional cultures, but I'd definitely disagree with for any real-world cultures, especially ones with as much of a history of cultural appropriation (and worse) as the Native Americans. JimD: I don't think so. I'll test this on some people I know, but I can't imagine the average person knows what it means. I could be completely wrong. Well, I guess as a child I was a bit of a monster fan, so it's possible most people wouldn't have even heard of it… 10 Likes JimD: I didn't want to make this just a flavor choice. I wanted picking a tribe to change stats. It's really difficult to do, so maybe I will just get rid of the stats. I second @ParrotWatcher on this one. I especially don't think it's a good idea to tie it to the "morality" stats. Maybe have other characters comment on it, instead? 11 Likes If possible will there also be a scenario where its just the MC and RO partner will go on a action-intense mission ? 16 Likes The mc and ro deserve a adventure on their own definitely without anyone else. It just feels awkward and embarrassing with people around sometimes. 25 Likes Page 4 As much as I would like such a story to play out, I wonder if it may lead people to take the "tough" ROs over the ones they actually like (most of them are pretty badass though). I can imagine some scavenging goes wrong (zombie attack, running from the Vanguard/New Army fight, etc.) and MC and RO have to find their way back to the junkyard on their own. 15 Likes We do need some random encounters doing things outside the base. Not all groups are completely hostile depending on your background and interactions with them in the past. I'll say the new army is the biggest pain. Next in line would be the silvers. 3 Likes During the Part 4 setup, there should be an option to set alliances with the major factions (Vanguards, New Army, Forest Rats, etc.). We should also have a chance to set how we dealt with faction vs faction events (at Lancelot, did we side with the Vanguards, the New Army, or neither?). @Christopher_Bull I mean, "no one group in particular" is an answer for "which group(s) do I consider my ally?". And you'd have to choose (two sets of factions are diametrically opposed, after all). 8 Likes We definitely need a relationship stat with the other factions. But at the same time I don't want to be forced to join them. Personally I want my mc group to solo without outside groups interfering. I won't be actively hostile as long as they keep their distance. 2 Likes There is one thing I think should be added if you are a teen and you are with Jillian and you happened to get the threesome with Gina in the junkyard is to have some mentioned interest there rather than 'oh yeah it just so happened and nothing to be spoken about or say that we are interested in that lovely cougar over theres'. I was talking about the groups u befriended and the ones you're indifferent or hostile too. It mostly depends on which one u befriended on your play through for the encounters u face. Looking at the code, it looks like teenagers can't get the Gina/Jillian threesome (or the Lopez/Jaime one either). I guess this might be a recent fix, if you managed to get it before. 2 Likes I did managed to get it. Hence why I am mentioning it. You can't get it during the first camp but can get it first night of the junkyard if you flirted up Gina a bit earlier. 2 Likes That's weird; as I said, the code very definitely excludes teen MCs, and I think I'm looking at the most up-to-date version. (And yes, I am talking about the junkyard scene, not the camp scene.) 2 Likes I'm honestly still suprised at the amount of people blaming Jaime for exploding in anger. 3 Likes I guess it's just unexpected? Like, yeah, there are allusions to Jamie's more violent/aggressive side when you talk to Woody about him, and we know he's losing it in part 3, but it sorta went from 25 to 100 just like that. 6 Likes But given the context, was it really that surprising? He was being pushed. Hard. 1 Like It's not too suprising that a lot of people are critical of Jamie for his outbrust if you think about it. From their point of view, Jamie is, for the most part, the guy who can be viewed as being the easy-going, non-confrontational mediator: the guy that people can depend on making sure people get along with each other and being able to not take insults personally from confrontational people is a trait that tends to go along with those types of people. Furthermore, no one else knows that Jamie has had trouble with his temper in the past. So it will be rather surpising to some that a guy like Jamie would react violently when dealing with a guy like Sean because he said some mean words to him. It's probably more due to the fact that Jamie is the one to throw the first punch. He is technically the bigger aggresser here since all Sean really did was say mean things toward Jamie that he could, and should've, just brushed off. This lashing out of Jamie's will lead to, depending on your choice, Sean being a little injured to almost dead. There are also the pragmatic reasons to be critical of Jamie: What exactly was accomplished here? In getting some shallow and short lived gratifcation in beating up Sean because he was being a dick, Jamie's actions have resulted in X amount of medical supplies being wasted to treat Seans completely avoidable wounds, Sean possibly being out of commission resulting in decreased efficiently and survivability because the group is a man down (possibly being two working people down because someone has to take care of and watch over him if he is severely injured), and this incident will lead to decreasing morale within the group that could cause other probelms further down the line (members leaving, getting more stressed and cracking from the pressure, more infighting). Any one of this issues can spell disaster in a world full of flesh-eating zombies. I'm personally looking forward to see how Jamie's violent outburst will affect the group going forward. 22 Likes It's also notable if, like in my game, he's the group leader, because now, not only has he done the above, but he's done it as a leader. He beat the shit out of a group member for insulting and berating him, and it could very much so effect how people see him as a leader. 7 Likes I definitely wasn't advocating for Jamie's actions, merely expressing my surprise. But you do make some great points and I don't disagree. 1 Like I didn't think you were advocating for Jamie's actions. I might've lost track of my thoughts while I was writing my very long post. Sean being as abrasive as he isn't much better for the group's long-term survival either: just look at what happened with Jamie. If he continues carrying on as he is, other people in the group are gonna want to knock his teeth out. I wonder if the MC will get the chance to confront Sean about changing his attitude (provided if Jamie didn't end up leaving him half dead). 7 Likes Master_Ouroboros: I wonder if the MC will get the chance to confront Sean about changing his attitude (provided if Jamie didn't end up leaving him half dead). I've been hoping for exactly this. 4 Likes The MC can check Sean several times in part 3. 1 Like I didn't encounter any full-length one-off conversations specifically centered around intimidating or persuading him to change his behavior. 5 Likes If there is a part 3-2, it should be added in. Page 5 True since it's not just Jaime he's targeting. He even had the nerve to talk to mc like that earlier. He should learn some manners or he'll be punished 1 Like Is Christian even interested at the MC at all? He was interested in Jaime right off the bat. Kept looking at Jaime even when we're in a relationship, invited Jaime to a threesome even though I already told him off to quit looking at Jaime that way. Also, at part 3, it was hinted that he has a thing with that buff guard. And now he's even openly fantasizing Elsie, even gets somewhat upset if you confront him about that. 3 Likes Lopez love Jaime so much that he came back for him… Even when he is supposed to be dead! 9 Likes If Bailey loves Brody, how come she romances male MC. I mean if i want to romance Bailey, knowing she loves Brody, don't you think that'll be weird? If some of the npcs has their own soul mate instead of US choosing them, just make them non-romanceble. That way the world might be more alive on it's own way… 2 Likes Oh, gods, not THIS discussion again. Here, have fun: Romanceable NPCs with one another? Writing and Content How do you feel about romanceable NPCs in a game, when you don't romance them, romance one another? On one hand, I like the idea that characters go on to have lives without you, and I've seen this in Bioware games, done to some extent. On the other hand, I'm a little concerned, because for me, it would deal with bisexual/player-sexual characters. Example being, if you normally homosexually romance a character, who, if you don't romance them, would be in a heterosexual romance, would you be le… 9 Likes I don't think she and Brody are soul mates per se… 11 Likes It is more realistic. If the MC doesn't romantically chase a RO, they will logically move onward to other characters and form bonds that way. IF the MC wants to date the RO, logically they would get together. 16 Likes Trust me this game is my first choice of game and i love it, it's just a real apocalypse and it's perfect. Well the RO thing might be better since it has npc/npc romances, maybe im trippin… 1 Like Aye, being curious and asking isn't wrong, lad. Just opinions in the end. 1 Like I also hope Kevin/Madison thing won't be real. I don't know part 4 so if it is a thing please say so 2 Likes Would be interesting to see brody die and how madison takes his death. 3 Likes The twins are actually wholesome. They don't get to die in my game. 6 Likes This would make for an interesting scenario: MC is out on a mission with the twins and is forced into a decision of saving either Madison or Brody. What a dilemma that would be! 4 Likes Just please don't. I like the twins just fine and besides they're quite handy being around with. 21 Likes No for real tho, I fucking adore Brody, he's precious, (and also my MC's SO); and I hate decisions like that, they feel so freaking… cheap and unenjoyable. 15 Likes To each their own. I think it'd make for an impactful decision with long-term emotional ramifications if written well. Besides, I don't think any character should get plot armor just for being a fan favorite. Especially if it interferes with a writer's (in this case Jim) plans for said characters. Just my opinion. 5 Likes It's just that it feels like forced misery to me. I'm fine with losing characters because my skills aren't high enough to save them, or i made the wrong choice, like what can happen at the battle at the hill in chapter 2. I lost a bunch of characters one play through there, including Woody, and it felt tragic, but tolerable because it was my failure, not something I had no choice in. 15 Likes TW - Suicide is mentioned I feel like it would actually be very good for the story. Look, a lot of people here are twin lovers but having a decision like that would be very interesting, imagine being able to pick whether brody or madison got saved, if you picked a twin and the other one got bit, you could maybe save them if you created a vaccine, or they could say their final words and each sibling would react differently Brody - Absolutely destroyed and pushes the MC away, blaming their leadership and also, blame himself, becoming well suicidal for them feeling like it's their fault. You would need high charisma and empathy and such for dealing with it, helping him come to terms and character dev. Madison - Denying body's enviable passing, she takes up being stoic and hates about everybody, pushes kevin away after 1 day of emotional grief. She wants to take off and be by herself and also, blames the MC for their actions more than brody, somebody to pin their pain on. The MC can help her by accepting the responsibility or blame her back and unfolding events into more of a spiral. (Maybe the RO can defend the MC from madison?) This would be a very interesting alternate scenario to explain within this game and yeah, maybe every character besides Jaime and Rachel shouldn't have plot armor, though too late for that switch. 7 Likes I second it. This is a zombie apocalypse game, it's meant to be tragic. 11 Likes Am I correct in thinking that from the OG group only Jamie, Rachel, the twins, Kelly and Riley can't die? Page 6 Kelly can die in Chapter 9, but only if the MC is romancing Bailey, and specifically goes to help her (Bailey) in the battle, but your junkyard isn't fortified enough… It would be very hard to get, but it's still technically possible. Otherwise… Teammates status, as of the end of Part 3: Always join, always survive: Jaime, Rachel, Madison, Brody, Reilly, Kevin, Billie. Always join, can die or otherwise leave: Woody, Kelly, Parker, Bailey, Fred, Sean. Always join, always die: Nathan, Benjimin, Nora, Church, Eli. Optional, can't die as of Part 3: August, Allison, Monica, Anders, Missy. Optional, can die or otherwise leave: Nephew, Tommy, Lopez, Dante, Jillian, Rosie, Gina, Jude. Optional, always die: Sifer, Driver. Optional, always leaves or dies: Lyle. ???: Ray. 10 Likes Huh…Billie has plot immunity thus far? I wonder what Jim has planned for her. 1 Like Well, she just joined in Part 3; Fred and Sean joined at the same time, and they're only in the "can die or otherwise leave" group because you can get them to join the Silverthornes. 1 Like Kevin also joins in Part 3 and his kidnapping is the plot hook for Part 4. So maybe there's something in the works for Billie. 1 Like True, but Tommy's also pretty prominent in the Part 4 opening chapter, and he can have been dead since Chapter 2… 7 Likes I'm personally fond of npc/Npc romances when PC isn't with the RO in question or actively playing matchmaker; the only thing I'd change about the masterpiece known as Tin Star would be allowing Maria and Yiska to get together independently if the Marshal doesn't romance either of them (and after the point where romances can be started). It makes the characters more realistic and helps the world feel more alive. 5 Likes Sakura_Higanbana28: When i look at the gun options it's missing the LAR? I will have to check on this. It's in my list when I test, but I will check if there are reasons it is missing. Sakura_Higanbana28: Also I've noticed all the camp fortifications and improvements we made are gone when we begin in part 4, You can't transfer information between the official game and the beta version, so this is why improvements are gone. I can include a number of options when building new characters to play in the beta, and maybe I can add those improvements for testing purposes. Sakura_Higanbana28: And shouldn't our defenses made a difference during the raid like the raiders suffered losses if we're well prepared and dug in? This is just my opinions though. I'm going to add an impact from defenses. Thanks for the suggestion. ParrotWatcher: It just kinda feels like that's gamifying people's cultural identities, which is fine for fictional cultures, but I'd definitely disagree with for any real-world cultures, especially ones with as much of a history of cultural appropriation (and worse) as the Native Americans. That's a great point. Sum_1: If possible will there also be a scenario where its just the MC and RO partner will go on a action-intense mission ? It's an interesting idea, but just consider I would have to write up to fifteen combinations of partners on a mission. That one mission alone could take a very long time to write and test. I could possibly do it as a short mission. Snowflower: During the Part 4 setup, there should be an option to set alliances with the major factions (Vanguards, New Army, Forest Rats, etc.). We should also have a chance to set how we dealt with faction vs faction events (at Lancelot, did we side with the Vanguards, the New Army, or neither?). Yes, I can do that. gtd33: Besides, I don't think any character should get plot armor just for being a fan favorite. Especially if it interferes with a writer's (in this case Jim) plans for said characters. I'm all for killing off characters, but it's really hard to code and test a group of variable characters. There are times when I have to write ten lines of code just to check if people in the group are alive or dead. So there are going to have to be some characters who have plot armor, but it can be 20% of the group. 21 Likes She would probably fall to pieces and pin the blame on someone. If u kill off characters u should let us decide with a certain selection. That being said it is annoying that some characters still have plot armour for ages. I understand some need it like Jaime and Racheal but it'll feel unrealistic if someone doesn't kick the bucket once in a while 1 Like I agree with the first part but haven't they been? The characters like Sifer or Benji who die at the hill no matter what, Nora, Church, and Eli when the zombies get into the junkyard? 2 Likes JimD: I can include a number of options when building new characters to play in the beta, and maybe I can add those improvements for testing purposes. Yes, thank you. Also could we have a mission we're everything is falling apart and we got separated from the group and they thought we're dead only to come back later? And is P.O.V will be a thing? Not everyone just maybe the most important ones. 13 Likes JimD: It's an interesting idea, but just consider I would have to write up to fifteen combinations of partners on a mission. That one mission alone could take a very long time to write and test. I could possibly do it as a short mission. Maybe a mission with one of three or four characters (similar to the Jaime and Kelly missions in Part 2) that advances the character's "arc", with special scenes if you and the character are in a relationship (and special dialogue based on friendship level if the character isn't romanced)? Tommy/MC in particular is ripe for that at this time… 8 Likes @JimD In part 2 we could find favourite items for people. E.g. for the nephew we can find comic books. In part 4 could we find favourite items like dog or cat toys for the pet to boost our relationship score with him? 3 Likes So, a question i always forget to ask. But its one of my hands down favorite guns. Can we ever get Jaimes P90? 3 Likes That sidequest annoyed me a bit since I was forced between long term survival or fetch items. So many of my group were angry but I thought at least some would understand. Though how much 5.7 does the group still have anyway? If I remembered correctly Jaime ran out of ammo during the battle on the hill. Time skip a while later he miraculously have more to use his p90. Unlike all other ammo types in the game Jaime's gun used a completely different caliber that can't be obtain nor is it recorded in the inventory page, so it is kind of worrying to not know how much he have left. So I have a question will there be a part in part 4 where we as millitary mc with our group jamie or Rachel meet up in person with the vanguards or the new army because am really curious about there reaction because if the mc withheld his knowledge about the vanguard or new army or the satellite phone am really sure they will have questions for the mc and temporarily distrust the mc for withholding information so wanted to get your opinion on this if this can be implemented into part 4 3 Likes To be fair it could be an opportunity to leave the group and join the remains of the army. They knew more about the virus and how it started than anyone else. I'm sure they'll let the mc join them once they are proofed trustworthy 2 Likes To be honest I think that can work but that leaves a problem well 1.we're essentially abandoning our group and nephew and dog if we chose them 2.what about the situation that the vanguards are in or new army for all we know there's only 2 possibly situation the vanguard or new army are in 1.they are in a bad situation low supplys or food well i can't really say about new army as for the vanguard if in part 3 we call support against the new army they send a helicopter so that's an indication that they have fuel and supplys or it can be that a helicopter was close by though its unlikely that heli was near by They have a lot of fuel and supplys to be honest I think this is the more likely the vanguards have fuel to use for a helicopter which takes a lot of fuel and maintenance and by common sense it makes sense for the new army and the vanguards to have food It's not that hard to get those items that were required while having enough room for most supplies. -Facepalms- Page 7 Haven't played the beta but I could see Jaime becoming an antagonist/villain. He disagrees with you more than the other leader-esque figure, Rachel, which I always found interesting considering their personalities. Not in a dramatic/confrontational way but in a lot of little ways. He also brings up a reelection if you're leader, he's the only person to suggest as much. Which is kind of funny considering how awful he is at being leader, he made me realize I couldn't NOT be leader. Maybe somewhere down the lines he tries and split the group? Would be interesting to see what people like Woody and Lopez do. This does make me want to romance him again since angst but I like Tommy/Brody for my teen atm. And if there's a timeskip I'm eyeing Reilly. ~sigh~ spoiled for choice me. 16 Likes The re-election won't work if the everyone is fine how things are. I guess he's not happy with his current role and wants to control everything. Personally he's becoming more of pain of neck to deal with. I'm not giving up my place without a fight. 3 Likes He want a re-election if either the MC or Rachel is the leader, and since a decent amount of people in the story doesn't want him as a leader, I suppose there will be a re-election chapter, so that could mean we or Rachel could both lose our position as leader, but that will also apply to Jaime as well. It sucks if we are the leader, but at the same time, maybe we can finally remove Jaime from being a leader if he is one. 5 Likes When does he bring up reelections if he's not leader? Cause he is in mine and he still talks about it, I think either before going to the Lancelot site or the Silver fuck's camp The group could end up split in half if enough people disagree with it. The mc will be forced to pick a side and it won't be an easy choice. If u got everyone their gifts on the shopping list in chapter 2 it will be an easy win to stay or become the leader I think it's kind of funny that even when you're not the leader the others still look to you for answers and missions. Like, why y'all bugging me? Go ask Jamie/Rachel! I'm just trying to complete my work assignment and get it on with my LI. 13 Likes Wait, why can't we just have multiple leaders running the group like a council? That seem like a good compromise for (most) everyone 2 Likes especially so for me, cause my MC is a teenager, like, you have a group filled with adults, including a priest, a museum manager, a literal secret agent, and they give responsibility to an actual child 19 Likes But the teenager without any prior leadership experience gave a really, REALLY good speech though. 25 Likes It's been awhile since I did the teenage leader path but from what I remember, at the time of the vote, only Reilly has a normal reaction to a kid being in charge of a bunch of grown-ass people. 17 Likes So true lol. They really didn't think it though since that teen has next to no experience leading anyone In the case of Jamie: I think more so he is having a breakdown of sorts. Doing things he didn't expect to do yet still trying to do his best in spite some of the, imo, inconsistency with him. He is fine bring in the two before we leave for the Silverthornes yet doesn't want to bring the three from the Silverthornes. Could he turn into a villian/antagonist of sorts/become a detriment to the group if his behavior continues to degrade, it's entirely possible. And in terms of reelections, granted I think most are won by the MC, and depending on the outcomes and reputation of us, will more than likely win a reelection where as I feel like with Jamie/Rachel they will be cast out due to the lack of actual development in the junkyard. In my saves I have a solid standing with everyone and am good terms with everyone so I fully expect to win reelection… unless something shady happens. 5 Likes I thought they didn't build anything cos they wasn't told to by the author but it'll be nice if they actually did something. If Racheal is leader a re-election is gonna happen because of her condition right now. No one knows how to help her or what is the problem. The mc is being forced to do the decisions for her which could cause an upset for the group. Out of curiosity, does anyone have a fave RO? I don't really consider this series very romance-focused so I'm not sure if I've ever had a fave. Jillian and Gina. Two ladies who are totally fine with sharing and allowing my canon young teen mc leader to sleep around. Which is nioce! If I am not mistaken she just has a serious case of the flu. We know that she wasn't bitten or anything. But it remains to be seen. And in terms of relections it would be a solid choice to do so while she is desposed but who knows. Reilly, Woody, and Tommy are duking it out for best boy. I also enjoy what MC can have with Rachel even if it's not quite romantic (yet). Brody and Maddie are great in the teen playthroughs. 7 Likes I've never done a teen playthrough, other than the ROs, is it a lot different? 1 Like A lot of people bring up MC's age. Makes for fun interactions in some cases. 5 Likes I've only ever played one character, and since he's a teen, he's with Brody So kind of Brody, he's adorable. But also he's too young for my actual self. Tommy on the other hand? Oh my lord… yes… to anything he wants. 4 Likes Page 8 Universty student MC, Rachel, Kelly. Oh yes… Teen MC, Madison. 2 Likes Sakura_Higanbana28: Yes, thank you. Also could we have a mission we're everything is falling apart and we got separated from the group and they thought we're dead only to come back later? And is P.O.V will be a thing? Not everyone just maybe the most important ones. It's certainly possible. It also sounds like the one of the last scene of the original Zombie Exodus. Snowflower: Maybe a mission with one of three or four characters (similar to the Jaime and Kelly missions in Part 2) that advances the character's "arc", with special scenes if you and the character are in a relationship (and special dialogue based on friendship level if the character isn't romanced)? Tommy/MC in particular is ripe for that at this time… Yes, it's very possible. Bugreporter: In part 4 could we find favourite items like dog or cat toys for the pet to boost our relationship score with him? Yes, that's a great idea. GhostofGrief: So, a question i always forget to ask. But its one of my hands down favorite guns. Can we ever get Jaimes P90? I thought of giving Jaime a unique web, but I can understand the appeal. I can see about adding it to the optional weapons you find in Part 4. Vswf_Nbgdef: So I have a question will there be a part in part 4 where we as millitary mc with our group jamie or Rachel meet up in person with the vanguards or the new army because am really curious about there reaction because if the mc withheld his knowledge about the vanguard or new army or the satellite phone am really sure they will have questions for the mc and temporarily distrust the mc for withholding information so wanted to get your opinion on this if this can be implemented into part 4 It would seem reasonable that you are going to have to meet the leadership of the New Army and the Vanguards at some point. 14 Likes Im gonna have to agree with you well sooner or later the mc is going to have to rendezvous with either the vanguards or the new army especially if we chosed to be a millitary commander just being a millitary commander makes you have a significant value to the new army or the vanguards and who knows how many commanders died well anyway the new army or the vanguards will most likely try to get us on their side well im going to explain real quick. basically if we chose to be a millitary commander they will try to recruit us in the near future they will do this because the mc has experience in leadership now they will most likely want us on their side for just the stake to have an experienced army commander its just common sense to get a experienced army commander in their ranks Anyway sorry if i made this to long to read