

Script Spreadsheet Key

File ID

#_AA

Number Codes

- # = a number that refers to the game flow diagram.
- 99 = generic island stuff not part of the game flow
- 00 = front end and menu text (none currently input)

Letter codes

- CS = a story cutscene
- G = a sub game
- Q = a sub quest
- IS = generic island based stuff
- FE = front end and menu text (none currently input)

Text ID

Letter Codes

- ACPT = sub quest acceptance speech
- DURA = sub quest and sub game, speech within the quest not covered by other codes.
- EXRT = generic exertion sound effects
- FAIL = sub quest and sub game failure speech
- GTHX = generic thank you
- HURT = generic exclamations of pain (sound effects)
- IDLE = generic idling conversations
- INTR = sub quest and sub game
- LAFF = generic laughter (sound effects)
- PART = cut scene, with the number following used to keep a cutscene in order.
- PHEW = generic relief (sound effects)
- PROX = sub quest and sub game proximity speech (clues that a quest is available)
- PTHX = generic pizza received thank you
- RTRY = sub quest retry the sub quest (challenges and races)
- SUCC = sub quest and sub game successful completion

Number Codes

The number is there so that if there is more than one version of a similar item it can uniquely identified.

Actor ID

Letter Codes

CHIN = Animal Chin
BLNK = Belinda Blink
BLOK = Block Buster
HAWK = Bony Hawks
BRNS = Brian Shrimp
BRIK = The Brickster
BBOT = Brickster-Bot
DJAB = DJ
CLIK = Dr Clickitt
MAIN = Ed Mail
XXXX = Footballers (generic)
XXX1 = Footballer (Goalie)
XXX5 = Footballer (Striker)
INFO = Infomaniac
JACK = Jack O'Trades
LICK = Laura Brick
LIAM = Liam Lense
MAMA = Mama Brickolini
POST = Margaret Patricia Post
NANC = Nancy Nubbins
NICK = Nick Brick
NUBB = Nubby Stevens
PAPA = Papa Brickolini
PUFF = Penelope Puff
PEPP = Pepper
PHIL = Phil Film
REDG = Red Greenbase
AMBL = Return and Enter
HOGG = Rhoda Hogg
LANE = Sky Lane
SNAP = Snap Lockit
STUD = Studz Linking
SUPE = Super Stationmaster
TBOB = Technician Bob
VALS = Valerie Stubbins

Number Codes

The number is used if there is not a unique File ID and Text ID.

NOTE

The ID system still needs refinement as it has a lot of redundant number codes, and the full code will be too big for simple storage (ie 8 characters long)