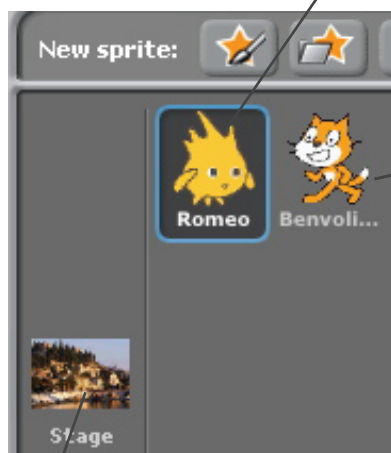


CONVERSATION



Get two characters talking to each other. Use the **say** and **wait** blocks to coordinate the conversation.



1 script

1 script

no scripts
add a background image

