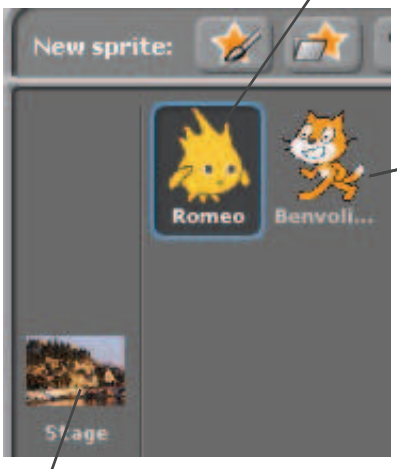
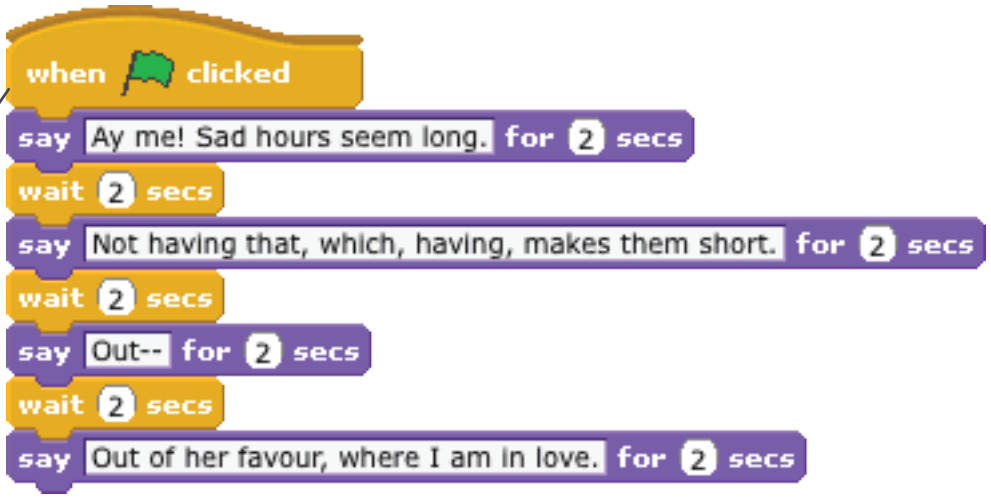
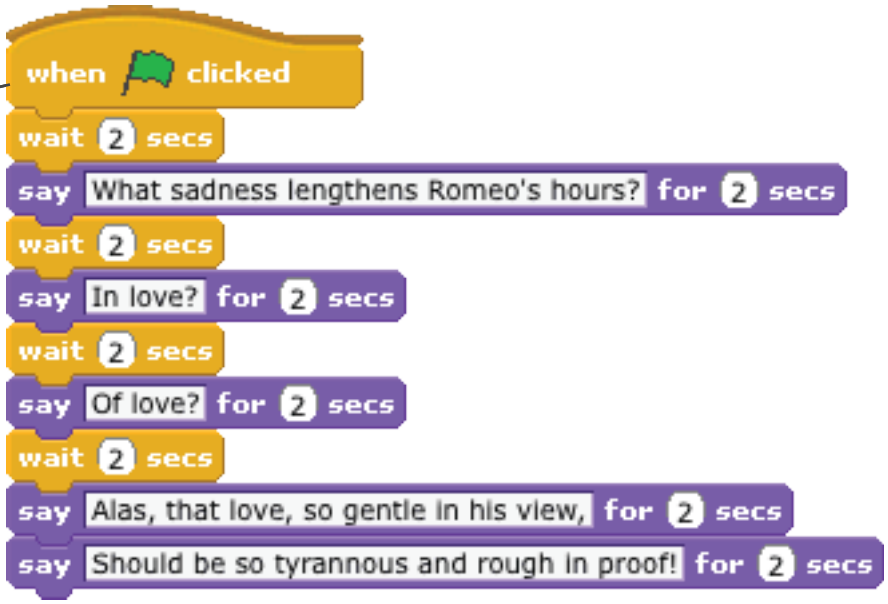
CONVERSATION

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



no scripts
add a background image

1 script



1 script