

Conquest Rewritten Formatting Key

This page is to assist in people's reading of the Conquest Rewritten documents. Though both the original script documents and rewrite documents share many similarities in formatting, all highlighting is done exclusively on the edited documents including Livéle.

Script and Dialogue Formatting

Marker for Chapter Section (Pre-battle, closing dialogue, etc.)

[Non-verbal action or change in scenery, changed from original script]

Character: Dialogue, changed from original script

[Non-verbal action or change in scenery, unchanged from original script]

Character: Dialogue, unchanged from original script

Segment deleted = A substantial portion of the original script was deleted (Important note: edited dialogue does not equal deleted dialogue. It means that the segment was deleted with no replacement).

Textbox: Text



A notable section of the rewrites script

A section of the rewrite script that was unchanged from the original

Indication of a scene change (see: cutscene indicators)

[Clickable link to a full motion video cutscene on YouTube](#) (Timestamp indicating where in the video the cutscene takes place)

[No edits for the rest of the chapter (save for pronouns, gender-specific events, name, etc.). From this point forward, all content from original script will be unhighlighted for ease of reading]

Dividing Section of a Chapter

Chapter Section Indicators

Opening

The dialogue and cutscenes that act as a lead-in for the battle, before the player begins preparing for the fight.

Before Battle

Any dialogue or gameplay tutorials that occur after the player selects “Fight!” but before the player is given full control of their units. Includes the **Victory Objective Text**, which describes what the player needs to do in order to win.

Battle Begins

Dialogue, tutorials and events that occur while the player is fighting against enemy forces.

After Battle

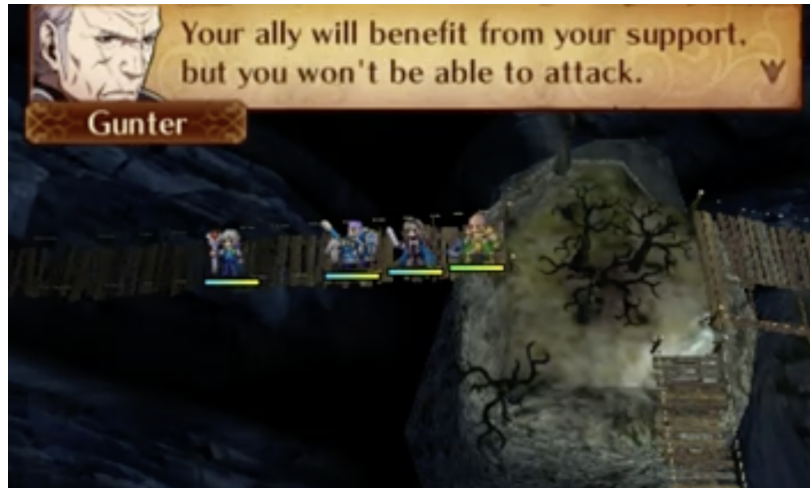
Dialogue that appears after the battle has been won, but before the camera moves away from the battle grid. Can often be skipped over.

Closing Dialogue

All scenes that occur after the scene has transitioned away from the battle map and closes out the chapter.

Battle Event Dialogue Indicators

Trigger for an event / dialogue occurring during gameplay [Textbox or Portrait]



[Image examples of battle event dialogue [Textbox] and [Portrait]]

Tag for conversation / dialogue during units engaging in battle



[Image example of dialogue playing during units engaging in a battle]

Cutscene Indicators

“Character portrait scene” = A cutscene that portrays characters talking with 2D character portraits. Backgrounds are typically 3D spaces, but they can be 2D as well.



[Image example of a character portrait scene]

“Character model scene” = A cutscene that portrays characters interacting with the world with 3D character models. 2D character portraits on one side of the screen are used to portray who is speaking.



[Image example of a character model scene]

“Cinematic Graphic (CG) Scene” = A cutscene that puts prominent focus on an illustration, while adding small dialogue boxes on the top and bottom of the screen.



[Image example of a CG scene]

“Battle sprite scene” = A cutscene that portrays characters using their 2D pixel art sprites on a 3D battle map, typically used for gameplay. 2D character portraits are used to signify who is speaking.



[Image example of a battle sprite scene]

Important note for scene indicators: Unless otherwise stated or a transition into gameplay occurs, when a scene is