

Complete INK Character Customization Script Templates for Female & Male

Female customization template

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Male customization template

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Be sure to credit me if you use this template. You can do this with a [readerMessage](#) afterwards (already included in the scripts below) or at the end of the episode you used it in by saying:

NARRATOR

Full customization template by @writer.trishagold (Instagram).

Other forms of credit (like having a choice at the end that says: Credit, and crediting me there) are not allowed!

P.S. Using it in multiple episodes means you'll have to credit me every time you do.

NOTE Paginated Choices: When I made these templates there wasn't the option yet to make choices appear in pages of 6 choices max. Therefore, this template might look different from the CC templates you're used to these days. Feel free to change it to make the choices paginate automatically, or if you really want to have a full template send me a DM on Instagram (@writer.trishagold). When I see enough people asking for it, I will take the time to make or change this one in the future.

NOTE Zooms + zones: This template contains zooms that are set to the character standing in the center of the screen in zone 1. If your character stands anywhere else than screen center or even in a different zone, you might have to adjust your zooms to accommodate this. You can easily do this by shifting the focus of the zoom, while leaving the percentage as it is. In most cases, only the first number in the zoom code needs to be changed for a different zone. The second number is set to the perfect height according to the percentage, to show as much of the character without any choices blocking the view. If you do change the percentage, be sure not to zoom in too close, or the choices may hide some of the features that your reader needs to see clearly to have a nice customization experience.

FEMALE CHARACTER CREATION

```
# Avatar - Female {
#@FAMILYMEMBER1 stands screen center in zone 3
@FEMALE enters from left to screen center
    NARRATOR
    So... what's your name?

label first_name_input
input What's Your First Name?|What's Your First Name?|Done(NAME)
if (NAME is "") {
    NARRATOR
    You do need a name.
    goto first_name_input
} else {
    continue
}

label avatar_0
@zoom reset
@FEMALE starts idle_happy
@speechbubble reset
    NARRATOR
    So, [NAME], what's your look?
choice
"Skin Tone" {
    goto bodyColor_0
}"Hair" {
    goto hair_0
}"Eyes" {
    goto eyes_0
}"Eyebrows" {
    goto brows_0
}"Face shape"{
    goto face_0
}"Nose" {
    goto nose_0
}"Mouth" {
    goto mouth_0
}<PREMIUM>"This is perfect!" {
    goto avatar_end
}

label bodyColor_0
@FEMALE starts idle
@zoom on 160 350 to 165% in 0
```

NARRATOR

What skin color would you like?

choice [shouldPaginate: YES]

"White" {

@FEMALE changes bodyColor into White

goto bodyColor_0

} "Ivory" {

@FEMALE changes bodyColor into Ivory

goto bodyColor_0

} "Porcelain" {

@FEMALE changes bodyColor into Porcelain

goto bodyColor_0

} "Light Ocre" {

@FEMALE changes bodyColor into Light Ocre

goto bodyColor_0

} "Dune" {

@FEMALE changes bodyColor into Dune

goto bodyColor_0

} <PREMIUM> "This looks good!" {

goto avatar_0

}

"Beige" {

@FEMALE changes bodyColor into Beige

goto bodyColor_0

} "Fair" {

@FEMALE changes bodyColor into Fair

goto bodyColor_0

} "Light" {

@FEMALE changes bodyColor into Light

goto bodyColor_0

} "Peach" {

@FEMALE changes bodyColor into Peach

goto bodyColor_0

} "Tan" {

@FEMALE changes bodyColor into Tan

goto bodyColor_0

} <PREMIUM> "This looks good!" {

goto avatar_0

}

"Olive" {

@FEMALE changes bodyColor into Olive

goto bodyColor_0

} "Caramel" {

@FEMALE changes bodyColor into Caramel

goto bodyColor_0

```

}"Honey" {
@FEMALE changes bodyColor into Honey
goto bodyColor_0
}"Taupe" {
@FEMALE changes bodyColor into Taupe
goto bodyColor_0
}"Toffee" {
@FEMALE changes bodyColor into Toffee
goto bodyColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}
"Umber" {
@FEMALE changes bodyColor into Umber
goto bodyColor_0
}"Mocha" {
@FEMALE changes bodyColor into Mocha
goto bodyColor_0
}"Rosewood" {
@FEMALE changes bodyColor into Rosewood
goto bodyColor_0
}"Dark" {
@FEMALE changes bodyColor into Dark
goto bodyColor_0
}"Chestnut" {
@FEMALE changes bodyColor into Chestnut
goto bodyColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}
"Sable" {
@FEMALE changes bodyColor into Sable
goto bodyColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}

```

```

label brows_0
@zoom on 160 350 to 165% in 0
@FEMALE starts arms_crossed
NARRATOR
What eyebrow shape would you like?

```

```

choice [shouldPaginate: YES]
"Classic Natural"{
@FEMALE changes eyebrows into Classic Natural

```

```
goto brows_0
}"Defined Natural"{
@FEMALE changes eyebrows into Defined Natural
goto brows_0
}"Mature Round"{
@FEMALE changes eyebrows into Mature Round
goto brows_0
}"Medium Curved"{
@FEMALE changes eyebrows into Medium Curved
goto brows_0
}"Medium Angled"{
@FEMALE changes eyebrows into Medium Angled
goto brows_0
}<PREMIUM>"Looks good!"{
goto avatar_0
}
"Medium Soft Arch"{
@FEMALE changes eyebrows into Medium Soft Arch
goto brows_0
}"Seductive Arch"{
@FEMALE changes eyebrows into Seductive Arch
goto brows_0
}"Seductive Round"{
@FEMALE changes eyebrows into Seductive Round
goto brows_0
}"Smooth Arch"{
@FEMALE changes eyebrows into Smooth Arch
goto brows_0
}"Soft Angled"{
@FEMALE changes eyebrows into Soft Angled
goto brows_0
}<PREMIUM>"Looks good!"{
goto avatar_0
}
"Thick Flat"{
@FEMALE changes eyebrows into Thick Flat
goto brows_0
}"Thick Round"{
@FEMALE changes eyebrows into Thick Round
goto brows_0
}"Thin Angled"{
@FEMALE changes eyebrows into Thin Angled
goto brows_0
}"Thin Round"{
@FEMALE changes eyebrows into Thin Round
goto brows_0
```

```
} "Thin Curved" {  
  @FEMALE changes eyebrows into Thin Curved  
  goto brows_0  
}<PREMIUM> "Looks good!" {  
  goto avatar_0  
}  
"Thin Soft Arch" {  
  @FEMALE changes eyebrows into Thin Soft Arch  
  goto brows_0  
}<PREMIUM> "Looks good!" {  
  goto avatar_0  
}
```

```
label face_0  
@zoom on 160 350 to 165% in 0  
@FEMALE starts idle  
  NARRATOR  
  What face shape would you like?
```

```
choice [shouldPaginate: YES]  
"Defined Heart" {  
  @FEMALE changes face into Defined Heart  
  goto face_0  
}"Defined Oblong" {  
  @FEMALE changes face into Defined Oblong  
  goto face_0  
}"Defined Round" {  
  @FEMALE changes face into Defined Round  
  goto face_0  
}"Diamond" {  
  @FEMALE changes face into Diamond  
  goto face_0  
}"Oval" {  
  @FEMALE changes face into Oval  
  goto face_0  
}<PREMIUM> "Looks good!" {  
  goto avatar_0  
}  
"Round" {  
  @FEMALE changes face into Round  
  goto face_0  
}"Soft Heart" {  
  @FEMALE changes face into Soft Heart  
  goto face_0  
}"Square" {  
  @FEMALE changes face into Square
```

```
goto face_0
}<PREMIUM>"Looks good!"{
goto avatar_0
}
```

```
label eyes_0
@FEMALE starts idle
@zoom on 160 350 to 165% in 0
    NARRATOR
    What eye shape would you like?
```

```
choice [shouldPaginate: YES]
"Almond Classic" {
    @FEMALE changes eyes into Almond Classic
    goto eyes_0
}"Almond Mature" {
    @FEMALE changes eyes into Almond Mature
    goto eyes_0
}"Almond Luxe" {
    @FEMALE changes eyes into Almond Luxe
    goto eyes_0
}"Downturned Bold" {
    @FEMALE changes eyes into Downturned Bold
    goto eyes_0
}<GREEN>"Select a color"{
    goto eyesColor_0
}<PREMIUM>"Looks good!"{
    goto avatar_0
}
"Downturned Natural" {
    @FEMALE changes eyes into Downturned Natural
    goto eyes_0
}"Mature Round" {
    @FEMALE changes eyes into Mature Round
    goto eyes_0
}"Sloping Classic" {
    @FEMALE changes eyes into Sloping Classic
    goto eyes_0
}"Slender Natural" {
    @FEMALE changes eyes into Slender Natural
    goto eyes_0
}<GREEN>"Select a color"{
    goto eyesColor_0
}<PREMIUM>"Looks good!"{
    goto avatar_0
}
```

```

"Slender Classic" {
@FEMALE changes eyes into Slender Classic
goto eyes_0
}"Round Bold" {
@FEMALE changes eyes into Round Bold
goto eyes_0
}"Round Classic" {
@FEMALE changes eyes into Round Classic
goto eyes_0
}"Round Luxe" {
@FEMALE changes eyes into Round Luxe
goto eyes_0
}<GREEN>"Select a color"{
goto eyesColor_0
}<PREMIUM>"Looks good!"{
goto avatar_0
}
"Upturned Bold" {
@FEMALE changes eyes into Upturned Bold
goto eyes_0
}"Upturned Feline" {
@FEMALE changes eyes into Upturned Feline
goto eyes_0
}"Upturned Luxe" {
@FEMALE changes eyes into Upturned Luxe
goto eyes_0
}"Upturned Natural" {
@FEMALE changes eyes into Upturned Natural
goto eyes_0
}<GREEN>"Select a color"{
goto eyesColor_0
}<PREMIUM>"Looks good!"{
goto avatar_0
}

```

```

label eyesColor_0
@FEMALE starts idle
@zoom on 160 350 to 165% in 0
    NARRATOR
    What color should your eyes be?

```

```

choice [shouldPaginate: YES]
"Hickory" {
@FEMALE changes eyesColor into Hickory
goto eyesColor_0
}"Black" {

```

```
@FEMALE changes eyesColor into Black
goto eyesColor_0
}"Auburn" {
  @FEMALE changes eyesColor into Auburn
  goto eyesColor_0
}"Brown" {
  @FEMALE changes eyesColor into Brown
  goto eyesColor_0
}<GREEN>"Select shape"{
  goto eyes_0
}<PREMIUM>"Looks good!"{
  goto avatar_0
}
"Toffee" {
  @FEMALE changes eyesColor into Toffee
  goto eyesColor_0
}"Taupe" {
  @FEMALE changes eyesColor into Taupe
  goto eyesColor_0
}"Pine" {
  @FEMALE changes eyesColor into Pine
  goto eyesColor_0
}"Green" {
  @FEMALE changes eyesColor into Green
  goto eyesColor_0
}<GREEN>"Select shape"{
  goto eyes_0
}<PREMIUM>"Looks good!"{
  goto avatar_0
}
"Blue" {
  @FEMALE changes eyesColor into Blue
  goto eyesColor_0
}"Purple" {
  @FEMALE changes eyesColor into Purple
  goto eyesColor_0
}"White" {
  @FEMALE changes eyesColor into White
  goto eyesColor_0
}<GREEN>"Select shape"{
  goto eyes_0
}<PREMIUM>"Looks good!"{
  goto avatar_0
}
```

label mouth_0

@zoom on 160 350 to 165% in 0

@FEMALE starts idle

NARRATOR

What mouth shape would you like?

choice [shouldPaginate: YES]

"Blossom Lips" {

@FEMALE changes mouth into Blossom Lips

goto mouth_0

} "Classic" {

@FEMALE changes mouth into Classic

goto mouth_0

} "Classic Slender" {

@FEMALE changes mouth into Classic Slender

goto mouth_0

} "Full Round" {

@FEMALE changes mouth into Full Round

goto mouth_0

} <GREEN> "Select color" {

goto mouthColor_0

} <PREMIUM> "Looks good!" {

goto avatar_0

}

"Mature Medium" {

@FEMALE changes mouth into Mature Medium

goto mouth_0

} "Mature Round" {

@FEMALE changes mouth into Mature Round

goto mouth_0

} "Mature Slender" {

@FEMALE changes mouth into Mature Slender

goto mouth_0

} "Thick" {

@FEMALE changes mouth into Thick

goto mouth_0

} <GREEN> "Select color" {

goto mouthColor_0

} <PREMIUM> "Looks good!" {

goto avatar_0

}

label mouthColor_0

NARRATOR

What color lips would you like?

choice

```
"Natural"{
goto mouthNatural
}"Bright Colored"{
goto mouthMakeup
}"Dark Colored"{
goto mouthMakeupDark
}<GREEN>"Change lip shape"{
goto mouth_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}
```

```
label mouthNatural
    NARRATOR
    What natural lip color would you like?
```

```
choice [shouldPaginate: YES]
"Blush" {
@FEMALE changes mouthColor into Blush
goto mouthNatural
}"Terracotta" {
@FEMALE changes mouthColor into Terracotta
goto mouthNatural
}"Toffee" {
@FEMALE changes mouthColor into Toffee
goto mouthNatural
}<GREEN>"Try other colors"{
goto mouthColor_0
}<GREEN>"Change lip shape"{
goto mouth_0
}<PREMIUM>"Looks good!"{
goto avatar_0
}
"Taupe" {
@FEMALE changes mouthColor into Taupe
goto mouthNatural
}"Umber" {
@FEMALE changes mouthColor into Umber
goto mouthNatural
}"Rosewood" {
@FEMALE changes mouthColor into Rosewood
goto mouthNatural
}<GREEN>"Try other colors"{
goto mouthColor_0
}<GREEN>"Change lip shape"{
goto mouth_0
```

```

}<PREMIUM>"Looks good!"{
goto avatar_0
}
"Mocha" {
@FEMALE changes mouthColor into Mocha
goto mouthNatural
}"Dark" {
@FEMALE changes mouthColor into Dark
goto mouthNatural
}"Dusty Rose" {
@FEMALE changes mouthColor into Dusty Rose
goto mouthNatural
}<GREEN>"Try other colors"{
goto mouthColor_0
}<GREEN>"Change lip shape"{
goto mouth_0
}<PREMIUM>"Looks good!"{
goto avatar_0
}
"Chestnut" {
@FEMALE changes mouthColor into Chestnut
goto mouthNatural
}"Sable" {
@FEMALE changes mouthColor into Sable
goto mouthNatural
}<GREEN>"Try other colors"{
goto mouthColor_0
}<GREEN>"Change lip shape"{
goto mouth_0
}<PREMIUM>"Looks good!"{
goto avatar_0
}

```

label mouthMakeup

NARRATOR

What lipstick color would you like?

choice [shouldPaginate: YES]

```

"Bubblegum Pink" {
@FEMALE changes mouthColor into Bubblegum Pink
goto mouthMakeup
}"Olive" {
@FEMALE changes mouthColor into Olive
goto mouthMakeup
}"Orange Crush"{
@FEMALE changes mouthColor into Orange Crush

```

```
goto mouthMakeup
}<GREEN>"Try other colors"{
goto mouthColor_0
}<GREEN>"Change lip shape"{
goto mouth_0
}<PREMIUM>"Looks good!"{
goto avatar_0
}
"Raspberry"{
@FEMALE changes mouthColor into Raspberry
goto mouthMakeup
}"White" {
@FEMALE changes mouthColor into White
goto mouthMakeup
}"Ivory" {
@FEMALE changes mouthColor into Ivory
goto mouthMakeup
}<GREEN>"Try other colors"{
goto mouthColor_0
}<GREEN>"Change lip shape"{
goto mouth_0
}<PREMIUM>"Looks good!"{
goto avatar_0
}
"Dune" {
@FEMALE changes mouthColor into Dune
goto mouthMakeup
}"Champagne" {
@FEMALE changes mouthColor into Champagne
goto mouthMakeup
}"Sand" {
@FEMALE changes mouthColor into Sand
goto mouthMakeup
}<GREEN>"Try other colors"{
goto mouthColor_0
}<GREEN>"Change lip shape"{
goto mouth_0
}<PREMIUM>"Looks good!"{
goto avatar_0
}
"Lavender" {
@FEMALE changes mouthColor into Lavender
goto mouthMakeup
}"Seafoam" {
@FEMALE changes mouthColor into Seafoam
goto mouthMakeup
```

```
} "Sky Blue" {  
  @FEMALE changes mouthColor into Sky Blue  
  goto mouthMakeup  
}<GREEN>"Try other colors"{  
  goto mouthColor_0  
}<GREEN>"Change lip shape"{  
  goto mouth_0  
}<PREMIUM>"Looks good!"{  
  goto avatar_0  
}
```

label mouthMakeupDark

NARRATOR

What lipstick color would you like?

choice [shouldPaginate: YES]

```
"Ruby Red"{  
  @FEMALE changes mouthColor into Ruby Red  
  goto mouthMakeupDark  
}"Cherry Red"{  
  @FEMALE changes mouthColor into Cherry Red  
  goto mouthMakeupDark  
}"Bordeaux" {  
  @FEMALE changes mouthColor into Bordeaux  
  goto mouthMakeupDark  
}<GREEN>"Try other colors"{  
  goto mouthColor_0  
}<GREEN>"Change lip shape"{  
  goto mouth_0  
}<PREMIUM>"Looks good!"{  
  goto avatar_0  
}  
"Scarlet" {  
  @FEMALE changes mouthColor into Scarlet  
  goto mouthMakeupDark  
}"Crimson" {  
  @FEMALE changes mouthColor into Crimson  
  goto mouthMakeupDark  
}"Rose" {  
  @FEMALE changes mouthColor into Rose  
  goto mouthMakeupDark  
}<GREEN>"Try other colors"{  
  goto mouthColor_0  
}<GREEN>"Change lip shape"{  
  goto mouth_0  
}<PREMIUM>"Looks good!"{
```

```

goto avatar_0
}
"Wine" {
@FEMALE changes mouthColor into Wine
goto mouthMakeupDark
}
"Plum" {
@FEMALE changes mouthColor into Plum
goto mouthMakeupDark
}
"Raven" {
@FEMALE changes mouthColor into Raven
goto mouthMakeupDark
}
<GREEN>"Try other colors"{
goto mouthColor_0
}
<GREEN>"Change lip shape"{
goto mouth_0
}
<PREMIUM>"Looks good!"{
goto avatar_0
}
"Azure" {
@FEMALE changes mouthColor into Azure
goto mouthMakeupDark
}
"Emerald" {
@FEMALE changes mouthColor into Emerald
goto mouthMakeupDark
}
<GREEN>"Try other colors"{
goto mouthColor_0
}
<GREEN>"Change lip shape"{
goto mouth_0
}
<PREMIUM>"Looks good!"{
goto avatar_0
}

```

```

label hair_0
@zoom on 160 80 to 125% in 0
NARRATOR
Which hairstyle would you like?

```

```

choice
"Short Hair Styles"{
goto hairShort
}
"Mid-length Hair Styles"{
goto hairMedium
}
"Long Hair Styles"{
goto hairLong
}
"Curled Hair Styles"{
goto hairCurled
}

```

```
} "Tied-Up Hair Styles" {  
  goto hairUp0  
} <GREEN> "Change Color" {  
  goto hairColor_0  
} <PREMIUM> "This looks good!" {  
  goto avatar_0  
}
```

```
label hairShort  
  NARRATOR  
  What short hair style would you like?
```

```
choice [shouldPaginate: YES]  
"Buzzed Hair" {  
  @FEMALE changes hair into Buzzed Hair  
  @FEMALE starts primp_condescend  
  goto hairShort  
} "Classy Pixie" {  
  @FEMALE changes hair into Classy Pixie  
  @FEMALE starts primp_condescend  
  goto hairShort  
} "Messy Pixie" {  
  @FEMALE changes hair into Messy Pixie  
  @FEMALE starts primp_condescend  
  goto hairShort  
} <GREEN> "Change Style" {  
  goto hair_0  
} <GREEN> "Change Color" {  
  goto hairColor_0  
} <PREMIUM> "This looks good!" {  
  goto avatar_0  
}  
"Pixie" {  
  @FEMALE changes hair into Pixie  
  @FEMALE starts primp_condescend  
  goto hairShort  
} "Shaved Sides" {  
  @FEMALE changes hair into Shaved Sides  
  @FEMALE starts primp_condescend  
  goto hairShort  
} "Slicked Back" {  
  @FEMALE changes hair into Long Slicked Back Hair  
  @FEMALE starts primp_condescend  
  goto hairShort  
} <GREEN> "Change Style" {  
  goto hair_0
```

```

}<GREEN>"Change Color"{
goto hairColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}
"Unstyled Faux Hawk" {
@FEMALE changes hair into Unstyled Faux Hawk
@FEMALE starts primp_condescend
goto hairShort
}"Twist Hair" {
@FEMALE changes hair into Twist Hair
@FEMALE starts primp_condescend
goto hairShort
}<GREEN>"Change Style"{
goto hair_0
}<GREEN>"Change Color"{
goto hairColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}

```

```

label hairMedium
    NARRATOR
    What medium length hair style would you like?

```

```

choice [shouldPaginate: YES]
"Bed head" {
@FEMALE changes hair into Shaggy Long Hair
@FEMALE starts primp_condescend
goto hairMedium
}"Classic Bob" {
@FEMALE changes hair into Classic Bob
@FEMALE starts primp_condescend
goto hairMedium
}"Dreadlocks" {
@FEMALE changes hair into Long Dreadlocks
@FEMALE starts primp_condescend
goto hairMedium
}<GREEN>"Change Style"{
goto hair_0
}<GREEN>"Change Color"{
goto hairColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}
"Straight Bob" {

```

```

@FEMALE changes hair into Straight Bob
@FEMALE starts primp_condescend
goto hairMedium
}"Suburban Bubble" {
@FEMALE changes hair into Suburban Bubble
@FEMALE starts primp_condescend
goto hairMedium
}"Cornrow Faux Hawk" {
@FEMALE changes hair into Cornrow Faux Hawk
@FEMALE starts primp_condescend
goto hairMedium
}<GREEN>"Change Style"{
goto hair_0
}<GREEN>"Change Color"{
goto hairColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}
"Long Faux Hawk" {
@FEMALE changes hair into Long Faux Hawk
@FEMALE starts primp_condescend
goto hairMedium
}<GREEN>"Change Style"{
goto hair_0
}<GREEN>"Change Color"{
goto hairColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}

```

label hairLong

NARRATOR

What long hairstyle would you like?

choice [shouldPaginate: YES]

"Layered Hair" {

@FEMALE changes hair into Layered Hair

@FEMALE starts primp_condescend

goto hairLong

"Long Braids" {

@FEMALE changes hair into Long Braids

@FEMALE starts primp_condescend

goto hairLong

"Long Feathered" {

@FEMALE changes hair into Long Feathered

@FEMALE starts primp_condescend

```

goto hairLong
}<GREEN>"Change Style"{
goto hair_0
}<GREEN>"Change Color"{
goto hairColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}

"Long Straight Hair" {
@FEMALE changes hair into Long Straight Hair
@FEMALE starts primp_condescend
goto hairLong
}"Straight" {
@FEMALE changes hair into Straight
@FEMALE starts primp_condescend
goto hairLong
}"Jules Hair" {
@FEMALE changes hair into Jules Hair
@FEMALE starts primp_condescend
goto hairLong
}<GREEN>"Change Style"{
goto hair_0
}<GREEN>"Change Color"{
goto hairColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}

"Styled Corn Rows" {
@FEMALE changes hair into Styled Corn Rows
@FEMALE starts primp_condescend
goto hairLong
}"Highlights" {
@FEMALE changes hair into Scene Hair
@FEMALE starts primp_condescend
goto hairLong
}<GREEN>"Change Style"{
goto hair_0
}<GREEN>"Change Color"{
goto hairColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}

```

label hairCurled

NARRATOR

What curled hairstyle would you like?

```

choice [shouldPaginate: YES]
"Beach Wave" {
  @FEMALE changes hair into Beach Wave Hair
  @FEMALE starts primp_condescend
  goto hairCurled
}"Diva Curls" {
  @FEMALE changes hair into Diva Curls
  @FEMALE starts primp_condescend
  goto hairCurled
}"Long Curly Hair" {
  @FEMALE changes hair into Long Curly Hair
  @FEMALE starts primp_condescend
  goto hairCurled
}<GREEN>"Change Style"{
  goto hair_0
}<GREEN>"Change Color"{
  goto hairColor_0
}<PREMIUM>"This looks good!"{
  goto avatar_0
}
"Natural Curls" {
  @FEMALE changes hair into Natural Curls
  @FEMALE starts primp_condescend
  goto hairCurled
}"Rebel Half Shaved" {
  @FEMALE changes hair into Rebel Half Shaved Hairstyle
  @FEMALE starts primp_condescend
  goto hairCurled
}"Short Curly Hair" {
  @FEMALE changes hair into Short Curly Hair
  @FEMALE starts primp_condescend
  goto hairCurled
}<GREEN>"Change Style"{
  goto hair_0
}<GREEN>"Change Color"{
  goto hairColor_0
}<PREMIUM>"This looks good!"{
  goto avatar_0
}

```

```

label hairUp0
  NARRATOR
  What tied-up style would you like?

```

```

choice [shouldPaginate: YES]

```

```
"Casual Braided Pigtails" {
@FEMALE changes hair into Casual Braided Pigtails
@FEMALE starts primp_condescend
goto hairUp0
}"Clown Pigtails Wig" {
@FEMALE changes hair into Clown Pigtails Wig
@FEMALE starts primp_condescend
goto hairUp0
}"Fishtail Braid"{
@FEMALE changes hair into Fishtail Braid
@FEMALE starts primp_condescend
goto hairUp0
}<GREEN>"Change Style"{
goto hair_0
}<GREEN>"Change Color"{
goto hairColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}
"High Ponytail" {
@FEMALE changes hair into High Ponytail
@FEMALE starts primp_condescend
goto hairUp0
}"Ponytail Locks" {
@FEMALE changes hair into Ponytail Locks
@FEMALE starts primp_condescend
goto hairUp0
}"Urban Punk Ponytail"{
@FEMALE changes hair into Urban Punk Ponytail
@FEMALE starts primp_condescend
goto hairUp0
}<GREEN>"Change Style"{
goto hair_0
}<GREEN>"Change Color"{
goto hairColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}
"Messy Back Bun" {
@FEMALE changes hair into Messy Back Bun
@FEMALE starts primp_condescend
goto hairUp0
}"Braid Crown Updo"{
@FEMALE changes hair into Braid Crown Updo
@FEMALE starts primp_condescend
goto hairUp0
```

```
} "Cornrow Bun" {
  @FEMALE changes hair into Cornrow Bun
  @FEMALE starts primp_condescend
  goto hairUp0
} <GREEN> "Change Style" {
  goto hair_0
} <GREEN> "Change Color" {
  goto hairColor_0
} <PREMIUM> "This looks good!" {
  goto avatar_0
}

"Dancer Bun" {
  @FEMALE changes hair into Dancer Bun
  @FEMALE starts primp_condescend
  goto hairUp0
} "Pulled Back" {
  @FEMALE changes hair into Monday Morning Updo
  @FEMALE starts primp_condescend
  goto hairUp0
} "Double Bun Updo" {
  @FEMALE changes hair into Double Bun Updo
  @FEMALE starts primp_condescend
  goto hairUp0
} <GREEN> "Change Style" {
  goto hair_0
} <GREEN> "Change Color" {
  goto hairColor_0
} <PREMIUM> "This looks good!" {
  goto avatar_0
}

"Box Braid Updo" {
  @FEMALE changes hair into Black and Red Box Braid Updo
  @FEMALE starts primp_condescend
  goto hairUp0
} "Side Head Scarf" {
  @FEMALE changes hair into Side Head Scarf
  @FEMALE starts primp_condescend
  goto hairUp0
} "Winged Buns Hair Blue White" {
  @FEMALE changes hair into Winged Buns Hair Blue White
  @FEMALE starts primp_condescend
  goto hairUp0
} <GREEN> "Change Style" {
  goto hair_0
} <GREEN> "Change Color" {
  goto hairColor_0
}
```

```

}<PREMIUM>"This looks good!"{
goto avatar_0
}
"Winged Buns Hair Pink White"{
@FEMALE changes hair into Winged Buns Hair Pink White
@FEMALE starts primp_condescend
goto hairUp0
}"Winged Buns Hair Red Gold Pink White"{
@FEMALE changes hair into Winged Buns Hair Red Gold Pink White
@FEMALE starts primp_condescend
goto hairUp0
}"Winged Buns Hair Purple"{
@FEMALE changes hair into Winged Buns Hair Purple
@FEMALE starts primp_condescend
goto hairUp0
}<GREEN>"Change Style"{
goto hair_0
}<GREEN>"Change Color"{
goto hairColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}
"Short Tiedup Hair"{
@FEMALE changes hair into Short Tiedup Hair
@FEMALE starts primp_condescend
goto hairUp0
}<GREEN>"Change Style"{
goto hair_0
}<GREEN>"Change Color"{
goto hairColor_0
}<PREMIUM>"This looks good!"{
goto avatar_0
}

```

```

label hairColor_0
@FEMALE starts idle
    NARRATOR
    What hair color would you like?

```

```

choice [shouldPaginate: YES]
"Black" {
@FEMALE changes hairColor into Black
goto hairColor_0
}"Charcoal" {
@FEMALE changes hairColor into Charcoal
goto hairColor_0
}

```

```
} "Chestnut Brown" {
  @FEMALE changes hairColor into Chestnut
  goto hairColor_0
} "Cayenne Brown" {
  @FEMALE changes hairColor into Cayenne
  goto hairColor_0
} <GREEN> "Back To Styles" {
  goto hair_0
} <PREMIUM> "Looks good!" {
  goto avatar_0
}
"Auburn" {
  @FEMALE changes hairColor into Auburn
  goto hairColor_0
} "Fawn" {
  @FEMALE changes hairColor into Fawn
  goto hairColor_0
} "Blond" {
  @FEMALE changes hairColor into Blond
  goto hairColor_0
} "Platinum Blond" {
  @FEMALE changes hairColor into Platinum Blond
  goto hairColor_0
} <GREEN> "Back To Styles" {
  goto hair_0
} <PREMIUM> "Looks good!" {
  goto avatar_0
}
"Grey" {
  @FEMALE changes hairColor into Grey
  goto hairColor_0
} "White" {
  @FEMALE changes hairColor into White
  goto hairColor_0
} "Strawberry Blond" {
  @FEMALE changes hairColor into Strawberry Blond
  goto hairColor_0
} "Coral" {
  @FEMALE changes hairColor into Coral
  goto hairColor_0
} <GREEN> "Back To Styles" {
  goto hair_0
} <PREMIUM> "Looks good!" {
  goto avatar_0
}
"Purple" {
```

```
@FEMALE changes hairColor into Punky Purple
goto hairColor_0
}"Pink" {
  @FEMALE changes hairColor into Pop Pink
  goto hairColor_0
}"Passion Fruit" {
  @FEMALE changes hairColor into Passion Fruit
  goto hairColor_0
}"Blue" {
  @FEMALE changes hairColor into Blasting Blue
  goto hairColor_0
}<GREEN>"Back To Styles"{
  goto hair_0
}<PREMIUM>"Looks good!"{
  goto avatar_0
}
"Blue Light" {
  @FEMALE changes hairColor into Blue Light
  goto hairColor_0
}"Green" {
  @FEMALE changes hairColor into Grievance Green
  goto hairColor_0
}"Mint" {
  @FEMALE changes hairColor into Mint
  goto hairColor_0
}<GREEN>"Back To Styles"{
  goto hair_0
}<PREMIUM>"Looks good!"{
  goto avatar_0
}
```

```
label nose_0
@zoom on 160 350 to 165% in 0
@FEMALE starts idle
  NARRATOR
  What nose would you like?
```

```
choice [shouldPaginate: YES]
"Aquiline" {
  @FEMALE changes nose into Aquiline
  goto nose_0
}"Bulb" {
  @FEMALE changes nose into Bulb
  goto nose_0
}"Celestial" {
  @FEMALE changes nose into Celestial
```

```
goto nose_0
}"Elven" {
@FEMALE changes nose into Elven
goto nose_0
}"Grecian" {
@FEMALE changes nose into Grecian
goto nose_0
}<PREMIUM> "Looks good!"{
goto avatar_0
}
"Hooked" {
@FEMALE changes nose into Hooked
goto nose_0
}"Mature Round" {
@FEMALE changes nose into Mature Round
goto nose_0
}"Perky" {
@FEMALE changes nose into Perky
goto nose_0
}"Pointed" {
@FEMALE changes nose into Pointed
goto nose_0
}"Refined" {
@FEMALE changes nose into Refined
goto nose_0
}<PREMIUM> "Looks good!"{
goto avatar_0
}
"Roman" {
@FEMALE changes nose into Roman
goto nose_0
}"Round" {
@FEMALE changes nose into Round
goto nose_0
}"Sculpted" {
@FEMALE changes nose into Sculpted
goto nose_0
}"Sneer" {
@FEMALE changes nose into Sneer
goto nose_0
}"Soft Natural" {
@FEMALE changes nose into Soft Natural
goto nose_0
}<PREMIUM> "Looks good!"{
goto avatar_0
}
```

```
"Upturned" {  
  @FEMALE changes nose into Upturned  
  goto nose_0  
}"Wide" {  
  @FEMALE changes nose into Wide  
  goto nose_0  
}<PREMIUM>"Looks great!"{  
  goto avatar_0  
}
```

label avatar_end

@zoom reset

NARRATOR

Are you sure this is the look for you?

choice

<PREMIUM>"Yes, I look perfect!"{

~~#@remove FAMILYMEMBER1~~

readerMessage @writer.trishagold (Instagram) with messageTitle Customization template
by:

&FEMALE exits right

@transition fade out 2

goto story_start

} "No, I have to change something."{

goto avatar_0

}

#}

label story_start

NARR

This is where your story begins. Happy writing!

MALE CHARACTER CREATION

```
# Avatar - Male {
#@FAMILYMEMBER1 stands screen center in zone 3
@MALE enters from left to screen center
    NARRATOR
    So... what's your name?

label first_name_input_male
input What's Your First Name?|What's Your First Name?|Done(NAME)
if (NAME is "") {
    NARRATOR
    You do need a name...
    goto first_name_input_male
} else {
    continue
}

label boy_change_0
@zoom reset
@MALE starts idle_happy
@speechbubble reset
    NARRATOR
    So, [NAME], what's your look?
choice
"Skin Tone" {
    goto boy_bodyColor_0
}"Hair" {
    goto boy_hair_0
}"Eyes" {
    goto boy_eyes_0
}"Eyebrows" {
    goto boy_brows_0
}"Face shape"{
    goto boy_face_0
}"Nose" {
    goto boy_nose_0
}"Mouth" {
    goto boy_mouth_0
}<PREMIUM> "I look perfect!" {
    goto boy_avatar_end
}

label boy_bodyColor_0
@zoom on 160 350 to 165% in 0
@MALE starts arms_crossed
```

NARRATOR

What skin color would you like?

choice [shouldPaginate: YES]

"White" {

@MALE changes bodyColor into White

goto boy_bodyColor_0

} "Ivory" {

@MALE changes bodyColor into Ivory

goto boy_bodyColor_0

} "Porcelain" {

@MALE changes bodyColor into Porcelain

goto boy_bodyColor_0

} "Light Ocre" {

@MALE changes bodyColor into Light Ocre

goto boy_bodyColor_0

} "Dune" {

@MALE changes bodyColor into Dune

goto boy_bodyColor_0

} <PREMIUM> "This looks good!" {

goto boy_change_0

}

"Beige" {

@MALE changes bodyColor into Beige

goto boy_bodyColor_0

} "Fair" {

@MALE changes bodyColor into Fair

goto boy_bodyColor_0

} "Light" {

@MALE changes bodyColor into Light

goto boy_bodyColor_0

} "Peach" {

@MALE changes bodyColor into Peach

goto boy_bodyColor_0

} "Tan" {

@MALE changes bodyColor into Tan

goto boy_bodyColor_0

} <PREMIUM> "This looks good!" {

goto boy_change_0

}

"Olive" {

@MALE changes bodyColor into Olive

goto boy_bodyColor_0

} "Caramel" {

@MALE changes bodyColor into Caramel

goto boy_bodyColor_0

```

}"Honey" {
@MALE changes bodyColor into Honey
goto boy_bodyColor_0
}"Taupe" {
@MALE changes bodyColor into Taupe
goto boy_bodyColor_0
}"Toffee" {
@MALE changes bodyColor into Toffee
goto boy_bodyColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}
"Umber" {
@MALE changes bodyColor into Umber
goto boy_bodyColor_0
}"Mocha" {
@MALE changes bodyColor into Mocha
goto boy_bodyColor_0
}"Rosewood" {
@MALE changes bodyColor into Rosewood
goto boy_bodyColor_0
}"Dark" {
@MALE changes bodyColor into Dark
goto boy_bodyColor_0
}"Chestnut" {
@MALE changes bodyColor into Chestnut
goto boy_bodyColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}
"Sable" {
@MALE changes bodyColor into Sable
goto boy_bodyColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}

```

```

label boy_brows_0
@zoom on 160 350 to 165% in 0
@MALE starts arms_crossed
    NARRATOR
    What kind of eyebrows do you want?

```

```

choice [shouldPaginate: YES]
"Bold Arch"{
@MALE changes eyebrows into Bold Arch

```

```
goto boy_brows_0
}"Bushy Arch"{
@MALE changes eyebrows into Bushy Arch
goto boy_brows_0
}"Bushy Bold"{
@MALE changes eyebrows into Bushy Bold
goto boy_brows_0
}"Bushy Wide"{
@MALE changes eyebrows into Bushy wide
goto boy_brows_0
}"Mature Grand"{
@MALE changes eyebrows into Mature Grand
goto boy_brows_0
}<PREMIUM> "Looks good!"{
goto boy_change_0
}
"Sharp"{
@MALE changes eyebrows into Medium Sharp
goto boy_brows_0
}"Bold"{
@MALE changes eyebrows into Straight Bold
goto boy_brows_0
}"Thick Arch"{
@MALE changes eyebrows into Thick Arch
goto boy_brows_0
}"Athletic Arch"{
@MALE changes eyebrows into Thick Arch Athletic
goto boy_brows_0
}"Thick Round"{
@MALE changes eyebrows into Thick Round
goto boy_brows_0
}<PREMIUM> "Looks good!"{
goto boy_change_0
}
"Thick Straight"{
@MALE changes eyebrows into Thick Straight
goto boy_brows_0
}"Thick Tapered"{
@MALE changes eyebrows into Thick Tapered
goto boy_brows_0
}"Thin Arch"{
@MALE changes eyebrows into Thin Arch
goto boy_brows_0
}<PREMIUM> "Looks good!"{
goto boy_change_0
}
```

label boy_face_0
@zoom on 160 350 to 165% in 0
@MALE starts idle_happy
NARRATOR
What does your face look like?

choice [shouldPaginate: YES]
"Athletic" {
@MALE changes face into Athletic Square Jaw
goto boy_face_0
}"Chiseled Oval" {
@MALE changes face into Chiseled Oval
goto boy_face_0
}"Stubble" {
@MALE changes face into Chiseled Square
goto boy_face_0
}"Defined Triangle" {
@MALE changes face into Defined Triangle
goto boy_face_0
}"Thin Triangle" {
@MALE changes face into Cade
goto boy_face_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Thin Triangle Bruised" {
@MALE changes face into Cade Bruised
goto boy_face_0
}"Diamond" {
@MALE changes face into Diamond
goto boy_face_0
}"Mature Round" {
@MALE changes face into Mature Round
goto boy_face_0
}"Mature Square" {
@MALE changes face into Mature Square
goto boy_face_0
}"Sculpted Oblong" {
@MALE changes face into Sculpted Oblong
goto boy_face_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Square Jaw" {
@MALE changes face into Square Jaw

```
goto boy_face_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
```

```
label boy_eyes_0
@zoom on 160 350 to 165% in 0
@MALE starts idle
    NARRATOR
    What do your eyes look like?
```

```
choice [shouldPaginate: YES]
"Athletic Round" {
@MALE changes eyes into Athletic Round
goto boy_eyes_0
}"Classic Almond" {
@MALE changes eyes into Classic Almond
goto boy_eyes_0
}"Classic Round" {
@MALE changes eyes into Classic Round
goto boy_eyes_0
}"Deepset Gentle" {
@MALE changes eyes into Deepset Gentle
goto boy_eyes_0
}<GREEN>"Select a color"{
goto boy_eyesColor_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Deepset Piercing" {
@MALE changes eyes into Deepset Piercing
goto boy_eyes_0
}"Deepset Sloping" {
@MALE changes eyes into Deepset Sloping
goto boy_eyes_0
}"Gentle Almond" {
@MALE changes eyes into Gentle Almond
goto boy_eyes_0
}"Innocent Round" {
@MALE changes eyes into Innocent Round
goto boy_eyes_0
}<GREEN>"Select a color"{
goto boy_eyesColor_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
```

```
"Mature Almond" {
@MALE changes eyes into Mature Almond
goto boy_eyes_0
}"Mature Hooded" {
@MALE changes eyes into Mature Hooded
goto boy_eyes_0
}"Mature Round" {
@MALE changes eyes into Mature Round
goto boy_eyes_0
}"Narrow Gentle" {
@MALE changes eyes into Narrow Gentle
goto boy_eyes_0
}<GREEN>"Select a color"{
goto boy_eyesColor_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Piercing Almond" {
@MALE changes eyes into Piercing Almond
goto boy_eyes_0
}"Round Gentle" {
@MALE changes eyes into Round Gentle
goto boy_eyes_0
}"Round Piercing" {
@MALE changes eyes into Round Piercing
goto boy_eyes_0
}"Innocent" {
@MALE changes eyes into Sloping Innocent
goto boy_eyes_0
}<GREEN>"Select a color"{
goto boy_eyesColor_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Smolder" {
@MALE changes eyes into Sloping Smolder
goto boy_eyes_0
}"Sarcastic" {
@MALE changes eyes into Stoic Almond
goto boy_eyes_0
}<GREEN>"Select a color"{
goto boy_eyesColor_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
```

label boy_eyesColor_0
@zoom on 160 350 to 165% in 0
@MALE starts idle
NARRATOR
What color are your eyes?

choice [shouldPaginate: YES]
"Hickory" {
@MALE changes eyesColor into Hickory
goto boy_eyesColor_0
}"Black" {
@MALE changes eyesColor into Black
goto boy_eyesColor_0
}"Auburn" {
@MALE changes eyesColor into Auburn
goto boy_eyesColor_0
}"Brown" {
@MALE changes eyesColor into Brown
goto boy_eyesColor_0
}<GREEN>"Select shape"{
goto boy_eyes_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Toffee" {
@MALE changes eyesColor into Toffee
goto boy_eyesColor_0
}"Taupe" {
@MALE changes eyesColor into Taupe
goto boy_eyesColor_0
}"Pine" {
@MALE changes eyesColor into Pine
goto boy_eyesColor_0
}"Green" {
@MALE changes eyesColor into Green
goto boy_eyesColor_0
}<GREEN>"Select shape"{
goto boy_eyes_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Blue" {
@MALE changes eyesColor into Blue
goto boy_eyesColor_0
}"Purple" {
@MALE changes eyesColor into Purple

```
goto boy_eyesColor_0
}"White" {
@MALE changes eyesColor into White
goto boy_eyesColor_0
}<GREEN>"Select shape"{
goto boy_eyes_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
```

```
label boy_mouth_0
@zoom on 160 350 to 165% in 0
@MALE starts idle
    NARRATOR
    What mouth shape do you have?
```

```
choice [shouldPaginate: YES]
"Classic" {
@MALE changes mouth into Classic
goto boy_mouth_0
}"Full Round" {
@MALE changes mouth into Full Round
goto boy_mouth_0
}"Full Tapered" {
@MALE changes mouth into Full Tapered
goto boy_mouth_0
}"Mature Classic" {
@MALE changes mouth into Mature Classic
goto boy_mouth_0
}<GREEN>"Select color"{
goto boy_mouthColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}
"Mature Medium" {
@MALE changes mouth into Mature Medium
goto boy_mouth_0
}"Pouting Oval" {
@MALE changes mouth into Pouting Oval
goto boy_mouth_0
}"Small" {
@MALE changes mouth into Small
goto boy_mouth_0
}"Small Round" {
@MALE changes mouth into Small Round
goto boy_mouth_0
}
```

```

}<GREEN>"Select color"{
goto boy_mouthColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}
"Smirk" {
@MALE changes mouth into Smirk
goto boy_mouth_0
}"Uneven" {
@MALE changes mouth into Uneven
goto boy_mouth_0
}"Uni-lip Medium" {
@MALE changes mouth into Uni-lip Medium
goto boy_mouth_0
}<GREEN>"Select color"{
goto boy_mouthColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}

```

```

label boy_mouthColor_0
    NARRATOR
    What color lips would you like?

```

```

choice
"Natural"{
goto mouthNatural_boy
}"Bright Colored"{
goto mouthMakeup_boy
}"Dark Colored"{
goto mouthMakeupDark_boy
}<GREEN>"Change lip shape"{
goto boy_mouth_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}

```

```

label mouthNatural_boy
    NARRATOR
    What natural lip color would you like?

```

```

choice [shouldPaginate: YES]
"Blush" {
@MALE changes mouthColor into Blush
goto mouthNatural_boy
}"Terracotta" {

```

```
@MALE changes mouthColor into Terracotta
goto mouthNatural_boy
}"Toffee" {
@MALE changes mouthColor into Toffee
goto mouthNatural_boy
}<GREEN>"Try other colors"{
goto boy_mouthColor_0
}<GREEN>"Change lip shape"{
goto boy_mouth_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Taupe" {
@MALE changes mouthColor into Taupe
goto mouthNatural_boy
}"Umber" {
@MALE changes mouthColor into Umber
goto mouthNatural_boy
}"Rosewood" {
@MALE changes mouthColor into Rosewood
goto mouthNatural_boy
}<GREEN>"Try other colors"{
goto boy_mouthColor_0
}<GREEN>"Change lip shape"{
goto boy_mouth_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Mocha" {
@MALE changes mouthColor into Mocha
goto mouthNatural_boy
}"Dark" {
@MALE changes mouthColor into Dark
goto mouthNatural_boy
}"Dusty Rose" {
@MALE changes mouthColor into Dusty Rose
goto mouthNatural_boy
}<GREEN>"Try other colors"{
goto boy_mouthColor_0
}<GREEN>"Change lip shape"{
goto boy_mouth_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Chestnut" {
@MALE changes mouthColor into Chestnut
```

```
goto mouthNatural_boy
}"Sable" {
@MALE changes mouthColor into Sable
goto mouthNatural_boy
}<GREEN>"Try other colors"{
goto boy_mouthColor_0
}<GREEN>"Change lip shape"{
goto boy_mouth_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
```

```
label mouthMakeup_boy
    NARRATOR
    What lip color would you like?
```

```
choice [shouldPaginate: YES]
"Bubblegum Pink" {
@MALE changes mouthColor into Bubblegum Pink
goto mouthMakeup_boy
}"Olive" {
@MALE changes mouthColor into Olive
goto mouthMakeup_boy
}"Orange Crush"{
@MALE changes mouthColor into Orange Crush
goto mouthMakeup_boy
}<GREEN>"Try other colors"{
goto boy_mouthColor_0
}<GREEN>"Change lip shape"{
goto boy_mouth_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Raspberry"{
@MALE changes mouthColor into Raspberry
goto mouthMakeup_boy
}"White" {
@MALE changes mouthColor into White
goto mouthMakeup_boy
}"Ivory" {
@MALE changes mouthColor into Ivory
goto mouthMakeup_boy
}<GREEN>"Try other colors"{
goto boy_mouthColor_0
}<GREEN>"Change lip shape"{
goto boy_mouth_0
}
```

```

}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Dune" {
@MALE changes mouthColor into Dune
goto mouthMakeup_boy
}"Champagne" {
@MALE changes mouthColor into Champagne
goto mouthMakeup_boy
}"Sand" {
@MALE changes mouthColor into Sand
goto mouthMakeup_boy
}<GREEN>"Try other colors"{
goto boy_mouthColor_0
}<GREEN>"Change lip shape"{
goto boy_mouth_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Lavender" {
@MALE changes mouthColor into Lavender
goto mouthMakeup_boy
}"Seafoam" {
@MALE changes mouthColor into Seafoam
goto mouthMakeup_boy
}"Sky Blue" {
@MALE changes mouthColor into Sky Blue
goto mouthMakeup_boy
}<GREEN>"Try other colors"{
goto boy_mouthColor_0
}<GREEN>"Change lip shape"{
goto boy_mouth_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}

```

```

label mouthMakeupDark_boy
    NARRATOR
    What lip color would you like?

```

```

choice [shouldPaginate: YES]
"Ruby Red"{
@MALE changes mouthColor into Ruby Red
goto mouthMakeupDark_boy
}"Cherry Red"{
@MALE changes mouthColor into Cherry Red

```

```
goto mouthMakeupDark_boy
}"Bordeaux" {
@MALE changes mouthColor into Bordeaux
goto mouthMakeupDark_boy
}<GREEN>"Try other colors"{
goto boy_mouthColor_0
}<GREEN>"Change lip shape"{
goto boy_mouth_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Scarlet"{
@MALE changes mouthColor into Scarlet
goto mouthMakeupDark_boy
}"Crimson" {
@MALE changes mouthColor into Crimson
goto mouthMakeupDark_boy
}"Rose" {
@MALE changes mouthColor into Rose
goto mouthMakeupDark_boy
}<GREEN>"Try other colors"{
goto boy_mouthColor_0
}<GREEN>"Change lip shape"{
goto boy_mouth_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Wine" {
@MALE changes mouthColor into Wine
goto mouthMakeupDark_boy
}"Plum" {
@MALE changes mouthColor into Plum
goto mouthMakeupDark_boy
}"Raven" {
@MALE changes mouthColor into Raven
goto mouthMakeupDark_boy
}<GREEN>"Try other colors"{
goto boy_mouthColor_0
}<GREEN>"Change lip shape"{
goto boy_mouth_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Azure" {
@MALE changes mouthColor into Azure
goto mouthMakeupDark_boy
```

```
} "Emerald" {  
  @MALE changes mouthColor into Emerald  
  goto mouthMakeupDark_boy  
  } <GREEN> "Try other colors" {  
    goto boy_mouthColor_0  
  } <GREEN> "Change lip shape" {  
    goto boy_mouth_0  
  } <PREMIUM> "Looks good!" {  
    goto boy_change_0  
  }  
}
```

```
label boy_hair_0  
@zoom on 150 310 to 150% in 0  
  NARRATOR  
  Which hairstyles would you like?
```

```
choice  
"Classic Short Styles" {  
  goto hairClassic  
} "Edgy Styles" {  
  goto hairEdgy  
} "Hip Styles" {  
  goto hairHip  
} "Longer Styles" {  
  goto boy_hairLong  
} <GREEN> "Change Color" {  
  goto boy_hairColor_0  
}
```

```
label hairClassic  
  NARRATOR  
  What short hair style would you like?
```

```
choice [shouldPaginate: YES]  
"Cropped" {  
  @MALE changes hair into Short Cropped Hair  
  @MALE starts flirt_shy  
  goto hairClassic  
} "Generic Short" {  
  @MALE changes hair into Generic Short Hair  
  @MALE starts flirt_shy  
  goto hairClassic  
} "Buzzed" {  
  @MALE changes hair into Buzzed Hair  
  @MALE starts flirt_shy  
  goto hairClassic  
}
```

```

}<GREEN>"Different Styles"{
goto boy_hair_0
}<GREEN>"Change Color"{
goto boy_hairColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}
"Short Fade" {
@MALE changes hair into Short Curly Fade
@MALE starts flirt_shy
goto hairClassic
}"Shaved Sides" {
@MALE changes hair into Shaved Sides
@MALE starts flirt_shy
goto hairClassic
}"Slicked Back" {
@MALE changes hair into Slicked Back Hair
@MALE starts flirt_shy
goto hairClassic
}<GREEN>"Different Styles"{
goto boy_hair_0
}<GREEN>"Change Color"{
goto boy_hairColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}
"Pompadour" {
@MALE changes hair into Modern Pompadour
@MALE starts flirt_shy
goto hairClassic
}"Bowl Cut" {
@MALE changes hair into Bowl Cut
@MALE starts flirt_shy
goto hairClassic
}<GREEN>"Different Styles"{
goto boy_hair_0
}<GREEN>"Change Color"{
goto boy_hairColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}

```

label hairEdgy

NARRATOR

What edgy style would you like?

```
choice [shouldPaginate: YES]
"Spiked" {
@MALE changes hair into Spiked Up Hair
@MALE starts flirt_shy
goto hairEdgy
}"High Top Fade" {
@MALE changes hair into High Top Fade
@MALE starts flirt_shy
goto hairEdgy
}"Emo" {
@MALE changes hair into Emo Boy Hair
@MALE starts flirt_shy
goto hairEdgy
}<GREEN>"Different Styles"{
goto boy_hair_0
}<GREEN>"Change Color"{
goto boy_hairColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}
"Long Bangs" {
@MALE changes hair into Long Bangs
@MALE starts flirt_shy
goto hairEdgy
}"Euro Style" {
@MALE changes hair into Euro Style Hair
@MALE starts flirt_shy
goto hairEdgy
}"Messy Faux Hawk" {
@MALE changes hair into Unstyled Faux Hawk
@MALE starts flirt_shy
goto hairEdgy
}<GREEN>"Different Styles"{
goto boy_hair_0
}<GREEN>"Change Color"{
goto boy_hairColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}
"Cade Hair" {
@MALE changes hair into Cade Hair
@MALE starts flirt_shy
goto hairEdgy
}"Cade Messy Hair" {
@MALE changes hair into Cade Messy Hair
@MALE starts flirt_shy
```

```
goto hairEdgy
}<GREEN>"Different Styles"{
goto boy_hair_0
}<GREEN>"Change Color"{
goto boy_hairColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}
```

```
label hairHip
    NARRATOR
    What hip hairstyle do you want?
```

```
choice [shouldPaginate: YES]
"Flip" {
    @MALE changes hair into SoCal Flip
    @MALE starts flirt_shy
    goto hairHip
}"Wave" {
    @MALE changes hair into Short Wave
    @MALE starts flirt_shy
    goto hairHip
}"Manbun" {
    @MALE changes hair into Boy Bun
    @MALE starts flirt_shy
    goto hairHip
}<GREEN>"Different Styles"{
goto boy_hair_0
}<GREEN>"Change Color"{
goto boy_hairColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}
"Cornrow Bun" {
    @MALE changes hair into Cornrow Bun
    @MALE starts flirt_shy
    goto hairHip
}"Faux Hawk" {
    @MALE changes hair into Male Messy Faux Hawk
    @MALE starts flirt_shy
    goto hairHip
}"Subtle Hawk" {
    @MALE changes hair into Male Subtle Faux Hawk
    @MALE starts flirt_shy
    goto hairHip
}<GREEN>"Different Styles"{
```

```

goto boy_hair_0
}<GREEN>"Change Color"{
goto boy_hairColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}
"Queue Down Back" {
@MALE changes hair into Queue Down Back
@MALE starts flirt_shy
goto hairHip
}"Wrapped Queue Braid" {
@MALE changes hair into Wrapped Queue Braid
@MALE starts flirt_shy
goto hairHip
}<GREEN>"Different Styles"{
goto boy_hair_0
}<GREEN>"Change Color"{
goto boy_hairColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}

```

```

label boy_hairLong
    NARRATOR
    What longer hair style do you have?

```

```

choice [shouldPaginate: YES]
"Shoulder Length" {
@MALE changes hair into Shoulder Length
@MALE starts flirt_shy
goto boy_hairLong
}"Shaggy Long" {
@MALE changes hair into Shaggy Long Hair Male
@MALE starts flirt_shy
goto boy_hairLong
}"Thinning Long" {
@MALE changes hair into Thinning Long
@MALE starts flirt_shy
goto boy_hairLong
}<GREEN>"Different Styles"{
goto boy_hair_0
}<GREEN>"Change Color"{
goto boy_hairColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}

```

```

"Wild Curly" {
@MALE changes hair into Wild Curly Hair
@MALE starts flirt_shy
goto boy_hairLong
}"Long Dreads" {
@MALE changes hair into Long Dreadlocks
@MALE starts flirt_shy
goto boy_hairLong
}"Long Braids" {
@MALE changes hair into Long Braids
@MALE starts flirt_shy
goto boy_hairLong
}<GREEN>"Different Styles"{
goto boy_hair_0
}<GREEN>"Change Color"{
goto boy_hairColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}
"Corn Rows" {
@MALE changes hair into Styled Corn Rows
@MALE starts flirt_shy
goto boy_hairLong
}"Twist" {
@MALE changes hair into Twist Hair Male
@MALE starts flirt_shy
goto boy_hairLong
}"Natural Curls" {
@MALE changes hair into Natural Curls
@MALE starts flirt_shy
goto boy_hairLong
}<GREEN>"Different Styles"{
goto boy_hair_0
}<GREEN>"Change Color"{
goto boy_hairColor_0
}<PREMIUM>"This looks good!"{
goto boy_change_0
}

```

```

label boy_hairColor_0
@MALE starts idle_happy
NARRATOR
What color is your hair?

```

```

choice [shouldPaginate: YES]
"Black" {

```

```
@MALE changes hairColor into Black
goto boy_hairColor_0
}"Charcoal" {
@MALE changes hairColor into Charcoal
goto boy_hairColor_0
}"Chestnut Brown"{
@MALE changes hairColor into Chestnut
goto boy_hairColor_0
}"Cayenne Brown" {
@MALE changes hairColor into Cayenne
goto boy_hairColor_0
}<GREEN>"Back To Styles"{
goto boy_hair_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Auburn" {
@MALE changes hairColor into Auburn
goto boy_hairColor_0
}"Fawn" {
@MALE changes hairColor into Fawn
goto boy_hairColor_0
}"Blond" {
@MALE changes hairColor into Blond
goto boy_hairColor_0
}"Platinum Blond" {
@MALE changes hairColor into Platinum Blond
goto boy_hairColor_0
}<GREEN>"Back To Styles"{
goto boy_hair_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Grey" {
@MALE changes hairColor into Grey
goto boy_hairColor_0
}"White" {
@MALE changes hairColor into White
goto boy_hairColor_0
}"Strawberry Blond" {
@MALE changes hairColor into Strawberry Blond
goto boy_hairColor_0
}"Coral" {
@MALE changes hairColor into Coral
goto boy_hairColor_0
}<GREEN>"Back To Styles"{
```

```

goto boy_hair_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Purple" {
@MALE changes hairColor into Punky Purple
goto boy_hairColor_0
}"Pink" {
@MALE changes hairColor into Pop Pink
goto boy_hairColor_0
}"Passion Fruit" {
@MALE changes hairColor into Passion Fruit
goto boy_hairColor_0
}"Blue" {
@MALE changes hairColor into Blasting Blue
goto boy_hairColor_0
}<GREEN>"Back To Styles"{
goto boy_hair_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}
"Blue Light" {
@MALE changes hairColor into Blue Light
goto boy_hairColor_0
}"Green" {
@MALE changes hairColor into Grievance Green
goto boy_hairColor_0
}"Mint" {
@MALE changes hairColor into Mint
goto boy_hairColor_0
}<GREEN>"Back To Styles"{
goto boy_hair_0
}<PREMIUM>"Looks good!"{
goto boy_change_0
}

```

```

label boy_nose_0
@MALE starts idle
@zoom on 160 350 to 165% in 0
    NARRATOR
    What does your nose look like?

```

```

choice [shouldPaginate: YES]
"Aquiline" {
@MALE changes nose into Aquiline
goto boy_nose_0
}

```

```
} "Athletic Button" {
@MALE changes nose into Athletic Button
goto boy_nose_0
} "Broad" {
@MALE changes nose into Broad
goto boy_nose_0
} "Bulbous" {
@MALE changes nose into Bulbous
goto boy_nose_0
} "Bull" {
@MALE changes nose into Bull
goto boy_nose_0
}<PREMIUM>"Looks great!"{
goto boy_change_0
}
"Button" {
@MALE changes nose into Button
goto boy_nose_0
} "Chiseled" {
@MALE changes nose into Chiseled
goto boy_nose_0
} "Hooked" {
@MALE changes nose into Hooked Nose
goto boy_nose_0
} "Mature Aquiline" {
@MALE changes nose into Mature Aquiline
goto boy_nose_0
} "Mature Grecian" {
@MALE changes nose into Mature Grecian
goto boy_nose_0
}<PREMIUM>"Looks great!"{
goto boy_change_0
}
"Mature Wide" {
@MALE changes nose into Mature Wide
goto boy_nose_0
} "Refined" {
@MALE changes nose into Refined
goto boy_nose_0
} "Roman" {
@MALE changes nose into Roman
goto boy_nose_0
} "Round" {
@MALE changes nose into Round
goto boy_nose_0
} "Soft Natural" {
```

```
@MALE changes nose into Soft Natural
goto boy_nose_0
}<PREMIUM>"Looks great!"{
goto boy_change_0
}
"Strong" {
@MALE changes nose into Strong
goto boy_nose_0
}"Thin" {
@MALE changes nose into Thin
goto boy_nose_0
}"Upturned"{
@MALE changes nose into Upturned
goto boy_nose_0
}"Wide" {
@MALE changes nose into Wide
goto boy_nose_0
}<PREMIUM>"Looks great!"{
goto boy_change_0
}
```

label boy_avatar_end

@zoom reset

NARRATOR

Are you sure this is the look for you?

choice

<PREMIUM>"Yes, I look perfect!"{

#@remove FAMILYMEMBER1

readerMessage @writer.trishagold (Instagram) with messageTitle Customization template
by:

&MALE exits left

@transition fade out 2

goto story_start

} "No, I have to change something."{

goto boy_change_0

}

#}

label story_start

NARR

This is where your story begins. Happy writing!