Hello everybody, welcome to the June 2024 Patreon Q&A. I can't believe the year is already half over. And as I'm recording this, I'm nearly done writing all of Step One for *Our Life 2*. It's pretty unbelievable, but we've just got to keep moving along. And so, let's get into all of the questions that were sent this month.

Will there be any updates or extensions to *Our Life 1* in the future? Is it something that would be/is being considered?
There are not going to be any more DLCs or brand new scenes added, but I have been talking to Shawna about some potential improvements that could be retroactively added to *Our Life 1*. So maybe there will be some kind of update to it.

Are there any other projects in the works besides *Our Life* 2?
The answer is not really like sort of I work on Project W, which is the game coming after *Our Life 2*, but it's just me, like, writing down ideas and planning stuff, but nobody else is like on the team. There's no art being made for it, and even I haven't decided many of the major aspects of what it's going to be like. So, it really is just an idea right now, but I am determined to have that be the next game after *Our Life 2*.

In the future, what direction will the company plan to take with their upcoming game projects?
The plan is that it's I'm not going to do more *Our Life* games unless it's been like a decade from now. So, project W isn't in the *Our Life* series. It's, um, not a modern day game. It's not a normal world game. It's a historical fantasy game. And I will continue with very customizable MCs and sort of, you know, you getting to be who you want. And also the concept of no bad endings, that's going to remain as well, but it's going to be more plot focused than the *Our Life* game. So, there's like a real story you're following. So that's also a big difference. And I imagine if I can make even more games after Project W, it will probably stay in that vein of there's an actual plot. It's probably got like some kind of fantasy or sci-fi element. I don't really see myself making more modern day slice of life games any time soon.

Hello. I hope you're doing well. I was wondering if one day you make an Our Life 3, will it still be a town in the USA or in a different country?
And so obviously right now there's no plan for an Our Life 3. You know, I would have to be making games for many more years. And if that is possible, that would be pretty

great. But it's also very possible there will never be another *Our Life* game. And if theoretically there is an Our Life 3, I could only write a game from the US because that's where I grew up, and I really just don't think that I personally could create a story and experience of someone who authentically grew up in another country, you know, for many years. You know, I just don't think I'd be able to do it right, even if, you know, I like, tried and researched and did my best. I think that's a bridge too far for what I would be capable of. So, if *Our Life* really was in another country, it would be because maybe at that point I'm like too old to really be the lead writer, and I've basically handed over the reins to the rest of the team. And there's like people who actually grew up in that country writing the game and creating the characters and, you know, designing the town and all of that. And it wouldn't be me. But if it was me again, writing *Our Life*, it would have to be in the US.

I was wondering if Step 2 will have Moments with just Qiu or just Tamarack in them, not as a group.
The answer is not really. There were always at least be a way to see either character in a Moment. No Moment will entirely have one of the leads absent, but there will be plenty of opportunities to not include one of the leads or, you know, just go off with one, just be hanging out with one. But the option to– or it could be like, you start half the Moment with one and then half the Moment is with the other. That's something that's happened in Step One. But again, there will never be one Moment that is only Qiu or only Tamarack, and you don't even see the other, or at least unless you choose to actively avoid them. Maybe they'll be a way to not see them at all, as long as you have chosen to avoid them as much as possible. But even then, most likely you still see them at least a little bit.

Do you have an idea if you're going to make a wedding DLC for *Our Life 2*?
Yes, there will be a wedding DLC. It will not be available when the game first launches. You know, the plan is to have it come out in 2026, but it will exist.

Hi, I love your work. I'm replaying OL1 for the fourth time right now. *Thank you. I'm glad you like it.* **And I was wondering if you would be updating the intro to Step Two for the demo. I would love to see more of older Qiu and Tama.**
Yes, there will be some updates to the Step Two section eventually, including to the demo. Obviously it will be in the Patreon beta, but also in the demo. I do want to expand

the Step Two section at least somewhat, because I don't want to keep adding more and more to Step One. I want to be able to show more of the other parts of the game, so it's obviously like a more fleshed out example of what the whole game is like. So sooner or later there will be more Step Two in the public demo, but it will be added to the Patreon beta first.

Will there be more Step One Moments with just Qiu or Tam in the DLC Moments? I notice we got one with Tam during the "Fancy Fun" Step, but we haven't really gotten one with Qiu besides small Moments within Steps when Tam goes off on her own adventures lol.
Yes, there will be basically the reverse of "Fancy Fun" in the DLC, where you know, the priority and level of time on screen is switched, where, you know, you get a little bit of Tam, but it's mostly about Qiu. And obviously people who like Qiu would have wanted that in the free game, but there are multiple Steps. So, in future Steps it'll be the opposite, where the free version has, you know, a scene more about– or a Moment more about Qiu, and then the DLC one has one more about Tamarack, and so overall it will balance out. But just in this Step, it happened where I decided to put the Tamarack focused one in the base game, and then the Qiu focused one seemed better for the DLC. But that's pretty uncommon. Most of them either are– include both of them, and then you can either choose who you're going to hang out with or you don't choose and you're just with them the whole time.

Hi. This time I only have one question. I've seen mentions of how an *Our Life 2* if MC crushes on both the leads, then when we choose to date one of them, the other will become best friend. Correct me if I'm wrong. The way I picture the relationship between my MC and the leads, it makes sense for Qiu to be both the love interest and best friend, while Tam would go from a friend to a family relationship, and I'm wondering if it will be possible to play it that way. Thank you for doing these and have a nice month.
Thank you. And if you are crushing on both and then start dating one, then the other just goes to normal friends. They don't automatically become the best friend. So you can definitely crush on both, start dating Qiu, and then Tamarack will just be your friend, and Qiu could be your best friend the entire time, or they could become your best friend after you start dating. There's no requirement to keep best friendship only to someone you're not crushing on.

I'm curious about how you think about pacing. I feel like dating sim visual novels are kind of notoriously overwritten, and I have felt myself get bored and bogged down a lot of times with games that are more like, here's five routes and you're stuck with things unfolding a specific way once you pick an LI. But I have never, ever been bored with your games, even replaying OL1 many times, or just a few bits in the public demo in OL2. I'm always totally on the edge of my seat and completely immersed, so I'm curious if that sense of forward momentum and pacing is something conscious for you, or if it's something that just kind of happens naturally with your development/writing style?

Well, thank you very much! That's very nice of you to say. Obviously, I think *Our Life* is kind of cheating in multiple ways because, you know, when you get to make the choices, it definitely can feel more compelling to do because you're doing what you want to do, rather than sort of just seeing what someone else has decided. And then a big thing is that the stories are split into Moments, and so Moments are almost always short enough to be played in a single sitting, besides like some really long ones. And then that means you can get an entire story from beginning to end in sort of a satisfying experience, just like right there, like almost guaranteed, you know, as long as you find the slice of life adventures compelling. But it's not just one really, really long story. And that's why some people don't like Step Four in *Our Life 1* as much as the other Steps, because it is just one long thing, and that can start to feel tiresome because there's no natural stopping point, and it's long. But there just couldn't have been Moments in Step Four, but I still wanted, you know, to have all these fun little moments happen. But that's actually kind of a tip people give if you're like writing a book, where you should write chapters as if every chapter is its own little story, and people feel satisfied just reading a single chapter, rather than seeing chapters as just one small part of a bigger story. And I do keep that concept in mind that yes, there is a bigger world going on and it's, you know, you're going to be with these characters for many years, but every Moment is its own story, and I want it to be compelling on its own, especially because people are going to play it on its own. And one last advantage *Our Life* has is that you get to choose the order you do Moments in, and so you sort of see the little icons and can imagine what the story might be about, and then you get to pick it and see what you want to see. And then when it's over and you're back on the screen, you can be like, "Well, now I wonder what the next one is", rather than the game just going and going and going, until you decide that you can't do it anymore. And so those are the many

ways that I get a lot of help in terms of making the game feel more naturally easy to just keep playing, because the game sort of makes it easy for you to enjoy it the way you want to. That's, you know, the point of it. So, I guess we'll see what happens with the next game, Project W, because while it's definitely not linear, you won't get to choose the order in which the episodes happen. But once you are in an episode, there will be plenty of freedom in how you spend that period of time, but maybe it will end up not feeling as well paced as the *Our Life* games. I'll do my best to make it fun though.

I don't know if this has been asked before, but what are the LIs favorite types of candy?
And I'm not sure which allies you mean or at what age, since it definitely depends on how old they are. But, for Step One, Tamarack and Qiu, Qiu likes chocolate and Tamarack likes fruity things, so those are their favorite types of candies. I'm not sure if that's what you were looking for, though.

Is there a possibility that in one of the Steps of *Our Life 2*, you'd meet Cove or any of the characters in *Our Life 1* as someone who Baxter met when he was on vacation?
No, Cove isn't going to be there. No other characters from *Our Life 1* are going to show up as cameos, but Baxter can mention that he met people in California when he was on vacation.

1. Mr. Murray is a high school teacher, so he probably has a subject he specializes in, right? I always thought he gave science teacher vibes.
I haven't written Step Two, so I can't say 100% for sure what class I want him to have. It will probably depend on if I want like a specific Moment to take place in a certain type of class with him there. But I do feel like science teacher is a strong potential, since interesting things can happen in science class, but I can't, you know, guarantee that will end up being what happens.

2. How are we feeling about the fact that OL2 will probably hit a million words before Step Four?
Pretty bad, aha. Well, I mean, I'm gonna be glad when it's done, and hopefully, you know, I'll be proud of how the full game comes together. But it certainly makes me

worried about getting everything done. I try not to think too far ahead, and I just, you know, focus on one Moment at a time, and eventually it somehow all gets done.

3. Do you have an idea of who the OL2 kids would main in *Smash*? I mostly thinking about Qiu, Tamarack, and Renee, but also Baxter or any of the girls if you have any answers for them.
And right now, I could only really answer for Step One with the kids playing *Super Smash Brothers Brawl*. And Qiu would play Meta Knight and Falco. Tamarack would like all the really cute characters, but rather than having a main, I imagine she'd just do random every time and just see who she got. Baxter, I think he would probably like Marth and Ike and Zero Suit Samus just because aesthetically they probably are like the most attractive to him. And Renee would do Link and Zelda and Shiek, but probably also Pit. She'd think he was really cool. So yeah, Qiu would be the only one who chooses characters based on how good they are, and Tamarack would just randomly go with whatever seemed fun. And then both Renee and Baxter would choose characters that they're just drawn to because they have an interest in them as characters, rather than because of how they play. So as Renee got older, I could see her getting more competitive. I don't think Tamarack or Baxter ever would.

Hello, new here, I loved the old series, so I just had to get access to the Patreon. *Well thank you!* **As for my question, in *Our Life 1*, in each Step, what were your favorite Moments to write and why?**
I don't think I could pick favorite Moments to write, one because I like all of them, and two, because a lot of the times I wasn't writing every scene. Like usually I would write big chunks of Moments, but oftentimes another writer would help with at least some part of it. So, I can't really say Moments that sort of I entirely wrote. There are scenes that obviously I wrote that were fun, like, I remember having a lot of fun writing that of fish flirtation scene in “Happiness”. That was very funny. But yeah, overall, I like all of the Moments and almost all the Moments had other people who wrote parts of them.

Hi! I love your work/game, I love the art, I love your team, and just about everything about the fandom. *Well thank you!* **I was wondering if you will do a winter and spring game so that we can have all the seasons. And what is your favorite season?**

I already answered above that currently, right now there are no plans to do more *Our Life* games, but it's not impossible that maybe someday I return to the *Our Life* series. But as for my favorite season, it's spring, so ironically, neither of the *Our life* games are my personal favorite season.

Hello! Thank you for your hard work and for making a second *Our Life*. *Thank you.* **Will we be able to change Qiu and Tamarack's hair in Steps Two and Three?**
Yes, that features not implemented right now, but eventually you will be able to choose if they have longer or shorter hair and if they have certain little accessories.

Hey! I hope y'all are doing well, feel free to ignore this question as always. Anywho, I was wondering if Nicole and her family are from Oregon, another state, or abroad? Have a cool month!
Thank you! And Nicole and her family are not from Oregon. She's never lived there. I do have ideas on where she is from, but until I've written a Step where she actually appears, I don't want to, you know, say in stone exactly what state it's going to be because it could potentially change. So, yeah, but I do know she's not from Oregon.

Would Qiu and the MC crushing on each other in Step One affect how Baxter feels towards the MC? Since Baxter has an unspoken crush on Qiu, would he be jealous of the MC over Qiu's feelings for them? In the prologue when we first meet Baxter, he almost seems to be giving a side eye look if Qiu says he thinks the mic is pretty.
The answer is no. Baxter does frown if that happens, but that's really the only time he reacts negatively in relation to the MC. There are no further alterations where being at crush level makes Baxter act any differently. And that pretty scene can happen whether you have a crush or not, actually. So, it's not even technically based on it being a crush, it's just based on Qiu giving you a lot of positive attention right out the gate. But yeah, it's definitely not something that I wanted to really impact the story. It's more like just a fun fact.

Kind of curious to know, have you ever imagined what a breakup with any of the OL LIs would be like? We already know what a breakup with Team Baxter would be like, but what about the others?

No, I haven't imagined that. If I'm sort of imagining things that don't happen, it would be like some kind of AU like, “What if they were in a fantasy setting” or something like that. I don't really take time to imagine scenes that could have been in the game but weren't in the game, so I can't really give any explanation of what those scenarios might be like. But I imagine they would be very sad. And it would also depend a lot on your MC’s personality and why they were breaking up.

Will we see Mr. Murray in Step Two as our teacher?
Yes you will!

Hello. Just quickly wanted to thank you for creating healing and cozy environments of *Our Life 2*. I'm in my early 20s and I must say that the games, both Cove’s and now the new demo, have already taught me so much about myself and people and just general empathy and kindness and diversity. *Thank you very much! I'm glad you had such a good experience with the games.* **As for the question, I was wondering if the ability to date or explore more about the crush aspect of relationships with Qiu and Tamarack will be more possible in the second Step, like it was in *Our Life 1*, or if it will happen more in Step Three and further? Thank you!**
You will be able to explore sort of more relationship type things in Step Two, and it will probably be even more than you could in Step Two of *Our Life 1*, because you were 13, and in this game, you’re 14. So, you're a little bit older and can do even a little bit more. Like, I don't really know if you'd be able to seriously call them your boyfriend or girlfriend. If you did, it would probably be kind of like flippant and unserious and kind of that teenager way. But you definitely will be able to, like, take them on a date. You know, it's kind of a spoiler, but I have already revealed that there's a dance, and you'll be able to take them to it as your date if you want to. So, there'll be stuff like that for sure.

Thank you for all that you do. These games mean so much to me and I'm so glad I got the chance to play them. *Thank you.* **And feel free not to answer any questions if you don't want to. Question 1: I noticed Ren wears a lot of bracelets in Step Two. Does she make them herself?**
Yes, she does. She makes little yarn bracelets and then wears them.

Question 2: what kind of music do you think Tamarack and Ren would listen to?

I don't really know. For like, later steps, Tamarack. She probably just listens to, like, children's music from TV shows and movies, as you know, a fifth grader. And Ren probably listens to actual bands as a 12 year old in Step One, but I don't imagine she has a specific style that she's into, probably just whatever she's able to find or get her hands on.

Hi, sorry if this has been answered anywhere, but ever since the wedding DLC mentioned MC's and Cove's optional honeymoon, I was always curious about the dream honeymoon destinations of the love interests?
I'm not sure if most of the boys have like one dream destination, but generally Cove would want to go somewhere with beautiful beaches where you could go, maybe snorkeling. And Derek, I bet he would want to go somewhere abroad and, you know, have it be like a real adventure. And Baxter, I think he would be smarter than me, and know like a really great location in like the best season that has great deals because of, you know, his experiencing so many other people go on honeymoon. So, I don't think what I could come up with would be as good as what he comes up with.

Besides the O2 game itself, these Q&A's are my favorite part of my subscription. Thank you so much for all that you do. *Well thank you.* **And now, to make it obvious who my favorite LI is: 1. Why didn't Ren want to go get Baxter when we first get introduced to the Boys Club at school in Step One?**
That's because she wasn't expecting Qiu to be there with two other kids and to be sent on an errand. She was expecting to go there, see her mom, and then find Qiu in the school. She didn't know that they would already be in that classroom. And then they would go see Baxter, you know, find where he was, just the two of them, and then go to the neighborhood, and life would continue as expected. But then she's just sort of thrown for a loop with Qiu hanging out with these two strangers, and then Qiu just continuing to hang out with them and sending her to go find Baxter and then bring him there so he can also meet them. And it's just not something she's very thrilled about.

2. In *Our Life 1* if you turn down Baxter for a dance in Step Two, specifically by telling him off, why can you no longer recognize each other in Step Three, even after confirming you were both there that night?
Well, I mean, the story reason is that if the dance didn't happen, then the encounter is just too brief and insignificant to stick in your memory. But, programming wise, the flag

to get the scene where you recognize each other is set within the scene where you dance. And so, if you don't get that scene, then the flag isn't set to true. So, I mean, we could have moved it to the flag was as soon as you meet him, but I just felt like it made more sense that you needed more of a conversation there for you to remember him.

3. Is Baxter referencing MC or the lack of millionaire-ness or something else when he says, “especially given my current circumstances” regarding cutting out his parents in Step Four of *Our Life 1*.

Baxter's basically still just trying to reassure the MC that with the life that he has, cutting out his parents is the best choice. Unlike, you know, other people who might feel really bad if they had to stop talking to their parents, he's like, you know, really, with the way things are, it's not that bad to do that. In fact, it is much better to just no longer have to have them in his life. So, it's mostly about who they are rather than himself or the MC.

Would Nate and Tamarack get along/even be friends if they somehow met? I imagine it'd be a no when Nate is younger, but what about between Steps Three and Four? I notice their parents have a similar way of raising their children, so I was wondering if Tama and Nate would be able to bond over that lol. But I feel like their personalities would work nicely together as well. Thanks!

I feel like definitely when Nate is a full-grown adult, the two could get along. It's a little harder to say when he's still high school age, because part of it could be he might be able to respect Tamarack in a lot of ways, but she also might be too much of a good and wonderful person for him to really be able to connect with. But like, she definitely is somebody who wouldn't be intimidated by Nate, as some people kind of are because of his, you know, attitude and the way he basically pushes people away and only wants to nag them. But she's also the type of person who can be naggy. And so, they might be able to kind of almost have like an alliance in telling other people what to do. Or Nate could feel almost like he had too much competition with Tamarack, and especially if she was, you know, so much of a nicer person than he was, it might, you know, make him dislike her for that reason. But once he mellows out a little bit more, then he would be able to get along quite well with someone like Tamarack.

Hi GB, three questions: 1. Why is there a black chair in front of the class in Mrs. Murray's classroom?

It's so she can sit on it and sort of be at eye level with her students some of the time when she doesn't have to like, point at the board and stuff.

2. Why does Qiu have a crush on MC no matter what? Or is it just a coincidence that they want to be in with the MC, and blushed at the MC calling them pretty, and when the MC mentioned the surprise that Qiu got from them in Tamarack?
Qiu does not have a crush on the MC by default. If you choose that the relationship is crushed for you, then it is the same for Qiu. There's no way for you to like them, but they only see you as a friend or don't like you at all. It just would make things too complicated. But the reason that they blush at the very start is just because that's a really nice out of the blue compliment, but it doesn't necessarily mean it's a crush. And then for those later things, again, they will only react in a crush like way if you've decided that they are at a crush. But that doesn't happen if you set them to friends or neighbors. Though there are some times where they can just be, you know, so embarrassed or taken aback that they blush, even not on crush. But that's not very common.

3. Is there going to be plans for like background characters, like just random characters with no significance other than making the places not look empty, like an actual street/school/location?
And no. There are definitely some games where they have characters added into the background and it works for their style, but I don't really think it would look good for *Our Life 2*. It would, you know– their scenes, there's a lot of movement with the characters, and I feel like it'd just be too weird to have a bunch of entirely stiff, you know, characters just like hanging around in the background image. And the background image style is like, slightly different from the sprite style. So, I don't know how cohesive those people would even look. And so I just don't think it would work for *Our Life 2*. But definitely if you have a game where there's less backgrounds and you can be more sort of flexible with the background characters in the background, then it can be like a really cool touch to make it seem more like a lived in world. But that's not going to happen for *Our Life 2*.

Hello, I hope you're well and keeping cool this summer! *Thank you.* **I just have a couple of fun questions if you'd like to answer. And if not, no worries. 1. What kind of cartoon shows would the Step One kids enjoy watching?**

Qiu likes *Teenage Mutant Ninja Turtles,* and other like fighting, also funny, Saturday morning types of cartoon shows. Tamarack probably likes SpongeBob, and I think *My Little Pony Friendship Is Magic* came out in 2010. So if that's on, she'd probably be watching that like every episode. And probably other like Nickelodeon animated shows, whatever they had on in 2020 or 2010.

2. If they had themed birthday parties, what would Step One Tam and Qiu want the theme to be?

Tamarack would probably want it to be some kind of like fancy fairy or princess kind of celebration. Very like sparkly, but also outdoorsy. She probably want it to be outside. And Qiu, I don't think they'd really want a themed party for anything. That doesn't really seem cool. Maybe they would have, like, a mountain biker themed party where there's like a cake that looks like a mountain, and people got little favors that were bike related, but even that probably not.

3. If the kids tried doing a lemonade stand, how do you think that would go for the five of them? I imagined fun, chaos, and somehow competitive hehe. Thanks in advance. Stay well.

Thank you and I can't give a lot of details on, you know, specific scene concepts, but I think it would start off going quite well because Qiu and Renee are well known in town, and Baxter has a reputation. He's not as popular, but those two would be able to bring in a lot of customers who want to come in and buy just because they like those kids. And so, you know, it wouldn't be like sitting around with nobody coming by. But I think possibly because it's actually going well, it might then end up devolving into like greed and like power, like fights for power over who's the boss of this successful lemonade stand and like, making grand plans for even more business success. And then it would eventually, you know, end up, going really badly and not working out with their plans for being a huge success.

Hi hello. I've had this question in my back pocket for a good year, but I never actually thought to ask until now, hehe. In the Derek DLC, we learned that Jorge has a pookie named Nova, I believe, and that the two didn't really have a label on their relationship, but Jorge seemed to be really into them from what I could see. Is there any more info on the two of them, or is that for our imaginations to fill in? Like why is their relationship unlabeled?

Their relationship is unlabeled because both of them are young and awkward and. It's like, neither of them wants to say that they're officially partners, but they also are only seeing each other. So, it is kind of like they are in a, you know, monogamous mutual relationship. But eventually, I'm sure one of them will say, “You know, aren't we a couple?” And then the other will say, “Yes”, but that has yet to happen yet.

Are we going to see the conversation where Baxter first tries ice cream sandwiches and decides they're his favorite?
No. I imagine that's probably already happened, like maybe when he was ten or even younger. So it's– and you know, they're not going to be eating ice cream sandwiches in the middle of autumn, I'm afraid. But also, Baxter had his game. He's not going to get a ton of special Moments in *Our Life 2*, as well.

Hello again. Hope everyone is doing very well! *Thank you.* **I know that Golden Grove is a fictional town, but what part of the state would you say it's in? Like north or south or in the middle or. Sorry if this has already been answered. Thank you!**
It's set in the middle of the state, at least from top to bottom, but then very much to the west. So it's like halfway between Washington and California, but it's not anywhere near the border to Idaho. It's much closer to the ocean, but it's not right on the coast. Like, Eugene would be probably one of the closest bigger cities, but it's not Eugene. It's a much smaller town than that. And the reason it's in that location is because that general area is where I lived when I was in Oregon.

Sorry if any of these have been asked before. 1. Cove can end up not wearing glasses in Steps Two through Four, either by previous step influences or customizing him that way. Is he wearing contacts in that case, or is he far sighted?
He is just wearing contacts. If he doesn't have glasses on then he has contacts in, unless he's at the beach where sometimes he will just take his glasses off and be okay. His vision isn't so bad that he can never be without glasses or contacts.

2. We see in Baxter’s DLC that he actually does like hiking, but did he ever have a true interest in biking? Or was that something he only did because of Qiu and Renee?

Baxter liked bikes as a way to get around and sort of like see the town, but sort of racing or definitely mountain biking were not his interest.

3. With typing in Race and Nationality, is it to explain both Opal's and the donor father's, or is it just the father? And what if you want your MC to be mixed? For example, in my playthrough I'm imagining my MC's father to be Japanese American while having Opal as African American. But the text box seems limited on how I can format that.
It would be your MC's, you know, entire nationality and race and ethnicity, what you want it to be for yourself. It's not describing your parents. So, you would be Japanese, American and African American. And we do need to expand how long that can be. But generally, it would have to come up as something hyphenated or just two separate words. Even if we let people type in like two different words, the game would have to combine them and or put them side by side in order to show them. So, if you put in like "Japanese American" and "African American", when it came up in the script, the game would still just show "I'm Japanese, American and African American". So really, we just need to provide more space for people to be able to write out everything they want.

Hello to you and the team. I hope you've been doing well. *Thank you.* **For *Our Life 2*: 1. Would Qiu, Tam, and Ren like swimming, specifically the beach.**
I'd be answering this for Step One, and I would say that all of them would probably like the beach in different ways and for different reasons, but also have certain things they all liked as well. But none of them would hate the beach.

2. We know Baxter doesn't care for swimming, though if his friends asked him to, would he? Would he just stay out of the water?
Baxter would go swimming in a pool. He might even enter a lake if it wasn't too large and deep. But he would not go into the ocean even for his friends.

3. Out of the four of them, who do you think would be the strongest swimmer? And who do you think would be the weakest?
Let's see, at, in Step One, it will probably be Rene. And the weakest would probably be– it might be Qiu because they have very little experience swimming, and Tamarack probably has gone swimming more often at that age. It's just not really something Qiu has ever done. They basically learned how to swim, and that's mostly it. But I imagine

Renee and her family probably does have more fun going like to lakes and stuff, so they swim more. So yeah, that would leave Qiu as the weakest swimmer, but they would never admit to that.

Feel free to skip any of these questions. I hope you have a fantastic rest of your day, and I can't wait to see what comes next!
Thank you again!

Hi! Apologies if any of these questions have been already answered. In any case, feel free to respond if you want. 1. Which Moment of the first *Our Life* do you remember laughing at the most?
I don't know for sure because like Step One and Two are so far in the past. I can't remember exactly how much I was laughing at them. But, for like the later part of the game, I feel like “Drive” has a lot of really funny and cute scenes, so that one can make me laugh, but, you know, so can a lot of Moments. It's definitely hard to pick favorites.

2. In the first game, everyone is respectful and understanding if the MC changes their gender identity. I was wondering, do you plan for the second game to delve a bit more into the good and bad experience of trans and non-binary people? Either with Qiu, Renee, or the MC. No need to go in detail.
I would say yes, there will be mentions of personal struggles you have with it, but there's not going to be any scenes of you getting, you know, bullied by someone else or misgendered or something like that.

3. Which are your biggest inspirations when it comes to writing the stories of your games? Thank you and happy Pride month!
And the biggest, specific inspiration would be the *Harvest Moon* series overall, and it's now called *Story of Seasons* in English speaking areas where it's released. But, those games were my obsession when I was growing up. I used to collect them and I played all of them, and sort of that cozy small town, very sort of specific themes that they often have, that's a big inspiration for how I wanted the *Our Life* games to be. So, I'd say that series is the biggest inspiration, though, you know, I am inspired by a lot of things, but usually it's just smaller degrees.

Hiya! I was reading Tamarack's bio for Step Three and I was wondering if the MC were to be best friends with her, would Serenity still be considered the closest with Tamarack, or am I reading that wrong? Please correct me if I am.
If you are best friends with her, then the two of you are best friends over anyone else. But if you're not best friends, then they and the MC could either be kind of like equal closeness, or Serenity could be more of a friend, or the MC could be more of a friend than Serenity, even without being best friends. There's definitely flexibility there, but saying that Serenity and Tamarack are very close is more like not considering the MC, because when you consider the MC, it's, you know, entirely variable.

Can Derek and his family speak Spanish?
His parents can, but Derek and his siblings can't really. They've had some lessons in it and taken some classes, but definitely not fluent.

Hi GB Patch! So in the future would there be an option to make it so, for example, Qiu and/or Tamarack think they're friends with the MC, but the MC thinks they're just neighbors or vice versa? If not, are there any tricks to make it seem like that dynamic?
No, that dynamic will never be added. It's always got to be mutual in terms of relationship standing. But if you're rude and on “Friends”, then the MC can kind of act like they're not “Friends” even though you are on “Friends”. And also, if the MC is very competitive, they can kind of, you know, be less friendly and more rivalry like. And if you have a crush, then in Step Two, you can choose to be in denial or act oblivious about it. And that's sort of a way to make it seem like it could be non-mutual, but it always will be at the end of the day.

If any of the LIs from *Our Life 1* and *2*, were to learn a foreign language, what would they pick up?
Cove and Derek would both learn Spanish. Qiu and Tamarack would learn Chinese and German. And I think I've answered this before, and, so I might say something different from the past, because Baxter, there's really no language he would be that particularly interested in learning. So, I guess maybe French, because he sometimes throws out those French words to be pretentious and fancy.

It usually takes me a couple days to figure out my questions when a new thread comes up, but now I'm ready. Thank you for all the hard work. I'm looking forward to testing what comes out next. *Thank you*. **1. Will there be any 18+ Step Three or wedding night Patreon only Moments in the future for Our Life 2, or is it too early for you to know?**
I would say currently the plan is that no, there won't be any, because I just don't think I'll be able to write even more after finishing the whole game. If there are 18+ Moments, it would not immediately follow the last DLC release. Like, it would be maybe not until the next year. So, if the wedding DLC came out in 2026, I wouldn't even consider it until like 2027.

2. If you have any thoughts about it, how did Granny and Grandpa Baumann meet? Where they also childhood friends to lovers like potentially the MC and any of the cul-de-sac kids?
I do have some thoughts about it. Not enough to say for certain here right now, because maybe it will come up in the game, and so then I have to be 100% right, so this Q&A doesn't end up being wrong information. But currently my idea is that they are not childhood friends to lovers and that they met as adults, fairly young adults like in their 20s, but not people who have known each other their whole lives.

3. If this is something you've thought about already, how did Tamarack and Serenity become friends? I love their friendship, even with the limited info we have about this. But should this be something you aren't entirely aware of, replacement question: It's mentioned before in "Fancy Fun" that granny whipped out the good China when Tamarack came to visit. Was that a less tense visit since she was so young? Or was the family beef still going strong?
For the first one, I can't say like a specific Moment where their friendship was confirmed, but they became friends just because they were going to the same school and they had some similar interests, and, you know, Serenity was nice and was willing to kind of reach out a bit. And Tamarack appreciated that, so, you know, they just sort of were able to come together by being in the same school and being compatible people generally. And the replacement question, in the past, the family feud was still quite strong. And it wasn't any less tense than it was now, but getting to see their granddaughter was a really big and fun occasion, and also getting to see their son. So,

it was totally fine to break out the good China for that. But Mrs. Bowman still had issues with Nicole even then.

4. Let's say your MC has a mutual crush on Qiu via the crushes function, can Baxter tell? I've wondered how that will make him feel, probably not great, but considering how his self-depreciation started not too long after befriending Qiu and Renee as kids, I was wondering if that would add to it. That the OL2 MC has more to offer as a friend and potential partner than Baxter does.
Baxter can tell if the two have a crush on each other, and you know it's not something he's excited about, but it's also not something he's trying to think too hard about or take too seriously. I imagine being friends at all with Qiu would dampen Baxter's feelings of importance. But honestly, even just the fact that your neighbors and see each other all the time and sort of have this more – and you're the same age – and so you have this more important and consistent connection to one another, he definitely would feel more out of place. But you don't have to be a crush in order for that to be true. It basically just always happens.

I love *Our Life* and the newest addition to the franchise. *Thank you.* **My question would be if you already have an estimated date when the game will maybe fully be done? You've made some good progress, so I'm really impressed!** *And then there's another comment that's similar, so I put them together so I can answer them at the same time. And it says*: **Hi. Firstly, I want to say thank you for making such wonderful games as they are such a comfort for me and for others. Take care and keep up the good work.** *Thank you.* **Now you don't need to answer this, but my question is, do you have a general timeline on the development of *Our Life 2*? Thank you so much and sorry if my spelling or grammar is bad.**
The timeline is basically, well, the ultimate release date should be fall 2025. And then the development is we're doing we're finishing Step One this year. We're going to make a lot of progress on Step Two this year. And then in 2025 we're going to finish Step Two, we're going to finish at least the base game version of Step Three, and ideally the Step Three DLC as well, we'll see if that happens. And then the release will happen late 2025, and anything that's not done, like the Step Four epilogue and the Wedding DLC, and maybe even the Step Three DLC, will come out after that. So, it's going to take until at least 2026 for absolutely everything to be done.

Would you be okay with after OL2 is completely done, someone creating a mod or something similar for the game, specifically one that created a romance/friend route for Ren? The mod being non-profit, of course.
I would be okay with that. If, you know, people want to make fan games or they want to mod *Our Life* with extra events, you're welcome to do that as long as it is released for free and doesn't include anything, you know, hateful or offensive or something like that. So, people are definitely welcome to have fun with the game, even if it means expanding it for their own fun.

No question, just wanted to say keep up the good work, and I'm very excited for *Our Life 2* and the mysterious Project W.
Thank you for the nice comment!

If our MC was too shy/grumpy/unsure at the time when Dorothea Baumann asked to be called granny in the prologue, would they be able to get the chance later on, such as during one of the Moments such as "Sleepover" or the Epilogue for Stage One? Maybe the MC needs to get to know her better before adopting Mrs. Baumann as their granny.
Probably not. There are a lot of, sort of relationships to change. And, you know, it can just get a little bit too much. Like, you can change how you feel about Baxter and Renee and your mom and obviously showing Tamarack. And I just don't think I'll be able to include calling Mrs. Baumann granny at a later date when you hadn't at the start. Now, obviously you will be able to do that when it moves into Step Two, but I don't think I'm going to be able to write in, you know, another way to change it throughout the Moments.

Hello, I'm not sure if this question was asked before, but first I wanted to quickly say, you guys are amazing at what you do. I love playing *Our Life 2*, and it's been amazing to play it. *Thank you.* **Now, as for my question, when having a crush either on Tamarack or Qiu in Step One and then changing it to neighbors in Step Two, will the MC and the person they chose as a crush be able to rekindle their feelings, perhaps having them discuss what happened between them or why they drifted apart over the years? Would they be able to decide to try again and perhaps catch feelings again for each other, like the MC or Tamarack or Qiu try to remember why they fell for each other and get closer again? Sorry if it sounds**

confusing. I'm curious if that's a possibility, then it will allow me to make two playthroughs, one still having a crush on Tamarack in Step Two, and the other drifting apart but with a chance to be together again.
And yes, you will be able to go to neighbors, and then during Step Two, you can move back up to friends or crushes, and there will be references and lines about how you were close in the past and now you're not, but maybe you can be close again. You know, maybe you can start over. Or maybe, you know, you never really lost what you had, and things like that. It will be possible to do that.

Hello and good job on nearly wrapping up Step One! It's really nice seeing the game come together, but until then, I've got a couple silly questions. *Thank you.* **1. Why does Qiu keep losing pages? Aren't they, like, attached to their notebook? Do they detach them for a specific reason? Because it seems like it would be easier to just take the whole notebook out.**
It's because the spine of the notebook isn't in great shape, and so a lot of the pages do just come loose. But Qiu also has a habit of taking papers out to, like, leave it somewhere as a reminder where they can more easily see it than if it is closed up in their notebook. But then maybe they're like going somewhere else, and so they pick up the note and put it back in the notebook, but then it just falls out. And so, it's definitely not an efficient system, but it's what they as a ten-year-old have.

2. How does Ren feel about it if we take her place as Qiu's best friend from Step Two onwards? Does she feel bad in any way or does she just accept it?
She acts like she just accepts it, but you know, she does definitely feel sad that she's not as close to Qiu as she used to be. But, she doesn't really see it as like the MC's fault. She definitely thinks that like, "This is just how life is, and, you know, we just can't really be friends the way we used to". But having, you know, Qiu go on to be very close friends with someone else doesn't make her feel good.

3. Are any of the OL2 characters good at drawing? It feels like Qiu might be, judging by the note they give the MC in the prologue.
As children, Joe is good at drawing, but they're definitely not an artist in the future. And Tamarack is, you know, she thinks she's bad at drawing, but I posted a preview of a piece of artwork that she did. And, you know, for a kid, that's not bad. And she continues doodling, but she also never really becomes, like, a talented artist. And I feel like Renee

probably had, like, a phase where she was drawing anime characters, and maybe she got kind of decent at it. But the most artistic character in the game is Pran, and he doesn't show up that much, but he is a genuine, dedicated artist. So, he is the character in the game who is good at art.

As always, thank you.

Hi, I hope you are having a good day. I love the progress of the game and I hope you are getting all the rest/breaks you need. *Thank you very much.* **I just have a few mostly silly questions about the love interests, lol. 1. If the LIs had the choice of seeing either *Barbie* or *Oppenheimer* on release, what would they choose?**
I'll answer for the *Our Life 1* love interest because I don't– I can't say for sure what the OL2 leads would do when they are older, and, you know, as kids, they should only go see the *Barbie* movie. So, honestly, all of them would probably pick the *Barbie* movie. Baxter to be somewhat ironic, and Cove and Derek because they would rather see a movie like that than *Oppenheimer*.

2. If given the chance, which LI is most likely to put themself and MC into *Sims* and play out a whole life with them?
I don't think Cove or Baxter would ever do that. Derek might in Step Two. Probably not later on, though. Tamarack might in Step One, but she would definitely be doing it more for like a silly reason rather than because she wants to imagine a life together. And Qiu might do it somewhat for laughs, but semi-serious in Step Three.

Have a good day.
Thank you!

1. So, if Qiu has an industrial in Step Three, would they consider any other piercings? I could see them rocking nose or lip piercings.
In Step Three, they wouldn't consider other piercings because they would have them if they were considering it. Potentially they might have more piercings in Step Four. We will see how that goes.

2. Would Qiu, Tamarack, and Renee do anything for Pride Month in Step Three?

Yes, I imagine they would, but I can't say for sure exactly what they might do, but I definitely think they would do at least something.

3. Will you be able to be "beloveds" with both Tamarack and Qiu in Step Three, whether you're dating one of them or neither?
I don't actually know; I'm still thinking about how I'm going to handle that. So, we will see.

4. How exactly did Qiu come out to the rest of the school/people around in Step Two? Like, did they make an announcement on social media or something? Thanks, and happy Pride Month.
Qiu in Step Two doesn't really use social media at all. They really just started, like, telling people in their more inner circle, and it naturally just started to spread out because, you know, it's a small town. And Qiu was very well known, and so that news wasn't going to stay a secret for long as soon as they started sharing it with anyone other than just their most trusted people, who would keep it a secret. But once it got beyond that, then the town would know and they wouldn't really need to do much about it. But if people sort of aren't taking it seriously, or acting like they haven't heard the rumors, then – which does happen – then Qiu is going to spell it out for them personally if it ever comes up.

How would Tamarack feel about a nickname like darling or sweetheart?
It would depend on your relationship level and how old she was. As a child, she would like that. She'd think it was cute if, you know, you were close to each other. She'd think it was extremely weird if you were neighbors.

First, I want to say I love all the games you made. They are such a comfort for me. *Thank you.* **Now, do Qiu and Tamarack have any accents? Since Tamarack is German is German and Qiu is Chinese?**
They do not. Both of them were born in the US and they only speak English, so they don't have an accent from another country.

I can't remember if someone asked before, but knowing Derek liked *The Land Before Time,* how did he feel about the sequels if he watched them?

I imagine he watched the first few sequels and he liked them for a while, but then he definitely outgrew it, and the quality definitely dropped, and then he stopped watching the series. But I'm sure he loves the movie that has– or the two movies that have Chomper in it.

Does Opel have any other family members other than the MC? Mom, dad, grandparents, siblings, etc.?
She does have other alive family members, but she does really consider the MC to be her core family. And there's no really close relationship, at least on-screen close relationship. You can head canon that you're like keeping in touch through phone and letters, but it's not something that ever comes up in game.

I'm looking into designing a video game of my own, and would love to post the progress online for others to see, like what GB Patch does, but I'm worried that releasing it out into the world will result in it getting stolen and used by others. Is there any way to avoid sprites and other designs from getting stolen?
Well, first, I hope development on your project goes really well. It's cool you're making a game. And as for ways to stop people from stealing assets, that's not really possible. If you want to put, like, watermarks or the game's logo, or like a copyright symbol on previews that you show before the game comes out, you could do that. And that would make it harder for people to steal the images. But once you release a game, people who really want those assets will almost certainly find a way to break into the game build and take the plain assets. So, you can't really stop it if someone is very determined to do that. If you make a game, it is possible that someone's gonna take the backgrounds and put them on a site you've never heard of and sell them as like royalty free backgrounds to use. And then if you do hear about it, you could try to like, get it taken down by doing a copyright claim or something. But I haven't heard of that happening a lot, especially to like niche indie games. However, it's like, if you're gonna make a game and put it out there, that is a possibility you're going to have to live with, like the idea that people might be mean to you or like, you know, troll your game. That's a risk you're having to take if you are going to do creative work and put it out there. So, I'm afraid I don't have any solutions that could protect you from that, but I will say that I think it's worth it, even if someone might try to profit off of you and your team's work. You still getting to do that work and put out what you want is worth it, I would say. So to wrap it up, I would say, don't be afraid to share your game and post previews and start

getting people excited. And you know, just try to forget about the possibility that “what if someone steals it” because you know, unless it's happened, it's really not something to worry about.

Hi, I'm a bit new here, but absolutely love the games and, well, wanted to support the creation of some of what I consider the best VNs I have ever played. *Thank you very much!* **It might be a bit early or even rude of me to ask, but when is the planned date of you completing and implementing all of Step One into the betas? Sorry if it's a bit rude to ask, I just can't wait to play more *Our Life 2*!**
It's not rude at all. As for when it will be completely added, currently we're doing half a Moment at a time and there's five Moments in there, five Moments still to go. So that would be ten months to finish all of the Step One Moments. But that is unreasonable to wait almost a year to program Step One and not even the end of it, so we are definitely going to start releasing full Moments per month. So, Step One will be finished faster than ten months, but I can't say exactly when all of Step One will be added. It'd be great if it was added before the end of the year, but I can't guarantee that will happen.

Hello GB patch team, I hope you are doing well as usual! *Thank you.* **I almost forgot to ask my question. The Q&A is really my favorite activity of the month. So, in short, I always wondered why the appearance of the LIs in Step Four took longer to appear than that of the other three Steps. Is it because you needed to write the whole game to better understand who they are and how they will look as adult? Or is it just to keep the suspense going? Haha.**
Part of it is because to promote a game about growing up, we do need to show people the growing up aspect. So, I think it's worthwhile to have the main designs of the characters, you know, out and available for people to see early in development. But I don't think it's as important for them to see how they look in the Step Four Epilogue that's going to come out after the base game. You know, that does give us a little bit of a break to have plenty of time to think about the design and really flesh out everything before committing to that final design. But then there is the other aspect of it that we do get to keep one appearance a secret and then have another reveal much later in development, sort of, you know, boost interest again. So, it's just kind of like a win-win all around where we have enough to show people the concept we're going for, but we don't have to do absolutely everything right away. And then we get to have a fun show

of the designs after the full game has come out, and, you know, a lot of the big reveals have already happened.

Hello, I love the progress you're making on the game and I await bated breath for the next beta update. Keep on keeping on and make this wholesome game even better. *Thank you very much.* **This ask is pretty silly, but I would still like to know nonetheless. What are the OL1 and OL2 love interests' favorite dinosaurs?**
I guess I'd answer this when they were all kids, because I can only answer for Tamarack and Qiu when they were kids. So, Cove's favorite would be reptiles that lived in the ocean, but I believe those don't technically count as dinosaurs, so he would probably be very salty and refuse to like any dinosaurs if the ones in the ocean didn't count. Derek, he would probably like whatever dinosaur Spike was from *The Land Before Time*, and also, pterodactyls. Baxter, he would probably like velociraptors. Qiu would like the T-Rex, that's the king of the dinosaurs. And Tamarack would probably like both whatever dinosaurs were the biggest, and whichever ones were the most tiny. That's what tends to catch your interest, if it's, like, unusually large or unusually small. And as a bonus, Renee's favorite would probably be the Spinosaurus.

Hello, long time no ask! First of all, I am so glad to see the progress of everything and OL1 and OL2 betas have been something that has been keeping me afloat when I feel down. So thank you again for all you do. *Thank you very much. I'm glad you have fun with the betas.* **My question this week is more for you, when you decide on personalities for your characters, main, side, or otherwise, what type of personality do you generally lean more towards writing? Like, do you enjoy a sunshine type character, a grump who has soft spots, stuff like that? Like, what's the most appealing for you to write?**
I'm not sure I have a favorite type of character. I like to switch up the type of people I'm writing. I dislike writing things that are too similar to something I recently wrote, but I would say that the thing I always end up coming back to is characters that I find funny. And that doesn't mean that they tell jokes, but just that there's something about their personality that I find amusing. Even for my most serious games, I can't really help having something in it that's really funny and entertaining for me. And so really, that's the thing I always end up coming back to. I don't think I could ever be a 100% serious writer. Though sometimes I wish I could make something really like dark and serious, but it's not really what I'm most capable of.

Hello there, I hope you and your team are doing well. I have two questions this time, one related to development and one far less serious. *Well, thank you for the well wishes.* **My first question is related to something said in I think it was the March Q&A. In it, I think you mentioned that once the development for Step Two was done, you'd be hiring voice actors for Step One. Now, I know nothing about game development, but my understanding of it was that voice lines wouldn't be started until the full game was released. Or is it different for the beta?**
Do you mean the full game was like fully written? It probably wouldn't be good to not record the lines until the game has already come out. Unless you need funds from the release of the game to pay the voice actors, and then voice acting gets added on later. But usually if you are making a game with characters at a single age, it would make sense for the script to be as far along as possible before line recording happens. But because Our Life has the characters at different ages, there's really no reason to wait for Step Three to be done to start recording the lines for the children, because the lines that all the child characters are going to say are already done. So, it's just something we can get a jump on, especially because there's so many voiced names, it'd be best to start sooner rather than later. But even if you're making a game where the characters are the same age the entire time and you're not going to change the voice actors partway through, sometimes you do just need to record the lines before the script is ready. Especially if you're doing stock lines, which is what we do, where the characters have certain phrases and sounds that they use, and only occasionally are full lines voiced. And it can just be easier to try and do that at whatever point in development you have the most free time for it to be done in. Like, the very end of development might be a super crunch time, and so you want to do it back when things are a bit less intense. And maybe there'll be a few lines that get written later on that you have to ask the voice actors to do. But unless you're doing full voice acting where every line is going to be voiced, having the voice acting done basically whenever you have decided you understand the characters well enough to choose what lines will be voiced is often how it goes with indie developed visual novels.

My second question is what did Qiu and Tammy eat for dinner at the diner? This question is tearing me up. I need to know!
I bet Qiu just got French fries and chicken strips. Tamarack, maybe she got a stack of pancakes, or maybe she got, like, a grilled cheese sandwich. I'm not entirely sure. It

would definitely depend on her whims at the time. Though, because Opal does frame it as like a celebration, perhaps she would get pancakes because that would be like a special celebration treat having pancakes for dinner.

Do you have any ace characters or characters on the ace spectrum?
Yes, there are. Cliff is greysexual from *Our Life 1*, and Opal in *Our Life 2* is entirely asexual, and even going all the way back to *XOXO Droplets*, the character Bae is asexual.

1. OL2 MC school system is 5-3-4, right?
I assume that means elementary school is first grade to fifth grade, middle school is sixth, seventh, and eighth grade, and then high school is nine to twelfth grade. And yes, that is how it works. Although the middle school and high school are in the same building. So even though they're technically moving up to high school, they're not changing where they go to school.

2. What kind of girls does JB become friends with? Missy and Alicia are quite different types.
JB becomes friends with girls who support her. Doesn't really matter what their personality is, as long as they, you know, understand her and don't try to stop her from how she is.

3. Who was the artist of *XOXO Droplets*?
There were a lot of artists who worked on that game. There were a lot of people who, like, started the project but then had to leave, and so someone else came in. I'm guessing maybe you mean the main character sprite artist. And that was akemicchi. I don't think they go by that name anymore, but I haven't been in contact with them for many years. But that's, you know, the only thing I know them as.

4. Are Liz and Renee tall compared to their peers?
Yes, they are both tall ladies in all of the Steps. Liz does start wearing heels in Steps Three and Four to make herself extra tall. Renee doesn't, but either way, they are both considered tall.

How often do you find yourself playing the games you create after they're developed? P.S. I love these games. They have my whole heart. Your work is pure art.
Thank you very much! And I very rarely replay the games I have made. It'll have to have been like several years, and usually instead of replaying it myself, I might watch somebody do like a let's play of it so I can both see the game and see, you know, someone else comment on it rather than just playing it myself. But yeah, I usually don't want to see the story again anytime soon after creating it.

Hello. Thank you very much for all your hard work and I hope you are doing well. *Thank you, too.* **My question is, if Cove had any children, would he use terms of endearment to refer to them? I know pet names aren't really a thing he would use with the MC, but I'm curious if he would call his kids something, and if he would, what kind of things he would call them? Like how MC's mom calls them "sweetie" and "kiddo", or how his dad calls him "sport".**
I think Cove would use pet names for them when they were babies, and toddlers and young children. But the older they got, he would eventually stop doing that and just refer to them either by name or like a preferred nickname that they have. As for what the pet names would be, I'm not entirely set on them, but it would be something sweet and cute.

I don't know if you've already been asked this, but our Qiu and Tamarack bilingual? Like can Qiu speak Mandarin, and Tamarack speak German?
No, they can't. They might know, like, a few words, but definitely can't fluently speak the language.

And that is the entire Q&A! I hope I didn't miss anything. Thank you to everybody who sent questions in. This was a really long one. I had some lengthy answers to some of these, but I hope it was interesting and I'll be back again next month to answer more questions. Take care everybody.