

Intro

This document contains the Civilization Stage dialogue and Space Stage event dialogue pulled from Spore's code. See the other documents through Document Navigation for different sections of dialogue.

Document Navigation

Spore Dialogue Part 1: Civ & Space Events

- https://docs.google.com/document/d/1XJ7zJKRyoANSfY3_Oidjoa0AvDY84TgEv5P2QGkdCis/edit?usp=sharing

Spore Dialogue Part 2: Tutorials

- https://docs.google.com/document/d/1DhwqkeeB86VWBuFZ8TNaJaJ7ila_egkL5NJK87XALms/edit?usp=sharing

Spore Dialogue Part 3: Diplomacy

- https://docs.google.com/document/d/1z4IMB_IIQ-vp5SaIAyjdDBgDSpQZwniN5wcdfVu3jEA/edit?usp=sharing

Spore Dialogue Part 4: Missions 1

- https://docs.google.com/document/d/1Mzy7Ic_HLiqXykeWcl6HZACkfjVqxaDUDTKxYSjOqck/edit?usp=sharing

Spore Dialogue Part 5: Missions 2

- https://docs.google.com/document/d/1-aJfNtl_vpQ1-75mM_XSD4RxHxIxnT2EZ9IUqqlxs/edit?usp=sharing

Dialogue Part 6: Change Archetype Missions

- https://docs.google.com/document/d/131CsYB2agrxvhSrt_8KC3c4cVQicwNSnG4OGZA4F48/edit?usp=sharing

civ_main_menu

Local

WARNING: This is a conversation string table. It is auto-generated.
Any change you would do in this file will be overwritten by the script.
If you need to modify any of the text, please modify the file with the same name under
Data\GameplayConfig\SpaceGame\SpaceConversations\
That file has the same name but different (.cnv) extension.

0x0000007D You are a shrewd negotiator. We accept.
0x000000A3 Let's go!
0x0000000E We do not need to trade with trifling civilizations such as yourselves. No.
0x0000002A Rarely have we seen a threat such as yours. Are you a force for good or evil?
0x00000081 You insult my parents and my parents' parents. Such a ridiculous offer cannot be tolerated.
0x000000A2 Sounds good. Glad to have you on our side.
0x0000000F We have pondered your offer deeply but found it lacking. No.
0x00000029 Your existence threatens the very existence of this planet. What could you possible want from us?
0x00000026 We have meditated on it for hours but cannot decide whether you are friend or foe. What do you need?
0x0000007F After due consideration we must inform you that your offer has been rejected.
0x000000B2 We could help you out for a price. How about ~offer_1~ Sporebucks?
0x000000B5 Alright, we'll get to work!
0x000000B4 Sorry, that's too just too high.
0x00000092 We are upset that you are trading with ~npc1_name_nation~. We insist that you stop immediately!
0x00000093 We understand. We'll cut them off.
0x000000AD ~city_name_7~
0x000000AE ~city_name_8~
0x000000BB two
0x000000BA one
0x000000BC three
0x000000B7 Thanks for the cash!
0x000000B6 Thanks for the help...
0x000000B8 Our pleasure...
0x0000009D Absolutely. We're happy to join with you.
0x0000009E Hmmm... maybe if you sweeten the deal with 2000 Sporebucks?
0x0000009C We could use your help. Would you declare war on ~npc1_name_nation~?
0x000000B1 Nevermind
0x000000B0 ~city_name_10~
0x000000A0 Excellent. Let's grind our enemies into dust!
0x000000A1 Huzzah!

0x00000033 You attack us in our homes! What purpose do you have for this madness? You must know that this will not be tolerated.

0x00000096 Thank you, we appreciate your support.

0x000000AF ~city_name_9~

0x0000009A We're disappointed to hear that.

0x00000098 We can do that. Glad to see we could make a deal.

0x000000AC ~city_name_6~

0x000000A8 ~city_name_2~

0x000000A7 ~city_name_1~

0x00000086 Time to conquer this planet.

0x00000084 Time to monopolize this planet.

0x000000A4 I'm sorry to hear that.

0x0000002D Great alliances such as ours will stand the test of ages! Speak your mind, neighbor.

0x0000002B What is your purpose?

0x0000002C Greetings! Actions speak louder than words in the market, and you seem a pleasant enough neighbor at present. What do you need?

0x000000A5 Well, maybe next time...

0x00000030 Your defiling of ~source_lost_city_to_player_name~ is the last of a litany of mistakes. We will not let you retain it easily.

0x000000A6 Which city?

0x0000003F We have need of your forces. Will you fight on our behalf?

0x0000003E There is no need for armed conflict but you have chosen to bring it to our city. We are saddened beyond reckoning.

0x000000A9 ~city_name_3~

0x000000AA ~city_name_4~

0x00000039 The purchase of ~source_captured_npc_city_name~ has barely scratched the surface of our ambitions.

0x000000AB ~city_name_5~

0x0000008A I'd hoped someday you'd join us.

0x0000008B It's time to show us proper respect. We demand ~offer_1~ Sporebucks.

0x00000089 We've won! Let's band together, so the world can live as one.

0x0000008F Don't push it, buddy...

0x00000090 We are not pleased.

0x0000008D You can have the money - once you pry it from our dead, cold hands.

0x0000008E You have chosen wisely.

0x00000006 Our military requires no more capital. We have ended trade between ~source_city_name~ and ~target_city_name~.

0x00000062 The time for communication and trade is at an end. Prepare for war.

0x00000005 It may be bad for business but your behavior is insufferable. We have ended trade between ~source_city_name~ and ~target_city_name~.

0x00000065 Bye

0x00000063 I'm sorry, did you say something?

0x00000064 Okay, bully. We surrender. Hope you like the mess you've made of ~target_city_name~.

0x00000073 ~offer_1~ Sporebucks

0x00000004 Even a people of faith have limits to their tolerance. We have ended trade between ~source_city_name~ and ~target_city_name~.

0x00000072 We understand why you would want fair ~target_city_name~ for your own! Name your price.

0x00000016 I reject your offer! You can keep your tawdry goods.

0x00000067 Bye

0x00000042 Our people admire your wide tracts of land.

0x0000006F ~target_city_name~ falls before our might!

0x00000070 Good for you.

0x00000051 We come offering gifts. Do you accept?

0x00000046 Your people are descended from limbless space slugs.

0x00000009 We didn't need your money anyway.

0x00000013 The good word cannot spread without avenues of commerce. Let us set up a trade route with ~target_city_name~. Each trip will earn you a tithe.

0x00000008 Our relationship is no longer mutually beneficial. We have ended trade between ~source_city_name~ and ~target_city_name~.

0x00000007 We have communed with the Source and It has spoken. We must end trade between ~source_city_name~ and ~target_city_name~.

0x00000068 ~target_city_name~ was a cakewalk to defeat. Hope you're better able to defend yourself next time!

0x00000069 Bye

0x0000006B Bye

0x0000006E ~target_city_name~ will make a fine addition to our empire!

0x0000000A Trade can only grow our might. We accept.

0x0000006C Hey, we captured ~target_city_name~, woohoo!

0x0000006D Hope you're ready for us, ~target_city_name~ is ours now.

0x00000074 ~offer_2~ Sporebucks

0x00000079 Thanks for wasting our time.

0x00000058 We appreciate your efforts to improve relations.

0x0000005A Yes, please. Thanks in advance!

0x00000059 My pleasure

0x0000000D Great!

0x00000019 Excellent. Both of our cities will prosper from this deal.

0x00000057 Why, I've always counted on the kindness of strangers...

0x00000056 Whatever

0x0000005F Nevermind

0x0000007B You are a very generous bidder. We gladly accept your offer.

0x0000005E Here's 1000 Sporebucks...

0x0000007A Sorry.

0x0000005B Well, what can you give us?

0x0000005D Here's 2000 Sporebucks...

0x0000005C Here's 4000 Sporebucks...

0x00000052 Goodbye

0x0000000C Trade can only grow both our coffers. Your offer is accepted.

0x0000000B Such a partnership can only help spread our faith. We accept.

0x00000076 ~offer_4~ Sporebucks

0x00000075 ~offer_3~ Sporebucks

0x00000018 The Source smiles on your wisdom. May our cities be forever linked.

0x0000001D We question your logic, but we are happy to take our business elsewhere.

0x00000077 ~offer_5~ Sporebucks

0x00000054 Take care

0x0000001B Our generals are not pleased. It is unlikely we will offer such a deal again.

0x00000078 Nevermind...

0x00000011 Very well.

0x00000087 We can see the writing on the wall. I think it's time to fight no more forever.

0x000000B9 Testing this communications channel...

0x00000099 Thank you. Goodbye.

0x00000053 Your words show great wisdom.

0x00000097 Excellent. Goodbye.

0x00000088 We happily accept your surrender.

0x0000009B It's our final decision. Goodbye.

0x00000091 You are wasting your breath.

0x0000001E Duly noted. Goodbye.

0x00000015 I accept your offer! Start shipments immediately!

0x00000085 Time to spread the Truth across this planet.

0x00000095 Sorry. We don't consider this to be prudent at this juncture.

0x00000094 Well, if you would cover our loses with 4000 Sporebucks...

0x00000083 Hi, ~target_city_name~ of the ~player_name_nation~ here, what news do you bring?

0x0000008C Very well - we wouldn't want to lose this alliance.

0x0000009F Sorry. We don't consider this to be prudent at this juncture.

0x0000001A Agreed. Bye for now.

0x00000066 Your religion has gained popularity in ~target_city_name~! We have no choice but to convert to your culture. Now spread the good word to other cities!

0x00000060 This planet trembles before our mighty armada. You will not survive. Prepare for war.

0x00000035 Our influence continues to expand! Our crusade has added the city of ~source_captured_npc_city_name~ to our nation.

0x00000010 Our coffers overflow. We do not need to trade with you at this time. I'm sorry.

0x00000071 We would like to offer ~offer_1~ Sporebucks for ~target_city_name~. Interested?

0x00000017 You are not just a friend, but also a smart friend. We look forward to a long, prosperous relationship.

0x00000061 The world must unite around the one true Faith. You will learn the Truth as all those before you have learned.

0x00000034 We have conquered your pitiful city of ~source_captured_player_city_name~. Soon, it too, will understand the true meaning of our faith.

0x0000006A Was it the song? Was it the music? We're not sure, but your citizens have decided that ~target_city_name~ will be joining our nation. Sorry, but charm like this is hard to contain.

0x0000002E Our mighty forces have taken one of your cities! Have you come to beg for the return of ~source_captured_player_city_name~?

0x00000023 You are a fine ally. What is that you wish to speak about?

0x0000001C You are a foolish leader. Your nation will not prosper.

0x0000001F Our military gathers at your borders. We greet you only to mock you.

0x00000020 We have little to say to you. Make your point.

0x00000021 Your civilization perplexes us. What are your intentions?

0x00000022 We are pleased with our relations. How can we assist you?

0x000000B3 Okay, we've got a deal.

0x00000012 Our armies require goods that ~target_city_name~ possesses in order to flourish. Let us establish a trade route. We will pay you handsomely for each trip.

0x00000038 You have turned against us and chosen to wage war against our people. We will not tolerate this. Prepare for war.

0x00000080 Oops.

0x0000007E Yay!

0x00000014 For our cities to grow, our economies must grow. We would like to establish a trade route with ~target_city_name~. We will send vehicles filled with our finest cargo, and will pay a tax to your city for each trip.

0x00000082 Oops.

0x00000036 Your pathetic attempt to break our spirits will fail. You may have captured ~source_lost_city_to_player_name~ but we will reclaim it before long.

0x0000007C Yay!

0x0000002F Our nation continues to expand. ~source_captured_npc_city_name~ is another fine addition in our quest for dominance. What is your purpose in contacting us?

0x00000003 Our military was built in preparation for behavior such as yours. We have ended trade between ~source_city_name~ and ~target_city_name~.

0x0000003A We have purchased ~source_captured_npc_city_name~, proving that we can grow our nation without conflict.

0x00000024 You have defiled our beliefs and mocked our people. What do you want?

0x00000025 The Source frowns on your people and their creations. Why do you contact us?

0x00000027 We believe you are a force for good in this world. What do you need?

0x00000055 You'll look good over my mantlepiece...

0x00000028 The Source sings of our alliance and its power. Speak openly, friend.

CNV

dialog trade_route_offer_npc

text civ_main_menu!0x00000012 -emotion Happy -require SourceCivMilitary

```

text civ_main_menu!0x00000013 -emotion Happy -require SourceCivReligious
text civ_main_menu!0x00000014 -emotion Happy -require SourceCivEconomic

response
    action kCnvCommEvent~ civ_main_menu!trade_route_offer_npc_accept.cnv
    text civ_main_menu!0x00000015
end
response
    action kCnvCommEvent~ civ_main_menu!trade_route_offer_npc_reject.cnv
    text civ_main_menu!0x00000016
end
end
dialog npc_alliance_countered
    text civ_main_menu!0x000000A2 -emotion Neutral

    response
        action exit
        text civ_main_menu!0x000000A3
    end
end
dialog player_contact_npc
    text civ_main_menu!0x0000001F -emotion Angry -require AttitudeAnnoyedOrWorse
SourceCivMilitary
    text civ_main_menu!0x00000020 -emotion Angry -require AttitudeAnnoyedOrWorse
SourceCivMilitary
    text civ_main_menu!0x00000021 -emotion Neutral -require SourceCivMilitary
    text civ_main_menu!0x00000022 -emotion Happy -require AttitudePleasedOrBetter
SourceCivMilitary
    text civ_main_menu!0x00000023 -emotion Happy -require AttitudePleasedOrBetter
SourceCivMilitary
    text civ_main_menu!0x00000024 -emotion Angry -require AttitudeAnnoyedOrWorse
SourceCivReligious
    text civ_main_menu!0x00000025 -emotion Angry -require AttitudeAnnoyedOrWorse
SourceCivReligious
    text civ_main_menu!0x00000026 -emotion Neutral -require SourceCivReligious
    text civ_main_menu!0x00000027 -emotion Happy -require AttitudePleasedOrBetter
SourceCivReligious
    text civ_main_menu!0x00000028 -emotion Happy -require AttitudePleasedOrBetter
SourceCivReligious
    text civ_main_menu!0x00000029 -emotion Angry -require AttitudeAnnoyedOrWorse
SourceCivEconomic
    text civ_main_menu!0x0000002A -emotion Angry -require AttitudeAnnoyedOrWorse
SourceCivEconomic
    text civ_main_menu!0x0000002B -emotion Neutral -require SourceCivEconomic

```

text civ_main_menu!0x0000002C -emotion Happy -require AttitudePleasedOrBetter
SourceCivEconomic
text civ_main_menu!0x0000002D -emotion Happy -require AttitudePleasedOrBetter
SourceCivEconomic
text civ_main_menu!0x0000002E -emotion Laugh -require SourceCivMilitary
SourceCivCapturedPlayerCity
text civ_main_menu!0x0000002F -emotion Laugh -require SourceCivMilitary
SourceCivCapturedNPCCity
text civ_main_menu!0x00000030 -emotion Angry -require SourceCivMilitary
SourceCivLostCityToPlayer
text civ_main_menu!0x00000033 -emotion Angry -require AttitudeFurious
SourceCivMilitary
text civ_main_menu!0x00000034 -emotion Laugh -require SourceCivReligious
SourceCivCapturedPlayerCity
text civ_main_menu!0x00000035 -emotion Laugh -require SourceCivReligious
SourceCivCapturedNPCCity
text civ_main_menu!0x00000036 -emotion Angry -require SourceCivReligious
SourceCivLostCityToPlayer
text civ_main_menu!0x00000038 -emotion Angry -require AttitudeFurious
SourceCivReligious
text civ_main_menu!0x00000039 -emotion Laugh -require SourceCivEconomic
SourceCivCapturedNPCCity
text civ_main_menu!0x0000003A -emotion Laugh -require SourceCivEconomic
SourceCivCapturedNPCCity
text civ_main_menu!0x0000003E -emotion Angry -require AttitudeFurious
SourceCivEconomic

response

action kCnvCommEvent~ civ_main_menu!npc_attack_city.cnv
text civ_main_menu!0x0000003F
require AttitudeCautiousOrBetter SourceCivMoreThan1City

end

response

action 0x70C14C34
text civ_main_menu!0x00000042

end

response

action 0x26B14441
text civ_main_menu!0x00000046

end

response

action kCnvCommEvent~ civ_main_menu!npc_gift.cnv
text civ_main_menu!0x00000051
require AcceptsGifts

```

        end
        response
            action exit
            text civ_main_menu!0x00000052
        end
    end
    dialog npc_embargo_countered
        text civ_main_menu!0x00000098 -emotion Neutral

        response
            action exit
            text civ_main_menu!0x00000099
        end
    end
    dialog trade_route_offer_player_accepted
        text civ_main_menu!0x0000000A -emotion Happy -require SourceCivMilitary
        text civ_main_menu!0x0000000B -emotion Happy -require SourceCivReligious
        text civ_main_menu!0x0000000C -emotion Happy -require SourceCivEconomic

        response
            action exit
            text civ_main_menu!0x0000000D
        end
    end
    dialog npc_war_warning
        text civ_main_menu!0x00000060 -emotion Angry -require SourceCivMilitary
        text civ_main_menu!0x00000061 -emotion Angry -require SourceCivReligious
        text civ_main_menu!0x00000062 -emotion Angry -require SourceCivEconomic

        response
            action 0x6BA64250
            text civ_main_menu!0x00000063
        end
    end
    dialog capture_city_npc_gloat
        text civ_main_menu!0x0000006C -emotion Happy -require SourceCiv0to3Cities
        text civ_main_menu!0x0000006D -emotion Happy -require SourceCiv4to6Cities
        text civ_main_menu!0x0000006E -emotion Laugh -require SourceCiv7to9Cities
        text civ_main_menu!0x0000006F -emotion Laugh -require SourceCivMoreThan9Cities

        response
            action 0x6BA64250
            text civ_main_menu!0x00000070
        end
    end

```

```
end
dialog capture_city_from_player_religious
    text civ_main_menu!0x0000006A -emotion Laugh

    response
        action 0x6BA64250
        text civ_main_menu!0x0000006B
    end
end
dialog greetings
    text civ_main_menu!0x00000083 -emotion Happy

    response
        action exit
        text civ_main_menu!0x00000084
    end
    response
        action exit
        text civ_main_menu!0x00000085
    end
    response
        action exit
        text civ_main_menu!0x00000086
    end
end
dialog npc_complimented
    text civ_main_menu!0x00000053 -emotion Laugh

    response
        action exit
        text civ_main_menu!0x00000054
    end
end
dialog buy_city_offer_from_player_rejected
    text civ_main_menu!0x0000007F -emotion Gasp

    response
        action 0xBF3B803A
        text civ_main_menu!0x00000080
    end
end
dialog capture_city_from_npc_religious
    text civ_main_menu!0x00000066 -emotion Neutral
```

```
        response
            action 0x6BA64250
            text civ_main_menu!0x00000067
        end
    end
    dialog npc_insulted
        text civ_main_menu!0x00000055 -emotion Angry

        response
            action exit
            text civ_main_menu!0x00000056
        end
    end
    dialog npc_receive_gift
        text civ_main_menu!0x00000057 -emotion Laugh -require AttitudeCautiousOrBetter
        text civ_main_menu!0x00000058 -emotion Neutral -require AttitudeCautiousOrWorse

        response
            action exit
            text civ_main_menu!0x00000059
        end
    end
    dialog npc_attack_city
        text civ_main_menu!0x000000A6 -emotion Neutral

        response
            action 0x18646F3F
            text civ_main_menu!0x000000A7
            require AttackCity1
        end
        response
            action 0x18646F3C
            text civ_main_menu!0x000000A8
            require AttackCity2
        end
        response
            action 0x18646F3D
            text civ_main_menu!0x000000A9
            require AttackCity3
        end
        response
            action 0x18646F3A
            text civ_main_menu!0x000000AA
            require AttackCity4
        end
    end
end
```

```
end
response
    action 0x18646F3B
    text civ_main_menu!0x000000AB
    require AttackCity5
end
response
    action 0x18646F38
    text civ_main_menu!0x000000AC
    require AttackCity6
end
response
    action 0x18646F39
    text civ_main_menu!0x000000AD
    require AttackCity7
end
response
    action 0x18646F36
    text civ_main_menu!0x000000AE
    require AttackCity8
end
response
    action 0x18646F37
    text civ_main_menu!0x000000AF
    require AttackCity9
end
response
    action 0xA51B201D
    text civ_main_menu!0x000000B0
    require AttackCity10
end
response
    action exit
    text civ_main_menu!0x000000B1
end
end
dialog npc_surrender
    text civ_main_menu!0x00000087 -emotion Angry

    response
        action 0x3EF09234
        text civ_main_menu!0x00000088
    end
end
```



```
dialog buy_city_offer_from_player
    text civ_main_menu!0x00000072 -emotion Neutral

    response
        action 0x758330B8
        text civ_main_menu!0x00000073
        enableRequire AtLeast3200Money
    end
    response
        action 0x758330BB
        text civ_main_menu!0x00000074
        enableRequire AtLeast2400Money
    end
    response
        action 0x758330BA
        text civ_main_menu!0x00000075
        enableRequire AtLeast1600Money
    end
    response
        action 0x758330BD
        text civ_main_menu!0x00000076
        enableRequire AtLeast8000Money
    end
    response
        action 0x758330BC
        text civ_main_menu!0x00000077
        enableRequire AtLeast4000Money
    end
    response
        action 0xA3C1D501
        text civ_main_menu!0x00000078
    end
end
dialog capture_city_from_player_military
    text civ_main_menu!0x00000068 -emotion Laugh

    response
        action 0x6BA64250
        text civ_main_menu!0x00000069
    end
end
dialog buy_city_offer_from_player_accepted
    text civ_main_menu!0x0000007D -emotion Neutral
```

```
        response
            action kCnvCityBuyAccepted~
            text civ_main_menu!0x0000007E
        end
    end
    dialog npc_demand_rejected
        text civ_main_menu!0x00000090 -emotion Angry

        response
            action exit
            text civ_main_menu!0x00000091
        end
    end
    dialog npc_gift
        text civ_main_menu!0x0000005A -emotion Laugh -require AttitudeCautiousOrBetter
        text civ_main_menu!0x0000005B -emotion Neutral -require AttitudeCautiousOrWorse

        response
            action 0xD648ED4D
            text civ_main_menu!0x0000005C
            enableExclude NotEnoughMoneyLargeGift
        end
        response
            action 0x5EA6D3ED
            text civ_main_menu!0x0000005D
            enableExclude NotEnoughMoneyMediumGift
        end
        response
            action 0x410C4A65
            text civ_main_menu!0x0000005E
            enableExclude NotEnoughMoneySmallGift
        end
        response
            action exit
            text civ_main_menu!0x0000005F
        end
    end
    dialog npc_demand_met
        text civ_main_menu!0x0000008E -emotion Happy

        response
            action exit
            text civ_main_menu!0x0000008F
        end
    end
```

```
end
dialog buy_city_offer_from_npc
    text civ_main_menu!0x00000071 -emotion Neutral

    response
        action 0x015BC92B
    end
    response
        action 0x7E41D64A
    end
end
dialog npc_attack_city_counter_accepted
    text civ_main_menu!0x000000B5 -emotion Happy

    response
        action exit
        text civ_main_menu!0x000000B6
    end
end
dialog npc_embargo_accepted
    text civ_main_menu!0x00000096 -emotion Happy

    response
        action exit
        text civ_main_menu!0x00000097
    end
end
dialog trade_route_offer_npc_accept
    text civ_main_menu!0x00000017 -emotion Happy -require SourceCivMilitary
    text civ_main_menu!0x00000018 -emotion Happy -require SourceCivReligious
    text civ_main_menu!0x00000019 -emotion Happy -require SourceCivEconomic

    response
        action 0xCADAC8A0
        text civ_main_menu!0x0000001A
    end
end
dialog npc_alliance
    text civ_main_menu!0x0000009C -emotion Angry

    response
        action 0x24E1525D
        text civ_main_menu!0x0000009D
    end
end
```

```
    response
        action 0x9F0FF4CB
        text civ_main_menu!0x0000009E
    end
    response
        action 0x0764C336
        text civ_main_menu!0x0000009F
    end
end
dialog npc_embargo
    text civ_main_menu!0x00000092 -emotion Angry

    response
        action 0xD50A1A6D
        text civ_main_menu!0x00000093
    end
    response
        action 0xE7977907
        text civ_main_menu!0x00000094
    end
    response
        action 0x789418DC
        text civ_main_menu!0x00000095
    end
end
dialog npc_alliance_rejected
    text civ_main_menu!0x000000A4 -emotion Angry

    response
        action exit
        text civ_main_menu!0x000000A5
    end
end
dialog npc_alliance_accepted
    text civ_main_menu!0x000000A0 -emotion Happy

    response
        action exit
        text civ_main_menu!0x000000A1
    end
end
dialog trade_route_offer_player_rejected
    text civ_main_menu!0x0000000E -emotion Gasp -require SourceCivMilitary
    text civ_main_menu!0x0000000F -emotion Gasp -require SourceCivReligious
```

```

    text civ_main_menu!0x00000010 -emotion Gasp -require SourceCivEconomic

    response
        action exit
        text civ_main_menu!0x00000011
    end
end
dialog buy_city_offer_from_player_too_low
    text civ_main_menu!0x00000081 -emotion Angry

    response
        action 0x96508A98
        text civ_main_menu!0x00000082
    end
end
dialog npc_trade_route_sever_city
    text civ_main_menu!0x00000003 -emotion Angry -require SourceCivMilitary
    text civ_main_menu!0x00000004 -emotion Angry -require SourceCivReligious
    text civ_main_menu!0x00000005 -emotion Angry -require SourceCivEconomic
    text civ_main_menu!0x00000006 -emotion Angry -require SourceCivMilitary
    text civ_main_menu!0x00000007 -emotion Angry -require SourceCivReligious
    text civ_main_menu!0x00000008 -emotion Angry -require SourceCivEconomic

    response
        action 0x6BA64250
        text civ_main_menu!0x00000009
    end
end
dialog capture_city_from_npc_military
    text civ_main_menu!0x00000064 -emotion Sad

    response
        action 0x6BA64250
        text civ_main_menu!0x00000065
    end
end
dialog default
    text civ_main_menu!0x000000B9

    response
        action exit
        text civ_main_menu!0x000000BA
    end
    response

```

```
        action exit
        text civ_main_menu!0x000000BB
    end
    response
        action exit
        text civ_main_menu!0x000000BC
    end
end
dialog npc_attack_city_counter
    text civ_main_menu!0x000000B2 -emotion Happy

    response
        action 0x91386D6C
        text civ_main_menu!0x000000B3
        enableRequire AttackCityMoney
    end
    response
        action exit
        text civ_main_menu!0x000000B4
    end
end
dialog npc_node_bought
    text civ_main_menu!0x000000B7 -emotion Happy

    response
        action exit
        text civ_main_menu!0x000000B8
    end
end
dialog npc_embargo_rejected
    text civ_main_menu!0x0000009A -emotion Angry

    response
        action exit
        text civ_main_menu!0x0000009B
    end
end
dialog trade_route_offer_npc_reject
    text civ_main_menu!0x0000001B -emotion Gasp -require SourceCivMilitary
    text civ_main_menu!0x0000001C -emotion Gasp -require SourceCivReligious
    text civ_main_menu!0x0000001D -emotion Gasp -require SourceCivEconomic

    response
        action 0x1125D6A9
```

```

        text civ_main_menu!0x0000001E
    end
end
dialog buy_city_offer_from_player_too_high
    text civ_main_menu!0x0000007B -emotion Happy

    response
        action kCnvCityBuyAcceptedHigh~
        text civ_main_menu!0x0000007C
    end
end
dialog npc_surrender_ally
    text civ_main_menu!0x00000089 -emotion Happy

    response
        action 0x3EF09234
        text civ_main_menu!0x0000008A
    end
end
dialog npc_demand
    text civ_main_menu!0x0000008B -emotion Angry

    response
        action 0x23A2D684
        text civ_main_menu!0x0000008C
    end
    response
        action 0x764EA37C
        text civ_main_menu!0x0000008D
    end
end
dialog buy_city_offer_from_player_canceled
    text civ_main_menu!0x00000079 -emotion Angry

    response
        action 0xA3C1D501
        text civ_main_menu!0x0000007A
    end
end

```



dialog trade_route_offer_npc

text civ_main_menu!0x00000012 -emotion Happy -require SourceCivMilitary
0x00000012 Our armies require goods that ~target_city_name~ possesses in order to flourish. Let us establish a trade route. We will pay you handsomely for each trip.

text civ_main_menu!0x00000013 -emotion Happy -require SourceCivReligious
0x00000013 The good word cannot spread without avenues of commerce. Let us set up a trade route with ~target_city_name~. Each trip will earn you a tithe.

text civ_main_menu!0x00000014 -emotion Happy -require SourceCivEconomic
0x00000014 For our cities to grow, our economies must grow. We would like to establish a trade route with ~target_city_name~. We will send vehicles filled with our finest cargo, and will pay a tax to your city for each trip.

response
action kCnvCommEvent~
civ_main_menu!trade_route_offer_npc_accept.cnv
text civ_main_menu!0x00000015
0x00000015 I accept your offer! Start shipments immediately!

end
response
action kCnvCommEvent~
civ_main_menu!trade_route_offer_npc_reject.cnv
text civ_main_menu!0x00000016
0x00000016 I reject your offer! You can keep your tawdry goods.

end
end
dialog npc_alliance_countered
text civ_main_menu!0x000000A2 -emotion Neutral
0x000000A2 Sounds good. Glad to have you on our side.

response
action exit
text civ_main_menu!0x000000A3
0x000000A3 Let's go!

end
end
dialog player_contact_npc
text civ_main_menu!0x0000001F -emotion Angry -require
AttitudeAnnoyedOrWorse SourceCivMilitary
0x0000001F Our military gathers at your borders. We greet you only to mock you.

text civ_main_menu!0x00000020 -emotion Angry -require
AttitudeAnnoyedOrWorse SourceCivMilitary
0x00000020 We have little to say to you. Make your point.

text civ_main_menu!0x00000021 -emotion Neutral -require SourceCivMilitary
0x00000021 Your civilization perplexes us. What are your intentions?

**text civ_main_menu!0x00000022 -emotion Happy -require AttitudePleasedOrBetter
SourceCivMilitary**

0x00000022 We are pleased with our relations. How can we assist you?

**text civ_main_menu!0x00000023 -emotion Happy -require AttitudePleasedOrBetter
SourceCivMilitary**

0x00000023 You are a fine ally. What is that you wish to speak about?

**text civ_main_menu!0x00000024 -emotion Angry -require
AttitudeAnnoyedOrWorse SourceCivReligious**

0x00000024 You have defiled our beliefs and mocked our people. What do you want?

**text civ_main_menu!0x00000025 -emotion Angry -require
AttitudeAnnoyedOrWorse SourceCivReligious**

0x00000025 The Source frowns on your people and their creations. Why do you contact us?

text civ_main_menu!0x00000026 -emotion Neutral -require SourceCivReligious

0x00000026 We have meditated on it for hours but cannot decide whether you are friend or foe. What do you need?

**text civ_main_menu!0x00000027 -emotion Happy -require AttitudePleasedOrBetter
SourceCivReligious**

0x00000027 We believe you are a force for good in this world. What do you need?

**text civ_main_menu!0x00000028 -emotion Happy -require AttitudePleasedOrBetter
SourceCivReligious**

0x00000028 The Source sings of our alliance and its power. Speak openly, friend.

**text civ_main_menu!0x00000029 -emotion Angry -require
AttitudeAnnoyedOrWorse SourceCivEconomic**

0x00000029 Your existence threatens the very existence of this planet. What could you possibly want from us?

**text civ_main_menu!0x0000002A -emotion Angry -require
AttitudeAnnoyedOrWorse SourceCivEconomic**

0x0000002A Rarely have we seen a threat such as yours. Are you a force for good or evil?

text civ_main_menu!0x0000002B -emotion Neutral -require SourceCivEconomic

0x0000002B What is your purpose?

**text civ_main_menu!0x0000002C -emotion Happy -require
AttitudePleasedOrBetter SourceCivEconomic**

0x0000002C Greetings! Actions speak louder than words in the market, and you seem a pleasant enough neighbor at present. What do you need?

**text civ_main_menu!0x0000002D -emotion Happy -require
AttitudePleasedOrBetter SourceCivEconomic**

0x0000002D Great alliances such as ours will stand the test of ages! Speak your mind, neighbor.

**text civ_main_menu!0x0000002E -emotion Laugh -require SourceCivMilitary
SourceCivCapturedPlayerCity**
0x0000002E Our mighty forces have taken one of your cities! Have you come to beg for the return of ~source_captured_player_city_name~?

**text civ_main_menu!0x0000002F -emotion Laugh -require SourceCivMilitary
SourceCivCapturedNPCCity**
0x0000002F Our nation continues to expand.
~source_captured_npc_city_name~ is another fine addition in our quest for dominance. What is your purpose in contacting us?

**text civ_main_menu!0x00000030 -emotion Angry -require SourceCivMilitary
SourceCivLostCityToPlayer**
0x00000030 Your defiling of ~source_lost_city_to_player_name~ is the last of a litany of mistakes. We will not let you retain it easily.

**text civ_main_menu!0x00000033 -emotion Angry -require AttitudeFurious
SourceCivMilitary**
0x00000033 You attack us in our homes! What purpose do you have for this madness? You must know that this will not be tolerated.

**text civ_main_menu!0x00000034 -emotion Laugh -require SourceCivReligious
SourceCivCapturedPlayerCity**
0x00000034 We have conquered your pitiful city of ~source_captured_player_city_name~. Soon, it too, will understand the true meaning of our faith.

**text civ_main_menu!0x00000035 -emotion Laugh -require SourceCivReligious
SourceCivCapturedNPCCity**
0x00000035 Our influence continues to expand! Our crusade has added the city of ~source_captured_npc_city_name~ to our nation.

**text civ_main_menu!0x00000036 -emotion Angry -require SourceCivReligious
SourceCivLostCityToPlayer**
0x00000036 Your pathetic attempt to break our spirits will fail. You may have captured ~source_lost_city_to_player_name~ but we will reclaim it before long.

**text civ_main_menu!0x00000038 -emotion Angry -require AttitudeFurious
SourceCivReligious**
0x00000038 You have turned against us and chosen to wage war against our people. We will not tolerate this. Prepare for war.

**text civ_main_menu!0x00000039 -emotion Laugh -require SourceCivEconomic
SourceCivCapturedNPCCity**
0x00000039 The purchase of ~source_captured_npc_city_name~ has barely scratched the surface of our ambitions.

**text civ_main_menu!0x0000003A -emotion Laugh -require SourceCivEconomic
SourceCivCapturedNPCCity**
0x0000003A We have purchased ~source_captured_npc_city_name~, proving that we can grow our nation without conflict.

**text civ_main_menu!0x0000003E -emotion Angry -require AttitudeFurious
SourceCivEconomic**

0x0000003E There is no need for armed conflict but you have chosen to bring it to our city. We are saddened beyond reckoning.

response

action kCnvCommEvent~ civ_main_menu!npc_attack_city.cnv

text civ_main_menu!0x0000003F

0x0000003F We have need of your forces. Will you fight on our behalf?

require AttitudeCautiousOrBetter SourceCivMoreThan1City

end

response

action 0x70C14C34

text civ_main_menu!0x00000042

0x00000042 Our people admire your wide tracts of land.

end

response

action 0x26B14441

text civ_main_menu!0x00000046

0x00000046 Your people are descended from limbless space slugs.

end

response

action kCnvCommEvent~ civ_main_menu!npc_gift.cnv

text civ_main_menu!0x00000051

0x00000051 We come offering gifts. Do you accept?

require AcceptsGifts

end

response

action exit

text civ_main_menu!0x00000052

0x00000052 Goodbye

end

end

dialog npc_embargo_countered

text civ_main_menu!0x00000098 -emotion Neutral

0x00000098 We can do that. Glad to see we could make a deal.

response

action exit

text civ_main_menu!0x00000099

0x00000099 Thank you. Goodbye.

end

end

dialog trade_route_offer_player_accepted

text civ_main_menu!0x0000000A -emotion Happy -require SourceCivMilitary

0x0000000A Trade can only grow our might. We accept.

```

text civ_main_menu!0x0000000B -emotion Happy -require SourceCivReligious
    0x0000000B Such a partnership can only help spread our faith. We accept.
text civ_main_menu!0x0000000C -emotion Happy -require SourceCivEconomic
    0x0000000C Trade can only grow both our coffers. Your offer is accepted.

response
    action exit
    text civ_main_menu!0x0000000D
        0x0000000D Great!
end
end
dialog npc_war_warning
    text civ_main_menu!0x00000060 -emotion Angry -require SourceCivMilitary
        0x00000060 This planet trembles before our mighty armada. You will not survive.
        Prepare for war.
    text civ_main_menu!0x00000061 -emotion Angry -require SourceCivReligious
        0x00000061 The world must unite around the one true Faith. You will learn the
        Truth as all those before you have learned.
    text civ_main_menu!0x00000062 -emotion Angry -require SourceCivEconomic
        0x00000062 The time for communication and trade is at an end. Prepare for war.

response
    action 0x6BA64250
    text civ_main_menu!0x00000063
        0x00000063 I'm sorry, did you say something?
end
end
dialog capture_city_npc_gloat
    text civ_main_menu!0x0000006C -emotion Happy -require SourceCiv0to3Cities
        0x0000006C Hey, we captured ~target_city_name~, woohoo!
    text civ_main_menu!0x0000006D -emotion Happy -require SourceCiv4to6Cities
        0x0000006D Hope you're ready for us, ~target_city_name~ is ours now.
    text civ_main_menu!0x0000006E -emotion Laugh -require SourceCiv7to9Cities
        0x0000006E ~target_city_name~ will make a fine addition to our empire!
    text civ_main_menu!0x0000006F -emotion Laugh -require
SourceCivMoreThan9Cities
        0x0000006F ~target_city_name~ falls before our might!

response
    action 0x6BA64250
    text civ_main_menu!0x00000070
        0x00000070 Good for you.
end
end

```

dialog capture_city_from_player_religious

text civ_main_menu!0x0000006A -emotion Laugh

0x0000006A Was it the song? Was it the music? We're not sure, but your citizens have decided that ~target_city_name~ will be joining our nation. Sorry, but charm like this is hard to contain.

response

action 0x6BA64250

text civ_main_menu!0x0000006B

0x0000006B Bye

end

end

dialog greetings

text civ_main_menu!0x00000083 -emotion Happy

0x00000083 Hi, ~target_city_name~ of the ~player_name_nation~ here, what news do you bring?

response

action exit

text civ_main_menu!0x00000084

0x00000084 Time to monopolize this planet.

end

response

action exit

text civ_main_menu!0x00000085

0x00000085 Time to spread the Truth across this planet.

end

response

action exit

text civ_main_menu!0x00000086

0x00000086 Time to conquer this planet.

end

end

dialog npc_complimented

text civ_main_menu!0x00000053 -emotion Laugh

0x00000053 Your words show great wisdom.

response

action exit

text civ_main_menu!0x00000054

0x00000054 Take care

end

end

dialog buy_city_offer_from_player_rejected

```

    text civ_main_menu!0x0000007F -emotion Gasp
        0x0000007F After due consideration we must inform you that your offer has been
        rejected.

    response
        action 0xBF3B803A
        text civ_main_menu!0x00000080
            0x00000080 Oops.

    end
end
dialog capture_city_from_npc_religious
    text civ_main_menu!0x00000066 -emotion Neutral
        0x00000066 Your religion has gained popularity in ~target_city_name~! We have
        no choice but to convert to your culture. Now spread the good word to other
        cities!

    response
        action 0x6BA64250
        text civ_main_menu!0x00000067
            0x00000067 Bye

    end
end
dialog npc_insulted
    text civ_main_menu!0x00000055 -emotion Angry
        0x00000055 You'll look good over my mantelpiece...

    response
        action exit
        text civ_main_menu!0x00000056
            0x00000056 Whatever

    end
end
dialog npc_receive_gift
    text civ_main_menu!0x00000057 -emotion Laugh -require
    AttitudeCautiousOrBetter
        0x00000057 Why, I've always counted on the kindness of strangers...
        text civ_main_menu!0x00000058 -emotion Neutral -require
    AttitudeCautiousOrWorse
        0x00000058 We appreciate your efforts to improve relations.

    response
        action exit
        text civ_main_menu!0x00000059
            0x00000059 My pleasure

```

```
end
end
dialog npc_attack_city
    text civ_main_menu!0x000000A6 -emotion Neutral
        0x000000A6 Which city?

    response
        action 0x18646F3F
        text civ_main_menu!0x000000A7
            0x000000A7 ~city_name_1~
        require AttackCity1
    end
    response
        action 0x18646F3C
        text civ_main_menu!0x000000A8
            0x000000A8 ~city_name_2~
        require AttackCity2
    end
    response
        action 0x18646F3D
        text civ_main_menu!0x000000A9
            0x000000A9 ~city_name_3~
        require AttackCity3
    end
    response
        action 0x18646F3A
        text civ_main_menu!0x000000AA
            0x000000AA ~city_name_4~
        require AttackCity4
    end
    response
        action 0x18646F3B
        text civ_main_menu!0x000000AB
            0x000000AB ~city_name_5~
        require AttackCity5
    end
    response
        action 0x18646F38
        text civ_main_menu!0x000000AC
            0x000000AC ~city_name_6~
        require AttackCity6
    end
    response
        action 0x18646F39
```

```

        text civ_main_menu!0x000000AD
            0x000000AD ~city_name_7~
        require AttackCity7
    end
    response
        action 0x18646F36
        text civ_main_menu!0x000000AE
            0x000000AE ~city_name_8~
        require AttackCity8
    end
    response
        action 0x18646F37
        text civ_main_menu!0x000000AF
            0x000000AF ~city_name_9~
        require AttackCity9
    end
    response
        action 0xA51B201D
        text civ_main_menu!0x000000B0
            0x000000B0 ~city_name_10~
        require AttackCity10
    end
    response
        action exit
        text civ_main_menu!0x000000B1
            0x000000B1 Nevermind
    end
end
dialog npc_surrender
    text civ_main_menu!0x00000087 -emotion Angry
        0x00000087 We can see the writing on the wall. I think it's time to fight no more
        forever.

    response
        action 0x3EF09234
        text civ_main_menu!0x00000088
            0x00000088 We happily accept your surrender.
    end
end
dialog buy_city_offer_from_player
    text civ_main_menu!0x00000072 -emotion Neutral
        0x00000072 We understand why you would want fair ~target_city_name~ for
        your own! Name your price.

```



```
response
    action 0x758330B8
    text civ_main_menu!0x00000073
        0x00000073 ~offer_1~ Sporebucks
    enableRequire AtLeast3200Money
end
response
    action 0x758330BB
    text civ_main_menu!0x00000074
        0x00000074 ~offer_2~ Sporebucks
    enableRequire AtLeast2400Money
end
response
    action 0x758330BA
    text civ_main_menu!0x00000075
        0x00000075 ~offer_3~ Sporebucks
    enableRequire AtLeast1600Money
end
response
    action 0x758330BD
    text civ_main_menu!0x00000076
        0x00000076 ~offer_4~ Sporebucks
    enableRequire AtLeast8000Money
end
response
    action 0x758330BC
    text civ_main_menu!0x00000077
        0x00000077 ~offer_5~ Sporebucks
    enableRequire AtLeast4000Money
end
response
    action 0xA3C1D501
    text civ_main_menu!0x00000078
        0x00000078 Nevermind...
end
end
dialog capture_city_from_player_military
    text civ_main_menu!0x00000068 -emotion Laugh
        0x00000068 ~target_city_name~ was a cakewalk to defeat. Hope you're better
        able to defend yourself next time!

    response
        action 0x6BA64250
        text civ_main_menu!0x00000069
```

```

                                0x00000069 Bye
                        end
    end
    dialog buy_city_offer_from_player_accepted
        text civ_main_menu!0x0000007D -emotion Neutral
            0x0000007D You are a shrewd negotiator. We accept.

        response
            action kCnvCityBuyAccepted~
            text civ_main_menu!0x0000007E
                0x0000007E Yay!
        end
    end
    end
    dialog npc_demand_rejected
        text civ_main_menu!0x00000090 -emotion Angry
            0x00000090 We are not pleased.

        response
            action exit
            text civ_main_menu!0x00000091
                0x00000091 You are wasting your breath.
        end
    end
    end
    dialog npc_gift
        text civ_main_menu!0x0000005A -emotion Laugh -require
        AttitudeCautiousOrBetter
            0x0000005A Yes, please. Thanks in advance!
        text civ_main_menu!0x0000005B -emotion Neutral -require
        AttitudeCautiousOrWorse
            0x0000005B Well, what can you give us?

        response
            action 0xD648ED4D
            text civ_main_menu!0x0000005C
                0x0000005C Here's 4000 Sporebucks...
            enableExclude NotEnoughMoneyLargeGift
        end
        response
            action 0x5EA6D3ED
            text civ_main_menu!0x0000005D
                0x0000005D Here's 2000 Sporebucks...
            enableExclude NotEnoughMoneyMediumGift
        end
    end
    response

```

```

        action 0x410C4A65
        text civ_main_menu!0x0000005E
            0x0000005E Here's 1000 Sporebucks...
        enableExclude NotEnoughMoneySmallGift
    end
    response
        action exit
        text civ_main_menu!0x0000005F
            0x0000005F Nevermind
    end
end
dialog npc_demand_met
    text civ_main_menu!0x0000008E -emotion Happy
        0x0000008E You have chosen wisely.

    response
        action exit
        text civ_main_menu!0x0000008F
            0x0000008F Don't push it, buddy...
    end
end
dialog buy_city_offer_from_npc
    text civ_main_menu!0x00000071 -emotion Neutral
        0x00000071 We would like to offer ~offer_1~ Sporebucks for
        ~target_city_name~. Interested?

    response
        action 0x015BC92B
    end
    response
        action 0x7E41D64A
    end
end
dialog npc_attack_city_counter_accepted
    text civ_main_menu!0x000000B5 -emotion Happy
        0x000000B5 Alright, we'll get to work!

    response
        action exit
        text civ_main_menu!0x000000B6
            0x000000B6 Thanks for the help...
    end
end
dialog npc_embargo_accepted

```

text civ_main_menu!0x00000096 -emotion Happy
0x00000096 Thank you, we appreciate your support.

response
action exit
text civ_main_menu!0x00000097
0x00000097 Excellent. Goodbye.

end

end

dialog trade_route_offer_npc_accept
text civ_main_menu!0x00000017 -emotion Happy -require SourceCivMilitary
0x00000017 You are not just a friend, but also a smart friend. We look forward to a long, prosperous relationship.

text civ_main_menu!0x00000018 -emotion Happy -require SourceCivReligious
0x00000018 The Source smiles on your wisdom. May our cities be forever linked.

text civ_main_menu!0x00000019 -emotion Happy -require SourceCivEconomic
0x00000019 Excellent. Both of our cities will prosper from this deal.

response
action 0xCADAC8A0
text civ_main_menu!0x0000001A
0x0000001A Agreed. Bye for now.

end

end

dialog npc_alliance
text civ_main_menu!0x0000009C -emotion Angry
0x0000009C We could use your help. Would you declare war on ~npc1_name_nation~?

response
action 0x24E1525D
text civ_main_menu!0x0000009D
0x0000009D Absolutely. We're happy to join with you.

end

response
action 0x9F0FF4CB
text civ_main_menu!0x0000009E
0x0000009E Hmm... maybe if you sweeten the deal with 2000 Sporebucks?

end

response
action 0x0764C336
text civ_main_menu!0x0000009F
0x0000009F Sorry. We don't consider this to be prudent at this juncture.

```

    end
end
dialog npc_embargo
    text civ_main_menu!0x00000092 -emotion Angry
        0x00000092 We are upset that you are trading with ~npc1_name_nation~. We
        insist that you stop immediately!

    response
        action 0xD50A1A6D
        text civ_main_menu!0x00000093
            0x00000093 We understand. We'll cut them off.
    end
    response
        action 0xE7977907
        text civ_main_menu!0x00000094
            0x00000094 Well, if you would cover our loses with 4000 Sporebucks...
    end
    response
        action 0x789418DC
        text civ_main_menu!0x00000095
            0x00000095 Sorry. We don't consider this to be prudent at this juncture.
    end
end
dialog npc_alliance_rejected
    text civ_main_menu!0x000000A4 -emotion Angry
        0x000000A4 I'm sorry to hear that.

    response
        action exit
        text civ_main_menu!0x000000A5
            0x000000A5 Well, maybe next time...
    end
end
dialog npc_alliance_accepted
    text civ_main_menu!0x000000A0 -emotion Happy
        0x000000A0 Excellent. Let's grind our enemies into dust!

    response
        action exit
        text civ_main_menu!0x000000A1
            0x000000A1 Huzzah!
    end
end
dialog trade_route_offer_player_rejected

```

text civ_main_menu!0x0000000E -emotion Gasp -require SourceCivMilitary
 0x0000000E We do not need to trade with trifling civilizations such as yourselves.
 No.

text civ_main_menu!0x0000000F -emotion Gasp -require SourceCivReligious
 0x0000000F We have pondered your offer deeply but found it lacking. No.

text civ_main_menu!0x00000010 -emotion Gasp -require SourceCivEconomic
 0x00000010 Our coffers overflow. We do not need to trade with you at this time.
 I'm sorry.

response
action exit
text civ_main_menu!0x00000011
 0x00000011 Very well.

end

end

dialog buy_city_offer_from_player_too_low
text civ_main_menu!0x00000081 -emotion Angry
 0x00000081 You insult my parents and my parents' parents. Such a ridiculous
 offer cannot be tolerated.

response
action 0x96508A98
text civ_main_menu!0x00000082
 0x00000082 Oops.

end

end

dialog npc_trade_route_sever_city
text civ_main_menu!0x00000003 -emotion Angry -require SourceCivMilitary
 0x00000003 Our military was built in preparation for behavior such as yours. We
 have ended trade between ~source_city_name~ and ~target_city_name~.

text civ_main_menu!0x00000004 -emotion Angry -require SourceCivReligious
 0x00000004 Even a people of faith have limits to their tolerance. We have ended
 trade between ~source_city_name~ and ~target_city_name~.

text civ_main_menu!0x00000005 -emotion Angry -require SourceCivEconomic
 0x00000005 It may be bad for business but your behavior is insufferable. We
 have ended trade between ~source_city_name~ and ~target_city_name~.

text civ_main_menu!0x00000006 -emotion Angry -require SourceCivMilitary
 0x00000006 Our military requires no more capital. We have ended trade
 between ~source_city_name~ and ~target_city_name~.

text civ_main_menu!0x00000007 -emotion Angry -require SourceCivReligious
 0x00000007 We have communed with the Source and It has spoken. We must
 end trade between ~source_city_name~ and ~target_city_name~.

text civ_main_menu!0x00000008 -emotion Angry -require SourceCivEconomic

0x00000008 Our relationship is no longer mutually beneficial. We have ended trade between ~source_city_name~ and ~target_city_name~.

response

action 0x6BA64250

text civ_main_menu!0x00000009

0x00000009 We didn't need your money anyway.

end

end

dialog capture_city_from_npc_military

text civ_main_menu!0x00000064 -emotion Sad

0x00000064 Okay, bully. We surrender. Hope you like the mess you've made of ~target_city_name~.

response

action 0x6BA64250

text civ_main_menu!0x00000065

0x00000065 Bye

end

end

dialog default

text civ_main_menu!0x000000B9

0x000000B9 Testing this communications channel...

response

action exit

text civ_main_menu!0x000000BA

0x000000BA one

end

response

action exit

text civ_main_menu!0x000000BB

0x000000BB two

end

response

action exit

text civ_main_menu!0x000000BC

0x000000BC three

end

end

dialog npc_attack_city_counter

text civ_main_menu!0x000000B2 -emotion Happy

0x000000B2 We could help you out for a price. How about ~offer_1~ Sporebucks?

```

    response
        action 0x91386D6C
        text civ_main_menu!0x000000B3
            0x000000B3 Okay, we've got a deal.
        enableRequire AttackCityMoney
    end
    response
        action exit
        text civ_main_menu!0x000000B4
            0x000000B4 Sorry, that's too just too high.
    end
end
dialog npc_node_bought
    text civ_main_menu!0x000000B7 -emotion Happy
        0x000000B7 Thanks for the cash!

    response
        action exit
        text civ_main_menu!0x000000B8
            0x000000B8 Our pleasure...
    end
end
dialog npc_embargo_rejected
    text civ_main_menu!0x0000009A -emotion Angry
        0x0000009A We're disappointed to hear that.

    response
        action exit
        text civ_main_menu!0x0000009B
            0x0000009B It's our final decision. Goodbye.
    end
end
dialog trade_route_offer_npc_reject
    text civ_main_menu!0x0000001B -emotion Gasp -require SourceCivMilitary
        0x0000001B Our generals are not pleased. It is unlikely we will offer such a deal
        again.
    text civ_main_menu!0x0000001C -emotion Gasp -require SourceCivReligious
        0x0000001C You are a foolish leader. Your nation will not prosper.
    text civ_main_menu!0x0000001D -emotion Gasp -require SourceCivEconomic
        0x0000001D We question your logic, but we are happy to take our business
        elsewhere.

    response

```



```

        action 0x1125D6A9
        text civ_main_menu!0x0000001E
            0x0000001E Duly noted. Goodbye.
    end
end
dialog buy_city_offer_from_player_too_high
    text civ_main_menu!0x0000007B -emotion Happy
        0x0000007B You are a very generous bidder. We gladly accept your offer.

    response
        action kCnvCityBuyAcceptedHigh~
        text civ_main_menu!0x0000007C
            0x0000007C Yay!
    end
end
dialog npc_surrender_ally
    text civ_main_menu!0x00000089 -emotion Happy
        0x00000089 We've won! Let's band together, so the world can live as one.

    response
        action 0x3EF09234
        text civ_main_menu!0x0000008A
            0x0000008A I'd hoped someday you'd join us.
    end
end
dialog npc_demand
    text civ_main_menu!0x0000008B -emotion Angry
        0x0000008B It's time to show us proper respect. We demand ~offer_1~
        Sporebucks.

    response
        action 0x23A2D684
        text civ_main_menu!0x0000008C
            0x0000008C Very well - we wouldn't want to lose this alliance.
    end
    response
        action 0x764EA37C
        text civ_main_menu!0x0000008D
            0x0000008D You can have the money - once you pry it from our dead,
            cold hands.
    end
end
dialog buy_city_offer_from_player_canceled
    text civ_main_menu!0x00000079 -emotion Angry

```

0x00000079 Thanks for wasting our time.

response

action 0xA3C1D501

text civ_main_menu!0x0000007A

0x0000007A Sorry.

end

end

event_biosphere_collapse

Local

WARNING: This is a conversation string table. It is auto-generated.
Any change you would do in this file will be overwritten by the script.
If you need to modify any of the text, please modify the file with the same name under
Data\GameplayConfig\SpaceGame\SpaceConversations\
That file has the same name but different (.cnv) extension.

0x00000001 Urgent message for our Captain!~p~Our ecosystem on planet
~mission_target_planet~ is at great risk! A virus is spreading thru some of our wild
~mission_target_animal_species~ herds.~p~We need you to cull the infected from the pack
immediately, or the virus will spread and we will lose the entire species... and that may be only
the beginning of an entire biosphere collapse.~p~Hurry!~p~~mission_target_planet~ out!

0x00000003 Kind ~player_title~ ~player_creature_name~!~p~While we try to let the cycle of life
run its more natural course, a tragic turn requires intervention. Our ecosystem on planet
~mission_target_planet~ is at great risk! A virus is spreading thru some of our wild
~mission_target_animal_species~ herds.~p~We need you to cull the infected from the pack
immediately, or the virus will spread and we will lose the entire species... and that may be only
the beginning of an entire biosphere collapse.~p~Hurry!

0x0000001A ~player_title~ ~player_creature_name~! We seek you to assist us most
urgently.~p~Spode's Faithful on planet ~mission_target_planet~ are at great risk! A virus is
spreading thru some of our wild ~mission_target_animal_species~ herds.~p~Thou shalt cull the
infected from the pack immediately, or the virus will spread and lost will be the entire species...
and to that end, the beginning doom to the planet.~p~May you speed this way at once!

0x0000001B Distress signal launch procedure has been initiated per the Grand Council.
Seeking the assistance of ~player_title~ ~player_creature_name~.~p~Our ecosystem on planet
~mission_target_planet~ is at great risk! A virus is spreading thru some of our wild
~mission_target_animal_species~ herds.~p~We need you to cull the infected from the pack
immediately, or the virus will spread and we will lose the entire species... and that may be only
the beginning of an entire biosphere collapse.~p~I'm sure you can imagine the chaos this is
creating, in direct defiance to our Philosophy of Order. We request your intervention per our
Alliance Agreement, document 48, paragraph LXVIII.~p~We anticipate that your arrival is
imminent.

0x0000001C ~player_title~ ~player_creature_name~.~p~A recent field study of our wildlife
returned some alarming data. The ecosystem on planet ~mission_target_planet~ is at great risk.
A virus is spreading thru some of our wild ~mission_target_animal_species~ herds.~p~We need
you to cull the infected from the pack immediately, or the virus will spread and we will lose the
entire species... and that may be only the beginning of an entire biosphere collapse.~p~We
request your assistance STAT. Initiate the most efficient flight plan at once.

0x0000001D Fiddledee floo! Nothing ruins a beautiful day like imminent catastrophic ecological
disaster.~p~~player_title~ ~player_creature_name~, you simply must come and make things
right. Our silly wild ~mission_target_animal_species~ herds have put themselves in a terrible fix,

though the domesticated ones are still quite lovable and healthy.~p~We need you to cull the infected from the pack immediately, or the virus will spread and we will lose the entire species... and that may be only the beginning of an entire biosphere collapse.~p~Hurry, hurry! Come quick, come quick!

0x0000001E Oh, ~player_title~ ~player_creature_name~! Help, help!~p~Our ecosystem on planet ~mission_target_planet~ is at great risk! A virus is spreading thru some of our wild ~mission_target_animal_species~ herds.~p~We need you to cull the infected from the pack immediately, or the virus will spread and we will lose the entire species... and that may be only the beginning of an entire biosphere collapse.~p~Hurry, hurry!

0x0000001F Kind ~player_title~ ~player_creature_name~.~p~As the ways of Harmony teach us, the cycle of life has a rhythm all its own. Alas, this melody has hit a wrong note on planet ~mission_target_planet~!~p~A virus is spreading thru some of our wild ~mission_target_animal_species~ herds.~p~You must relieve them from their pain at once. If they suffer much longer, the infection will spread and we will lose the entire species... and that may be only the beginning of an entire biosphere collapse.~p~Fare thee well and speed you this way.

0x00000020 Attention ~player_creature_name~!~p~Planet ~mission_target_planet~ has exposed a weakness the ~race~ will not tolerate. Eliminate the weak ~mission_target_animal_species~ immediately.~p~~race~ out.

0x00000021 Attention ~player_creature_name~!~p~You will report to planet ~mission_target_planet~ at once to eradicate the weak ~mission_target_animal_species~.~p~That is all.

0x00000002 Close Transmission

0x00000004 Save planet ~mission_target_planet~ from ecodisaster!

0x00000091 Planet ~mission_target_planet~ is saved!

0x00000090 Eradicate the infected ~mission_target_animal_species~ creatures from the herd.

0x00000005 The ecosystem has returned to its balanced state.

0x00000006 The ecosystem on planet ~mission_target_planet~ is at great risk! A virus is spreading thru the wild ~mission_target_animal_species~ herds. Identify the infected by their glowing trail.~p~Cull the infected from the pack immediately, or the virus will spread and the entire species will be lost.. and that may be only the beginning of an entire biosphere collapse.

0x00000007 There is no longer a biosphere collapse on planet ~mission_target_planet~.

0x00000008 ~mission_num_eradicated_creatures~ of ~mission_num_creatures~ ~mission_target_animal_species~ animals have been eradicated.

0x00000009 Ecosystem collapse has been prevented.

0x0000000A Eradicate only targeted animals.

0x0000000B Disaster! Too many healthy animals were killed.

0x0000000C Warning! If you kill ~mission_num_healthy_creatures_left~ more of the healthy ~mission_target_animal_species~ animals they will go extinct!

0x0000000D Animals from infected herds are not permitted aboard the ~ufo_name~.

0x0000000E That animal is sick. You can't bring it on board!

0x0000000F The ~mission_target_animal_species~ animal species has gone extinct.

0x00000010 Ecosystem collapse on ~mission_target_planet~. The ~mission_target_animal_species~ animals are now extinct.

0x00000011 Deforestation! A plant species has become extinct.
0x00000012 Ecosystem collapse on ~mission_target_planet~: A plant species has become extinct.
0x00000013 The ecosystem on planet ~mission_target_planet~ has collapsed.
0x00000014 There has been an ecosystem collapse on planet ~mission_target_planet~.
0x00000015 Eliminate targeted animals. Be quick!
0x00000017 Ecosystem collapse looming on planet ~mission_target_planet~. Eradicate targeted animals. Quickly!
0x00000018 Add plants and animals to planet ~mission_target_planet~ to prevent ecosystem collapse.
0x00000019 Biosphere collapse on planet ~mission_target_planet~: Add plants and animals to the ecosystem to prevent T-Score failure!

CNV

dialog mission_assign

text event_biosphere_collapse!0x00000001 -require MySpecies
text event_biosphere_collapse!0x00000003 -require Ecologist
text event_biosphere_collapse!0x0000001A -require Zealot
text event_biosphere_collapse!0x0000001B -require Diplomat
text event_biosphere_collapse!0x0000001C -require Scientist
text event_biosphere_collapse!0x0000001D -require Bard
text event_biosphere_collapse!0x0000001E -require Trader
text event_biosphere_collapse!0x0000001F -require Shaman
text event_biosphere_collapse!0x00000020 -require Warrior
text event_biosphere_collapse!0x00000021 -require Grob

response

action exit

text event_biosphere_collapse!0x00000002

end

end

eventlog UIMediumDesc_Fulfilled

text event_biosphere_collapse!0x00000005

end

eventlog event_log_hint_infection_verbose

text event_biosphere_collapse!0x00000017

end

eventlog event_log_complete

text event_biosphere_collapse!0x00000009

```
end
eventlog UIShortDesc_InProgress
    text event_biosphere_collapse!0x00000004
end
eventlog event_log_failure_verbose
    text event_biosphere_collapse!0x00000014
end
eventlog UILongDesc_Fulfilled
    text event_biosphere_collapse!0x00000007
end
eventlog event_log_healthy_kill_near_limit
    text event_biosphere_collapse!0x0000000C
end
eventlog event_log_max_healthy_kill
    text event_biosphere_collapse!0x0000000B
end
eventlog event_log_progress
    text event_biosphere_collapse!0x00000008
end
eventlog UIMediumDesc_InProgress
    text event_biosphere_collapse!0x00000090
end
eventlog event_log_healthy_kill
    text event_biosphere_collapse!0x0000000A
end
eventlog event_log_hint_infection
    text event_biosphere_collapse!0x00000015
end
eventlog event_log_diseased_abducted
    text event_biosphere_collapse!0x0000000E
end
eventlog event_log_plant_extinction_verbose
    text event_biosphere_collapse!0x00000012
end
eventlog UILongDesc_InProgress
    text event_biosphere_collapse!0x00000006
end
eventlog event_log_failure
    text event_biosphere_collapse!0x00000013
end
eventlog event_log_hint_collapse_verbose
    text event_biosphere_collapse!0x00000019
end
eventlog event_log_healthy_abducted
```

```

        text event_biosphere_collapse!0x0000000D
    end
    eventlog event_log_animal_extinction
        text event_biosphere_collapse!0x0000000F
    end
    eventlog event_log_animal_extinction_verbose
        text event_biosphere_collapse!0x00000010
    end
    eventlog UIShortDesc_Fulfilled
        text event_biosphere_collapse!0x00000091
    end
    eventlog event_log_hint_collapse
        text event_biosphere_collapse!0x00000018
    end
    eventlog event_log_plant_extinction
        text event_biosphere_collapse!0x00000011
    end

```



dialog mission_assign

text event_biosphere_collapse!0x00000001 -require MySpecies

0x00000001 Urgent message for our Captain!~p~Our ecosystem on planet ~mission_target_planet~ is at great risk! A virus is spreading thru some of our wild ~mission_target_animal_species~ herds.~p~We need you to cull the infected from the pack immediately, or the virus will spread and we will lose the entire species... and that may be only the beginning of an entire biosphere collapse.~p~Hurry!~p~mission_target_planet~ out!

text event_biosphere_collapse!0x00000003 -require Ecologist

0x00000003 Kind ~player_title~ ~player_creature_name~!~p~While we try to let the cycle of life run its more natural course, a tragic turn requires intervention. Our ecosystem on planet ~mission_target_planet~ is at great risk! A virus is spreading thru some of our wild ~mission_target_animal_species~ herds.~p~We need you to cull the infected from the pack immediately, or the virus will spread and we will lose the entire species... and that may be only the beginning of an entire biosphere collapse.~p~Hurry!

text event_biosphere_collapse!0x0000001A -require Zealot

0x0000001A ~player_title~ ~player_creature_name~! We seek you to assist us most urgently.~p~Spode's Faithful on planet ~mission_target_planet~ are at great risk! A virus is spreading thru some of our wild ~mission_target_animal_species~ herds.~p~Thou shalt cull the infected from the pack immediately, or the virus will spread and lost will be the entire species... and

to that end, the beginning doom to the planet.~p~May you speed this way at once!

text event_biosphere_collapse!0x0000001B -require Diplomat

0x0000001B Distress signal launch procedure has been initiated per the Grand Council. Seeking the assistance of ~player_title~
~player_creature_name~.~p~Our ecosystem on planet ~mission_target_planet~ is at great risk! A virus is spreading thru some of our wild
~mission_target_animal_species~ herds.~p~We need you to cull the infected from the pack immediately, or the virus will spread and we will lose the entire species... and that may be only the beginning of an entire biosphere collapse.~p~I'm sure you can imagine the chaos this is creating, in direct defiance to our Philosophy of Order. We request your intervention per our Alliance Agreement, document 48, paragraph LXVIII.~p~We anticipate that your arrival is imminent.

text event_biosphere_collapse!0x0000001C -require Scientist

0x0000001C ~player_title~ ~player_creature_name~.~p~A recent field study of our wildlife returned some alarming data. The ecosystem on planet
~mission_target_planet~ is at great risk. A virus is spreading thru some of our wild ~mission_target_animal_species~ herds.~p~We need you to cull the infected from the pack immediately, or the virus will spread and we will lose the entire species... and that may be only the beginning of an entire biosphere collapse.~p~We request your assistance STAT. Initiate the most efficient flight plan at once.

text event_biosphere_collapse!0x0000001D -require Bard

0x0000001D Fiddledee floo! Nothing ruins a beautiful day like imminent catastrophic ecological disaster.~p~~player_title~ ~player_creature_name~, you simply must come and make things right. Our silly wild
~mission_target_animal_species~ herds have put themselves in a terrible fix, though the domesticated ones are still quite lovable and healthy.~p~We need you to cull the infected from the pack immediately, or the virus will spread and we will lose the entire species... and that may be only the beginning of an entire biosphere collapse.~p~Hurry, hurry! Come quick, come quick!

text event_biosphere_collapse!0x0000001E -require Trader

0x0000001E Oh, ~player_title~ ~player_creature_name~! Help, help!~p~Our ecosystem on planet ~mission_target_planet~ is at great risk! A virus is spreading thru some of our wild ~mission_target_animal_species~ herds.~p~We need you to cull the infected from the pack immediately, or the virus will spread and we will lose the entire species... and that may be only the beginning of an entire biosphere collapse.~p~Hurry, hurry!

text event_biosphere_collapse!0x0000001F -require Shaman

0x0000001F Kind ~player_title~ ~player_creature_name~.~p~As the ways of Harmony teach us, the cycle of life has a rhythm all its own. Alas, this melody has hit a wrong note on planet ~mission_target_planet~!~p~A virus is spreading thru some of our wild ~mission_target_animal_species~ herds.~p~You must relieve

them from their pain at once. If they suffer much longer, the infection will spread and we will lose the entire species... and that may be only the beginning of an entire biosphere collapse.~p~Fare thee well and speed you this way.

text event_biosphere_collapse!0x00000020 -require Warrior

0x00000020 Attention ~player_creature_name~!~p~Planet
~mission_target_planet~ has exposed a weakness the ~race~ will not tolerate.
Eliminate the weak ~mission_target_animal_species~ immediately.~p~~race~
out.

text event_biosphere_collapse!0x00000021 -require Grob

0x00000021 Attention ~player_creature_name~!~p~You will report to planet
~mission_target_planet~ at once to eradicate the weak
~mission_target_animal_species~.~p~That is all.

response

action exit

text event_biosphere_collapse!0x00000002

0x00000002 Close Transmission

end

end

(Misc)

eventlog UIMediumDesc_Fulfilled

text event_biosphere_collapse!0x00000005

0x00000005 The ecosystem has returned to its balanced state.

end

eventlog event_log_hint_infection_verbose

text event_biosphere_collapse!0x00000017

0x00000017 Ecosystem collapse looming on planet ~mission_target_planet~.
Eradicate targeted animals. Quickly!

end

eventlog event_log_complete

text event_biosphere_collapse!0x00000009

0x00000009 Ecosystem collapse has been prevented.

end

eventlog UIShortDesc_InProgress

text event_biosphere_collapse!0x00000004

0x00000004 Save planet ~mission_target_planet~ from ecodisaster!

end

eventlog event_log_failure_verbose

text event_biosphere_collapse!0x00000014

0x00000014 There has been an ecosystem collapse on planet
~mission_target_planet~.

end

```

eventlog UILongDesc_Fulfilled
    text event_biosphere_collapse!0x00000007
        0x00000007 There is no longer a biosphere collapse on planet
        ~mission_target_planet~.
end
eventlog event_log_healthy_kill_near_limit
    text event_biosphere_collapse!0x0000000C
        0x0000000C Warning! If you kill ~mission_num_healthy_creatures_left~ more of
        the healthy ~mission_target_animal_species~ animals they will go extinct!
end
eventlog event_log_max_healthy_kill
    text event_biosphere_collapse!0x0000000B
        0x0000000B Disaster! Too many healthy animals were killed.
end
eventlog event_log_progress
    text event_biosphere_collapse!0x00000008
        0x00000008 ~mission_num_eradicated_creatures~ of ~mission_num_creatures~
        ~mission_target_animal_species~ animals have been eradicated.
end
eventlog UIMediumDesc_InProgress
    text event_biosphere_collapse!0x00000090
        0x00000090 Eradicate the infected ~mission_target_animal_species~ creatures
        from the herd.
end
eventlog event_log_healthy_kill
    text event_biosphere_collapse!0x0000000A
        0x0000000A Eradicate only targeted animals.
end
eventlog event_log_hint_infection
    text event_biosphere_collapse!0x00000015
        0x00000015 Eliminate targeted animals. Be quick!
end
eventlog event_log_diseased_abducted
    text event_biosphere_collapse!0x0000000E
        0x0000000E That animal is sick. You can't bring it on board!
end
eventlog event_log_plant_extinction_verbose
    text event_biosphere_collapse!0x00000012
        0x00000012 Ecosystem collapse on ~mission_target_planet~: A plant species
        has become extinct.
end
eventlog UILongDesc_InProgress
    text event_biosphere_collapse!0x00000006

```

```

    0x00000006 The ecosystem on planet ~mission_target_planet~ is at great risk! A
    virus is spreading thru the wild ~mission_target_animal_species~ herds. Identify
    the infected by their glowing trail.~p~Cull the infected from the pack immediately,
    or the virus will spread and the entire species will be lost.. and that may be only
    the beginning of an entire biosphere collapse.

end
eventlog event_log_failure
    text event_biosphere_collapse!0x00000013
        0x00000013 The ecosystem on planet ~mission_target_planet~ has collapsed.
end
eventlog event_log_hint_collapse_verbose
    text event_biosphere_collapse!0x00000019
        0x00000019 Biosphere collapse on planet ~mission_target_planet~: Add plants
        and animals to the ecosystem to prevent T-Score failure!
end
eventlog event_log_healthy_abducted
    text event_biosphere_collapse!0x0000000D
        0x0000000D Animals from infected herds are not permitted aboard the
        ~ufo_name~.
end
eventlog event_log_animal_extinction
    text event_biosphere_collapse!0x0000000F
        0x0000000F The ~mission_target_animal_species~ animal species has gone
        extinct.
end
eventlog event_log_animal_extinction_verbose
    text event_biosphere_collapse!0x00000010
        0x00000010 Ecosystem collapse on ~mission_target_planet~. The
        ~mission_target_animal_species~ animals are now extinct.
end
eventlog UIShortDesc_Fulfilled
    text event_biosphere_collapse!0x00000091
        0x00000091 Planet ~mission_target_planet~ is saved!
end
eventlog event_log_hint_collapse
    text event_biosphere_collapse!0x00000018
        0x00000018 Add plants and animals to planet ~mission_target_planet~ to
        prevent ecosystem collapse.
end
eventlog event_log_plant_extinction
    text event_biosphere_collapse!0x00000011
        0x00000011 Deforestation! A plant species has become extinct.
end

```


event_generic

Local

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Data\GameplayConfig\SpaceGame\SpaceConversations\
That file has the same name but different (.cnv) extension.

0x00000004 Workers on planet ~mission_target_planet~ are on strike!
0x00000091 Success! Spice production resumes!
0x00000090 Spice production is suspended and at risk of being redistributed. Travel to the
~mission_target_star~ system at once.
0x00000001 The colony on planet ~mission_target_planet~ has reinstated their Spice Program.
0x00000002 The citizens of planet ~mission_target_planet~ in the star system
~mission_target_star~ are on strike and refuse to produce more Spice. Furthermore, they are
threatening to reallocate the current Spice storage out of the Space Program and into more
terrestrial pursuits.~p~It seems they have gone so long without a visit from you that they are
failing to realize how the Space Program benefits them. A simple visit from you would be the
key to motivating them.~p~Set course for planet ~mission_target_planet~ at
once.~p~Remember, visit your colonies regularly or they will discontinue their contributions to
your Galactic Exploration.
0x00000005 Success! The workers on planet ~mission_target_planet~ are returning to work
and Spice production has resumed.~p~Remember, visit your colonies regularly or they will
discontinue their contributions to your Galactic Exploration.
0x00000006 Spice production stopped! Due to neglect, the citizens of planet
~mission_target_planet~ are on strike!
0x00000007 Financial bust! Spice on planet ~mission_target_planet~ reallocated!
0x00000009 Success! Workers on planet ~mission_target_planet~ resume Spice Program.
0x0000000A Captain. We regret to inform you that the citizens of planet
~mission_target_planet~ are on strike and refuse to produce more Spice. Furthermore, they are
threatening to reallocate the current Spice storage out of the Space Program and into more
terrestrial pursuits.~p~It seems they have gone so long without a visit from you that they are
failing to realize how the Space Program benefits them. I'm sure a simple visit from you would
be the key to motivating them.~p~We hope to see you soon before the Spice is
reallocated.~p~Planet ~mission_target_planet~ Out.
0x00000013 Close Transmission

CNV

```
dialog mission_assign
    text event_generic!0x0000000A

    response
        action exit
        text event_generic!0x00000013
    end
end

eventlog UIMediumDesc_Fulfilled
    text event_generic!0x00000001
end
eventlog mission_end
    text event_generic!0x00000009
end
eventlog UIShortDesc_InProgress
    text event_generic!0x00000004
end
eventlog UILongDesc_Fulfilled
    text event_generic!0x00000005
end
eventlog UIMediumDesc_InProgress
    text event_generic!0x00000090
end
eventlog mission_start
    text event_generic!0x00000006
end
eventlog UILongDesc_InProgress
    text event_generic!0x00000002
end
eventlog no_more_money
    text event_generic!0x00000007
end
eventlog UIShortDesc_Fulfilled
    text event_generic!0x00000091
end
```




dialog mission_assign

text event_generic!0x0000000A

0x0000000A Captain. We regret to inform you that the citizens of planet ~mission_target_planet~ are on strike and refuse to produce more Spice. Furthermore, they are threatening to reallocate the current Spice storage out of the Space Program and into more terrestrial pursuits.~p~It seems they have gone so long without a visit from you that they are failing to realize how the Space Program benefits them. I'm sure a simple visit from you would be the key to motivating them.~p~We hope to see you soon before the Spice is reallocated.~p~Planet ~mission_target_planet~ Out.

response

action exit

text event_generic!0x00000013

0x00000013 Close Transmission

end

end

(Misc)

eventlog UIMediumDesc_Fulfilled

text event_generic!0x00000001

0x00000001 The colony on planet ~mission_target_planet~ has reinstated their Spice Program.

end

eventlog mission_end

text event_generic!0x00000009

0x00000009 Success! Workers on planet ~mission_target_planet~ resume Spice Program.

end

eventlog UIShortDesc_InProgress

text event_generic!0x00000004

0x00000004 Workers on planet ~mission_target_planet~ are on strike!

end

eventlog UILongDesc_Fulfilled

text event_generic!0x00000005

0x00000005 Success! The workers on planet ~mission_target_planet~ are returning to work and Spice production has resumed.~p~Remember, visit your colonies regularly or they will discontinue their contributions to your Galactic Exploration.

end

eventlog UIMediumDesc_InProgress

text event_generic!0x00000090

0x00000090 Spice production is suspended and at risk of being redistributed.
Travel to the ~mission_target_star~ system at once.

end

eventlog mission_start

text event_generic!0x00000006

0x00000006 Spice production stopped! Due to neglect, the citizens of planet
~mission_target_planet~ are on strike!

end

eventlog UILongDesc_InProgress

text event_generic!0x00000002

0x00000002 The citizens of planet ~mission_target_planet~ in the star system
~mission_target_star~ are on strike and refuse to produce more Spice.
Furthermore, they are threatening to reallocate the current Spice storage out of
the Space Program and into more terrestrial pursuits.~p~It seems they have
gone so long without a visit from you that they are failing to realize how the
Space Program benefits them. A simple visit from you would be the key to
motivating them.~p~Set course for planet ~mission_target_planet~ at
once.~p~Remember, visit your colonies regularly or they will discontinue their
contributions to your Galactic Exploration.

end

eventlog no_more_money

text event_generic!0x00000007

0x00000007 Financial bust! Spice on planet ~mission_target_planet~
reallocated!

end

eventlog UIShortDesc_Fulfilled

text event_generic!0x00000091

0x00000091 Success! Spice production resumes!

end

event_grob_teaser_raid

Local

```
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```

```
0x0000000E A strange ship seemed to investigate planet ~mission_target_planet~ but refused
to communicate.~p~Could this be the Grox?!
0x00000009 Close Transmission
0x0000000C Potentially a Grox vessel?
0x0000000B A strange object is detected approaching planet ~mission_target_planet~.
0x0000000D A strange ship is detected near planet ~mission_target_planet~ and refuses to
communicate.~p~Could this be the Grox?!
0x00000091 A strange object was detected approaching planet ~mission_target_planet~.
0x00000090 Could this be the Grox?
0x00000012 The mysterious ship has left planet ~mission_target_planet~.
0x00000013 Alert! Strange object detected on approach to planet ~mission_target_planet~!
0x00000011 The mysterious ship has left planet ~mission_target_planet~.
0x00000015 Captain. I hate to trouble you, but we are detecting something very mysterious on
our radar and need your assistance.~p~This unknown object is headed for civilization on planet
~mission_target_planet~ and has ignored all attempts of communication.~p~They seem to be
using some kind of signal jamming technology that we've never seen before. We can't get any
data on it.~p~...Captain, we fear this could be a Grox probe.~p~We request you come quickly
and intercept it.~p~mission_target_planet~ out!
0x00000010 A strange ship has arrived at planet ~mission_target_planet~ and refuses to
communicate.
```

CNV

```
dialog mission_assign
    text event_grob_teaser_raid!0x00000015 -emotion Urgent

    response
        action exit
        text event_grob_teaser_raid!0x00000009
    end
end
```

```

eventlog UIMediumDesc_Fulfilled
    text event_grob_teaser_raid!0x0000000C
end
eventlog UIShortDesc_InProgress
    text event_grob_teaser_raid!0x0000000B
end
eventlog UILongDesc_Fulfilled
    text event_grob_teaser_raid!0x0000000E
end
eventlog event_log_mission_failed
    text event_grob_teaser_raid!0x00000012
end
eventlog UIMediumDesc_InProgress
    text event_grob_teaser_raid!0x00000090
end
eventlog event_log_raid_incoming
    text event_grob_teaser_raid!0x00000013
end
eventlog event_log_raid_started
    text event_grob_teaser_raid!0x00000010
end
eventlog UILongDesc_InProgress
    text event_grob_teaser_raid!0x0000000D
end
eventlog event_log_mission_successfull
    text event_grob_teaser_raid!0x00000011
end
eventlog UIShortDesc_Fulfilled
    text event_grob_teaser_raid!0x00000091
end

```



dialog mission_assign

text event_grob_teaser_raid!0x00000015 -emotion Urgent

0x00000015 Captain. I hate to trouble you, but we are detecting something very mysterious on our radar and need your assistance.~p~This unknown object is headed for civilization on planet ~mission_target_planet~ and has ignored all attempts of communication.~p~They seem to be using some kind of signal jamming technology that we've never seen before. We can't get any data on it.~p~...Captain, we fear this could be a Grox probe.~p~We request you come quickly and intercept it.~p~mission_target_planet~ out!

```

        response
            action exit
            text event_grob_teaser_raid!0x00000009
                0x00000009 Close Transmission
        end
    end

(Misc)
eventlog UIMediumDesc_Fulfilled
    text event_grob_teaser_raid!0x0000000C
        0x0000000C Potentially a Grox vessel?
    end
eventlog UIShortDesc_InProgress
    text event_grob_teaser_raid!0x0000000B
        0x0000000B A strange object is detected approaching planet
        ~mission_target_planet~.
    end
eventlog UILongDesc_Fulfilled
    text event_grob_teaser_raid!0x0000000E
        0x0000000E A strange ship seemed to investigate planet
        ~mission_target_planet~ but refused to communicate.~p~Could this be the
        Grox?!
    end
eventlog event_log_mission_failed
    text event_grob_teaser_raid!0x00000012
        0x00000012 The mysterious ship has left planet ~mission_target_planet~.
    end
eventlog UIMediumDesc_InProgress
    text event_grob_teaser_raid!0x00000090
        0x00000090 Could this be the Grox?
    end
eventlog event_log_raid_incoming
    text event_grob_teaser_raid!0x00000013
        0x00000013 Alert! Strange object detected on approach to planet
        ~mission_target_planet~!
    end
eventlog event_log_raid_started
    text event_grob_teaser_raid!0x00000010
        0x00000010 A strange ship has arrived at planet ~mission_target_planet~ and
        refuses to communicate.
    end
eventlog UILongDesc_InProgress
    text event_grob_teaser_raid!0x0000000D

```

0x0000000D A strange ship is detected near planet ~mission_target_planet~ and
refuses to communicate.~p~Could this be the Grox?!

end

eventlog event_log_mission_successfull

text event_grob_teaser_raid!0x00000011

0x00000011 The mysterious ship has left planet ~mission_target_planet~.

end

eventlog UIShortDesc_Fulfilled

text event_grob_teaser_raid!0x00000091

0x00000091 A strange object was detected approaching planet
~mission_target_planet~.

end

event_grob_war_raid

Local

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0x00000015 Urgent message for our Captain!~p~The Grox are attacking planet
~mission_target_planet~! Engage and defeat the enemy! Hurry!~p~mission_target_planet~
out!

0x00000001 Help, ~player_title~ ~player_creature_name~!~p~We're being attacked by the
Grox! This unnatural machine race is trying to devastate planet ~mission_target_planet~! By the
terms of our alliance, please help us!

0x00000002 Alert, ~player_title~ ~player_creature_name~! We're being attacked by the Grox at
the location of planet ~mission_target_planet~!! Help us if you can!

0x00000003 ~player_title~ ~player_creature_name~.~p~Godless machines are devastating our
world at planet ~mission_target_planet~!!~p~By the power of Spode, we need your help!

0x00000004 Formal greetings and salutations ~player_title~ ~player_creature_name~.~p~The
Grox are attacking our world at planet ~mission_target_planet~! Per our diplomatic alliance
agreements, we anticipate the arrival of no less than one ship to assist in this battle. Please
come at once!~p~Transmission concluded.

0x00000005 The Grox are attacking our world on planet ~mission_target_planet~! ~p~No profits
exist in devastation! Help us!

0x00000006 Eep eep eep! The Grox are attacking us!~p~Dear friend, ~player_title~
~player_creature_name~, we sporifically promise we did nothing to them!~p~Come quick! Help,
help, help!

0x00000007 Dear friend, ~player_title~ ~player_creature_name~.~p~We are in need of your
generous help. The Grox are at our door! We can't adjust their auras because - hey - they're
machines!~p~Please make haste to our side at planet ~mission_target_planet~!

0x00000008 ~player_creature_name~. Our world at planet ~mission_target_planet~ is being
attacked by the Grox.~p~You, ~player_creature_name~, have vowed to help. You will keep this
promise.

0x00000009 Close Transmission

0x0000000B The Grox are attacking planet ~mission_target_planet~!!

0x00000091 The Grox are no longer attacking planet ~mission_target_planet~!

0x00000090 Make your way to the ~mission_target_star~ star system to help defend against
this evil foe.

0x0000000C They have left the ~mission_target_star~ star system... for now!

0x0000000D The Grox attacked planet ~mission_target_planet~!!

0x0000000E The Grox have left planet ~mission_target_planet~.

0x00000010 The Grox are attacking planet ~mission_target_planet~!!

0x00000011 The Grox have left planet ~mission_target_planet~.
0x00000012 Significant damage on planet ~mission_target_planet~. This battle against the Grox is lost.
0x00000013 Incoming! Seriously hostile ships detected on approach to planet ~mission_target_planet~!

CNV

dialog mission_assign

text event_grob_war_raid!0x00000015 -emotion Urgent -require MySpecies
text event_grob_war_raid!0x00000001 -emotion Urgent -require Ecologist
text event_grob_war_raid!0x00000002 -emotion Urgent -require Scientist
text event_grob_war_raid!0x00000003 -emotion Urgent -require Zealot
text event_grob_war_raid!0x00000004 -emotion Urgent -require Diplomat
text event_grob_war_raid!0x00000005 -emotion Urgent -require Trader
text event_grob_war_raid!0x00000006 -emotion Urgent -require Bard
text event_grob_war_raid!0x00000007 -emotion Urgent -require Shaman
text event_grob_war_raid!0x00000008 -emotion Urgent -require Warrior

response

action exit

text event_grob_war_raid!0x00000009

end

end

eventlog UIMediumDesc_Fulfilled

text event_grob_war_raid!0x0000000C

end

eventlog UIShortDesc_InProgress

text event_grob_war_raid!0x0000000B

end

eventlog UILongDesc_Fulfilled

text event_grob_war_raid!0x0000000E

end

eventlog event_log_mission_failed

text event_grob_war_raid!0x00000012

end

eventlog UIMediumDesc_InProgress

text event_grob_war_raid!0x00000090

end

eventlog event_log_raid_incoming

```

        text event_grob_war_raid!0x00000013
    end
    eventlog event_log_raid_started
        text event_grob_war_raid!0x00000010
    end
    eventlog UILongDesc_InProgress
        text event_grob_war_raid!0x0000000D
    end
    eventlog event_log_mission_successfull
        text event_grob_war_raid!0x00000011
    end
    eventlog UIShortDesc_Fulfilled
        text event_grob_war_raid!0x00000091
    end
end

```

Organized

dialog mission_assign

```

text event_grob_war_raid!0x00000015 -emotion Urgent -require MySpecies
    0x00000015 Urgent message for our Captain!~p~The Grox are attacking planet
    ~mission_target_planet~! Engage and defeat the enemy!
    Hurry!~p~~mission_target_planet~ out!
text event_grob_war_raid!0x00000001 -emotion Urgent -require Ecologist
    0x00000001 Help, ~player_title~ ~player_creature_name~!~p~We're being
    attacked by the Grox! This unnatural machine race is trying to devastate planet
    ~mission_target_planet~! By the terms of our alliance, please help us!
text event_grob_war_raid!0x00000002 -emotion Urgent -require Scientist
    0x00000002 Alert, ~player_title~ ~player_creature_name~! We're being attacked
    by the Grox at the location of planet ~mission_target_planet~!! Help us if you
    can!
text event_grob_war_raid!0x00000003 -emotion Urgent -require Zealot
    0x00000003 ~player_title~ ~player_creature_name~.~p~Godless machines are
    devastating our world at planet ~mission_target_planet~!!~p~By the power of
    Spode, we need your help!
text event_grob_war_raid!0x00000004 -emotion Urgent -require Diplomat
    0x00000004 Formal greetings and salutations ~player_title~
    ~player_creature_name~.~p~The Grox are attacking our world at planet
    ~mission_target_planet~! Per our diplomatic alliance agreements, we anticipate
    the arrival of no less than one ship to assist in this battle. Please come at
    once!~p~Transmission concluded.
text event_grob_war_raid!0x00000005 -emotion Urgent -require Trader

```

```

    0x00000005 The Grox are attacking our world on planet
    ~mission_target_planet~! ~p~No profits exist in devastation! Help us!
text event_grob_war_raid!0x00000006 -emotion Urgent -require Bard
    0x00000006 Eep eep eep! The Grox are attacking us!~p~Dear friend,
    ~player_title~ ~player_creature_name~, we sporifically promise we did nothing to
    them!~p~Come quick! Help, help, help!
text event_grob_war_raid!0x00000007 -emotion Urgent -require Shaman
    0x00000007 Dear friend, ~player_title~ ~player_creature_name~.~p~We are in
    need of your generous help. The Grox are at our door! We can't adjust their
    auras because - hey - they're machines!~p~Please make haste to our side at
    planet ~mission_target_planet~!
text event_grob_war_raid!0x00000008 -emotion Urgent -require Warrior
    0x00000008 ~player_creature_name~. Our world at planet
    ~mission_target_planet~ is being attacked by the Grox.~p~You,
    ~player_creature_name~, have vowed to help. You will keep this promise.

    response
        action exit
        text event_grob_war_raid!0x00000009
            0x00000009 Close Transmission
    end
end

(Misc)
eventlog UIMediumDesc_Fulfilled
    text event_grob_war_raid!0x0000000C
        0x0000000C They have left the ~mission_target_star~ star system... for now!
    end
eventlog UIShortDesc_InProgress
    text event_grob_war_raid!0x0000000B
        0x0000000B The Grox are attacking planet ~mission_target_planet~!!
    end
eventlog UILongDesc_Fulfilled
    text event_grob_war_raid!0x0000000E
        0x0000000E The Grox have left planet ~mission_target_planet~.
    end
eventlog event_log_mission_failed
    text event_grob_war_raid!0x00000012
        0x00000012 Significant damage on planet ~mission_target_planet~. This battle
        against the Grox is lost.
    end
eventlog UIMediumDesc_InProgress
    text event_grob_war_raid!0x00000090

```

```

0x00000090 Make your way to the ~mission_target_star~ star system to help
defend against this evil foe.
end
eventlog event_log_raid_incoming
    text event_grob_war_raid!0x00000013
        0x00000013 Incoming! Seriously hostile ships detected on approach to planet
        ~mission_target_planet~!
end
eventlog event_log_raid_started
    text event_grob_war_raid!0x00000010
        0x00000010 The Grox are attacking planet ~mission_target_planet~!!
end
eventlog UILongDesc_InProgress
    text event_grob_war_raid!0x0000000D
        0x0000000D The Grox attacked planet ~mission_target_planet~!!
end
eventlog event_log_mission_successfull
    text event_grob_war_raid!0x00000011
        0x00000011 The Grox have left planet ~mission_target_planet~.
end
eventlog UIShortDesc_Fulfilled
    text event_grob_war_raid!0x00000091
        0x00000091 The Grox are no longer attacking planet ~mission_target_planet~!
end

```

event_happiness

Local

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0x00000001 Captain! We are seriously overworked. We need a place to play after our long days of Spice production.~p~We request you invest in buildings of Entertainment as soon as possible.~p~~mission_target_planet~ out!
0x00000002 Greetings Captain.~p~We hate to trouble you, but the workers of planet ~mission_target_planet~ are demoralized.~p~We request you build entertainment facilities on this world as soon as possible.~p~~mission_target_planet~ out!
0x00000013 Captain. There's a serious morale problem on planet ~mission_target_planet~! We need to supply our settlers with entertainment facilities.~p~Please make your way the ~mission_target_star~ system at your earliest convenience.~p~~mission_target_planet~ out!
0x00000009 Close Transmission
0x0000000B Workers on planet ~mission_target_planet~ are overworked!
0x00000091 Happiness is restored!
0x00000090 The colonists in the ~mission_target_star~ system need something to do on their day off!
0x0000000C The colonists now have a place to relax and be happy!
0x0000000D The colonists in the ~mission_target_star~ system need something to do on their day off!~p~Add entertainment buildings to give them a place to relax after a long day at the Spice mills.
0x0000000E Happiness is restored to the citizens of planet ~mission_target_planet~.
0x00000010 Planet ~mission_target_planet~ needs more entertainment buildings.
0x00000011 Celebrate! Happiness is restored!

CNV

dialog mission_assign
 text event_happiness!0x00000001 -emotion Urgent
 text event_happiness!0x00000002 -emotion Urgent
 text event_happiness!0x00000013 -emotion Urgent

 response

```

        action exit
        text event_happiness!0x00000009
    end
end

eventlog UIMediumDesc_Fulfilled
    text event_happiness!0x0000000C
end
eventlog UIShortDesc_InProgress
    text event_happiness!0x0000000B
end
eventlog UILongDesc_Fulfilled
    text event_happiness!0x0000000E
end
eventlog UIMediumDesc_InProgress
    text event_happiness!0x00000090
end
eventlog UILongDesc_InProgress
    text event_happiness!0x0000000D
end
eventlog event_log_happiness_started
    text event_happiness!0x00000010
end
eventlog event_log_mission_successfull
    text event_happiness!0x00000011
end
eventlog UIShortDesc_Fulfilled
    text event_happiness!0x00000091
end

```



Organized



dialog mission_assign

text event_happiness!0x00000001 -emotion Urgent

0x00000001 Captain! We are seriously overworked. We need a place to play after our long days of Spice production.~p~We request you invest in buildings of Entertainment as soon as possible.~p~~mission_target_planet~ out!

text event_happiness!0x00000002 -emotion Urgent

0x00000002 Greetings Captain.~p~We hate to trouble you, but the workers of planet ~mission_target_planet~ are demoralized.~p~We request you build entertainment facilities on this world as soon as possible.~p~~mission_target_planet~ out!


```

text event_happiness!0x00000013 -emotion Urgent
    0x00000013 Captain. There's a serious morale problem on planet
    ~mission_target_planet~! We need to supply our settlers with entertainment
    facilities.~p~Please make your way the ~mission_target_star~ system at your
    earliest convenience.~p~mission_target_planet~ out!

response
    action exit
    text event_happiness!0x00000009
        0x00000009 Close Transmission
    end
end

(Misc)
eventlog UIMediumDesc_Fulfilled
    text event_happiness!0x0000000C
        0x0000000C The colonists now have a place to relax and be happy!
    end
eventlog UIShortDesc_InProgress
    text event_happiness!0x0000000B
        0x0000000B Workers on planet ~mission_target_planet~ are overworked!
    end
eventlog UILongDesc_Fulfilled
    text event_happiness!0x0000000E
        0x0000000E Happiness is restored to the citizens of planet
        ~mission_target_planet~.
    end
eventlog UIMediumDesc_InProgress
    text event_happiness!0x00000090
        0x00000090 The colonists in the ~mission_target_star~ system need something
        to do on their day off!
    end
eventlog UILongDesc_InProgress
    text event_happiness!0x0000000D
        0x0000000D The colonists in the ~mission_target_star~ system need something
        to do on their day off!~p~Add entertainment buildings to give them a place to
        relax after a long day at the Spice mills.
    end
eventlog event_log_happiness_started
    text event_happiness!0x00000010
        0x00000010 Planet ~mission_target_planet~ needs more entertainment
        buildings.
    end
eventlog event_log_mission_successfull

```

```
    text event_happiness!0x00000011
        0x00000011 Celebrate! Happiness is restored!
end
eventlog UIShortDesc_Fulfilled
    text event_happiness!0x00000091
        0x00000091 Happiness is restored!
end
```

event_raid

Local

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0x00000001 Captain! We need your immediate help! ~p~We are under attack from an unknown assailant!!! Make your way to planet ~mission_target_planet~ in the ~mission_target_star~ star system as quickly as you can or we are sure to suffer heavy losses.~p~Please hurry!!
0x00000002 Close Transmission
0x00000004 Hostile UFOs are attacking planet ~mission_target_planet~!!
0x00000091 The UFOs are no longer attacking planet ~mission_target_planet~!!
0x00000090 An unknown alien fleet is destroying your civilization in the ~mission_target_star~ system.
0x00000005 The unknown fleet is no longer attacking your civilization in the ~mission_target_star~ system.
0x00000006 An unknown alien fleet is attacking your civilization on planet ~mission_target_planet~ in star system ~mission_target_star~.
0x00000007 An unknown alien fleet is no longer attacking your civilization on planet ~mission_target_planet~ in star system ~mission_target_star~.
0x00000009 Attack! Alien ships are raiding your cities on planet ~mission_target_planet~!
0x0000000A Peace! Alien raiders are no longer attacking planet ~mission_target_planet~.
0x0000000B Incoming! Hostile UFOs detected on approach to planet ~mission_target_planet~!

CNV

```
dialog mission_assign
    text event_raid!0x00000001

        response
            action exit
            text event_raid!0x00000002
        end
    end
end
```

eventlog UIMediumDesc_Fulfilled

```

        text event_raid!0x00000005
    end
    eventlog UIShortDesc_InProgress
        text event_raid!0x00000004
    end
    eventlog UILongDesc_Fulfilled
        text event_raid!0x00000007
    end
    eventlog UIMediumDesc_InProgress
        text event_raid!0x00000090
    end
    eventlog event_log_raid_incoming
        text event_raid!0x0000000B
    end
    eventlog event_log_raid_started
        text event_raid!0x00000009
    end
    eventlog UILongDesc_InProgress
        text event_raid!0x00000006
    end
    eventlog event_log_mission_successfull
        text event_raid!0x0000000A
    end
    eventlog UIShortDesc_Fulfilled
        text event_raid!0x00000091
    end
end

```



dialog mission_assign

text event_raid!0x00000001

0x00000001 Captain! We need your immediate help! ~p~We are under attack from an unknown assailant!!! Make your way to planet ~mission_target_planet~ in the ~mission_target_star~ star system as quickly as you can or we are sure to suffer heavy losses.~p~Please hurry!!

response

action exit

text event_raid!0x00000002

0x00000002 Close Transmission

end

end

(Misc)

eventlog UIMediumDesc_Fulfilled

text event_raid!0x00000005

0x00000005 The unknown fleet is no longer attacking your civilization in the
~mission_target_star~ system.

end

eventlog UIShortDesc_InProgress

text event_raid!0x00000004

0x00000004 Hostile UFOs are attacking planet ~mission_target_planet~!!

end

eventlog UILongDesc_Fulfilled

text event_raid!0x00000007

0x00000007 An unknown alien fleet is no longer attacking your civilization on
planet ~mission_target_planet~ in star system ~mission_target_star~.

end

eventlog UIMediumDesc_InProgress

text event_raid!0x00000090

0x00000090 An unknown alien fleet is destroying your civilization in the
~mission_target_star~ system.

end

eventlog event_log_raid_incoming

text event_raid!0x0000000B

0x0000000B Incoming! Hostile UFOs detected on approach to planet
~mission_target_planet~!

end

eventlog event_log_raid_started

text event_raid!0x00000009

0x00000009 Attack! Alien ships are raiding your cities on planet
~mission_target_planet~!

end

eventlog UILongDesc_InProgress

text event_raid!0x00000006

0x00000006 An unknown alien fleet is attacking your civilization on planet
~mission_target_planet~ in star system ~mission_target_star~.

end

eventlog event_log_mission_successfull

text event_raid!0x0000000A

0x0000000A Peace! Alien raiders are no longer attacking planet
~mission_target_planet~.

end

eventlog UIShortDesc_Fulfilled

text event_raid!0x00000091

0x00000091 The UFOs are no longer attacking planet ~mission_target_planet~!!

end

event_raid_ally

Local

WARNING: This is a conversation string table. It is auto-generated.
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Data\GameplayConfig\SpaceGame\SpaceConversations\
That file has the same name but different (.cnv) extension.

0x00000001 Kind ~player_title~ ~player_creature_name~!~p~Weapons of mass destruction are being deployed against our people on planet ~mission_target_planet~! ~p~In the name of our alliance, we ask you to drive off these attackers before the natural order on ~mission_target_planet~ is irrevocably destroyed!

0x00000002 Kind ~player_title~ ~player_creature_name~. Planet ~mission_target_planet~ is being attacked by vicious raiders! Our defense grid is in danger of being overwhelmed! Can you help us?

0x00000003 Alas! ~player_title~ ~player_creature_name~, do come quickly! An unknown enemy is attacking us at planet ~mission_target_planet~. They seem bent on killing our people and rendering the planet's Life Web extinct!~p~Please help!

0x00000004 Most befriended, ~player_title~ ~player_creature_name~! We seek your urgent intervention.~p~Those who bask in the Light of Spode are being attacked on planet ~mission_target_planet~! In the name of Spode and of our alliance, I summon you to crush the unworthy heathen!

0x00000005 We trust this message will reach you, ~player_title~ ~player_creature_name~! It is most urgent that you seek our location.~p~Planet ~mission_target_planet~ is being attacked by an enemy who denies the Way of Spode. Make haste and help us smite these unholy beings!

0x00000006 ~player_title~ ~player_creature_name~! We seek you to assist us most urgently.~p~Spode's Faithful on planet ~mission_target_planet~ are being persecuted by a demon-inspired invader! Join with us, and help us drive off these malefic beings!

0x00000007 ~player_title~ ~player_creature_name~. We hope you are receiving this transmission.~p~Attackers are threatening the peace of planet ~mission_target_planet~! By the terms of our alliance, the Grand Council requests that you aid us in driving off the raiders.

0x00000008 Message sent to ~player_title~ ~player_creature_name~, allied friend of the ~race~.~p~The peace of our federation is being threatened by an unknown enemy! Can you travel at once to planet ~mission_target_planet~ and help us defeat them?

0x00000009 Distress signal launch procedure has been initiated. Seeking the assistance of ~player_title~ ~player_creature_name~.~p~Planet ~mission_target_planet~ is being savagely attacked by an unknown enemy! These barbarian pirates failed to send any declaration of intent prior to combat and are ignoring all approved battle zone procedures. We are at our wit's end and in need of your intervention per our Alliance Agreement, document 32, paragraph XIV.~p~We anticipate that your arrival is imminent.

0x0000000A ~player_title~ ~player_creature_name~. ~p~An unknown enemy is attacking planet ~mission_target_planet~! By the terms of our alliance, we summon your aid!

0x0000000B ~player_title~ ~player_creature_name~. ~p~Planet ~mission_target_planet~ is being attacked by an unknown enemy! We request you assistance STAT!

0x0000000C ~player_title~ ~player_creature_name~. ~p~A ferocious enemy has begun a bombardment of planet ~mission_target_planet~. Make your way to our location immediately.

0x0000000D Boo hiss! A bunch of meanies are attacking us on planet ~mission_target_planet~, ~player_title~ ~player_creature_name~!!~p~We promise we sent them no stink plant or exploding snow globe to provoke them. Come quick, come quick!

0x0000000E Oh no, ~player_title~ ~player_creature_name~!~p~Here we were, having a Lounging Festival on planet ~mission_target_planet~, when a bunch of strangers started zapping us with zaps and zips! We're getting bored with running and screaming! Save us from tedium!

0x0000000F Are you there, ~player_title~ ~player_creature_name~? Speak up, speak up! We can't hear you!! ~p~Ho ho! Did we trick you?! Aren't recorded messages fun! Whee!~p~Oh! But we did almost forget to tell you the reason for this message. How silly of us. ~p~We can't imagine what these people have in mind, but a bunch of them turned up on planet ~mission_target_planet~ and started shooting! We desperately need your help or they will blow us to smithereens! Eep!

0x00000010 Oh, ~player_title~ ~player_creature_name~! Help, help!~p~Our peaceful kindred on planet ~mission_target_planet~ are being attacked by raiders! This worthless one is convinced that you, our glorious ally, will have no difficulty in driving them off. Come to our aid, and riches shall be yours!

0x00000011 Help, help! Oh, ~player_title~ ~player_creature_name~! Only a being of your power and decisiveness can save us now! ~p~Our kindred on planet ~mission_target_planet~ are being attacked by an unknown race! We will gratefully reward you if you can drive them off!

0x00000012 Oh dear, oh dear! We hate to trouble you ~player_title~ ~player_creature_name~, but tragic tragedy is amok amok on planet ~mission_target_planet~! Our world is being attacked by vicious raiders! ~p~Please, please help us! Our treasury will be open to you if you can drive drive them off!

0x00000013 Kind ~player_title~ ~player_creature_name~. ~p~Despite our welcoming them with the Ceremony of Sitting and Song, a group of aliens are attacking us! We wish you speed in our direction.

0x00000014 Kind ~player_title~ ~player_creature_name~. ~p~Planet ~mission_target_planet~ is being attacked by spiritually unevolved beings! To resort to force is never preferred, but they have left us no other option. Make haste to our side and we will stand united together.

0x00000015 Dear friend, ~player_title~ ~player_creature_name~. ~p~Misguided aliens are attacking planet ~mission_target_planet~! We're sending them messages of love and peace on the psychic plane, but it seems not to be working! We regret that we must resort to more direct communication.~p~Please come with haste, with weapons armed, and assist in this communication

0x00000016 Alien race foolishly assaults planet ~mission_target_planet~.~p~In the near future, they are doomed. Bring your ship to ~mission_target_planet~ at once to demonstrate your alliance..

0x00000017 Make haste! Target practice on planet ~mission_target_planet~!

0x00000018 Attention ~player_creature_name~!~p~Foolish aliens attack our planet
 ~mission_target_planet~. We make haste to destroy their home world.
 ~p~~player_creature_name~, attend to the insects on planet ~mission_target_planet~ at once.
 0x0000001A Attention ~player_creature_name~!~p~You will report to planet
 ~mission_target_planet~ at once to demonstrate your alliance to the mighty Grox.~p~That is all.
 0x00000019 Close Transmission
 0x0000001B Hostile UFOs are attacking your allies. Defend ~mission_target_planet~!!
 0x00000091 The UFOs are no longer attacking your allies on planet ~mission_target_planet~!!
 0x00000090 An unknown alien fleet is invading the allied ~race~ in the ~mission_target_star~
 system.
 0x0000001C An unknown alien fleet is no longer troubling the allied ~race~ in the
 ~mission_target_star~ system.
 0x0000001D An unknown alien fleet is invading the allied ~race~ of the planet
 ~mission_target_planet~ in the ~mission_target_star~ system. Hurry to defend them!
 0x0000001E An unknown alien fleet is no longer troubling the allied ~race~ of the planet
 ~mission_target_planet~ in the ~mission_target_star~ system.
 0x00000020 Attack! Alien ships are raiding your allies on planet ~mission_target_planet~!
 0x00000021 Peace! Alien raiders are no longer attacking your allies the planet
 ~mission_target_planet~.
 0x00000022 Tragic! Your aim leaves much to be desired. The ~race~ is not impressed.
 0x00000023 Incoming! Hostile UFOs detected on approach to ~mission_target_planet~!

CNV

dialog mission_assign

text event_raid_ally!0x00000001 -require Ecologist
 text event_raid_ally!0x00000002 -require Ecologist
 text event_raid_ally!0x00000003 -require Ecologist
 text event_raid_ally!0x00000004 -require Zealot
 text event_raid_ally!0x00000005 -require Zealot
 text event_raid_ally!0x00000006 -require Zealot
 text event_raid_ally!0x00000007 -require Diplomat
 text event_raid_ally!0x00000008 -require Diplomat
 text event_raid_ally!0x00000009 -require Diplomat
 text event_raid_ally!0x0000000A -require Scientist
 text event_raid_ally!0x0000000B -require Scientist
 text event_raid_ally!0x0000000C -require Scientist
 text event_raid_ally!0x0000000D -require Bard
 text event_raid_ally!0x0000000E -require Bard
 text event_raid_ally!0x0000000F -require Bard
 text event_raid_ally!0x00000010 -require Trader

```

    text event_raid_ally!0x00000011 -require Trader
    text event_raid_ally!0x00000012 -require Trader
    text event_raid_ally!0x00000013 -require Shaman
    text event_raid_ally!0x00000014 -require Shaman
    text event_raid_ally!0x00000015 -require Shaman
    text event_raid_ally!0x00000016 -require Warrior
    text event_raid_ally!0x00000017 -require Warrior
    text event_raid_ally!0x00000018 -require Warrior
    text event_raid_ally!0x0000001A -require Grob

    response
        action exit
        text event_raid_ally!0x00000019
    end
end

eventlog UIMediumDesc_Fulfilled
    text event_raid_ally!0x0000001C
end
eventlog UIShortDesc_InProgress
    text event_raid_ally!0x0000001B
end
eventlog UILongDesc_Fulfilled
    text event_raid_ally!0x0000001E
end
eventlog UIMediumDesc_InProgress
    text event_raid_ally!0x00000090
end
eventlog event_log_too_many_buildings_destroyed
    text event_raid_ally!0x00000022
end
eventlog event_log_raid_incoming
    text event_raid_ally!0x00000023
end
eventlog event_log_raid_started
    text event_raid_ally!0x00000020
end
eventlog UILongDesc_InProgress
    text event_raid_ally!0x0000001D
end
eventlog event_log_mission_successfull
    text event_raid_ally!0x00000021
end
eventlog UIShortDesc_Fulfilled

```

text event_raid_ally!0x00000091
end



dialog mission_assign

text event_raid_ally!0x00000001 -require Ecologist

0x00000001 Kind ~player_title~ ~player_creature_name~!~p~Weapons of mass destruction are being deployed against our people on planet ~mission_target_planet~! ~p~In the name of our alliance, we ask you to drive off these attackers before the natural order on ~mission_target_planet~ is irrevocably destroyed!

text event_raid_ally!0x00000002 -require Ecologist

0x00000002 Kind ~player_title~ ~player_creature_name~. Planet ~mission_target_planet~ is being attacked by vicious raiders! Our defense grid is in danger of being overwhelmed! Can you help us?

text event_raid_ally!0x00000003 -require Ecologist

0x00000003 Alas! ~player_title~ ~player_creature_name~, do come quickly! An unknown enemy is attacking us at planet ~mission_target_planet~. They seem bent on killing our people and rendering the planet's Life Web extinct!~p~Please help!

text event_raid_ally!0x00000004 -require Zealot

0x00000004 Most befriended, ~player_title~ ~player_creature_name~! We seek your urgent intervention.~p~Those who bask in the Light of Spode are being attacked on planet ~mission_target_planet~! In the name of Spode and of our alliance, I summon you to crush the unworthy heathen!

text event_raid_ally!0x00000005 -require Zealot

0x00000005 We trust this message will reach you, ~player_title~ ~player_creature_name~! It is most urgent that you seek our location.~p~Planet ~mission_target_planet~ is being attacked by an enemy who denies the Way of Spode. Make haste and help us smite these unholy beings!

text event_raid_ally!0x00000006 -require Zealot

0x00000006 ~player_title~ ~player_creature_name~! We seek you to assist us most urgently.~p~Spode's Faithful on planet ~mission_target_planet~ are being persecuted by a demon-inspired invader! Join with us, and help us drive off these malefic beings!

text event_raid_ally!0x00000007 -require Diplomat

0x00000007 ~player_title~ ~player_creature_name~. We hope you are receiving this transmission.~p~Attackers are threatening the peace of planet ~mission_target_planet~! By the terms of our alliance, the Grand Council requests that you aid us in driving off the raiders.

text event_raid_ally!0x00000008 -require Diplomat

0x00000008 Message sent to ~player_title~ ~player_creature_name~, allied friend of the ~race~.~p~The peace of our federation is being threatened by an unknown enemy! Can you travel at once to planet ~mission_target_planet~ and help us defeat them?

text event_raid_ally!0x00000009 -require Diplomat

0x00000009 Distress signal launch procedure has been initiated. Seeking the assistance of ~player_title~ ~player_creature_name~.~p~Planet ~mission_target_planet~ is being savagely attacked by an unknown enemy! These barbarian pirates failed to send any declaration of intent prior to combat and are ignoring all approved battle zone procedures. We are at our wit's end and in need of your intervention per our Alliance Agreement, document 32, paragraph XIV.~p~We anticipate that your arrival is imminent.

text event_raid_ally!0x0000000A -require Scientist

0x0000000A ~player_title~ ~player_creature_name~. ~p~An unknown enemy is attacking planet ~mission_target_planet~! By the terms of our alliance, we summon your aid!

text event_raid_ally!0x0000000B -require Scientist

0x0000000B ~player_title~ ~player_creature_name~. ~p~Planet ~mission_target_planet~ is being attacked by an unknown enemy! We request you assistance STAT!

text event_raid_ally!0x0000000C -require Scientist

0x0000000C ~player_title~ ~player_creature_name~. ~p~A ferocious enemy has begun a bombardment of planet ~mission_target_planet~. Make your way to our location immediately.

text event_raid_ally!0x0000000D -require Bard

0x0000000D Boo hiss! A bunch of meanies are attacking us on planet ~mission_target_planet~, ~player_title~ ~player_creature_name~!!~p~We promise we sent them no stink plant or exploding snow globe to provoke them. Come quick, come quick!

text event_raid_ally!0x0000000E -require Bard

0x0000000E Oh no, ~player_title~ ~player_creature_name~!~p~Here we were, having a Lounging Festival on planet ~mission_target_planet~, when a bunch of strangers started zapping us with zaps and zips! We're getting bored with running and screaming! Save us from tedium!

text event_raid_ally!0x0000000F -require Bard

0x0000000F Are you there, ~player_title~ ~player_creature_name~? Speak up, speak up! We can't hear you!! ~p~Ho ho! Did we trick you?! Aren't recorded messages fun! Whee!~p~Oh! But we did almost forget to tell you the reason for this message. How silly of us. ~p~We can't imagine what these people have in mind, but a bunch of them turned up on planet ~mission_target_planet~ and started shooting! We desperately need your help or they will blow us to smithereens! Eep!

text event_raid_ally!0x00000010 -require Trader

0x00000010 Oh, ~player_title~ ~player_creature_name~! Help, help!~p~Our peaceful kindred on planet ~mission_target_planet~ are being attacked by raiders! This worthless one is convinced that you, our glorious ally, will have no difficulty in driving them off. Come to our aid, and riches shall be yours!

text event_raid_ally!0x00000011 -require Trader

0x00000011 Help, help! Oh, ~player_title~ ~player_creature_name~! Only a being of your power and decisiveness can save us now! ~p~Our kindred on planet ~mission_target_planet~ are being attacked by an unknown race! We will gratefully reward you if you can drive them off!

text event_raid_ally!0x00000012 -require Trader

0x00000012 Oh dear, oh dear! We hate to trouble you ~player_title~ ~player_creature_name~, but tragic tragedy is amok amok on planet ~mission_target_planet~! Our world is being attacked by vicious raiders! ~p~Please, please help us! Our treasury will be open to you if you can drive drive them off!

text event_raid_ally!0x00000013 -require Shaman

0x00000013 Kind ~player_title~ ~player_creature_name~. ~p~Despite our welcoming them with the Ceremony of Sitting and Song, a group of aliens are attacking us! We wish you speed in our direction.

text event_raid_ally!0x00000014 -require Shaman

0x00000014 Kind ~player_title~ ~player_creature_name~. ~p~Planet ~mission_target_planet~ is being attacked by spiritually unevolved beings! To resort to force is never preferred, but they have left us no other option. Make haste to our side and we will stand united together.

text event_raid_ally!0x00000015 -require Shaman

0x00000015 Dear friend, ~player_title~ ~player_creature_name~. ~p~Misguided aliens are attacking planet ~mission_target_planet~! We're sending them messages of love and peace on the psychic plane, but it seems not to be working! We regret that we must resort to more direct communication.~p~Please come with haste, with weapons armed, and assist in this communication

text event_raid_ally!0x00000016 -require Warrior

0x00000016 Alien race foolishly assaults planet ~mission_target_planet~.~p~In the near future, they are doomed. Bring your ship to ~mission_target_planet~ at once to demonstrate your alliance..

text event_raid_ally!0x00000017 -require Warrior

0x00000017 Make haste! Target practice on planet ~mission_target_planet~!

text event_raid_ally!0x00000018 -require Warrior

0x00000018 Attention ~player_creature_name~!~p~Foolish aliens attack our planet ~mission_target_planet~. We make haste to destroy their home world. ~p~~player_creature_name~, attend to the insects on planet ~mission_target_planet~ at once.

text event_raid_ally!0x0000001A -require Grob

0x0000001A Attention ~player_creature_name~!~p~You will report to planet
~mission_target_planet~ at once to demonstrate your alliance to the mighty
Grox.~p~That is all.

response

action exit

text event_raid_ally!0x00000019

0x00000019 Close Transmission

end

end

(Misc)

eventlog UIMediumDesc_Fulfilled

text event_raid_ally!0x0000001C

0x0000001C An unknown alien fleet is no longer troubling the allied ~race~ in the
~mission_target_star~ system.

end

eventlog UIShortDesc_InProgress

text event_raid_ally!0x0000001B

0x0000001B Hostile UFOs are attacking your allies. Defend
~mission_target_planet~!!

end

eventlog UILongDesc_Fulfilled

text event_raid_ally!0x0000001E

0x0000001E An unknown alien fleet is no longer troubling the allied ~race~ of the
planet ~mission_target_planet~ in the ~mission_target_star~ system.

end

eventlog UIMediumDesc_InProgress

text event_raid_ally!0x00000090

0x00000090 An unknown alien fleet is invading the allied ~race~ in the
~mission_target_star~ system.

end

eventlog event_log_too_many_buildings_destroyed

text event_raid_ally!0x00000022

0x00000022 Tragic! Your aim leaves much to be desired. The ~race~ is not
impressed.

end

eventlog event_log_raid_incoming

text event_raid_ally!0x00000023

0x00000023 Incoming! Hostile UFOs detected on approach to
~mission_target_planet~!

end

eventlog event_log_raid_started

text event_raid_ally!0x00000020

0x00000020 Attack! Alien ships are raiding your allies on planet
~mission_target_planet~!

end

eventlog UILongDesc_InProgress

text event_raid_ally!0x0000001D

0x0000001D An unknown alien fleet is invading the allied ~race~ of the planet
~mission_target_planet~ in the ~mission_target_star~ system. Hurry to defend
them!

end

eventlog event_log_mission_successfull

text event_raid_ally!0x00000021

0x00000021 Peace! Alien raiders are no longer attacking your allies the planet
~mission_target_planet~.

end

eventlog UIShortDesc_Fulfilled

text event_raid_ally!0x00000091

0x00000091 The UFOs are no longer attacking your allies on planet
~mission_target_planet~!!

end

event_raid_war

Local

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0x00000001 Captain! We need your immediate help! ~p~Our enemy,
~mission_attacker_empire~, has sent an alien fleet to attack us!!! Make your way to planet
~mission_target_planet~ in the star system ~mission_target_star~ as quickly as you can or we
are sure to suffer heavy losses.~p~Please hurry!
0x00000002 Close Transmission
0x00000004 ~mission_attacker_empire~ is attacking ~mission_target_planet~!!
0x00000003 ~mission_attacker_empire~ is no longer attacking ~mission_target_planet~!!
0x00000005 Your enemy has sent a fleet to destroy your civilization in the
~mission_target_star~ system.
0x00000006 The enemy fleet is no longer in the ~mission_target_star~ system.
0x00000007 Your enemy, ~mission_attacker_empire~, is attacking your civilization on planet
~mission_target_planet~ in star system ~mission_target_star~.
0x00000008 Your enemy, ~mission_attacker_empire~, is no longer attacking your civilization on
planet ~mission_target_planet~ in star system ~mission_target_star~.
0x0000000B Battle stations! ~mission_attacker_empire~ is attacking planet
~mission_target_planet~!!
0x0000000C Conflict with ~mission_attacker_empire~ has subsided.

CNV

```
dialog mission_assign
    text event_raid_war!0x00000001

    response
        action exit
        text event_raid_war!0x00000002
    end
end
```

eventlog UIMediumDesc_Fulfilled

```

        text event_raid_war!0x00000006
    end
    eventlog UIShortDesc_InProgress
        text event_raid_war!0x00000004
    end
    eventlog UILongDesc_Fulfilled
        text event_raid_war!0x00000008
    end
    eventlog UIMediumDesc_InProgress
        text event_raid_war!0x00000005
    end
    eventlog event_log_raid_started
        text event_raid_war!0x0000000B
    end
    eventlog UILongDesc_InProgress
        text event_raid_war!0x00000007
    end
    eventlog event_log_mission_successfull
        text event_raid_war!0x0000000C
    end
    eventlog UIShortDesc_Fulfilled
        text event_raid_war!0x00000003
    end
end

```

Organized

dialog mission_assign

text event_raid_war!0x00000001

0x00000001 Captain! We need your immediate help! ~p~Our enemy,
~mission_attacker_empire~, has sent an alien fleet to attack us!!! Make your way
to planet ~mission_target_planet~ in the star system ~mission_target_star~ as
quickly as you can or we are sure to suffer heavy losses.~p~Please hurry!

response

action exit

text event_raid_war!0x00000002

0x00000002 Close Transmission

end

end

(Misc)

eventlog UIMediumDesc_Fulfilled

```

    text event_raid_war!0x00000006
        0x00000006 The enemy fleet is no longer in the ~mission_target_star~ system.
end
eventlog UIShortDesc_InProgress
    text event_raid_war!0x00000004
        0x00000004 ~mission_attacker_empire~ is attacking ~mission_target_planet~!!
end
eventlog UILongDesc_Fulfilled
    text event_raid_war!0x00000008
        0x00000008 Your enemy, ~mission_attacker_empire~, is no longer attacking
        your civilization on planet ~mission_target_planet~ in star system
        ~mission_target_star~.
end
eventlog UIMediumDesc_InProgress
    text event_raid_war!0x00000005
        0x00000005 Your enemy has sent a fleet to destroy your civilization in the
        ~mission_target_star~ system.
end
eventlog event_log_raid_started
    text event_raid_war!0x0000000B
        0x0000000B Battle stations! ~mission_attacker_empire~ is attacking planet
        ~mission_target_planet~!!
end
eventlog UILongDesc_InProgress
    text event_raid_war!0x00000007
        0x00000007 Your enemy, ~mission_attacker_empire~, is attacking your
        civilization on planet ~mission_target_planet~ in star system
        ~mission_target_star~.
end
eventlog event_log_mission_successfull
    text event_raid_war!0x0000000C
        0x0000000C Conflict with ~mission_attacker_empire~ has subsided.
end
eventlog UIShortDesc_Fulfilled
    text event_raid_war!0x00000003
        0x00000003 ~mission_attacker_empire~ is no longer attacking
        ~mission_target_planet~!!
end

```

event_raidplunder

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0x00000001 Captain! We need your immediate help! A alien pirate force has struck planet
~mission_target_planet~. They're looting the spice supplies. ~p~Make your way to planet
~mission_target_planet~ in the ~mission_target_star~ star system as quickly as you can or they
are sure to make off with all of our spice!~p~Please hurry!!
0x0000000A Close Transmission
0x0000000C Hostile UFOs are pirating planet ~mission_target_planet~!!
0x00000091 The UFOs are no longer pirating planet ~mission_target_planet~!!
0x00000090 An unknown alien fleet is pirating your spice in the ~mission_target_star~ system.
0x0000000D The unknown fleet is no longer pirating your spice in the ~mission_target_star~
system.
0x0000000E An unknown alien fleet is pirating your spice at your civilization on planet
~mission_target_planet~ in star system ~mission_target_star~.
0x0000000F An unknown alien fleet is no longer pirating your spice at your civilization on planet
~mission_target_planet~ in star system ~mission_target_star~.
0x00000011 The thieves are no longer plundering your spice.
0x00000012 You've been plundered by Pirates! They have stolen some of your spice from
planet ~mission_target_planet~!
0x00000013 Incoming! Hostile UFOs detected on approach to planet ~mission_target_planet~!

CNV

```
dialog mission_assign
    text event_raidplunder!0x00000001

        response
            action exit
            text event_raidplunder!0x0000000A
        end
    end
end
```

```

eventlog UIMediumDesc_Fulfilled
    text event_raidplunder!0x0000000D
end
eventlog UIShortDesc_InProgress
    text event_raidplunder!0x0000000C
end
eventlog event_log_plunder_fail
    text event_raidplunder!0x00000012
end
eventlog UILongDesc_Fulfilled
    text event_raidplunder!0x0000000F
end
eventlog UIMediumDesc_InProgress
    text event_raidplunder!0x00000090
end
eventlog event_log_raid_incoming
    text event_raidplunder!0x00000013
end
eventlog UILongDesc_InProgress
    text event_raidplunder!0x0000000E
end
eventlog event_log_mission_successfull
    text event_raidplunder!0x00000011
end
eventlog UIShortDesc_Fulfilled
    text event_raidplunder!0x00000091
end

```



dialog mission_assign

text event_raidplunder!0x00000001

0x00000001 Captain! We need your immediate help! A alien pirate force has struck planet ~mission_target_planet~. They're looting the spice supplies.
~p~Make your way to planet ~mission_target_planet~ in the
~mission_target_star~ star system as quickly as you can or they are sure to make off with all of our spice!~p~Please hurry!!

response

action exit

text event_raidplunder!0x0000000A

0x0000000A Close Transmission


```

    end
end

(Misc)
eventlog UIMediumDesc_Fulfilled
    text event_raidplunder!0x0000000D
        0x0000000D The unknown fleet is no longer pirating your spice in the
        ~mission_target_star~ system.
    end
eventlog UIShortDesc_InProgress
    text event_raidplunder!0x0000000C
        0x0000000C Hostile UFOs are pirating planet ~mission_target_planet~!!
    end
eventlog event_log_plunder_fail
    text event_raidplunder!0x00000012
        0x00000012 You've been plundered by Pirates! They have stolen some of your
        spice from planet ~mission_target_planet~!
    end
eventlog UILongDesc_Fulfilled
    text event_raidplunder!0x0000000F
        0x0000000F An unknown alien fleet is no longer pirating your spice at your
        civilization on planet ~mission_target_planet~ in star system
        ~mission_target_star~.
    end
eventlog UIMediumDesc_InProgress
    text event_raidplunder!0x00000090
        0x00000090 An unknown alien fleet is pirating your spice in the
        ~mission_target_star~ system.
    end
eventlog event_log_raid_incoming
    text event_raidplunder!0x00000013
        0x00000013 Incoming! Hostile UFOs detected on approach to planet
        ~mission_target_planet~!
    end
eventlog UILongDesc_InProgress
    text event_raidplunder!0x0000000E
        0x0000000E An unknown alien fleet is pirating your spice at your civilization on
        planet ~mission_target_planet~ in star system ~mission_target_star~.
    end
eventlog event_log_mission_successfull
    text event_raidplunder!0x00000011
        0x00000011 The thieves are no longer plundering your spice.
    end
eventlog UIShortDesc_Fulfilled

```

text event_raidplunder!0x00000091

0x00000091 The UFOs are no longer pirating planet ~mission_target_planet~!!

end