

Instructions

- ❑ This is a Bring Your Own Background template. You can use it anywhere, but your background must be in zone 1 for the overlay placement.
- ❑ Make sure to name the overlays exactly how I named them in the script.
- ❑ Copy and paste the template into your script, and highlight JADE in your script.
- ❑ Press Ctrl+F on your computer, or Cmd+F for Macs.
- ❑ When a small grey box appears, click 'All', then type into your character's name in capital letters.

label fem_main

@zoom reset

@JADE stands screen center AND JADE starts shiftweight

NARRATOR

So, Jade, what's your look?

&overlay GRAY SKIN ICON create
&overlay PINK SKIN ICON create
&overlay GRAY BROW ICON create
&overlay PINK BROW ICON create
&overlay GRAY HAIR ICON create
&overlay PINK HAIR ICON create
&overlay GRAY EYE ICON create
&overlay PINK EYE ICON create
&overlay GRAY FACE ICON create
&overlay PINK FACE ICON create
&overlay GRAY NOSE ICON create
&overlay PINK NOSE ICON create
&overlay GRAY LIPS ICON create
&overlay PINK LIPS ICON create
&overlay TICK create

@overlay GRAY BROW ICON shifts to 41 280
@overlay GRAY BROW ICON scales to 0.838 0.838
@overlay GRAY SKIN ICON shifts to -7 280
@overlay GRAY SKIN ICON scales to 0.838 0.838
@overlay GRAY HAIR ICON shifts to 87 280
@overlay GRAY HAIR ICON scales to 0.838 0.838
@overlay PINK EYE ICON shifts to 133 280
@overlay PINK EYE ICON scales to 0.838 0.838

@overlay GRAY EYE ICON shifts to 133 280
@overlay GRAY EYE ICON scales to 0.838 0.838
@overlay PINK BROW ICON shifts to 41 280
@overlay PINK BROW ICON scales to 0.838 0.838
@overlay GRAY FACE ICON shifts to 179 280
@overlay GRAY FACE ICON scales to 0.838 0.838
@overlay PINK FACE ICON shifts to 179 280
@overlay PINK FACE ICON scales to 0.838 0.838
@overlay PINK HAIR ICON shifts to 87 280
@overlay PINK HAIR ICON scales to 0.838 0.838
@overlay PINK NOSE ICON shifts to 217 280
@overlay PINK NOSE ICON scales to 0.838 0.838
@overlay GRAY LIPS ICON shifts to 255 280
@overlay GRAY LIPS ICON scales to 0.838 0.838
@overlay GRAY NOSE ICON shifts to 217 280
@overlay GRAY NOSE ICON scales to 0.838 0.838
@overlay PINK SKIN ICON shifts to -7 280
@overlay PINK SKIN ICON scales to 0.838 0.838
@overlay PINK LIPS ICON shifts to 255 280
@overlay PINK LIPS ICON scales to 0.838 0.838
@overlay TICK shifts to 31 346 in zone 1
@overlay TICK scales to 0.244 0.244

&overlay GRAY SKIN ICON opacity 1 in 1
&overlay GRAY BROW ICON opacity 1 in 1
&overlay GRAY HAIR ICON opacity 1 in 1
&overlay GRAY EYE ICON opacity 1 in 1
&overlay GRAY FACE ICON opacity 1 in 1
&overlay GRAY NOSE ICON opacity 1 in 1
&overlay GRAY LIPS ICON opacity 1 in 1
@overlay TICK opacity 1 in 1

tappable

```
"GRAY SKIN ICON"{  
  &overlay GRAY SKIN ICON opacity 0 in 0.1  
  @overlay PINK SKIN ICON opacity 1 in 0.1  
  goto fem_skin_tones  
}  
"GRAY BROW ICON"{  
  &overlay GRAY BROW ICON opacity 0 in 0.1  
  &overlay PINK BROW ICON opacity 1 in 0.1  
  @zoom on JADE to 200% in 1  
  goto fem_eyebrows  
}  
"GRAY HAIR ICON"{  
  &overlay GRAY HAIR ICON opacity 0 in 0.1
```

```
@overlay PINK HAIR ICON opacity 1 in 0.1
goto fem_hair
}
"GRAY EYE ICON"{
&overlay GRAY EYE ICON opacity 0 in 0.1
&overlay PINK EYE ICON opacity 1 in 0.1
@zoom on JADE to 200% in 1
goto fem_eye_shapes
}
"GRAY FACE ICON"{
&overlay GRAY FACE ICON opacity 0 in 0.1
@overlay PINK FACE ICON opacity 1 in 0.1
goto fem_face_shapes
}
"GRAY NOSE ICON"{
&overlay GRAY NOSE ICON opacity 0 in 0.1
@overlay PINK NOSE ICON opacity 1 in 0.1
goto fem_noses
}
"GRAY LIPS ICON"{
&overlay GRAY LIPS ICON opacity 0 in 0.1
@overlay PINK LIPS ICON opacity 1 in 0.1
goto fem_lip_shapes
}
"TICK"{
goto fem_customization_end
}
```

label fem_skin_tones

NARRATOR
Skin tones.

```
choice
"Light"{
goto fem_light_skintones
}
"Medium"{
goto fem_medium_skintones
}
"Dark"{
goto fem_dark_skintones
}
```

label fem_light_skintones

NARRATOR

All light skin tones.

```
choice [shouldPaginate:YES]
"White"{
  @JADE changes bodyColor into White
  goto fem_light_skintones
}
"Ivory"{
  @JADE changes bodyColor into Ivory
  goto fem_light_skintones
}
"Porcelain"{
  @JADE changes bodyColor into Porcelain
  goto fem_light_skintones
}
"Dune"{
  @JADE changes bodyColor into Dune
  goto fem_light_skintones
}
<GREEN>"Other skin tones"{
  goto fem_skin_tones
}
<PREMIUM>"Done"{
  goto fem_main
}
"Light"{
  @JADE changes bodyColor into Light
  goto fem_light_skintones
}
"Olive"{
  @JADE changes bodyColor into Olive
  goto fem_light_skintones
}
"Fair"{
  @JADE changes bodyColor into Fair
  goto fem_light_skintones
}
"Ocre"{
  @JADE changes bodyColor into Light Ocre
  goto fem_light_skintones
}
<GREEN>"Other skin tones"{
  goto fem_skin_tones
}
<PREMIUM>"Done"{
```

```
goto fem_main  
}
```

```
label fem_medium_skintones
```

```
    NARRATOR
```

```
    All medium skin tones.
```

```
choice [shouldPaginate:YES]  
"Caramel"{  
    @JADE changes bodyColor into Caramel  
    goto fem_medium_skintones  
}  
"Tan"{  
    @JADE changes bodyColor into Tan  
    goto fem_medium_skintones  
}  
"Beige"{  
    @JADE changes bodyColor into Beige  
    goto fem_medium_skintones  
}  
"Toffee"{  
    @JADE changes bodyColor into Toffee  
    goto fem_medium_skintones  
}  
<GREEN>"Other skin tones"{  
    goto fem_skin_tones  
}  
<PREMIUM>"Done"{  
    goto fem_main  
}  
"Taupe"{  
    @JADE changes bodyColor into Taupe  
    goto fem_medium_skintones  
}  
"Honey"{  
    @JADE changes bodyColor into Honey  
    goto fem_medium_skintones  
}  
<GREEN>"Other skin tones"{  
    goto fem_skin_tones  
}  
<PREMIUM>"Done"{  
    goto fem_main  
}
```

label fem_dark_skintones

NARRATOR

All dark skin tones.

choice [shouldPaginate:YES]

```
"Rosewood"{
@JADE changes bodyColor into Rosewood
goto fem_dark_skintones
}
"Mocha"{
@JADE changes bodyColor into Mocha
goto fem_dark_skintones
}
"Umber"{
@JADE changes bodyColor into Umber
goto fem_dark_skintones
}
"Sable"{
@JADE changes bodyColor into Sable
goto fem_dark_skintones
}
<GREEN>"Other skin tones"{
goto fem_skin_tones
}
<PREMIUM>"Done"{
goto fem_main
}
"Chestnut"{
@JADE changes bodyColor into Chestnut
goto fem_dark_skintones
}
"Dark"{
@JADE changes bodyColor into Dark
goto fem_dark_skintones
}
<GREEN>"Other skin tones"{
goto fem_skin_tones
}
<PREMIUM>"Done"{
goto fem_main
}
```

label fem_eyebrows

NARRATOR

All eyebrow shapes.

```
choice [shouldPaginate:YES]
"Classic"{
@JADE changes eyebrows into Classic Natural
goto fem_eyebrows
}
"Defined"{
@JADE changes eyebrows into Defined Natural
goto fem_eyebrows
}
"Mature Round"{
@JADE changes eyebrows into Mature Round
goto fem_eyebrows
}
"Medium Angled"{
@JADE changes eyebrows into Medium Angled
goto fem_eyebrows
}
"Medium Curved"{
@JADE changes eyebrows into Medium Curved
goto fem_eyebrows
}
<PREMIUM>"Done"{
goto fem_main
}
"Soft Arch"{
@JADE changes eyebrows into Medium Soft Arch
goto fem_eyebrows
}
"Seductive Arch"{
@JADE changes eyebrows into Seductive Arch
goto fem_eyebrows
}
"Seductive Round"{
@JADE changes eyebrows into Seductive Round
goto fem_eyebrows
}
"Smooth Arch"{
@JADE changes eyebrows into Smooth Arch
goto fem_eyebrows
}
"Soft Angled"{
@JADE changes eyebrows into Soft Angled
goto fem_eyebrows
}
```

```
<PREMIUM>"Done"{
goto fem_main
}
"Thick Flat"{
@JADE changes eyebrows into Thick Flat
goto fem_eyebrows
}
"Thick Round"{
@JADE changes eyebrows into Thick Round
goto fem_eyebrows
}
"Thin Angled"{
@JADE changes eyebrows into Thin Angled
goto fem_eyebrows
}
"Thin Curved"{
@JADE changes eyebrows into Thin Curved
goto fem_eyebrows
}
"Thin Round"{
@JADE changes eyebrows into Thin Round
goto fem_eyebrows
}
<PREMIUM>"Done"{
goto fem_main
}
"Thin Soft Arch"{
@JADE changes eyebrows into Thin Soft Arch
goto fem_eyebrows
}
<PREMIUM>"Done"{
goto fem_main
}
}
```

label fem_hair

NARRATOR
Hair Styles.

```
choice
"Short Hair"{
goto fem_short_hair
}
"Medium Hair"{
goto fem_medium_hair
}
}
```

```
"Long Hair"{
goto fem_long_hair
}
"Styled Hair"{
goto fem_styled_hair
}
<PREMIUM>"Done"{
goto fem_main
}
```

label fem_short_hair

NARRATOR
Short Hairstyles.

```
choice [shouldPaginate:YES]
"Buzzed"{
@JADE changes hair into Buzzed Hair
goto fem_short_hair
}
"Classic Bob"{
@JADE changes hair into Classic Bob
goto fem_short_hair
}
"Classy Pixie"{
@JADE changes hair into Classy Pixie
goto fem_short_hair
}
"Pixie"{
@JADE changes hair into Messy Pixie
goto fem_short_hair
}
<PREMIUM>"Other Styles"{
goto fem_hair
}
<GREEN>"Change color"{
goto fem_hair_colors
}
"Shaved Sides"{
@JADE changes hair into Shaved Sides
goto fem_short_hair
}
"Curly"{
@JADE changes hair into Short Curly Hair
goto fem_short_hair
}
```

```
"Tied Up Hair"{
@JADE changes hair into Short Tiedup Hair
goto fem_short_hair
}
"Straight Bob"{
@JADE changes hair into Straight Bob
goto fem_short_hair
}
<PREMIUM>"Other Styles"{
goto fem_hair
}
<GREEN>"Change color"{
goto fem_hair_colors
}
"Suburban Bubble"{
@JADE changes hair into Suburban Bubble
goto fem_short_hair
}
"Twist Hair"{
@JADE changes hair into Twist Hair
goto fem_short_hair
}
"Faux Hawk"{
@JADE changes hair into Unstyled Faux Hawk
goto fem_short_hair
}
"Slicked Back"{
@JADE changes hair into Long Slicked Back Hair
goto fem_short_hair
}
<PREMIUM>"Other Styles"{
goto fem_hair
}
<GREEN>"Change color"{
goto fem_hair_colors
}
}
```

label fem_medium_hair

NARRATOR
Medium Hairstyles.

```
choice [shouldPaginate:YES]
"High Ponytail"{
@JADE changes hair into High Ponytail
goto fem_medium_hair
}
```

```
}  
"Layered"{  
@JADE changes hair into Layered Hair  
goto fem_medium_hair  
}  
"Natural Curls"{  
@JADE changes hair into Natural Curls  
goto fem_medium_hair  
}  
"Ponytail Locs"{  
@JADE changes hair into Ponytail Locks  
goto fem_medium_hair  
}  
<PREMIUM>"Other Styles"{  
goto fem_hair  
}  
<GREEN>"Change color"{  
goto fem_hair_colors  
}  
"Shaggy"{  
@JADE changes hair into Shaggy Long Hair  
goto fem_medium_hair  
}  
<PREMIUM>"Other Styles"{  
goto fem_hair  
}  
<GREEN>"Change color"{  
goto fem_hair_colors  
}
```

label fem_long_hair

NARRATOR
Long Hairstyles.

```
choice [shouldPaginate:YES]  
"Beach Wave"{  
@JADE changes hair into Beach Wave Hair  
goto fem_long_hair  
}  
"Diva Curls"{  
@JADE changes hair into Diva Curls  
goto fem_long_hair  
}  
"Jules Hair"{  
@JADE changes hair into Jules Hair
```

```
goto fem_long_hair
}
"Braids"{
@JADE changes hair into Long Braids
goto fem_long_hair
}
<PREMIUM>"Other Styles"{
goto fem_hair
}
<GREEN>"Change color"{
goto fem_hair_colors
}
"Long Curly"{
@JADE changes hair into Long Curly Hair
goto fem_long_hair
}
"Long Dreadlocks"{
@JADE changes hair into Long Dreadlocks
goto fem_long_hair
}
"Feathered"{
@JADE changes hair into Long Feathered
goto fem_long_hair
}
"Long Straight"{
@JADE changes hair into Long Straight Hair
goto fem_long_hair
}
<PREMIUM>"Other Styles"{
goto fem_hair
}
<GREEN>"Change color"{
goto fem_hair_colors
}
"Rebel Half Shaved"{
@JADE changes hair into Rebel Half Shaved Hairstyle
goto fem_long_hair
}
"Scene Hair"{
@JADE changes hair into Scene Hair
goto fem_long_hair
}
"Straight"{
@JADE changes hair into Straight
goto fem_long_hair
}
```

```
<PREMIUM>"Other Styles"{
goto fem_hair
}
<GREEN>"Change color"{
goto fem_hair_colors
}
```

label fem_styled_hair

NARRATOR
Styled Hairstyles.

```
choice [shouldPaginate:YES]
"Black and Brown Box Braids"{
@JADE changes hair into Black and Brown Box Braid Updo
goto fem_styled_hair
}
"Black and Red Box Braids"{
@JADE changes hair into Black and Red Box Braid Updo
goto fem_styled_hair
}
"Braids Crown Updo"{
@JADE changes hair into Braid Crown Updo
goto fem_styled_hair
}
"Braided Pigtails"{
@JADE changes hair into Casual Braided Pigtails
goto fem_styled_hair
}
<PREMIUM>"Other Styles"{
goto fem_hair
}
<GREEN>"Change color"{
goto fem_hair_colors
}
"Clown Pigtails Wig"{
@JADE changes hair into Clown Pigtails Wig
goto fem_styled_hair
}
"Cornrow Bun"{
@JADE changes hair into Cornrow Bun
goto fem_styled_hair
}
"Cornrow Faux Hawk"{
@JADE changes hair into Cornrow Faux Hawk
goto fem_styled_hair
}
```

```
}
"Dancer Bun"{
@JADE changes hair into Dancer Bun
goto fem_styled_hair
}
<PREMIUM>"Other Styles"{
goto fem_hair
}
<GREEN>"Change color"{
goto fem_hair_colors
}
"Double Bun Updo"{
@JADE changes hair into Double Bun Updo
goto fem_styled_hair
}
"Fishtail Braid"{
@JADE changes hair into Fishtail Braid
goto fem_styled_hair
}
"Long Faux Hawk"{
@JADE changes hair into Long Faux Hawk
goto fem_styled_hair
}
"Messy Back Bun"{
@JADE changes hair into Messy Back Bun
goto fem_styled_hair
}
<PREMIUM>"Other Styles"{
goto fem_hair
}
<GREEN>"Change color"{
goto fem_hair_colors
}
"Monday Morning Updo"{
@JADE changes hair into Monday Morning Updo
goto fem_styled_hair
}
"Side Head Scarf"{
@JADE changes hair into Side Head Scarf
goto fem_styled_hair
}
"Styled Cornrows"{
@JADE changes hair into Styled Corn Rows
goto fem_styled_hair
}
"Urban Punk Ponytail"{
```

```
@JADE changes hair into Urban Punk Ponytail
goto fem_styled_hair
}
<PREMIUM>"Other Styles"{
goto fem_hair
}
<GREEN>"Change color"{
goto fem_hair_colors
}
"Blue and White Winged Buns"{
@JADE changes hair into Winged Buns Hair Blue White
goto fem_styled_hair
}
"Pink and White Winged Buns"{
@JADE changes hair into Winged Buns Hair Pink White
goto fem_styled_hair
}
"Purple Winged Buns"{
@JADE changes hair into Winged Buns Hair Purple
goto fem_styled_hair
}
"Winged Buns Red Gold Pink White"{
@JADE changes hair into Winged Buns Hair Red Gold Pink White
goto fem_styled_hair
}
<PREMIUM>"Other Styles"{
goto fem_hair
}
<GREEN>"Change color"{
goto fem_hair_colors
}

label fem_hair_colors
```

NARRATOR
All hair colors.

```
choice [shouldPaginate:YES]
"Black"{
@JADE changes hairColor into Black
goto fem_hair_colors
}
"Chestnut"{
@JADE changes hairColor into Chestnut
goto fem_hair_colors
}
```

```
"Charcoal"{
@JADE changes hairColor into Charcoal
goto fem_hair_colors
}
"Cayenne"{
@JADE changes hairColor into Cayenne
goto fem_hair_colors
}
"Auburn"{
@JADE changes hairColor into Auburn
goto fem_hair_colors
}
<GREEN>"Hair Styles"{
goto fem_hair
}
"Fawn"{
@JADE changes hairColor into Fawn
goto fem_hair_colors
}
"Blond"{
@JADE changes hairColor into Blond
goto fem_hair_colors
}
"Strawberry Blond"{
@JADE changes hairColor into Strawberry Blond
goto fem_hair_colors
}
"Platinum Blond"{
@JADE changes hairColor into Platinum Blond
goto fem_hair_colors
}
"Passion Fruit"{
@JADE changes hairColor into Passion Fruit
goto fem_hair_colors
}
<GREEN>"Hair Styles"{
goto fem_hair
}
"Pink"{
@JADE changes hairColor into Pop Pink
goto fem_hair_colors
}
"Coral"{
@JADE changes hairColor into Coral
goto fem_hair_colors
}
```

```
"Grey"{
@JADE changes hairColor into Grey
goto fem_hair_colors
}
"White"{
@JADE changes hairColor into White
goto fem_hair_colors
}
"Green"{
@JADE changes hairColor into Grievance Green
goto fem_hair_colors
}
<GREEN>"Hair Styles"{
goto fem_hair
}
"Mint"{
@JADE changes hairColor into Mint
goto fem_hair_colors
}
"Light Blue"{
@JADE changes hairColor into Blue Light
goto fem_hair_colors
}
"Blasting Blue"{
@JADE changes hairColor into Blasting Blue
goto fem_hair_colors
}
"Purple"{
@JADE changes hairColor into Punky Purple
goto fem_hair_colors
}
<GREEN>"Hair Styles"{
goto fem_hair
}
}
```

label fem_eye_shapes

NARRATOR
All eye shapes.

```
choice [shouldPaginate:YES]
"Almond Classic"{
@JADE changes eyes into Almond Classic
goto fem_eye_shapes
}
"Almond Luxe"{
```

```
@JADE changes eyes into Almond Luxe
goto fem_eye_shapes
}
"Almond Mature"{
@JADE changes eyes into Almond Mature
goto fem_eye_shapes
}
"Downturned Bold"{
@JADE changes eyes into Downturned Bold
goto fem_eye_shapes
}
<GREEN>"Choose color"{
goto fem_eye_colors
}
<PREMIUM>"Done"{
goto fem_main
}
"Downturned Natural"{
@JADE changes eyes into Downturned Natural
goto fem_eye_shapes
}
"Mature Round"{
@JADE changes eyes into Mature Round
goto fem_eye_shapes
}
"Round Bold"{
@JADE changes eyes into Round Bold
goto fem_eye_shapes
}
"Round Classic"{
@JADE changes eyes into Round Classic
goto fem_eye_shapes
}
<GREEN>"Choose color"{
goto fem_eye_colors
}
<PREMIUM>"Done"{
goto fem_main
}
"Round Luxe"{
@JADE changes eyes into Round Luxe
goto fem_eye_shapes
}
"Slender Classic"{
@JADE changes eyes into Slender Classic
goto fem_eye_shapes
```

```

}
"Slender Natural"{
@JADE changes eyes into Slender Natural
goto fem_eye_shapes
}
"Sloping Classic"{
@JADE changes eyes into Sloping Classic
goto fem_eye_shapes
}
<GREEN>"Choose color"{
goto fem_eye_colors
}
<PREMIUM>"Done"{
goto fem_main
}
"Upturned Bold"{
@JADE changes eyes into Upturned Bold
goto fem_eye_shapes
}
"Upturned Feline"{
@JADE changes eyes into Upturned Feline
goto fem_eye_shapes
}
"Upturned Luxe"{
@JADE changes eyes into Upturned Luxe
goto fem_eye_shapes
}
"Upturned Natural"{
@JADE changes eyes into Upturned Natural
goto fem_eye_shapes
}
<GREEN>"Choose color"{
goto fem_eye_colors
}
<PREMIUM>"Done"{
goto fem_main
}

```

label fem_eye_colors

NARRATOR

All eye colors.

choice [shouldPaginate:YES]

```

"Hickory"{
@JADE changes eyesColor into Hickory

```

```
goto fem_eye_colors
}
"Auburn"{
@JADE changes eyesColor into Auburn
goto fem_eye_colors
}
"Brown"{
@JADE changes eyesColor into Brown
goto fem_eye_colors
}
"Toffee"{
@JADE changes eyesColor into Toffee
goto fem_eye_colors
}
<GREEN>"Eye Shapes"{
goto fem_eye_shapes
}
<PREMIUM>"Done"{
goto fem_main
}
"Taupe"{
@JADE changes eyesColor into Taupe
goto fem_eye_colors
}
"Pine"{
@JADE changes eyesColor into Pine
goto fem_eye_colors
}
"Green"{
@JADE changes eyesColor into Green
goto fem_eye_colors
}
"Black"{
@JADE changes eyesColor into Black
goto fem_eye_colors
}
<GREEN>"Eye Shapes"{
goto fem_eye_shapes
}
<PREMIUM>"Done"{
goto fem_main
}
"Blue"{
@JADE changes eyesColor into Blue
goto fem_eye_colors
}
```

```
"Purple"{
@JADE changes eyesColor into Purple
goto fem_eye_colors
}
<GREEN>"Eye Shapes"{
goto fem_eye_shapes
}
<PREMIUM>"Done"{
goto fem_main
}
```

label fem_face_shapes

NARRATOR
All face shapes.

```
choice [shouldPaginate:YES]
"Defined Heart"{
@JADE changes face into Defined Heart
goto fem_face_shapes
}
"Defined Oblong"{
@JADE changes face into Defined Oblong
goto fem_face_shapes
}
"Defined Round"{
@JADE changes face into Defined Round
goto fem_face_shapes
}
"Diamond"{
@JADE changes face into Diamond
goto fem_face_shapes
}
"Oval"{
@JADE changes face into Oval
goto fem_face_shapes
}
<PREMIUM>"Done"{
goto fem_main
}
"Round"{
@JADE changes face into Round
goto fem_face_shapes
}
"Soft Heart"{
@JADE changes face into Soft Heart
```

```
goto fem_face_shapes
}
"Square"{
@JADE changes face into Square
goto fem_face_shapes
}
<PREMIUM>"Done"{
goto fem_main
}
```

label fem_noses

NARRATOR
All nose shapes.

```
choice [shouldPaginate:YES]
"Aquiline"{
@JADE changes nose into Aquiline
goto fem_noses
}
"Bulb"{
@JADE changes nose into Bulb
goto fem_noses
}
"Celestial"{
@JADE changes nose into Celestial
goto fem_noses
}
"Elven"{
@JADE changes nose into Elven
goto fem_noses
}
"Grecian"{
@JADE changes nose into Grecian
goto fem_noses
}
<PREMIUM>"Done"{
goto fem_main
}
"Hooked"{
@JADE changes nose into Hooked
goto fem_noses
}
"Mature Round"{
@JADE changes nose into Mature Round
goto fem_noses
}
```

```
}
"Perky"{
@JADE changes nose into Perky
goto fem_noses
}
"Pointed"{
@JADE changes nose into Pointed
goto fem_noses
}
"Refined"{
@JADE changes nose into Refined
goto fem_noses
}
<PREMIUM>"Done"{
goto fem_main
}
"Roman"{
@JADE changes nose into Roman
goto fem_noses
}
"Round"{
@JADE changes nose into Round
goto fem_noses
}
"Sculpted"{
@JADE changes nose into Sculpted
goto fem_noses
}
"Sneer"{
@JADE changes nose into Sneer
goto fem_noses
}
"Soft Natural"{
@JADE changes nose into Soft Natural
goto fem_noses
}
<PREMIUM>"Done"{
goto fem_main
}
"Upturned"{
@JADE changes nose into Upturned
goto fem_noses
}
"Wide"{
@JADE changes nose into Wide
goto fem_noses
}
```

```
}  
<PREMIUM>"Done"{  
goto fem_main  
}
```

label fem_lip_shapes

NARRATOR
All lips shapes.

```
choice [shouldPaginate:YES]  
"Blossom Lips"{  
@JADE changes mouth into Blossom Lips  
goto fem_lip_shapes  
}  
"Classic"{  
@JADE changes mouth into Classic  
goto fem_lip_shapes  
}  
"Classic Slender"{  
@JADE changes mouth into Classic Slender  
goto fem_lip_shapes  
}  
"Full Round"{  
@JADE changes mouth into Full Round  
goto fem_lip_shapes  
}  
<GREEN>"Change color"{  
goto fem_lip_shades  
}  
<PREMIUM>"Done"{  
goto fem_main  
}  
"Mature Medium"{  
@JADE changes mouth into Mature Medium  
goto fem_lip_shapes  
}  
"Mature Round"{  
@JADE changes mouth into Mature Round  
goto fem_lip_shapes  
}  
"Mature Slender"{  
@JADE changes mouth into Mature Slender  
goto fem_lip_shapes  
}  
"Thick"{
```

```
@JADE changes mouth into Thick
goto fem_lip_shapes
}
<GREEN>"Change color"{
goto fem_lip_shades
}
<PREMIUM>"Done"{
goto fem_main
}
```

label fem_lip_shades

NARRATOR
All lip shades.

```
choice
"Natural Shades"{
goto fem_natural_shades
}
"Light Shades"{
goto fem_light_shades
}
"Dark Shades"{
goto fem_dark_shades
}
<PREMIUM>"Done"{
goto fem_main
}
```

label fem_natural_shades

NARRATOR
All natural lip shades.

```
choice [shouldPaginate:YES]
"Ivory"{
@JADE changes mouthColor into Ivory
goto fem_natural_shades
}
"Blush"{
@JADE changes mouthColor into Blush
goto fem_natural_shades
}
"Dune"{
@JADE changes mouthColor into Dune
goto fem_natural_shades
}
```

```
}  
"Sand"{  
@JADE changes mouthColor into Sand  
goto fem_natural_shades  
}  
<GREEN>"Lip Shapes"{  
goto fem_lip_shades  
}  
<PREMIUM>"Other colors"{  
goto fem_lip_shades  
}  
"Champagne"{  
@JADE changes mouthColor into Champagne  
goto fem_natural_shades  
}  
"Terracotta"{  
@JADE changes mouthColor into Terracotta  
goto fem_natural_shades  
}  
"Toffee"{  
@JADE changes mouthColor into Toffee  
goto fem_natural_shades  
}  
"Taupe"{  
@JADE changes mouthColor into Taupe  
goto fem_natural_shades  
}  
<GREEN>"Lip Shapes"{  
goto fem_lip_shades  
}  
<PREMIUM>"Other colors"{  
goto fem_lip_shades  
}  
"Mocha"{  
@JADE changes mouthColor into Mocha  
goto fem_natural_shades  
}  
"Umber"{  
@JADE changes mouthColor into Umber  
goto fem_natural_shades  
}  
"Rosewood"{  
@JADE changes mouthColor into Rosewood  
goto fem_natural_shades  
}  
"Dark"{
```

```
@JADE changes mouthColor into Dark
goto fem_natural_shades
}
<GREEN>"Lip Shapes"{
goto fem_lip_shapes
}
<PREMIUM>"Other colors"{
goto fem_lip_shades
}
"Chestnut"{
@JADE changes mouthColor into Chestnut
goto fem_natural_shades
}
"Sable"{
@JADE changes mouthColor into Sable
goto fem_natural_shades
}
<GREEN>"Lip Shapes"{
goto fem_lip_shapes
}
<PREMIUM>"Other colors"{
goto fem_lip_shades
}

label fem_light_shades
```

NARRATOR
All light lip shades.

```
choice [shouldPaginate:YES]
"Sky Blue"{
@JADE changes mouthColor into Sky Blue
goto fem_light_shades
}
"Seafoam"{
@JADE changes mouthColor into Seafoam
goto fem_light_shades
}
"White"{
@JADE changes mouthColor into White
goto fem_light_shades
}
"Bubblegum Pink"{
@JADE changes mouthColor into Bubblegum Pink
goto fem_light_shades
}
```

```
<GREEN>"Lip Shapes"{
goto fem_lip_shapes
}
<PREMIUM>"Other colors"{
goto fem_lip_shades
}
"Lavender"{
@JADE changes mouthColor into Lavender
goto fem_light_shades
}
"Olive"{
@JADE changes mouthColor into Olive
goto fem_light_shades
}
"Orange"{
@JADE changes mouthColor into Orange Crush
goto fem_light_shades
}
"Raspberry"{
@JADE changes mouthColor into Raspberry
goto fem_light_shades
}
<GREEN>"Lip Shapes"{
goto fem_lip_shapes
}
<PREMIUM>"Other colors"{
goto fem_lip_shades
}
"Rose"{
@JADE changes mouthColor into Rose
goto fem_light_shades
}
"Ruby Red"{
@JADE changes mouthColor into Ruby Red
goto fem_light_shades
}
"Cherry Red"{
@JADE changes mouthColor into Cherry Red
goto fem_light_shades
}
<GREEN>"Lip Shapes"{
goto fem_lip_shapes
}
<PREMIUM>"Other colors"{
goto fem_lip_shades
}
```

label fem_dark_shades

NARRATOR

All dark lip shades.

choice [shouldPaginate:YES]

"Wine"{

@JADE changes mouthColor into Wine

goto fem_dark_shades

}

"Azure"{

@JADE changes mouthColor into Azure

goto fem_dark_shades

}

"Emerald"{

@JADE changes mouthColor into Emerald

goto fem_dark_shades

}

"Bordeaux"{

@JADE changes mouthColor into Bordeaux

goto fem_dark_shades

}

<GREEN>"Lip Shapes"{

goto fem_lip_shapes

}

<PREMIUM>"Other colors"{

goto fem_lip_shades

}

"Scarlet"{

@JADE changes mouthColor into Scarlet

goto fem_dark_shades

}

"Dusty Rose"{

@JADE changes mouthColor into Dusty Rose

goto fem_dark_shades

}

"Plum"{

@JADE changes mouthColor into Plum

goto fem_dark_shades

}

"Crimson"{

@JADE changes mouthColor into Crimson

goto fem_dark_shades

}

<GREEN>"Lip Shapes"{

```
goto fem_lip_shapes
}
<PREMIUM>"Other colors"{
goto fem_lip_shades
}
"Raven"{
@JADE changes mouthColor into Raven
goto fem_dark_shades
}
<GREEN>"Lip Shapes"{
goto fem_lip_shapes
}
<PREMIUM>"Other colors"{
goto fem_lip_shades
}
```

label fem_customization_end

```
&overlay GRAY SKIN ICON opacity 0 in 1
&overlay GRAY BROW ICON opacity 0 in 1
&overlay GRAY HAIR ICON opacity 0 in 1
&overlay GRAY EYE ICON opacity 0 in 1
&overlay GRAY FACE ICON opacity 0 in 1
&overlay GRAY NOSE ICON opacity 0 in 1
&overlay GRAY LIPS ICON opacity 0 in 1
@overlay TICK opacity 0 in 1
```

NARRATOR

Are you happy with your look?

```
choice
<PREMIUM>"Yes! I look perfect."{
readerMessage Follow @e.p.i._jade on Instagram! with messageTitle | bold
|Customization Credit
@JADE is blush
}
"No, I made a mistake."{
goto fem_main
}
```