# Toontorial Intro Script

New Toontorial breakdown:

1. ~~Some sort of cutscene or exposition explaining lore of how:~~
   a. ~~toons that come to Toontown are there for a vacation, as it's a cultural tradition for toons across the globe, kinda like Disney World in the real world~~
   b. ~~Essentially, Toontown is a tourist trap.~~
   c. ~~Cogs are just exploiting the area for resources and it's getting in the way of the experience. So they try to keep cogs under tabs so that the tourists can enjoy their vacation, but Flippy started getting desperate and turns the place into a literal tourist trap, which is why you get stuck fighting Cogs.~~
2. ~~The player loads into School House and gets greeted by Flippy~~
3. ~~Control selection popup (recommended controls or classic controls)~~
   a. ~~Potentially controller if ⟶ work is done in time~~
4. ~~The Player meets Lord Lowden and Professor Pete~~
5. ~~Professor Pete talks about some stuff(maybe explains the cogs)~~
6. ~~Player, Professor Pete, and Lord Lowden Clear spawn in a combat tutorial room~~
   a. ~~professor Pete uses a machine to control a dummy cog~~
   b. ~~Lord Lowden clear joins the player in combat in order to provide assistance~~
7. ~~The Player gets prompted to use all gag tracks in some dialogue~~
   a. ~~Lord Lowden clear provides support in the form of being on the receiving end of toonup, providing lure to a trap, and providing squirt to a zap~~
8. ~~The Player chooses gags after this~~
9. ~~The Player gets prompted to go speak to Mata~~
10. ~~(FUTURE) Combat room in the future will be repurposed to teach Boss mechanics (ie. craning, pie-throwing)~~

BONUS CHANGES

The toontorial script goes through the book's pages top to bottom (which is best for followability/flow), which creates an issue since the cog gallery is like 1/2 way down the list and that's where we want the toon to be transferred to the battle tut
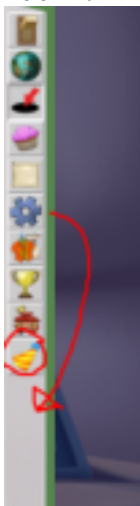
So, the cog gallery will be moved below the other pages (under the calendar page specifically)
Then, we move the calendar to just below activities (I say this because otherwise it's always strictly on the bottom even when suit page and sos page get dropped in after Toon progress)
This changes the page order on Toon start to be:
Options
Districts
Map
Gags

When the player has control during this first toontorial, trying to exit the schoolhouse blocks the player with the message, "Trying to ditch class, are we? Please return to the classroom."

Trying to enter the training room before Pete's tutorial doesn't let you in and Lowden says, "Hey _avName_ , I'm not ready for you quite yet, go to Professor Pete.

Additional Notes

This toontorial begins after naming your toon in MAT
We need to move the Gag selection in the MAT to after naming, so that the toontorial prompt can come after naming your toon
This tutorial should be mostly at-player-pace so all of this dialogue to be clickable aside from when you're directed to do something

so if the player understands it at a glance they'll be able to skip through it

Dialogue

1.
   (Interior of the new schoolhouse, instanced)
2.
   [You and Lowden Clear walk into the schoolhouse, you stop as you enter the main classroom and Lowden goes all the way to Pete's desk where Pete is.]
3.
   [Camera Pans over to Lowden and Pete]
   a.
      Lowden Clear: Hey, Professor Pete! Here's that Toon I was talking about not too long ago-- mind showing them the ropes?
   b.
      Pete: Sure thing, Lord Lowden Clear! Could you wait by the entrance to the training room until we're ready? c.
      Lowden Clear: Sure thing! I'll see you shortly, _avName_.
4.
   [Camera moves back to the player, giving them control.]
   a.
      Pete [While the player can move]: Hey there, _avName_! Why don'tcha come over here, you can move your Toon with the MOVEMENT keys! The defaults are the ARROW keys.
   b.
      Pete [When the player gets to them]: Great job! Welcome to Toontown, a place full of laughter and fun!
   c.
      Pete: There's a lot to do, which is why you'll need one of these!
5.
   [Pete does funny hand anim, Shtickerbook pops up above hand, moves to the proper position.]
   a.
      Pete: This is your Shtickerbook! It contains all sorts of handy tools and information to help you around Toontown. Go ahead and open it!
6.
   (do the funny red arrows to tell the player to open the book, all dialogue will be in the funny toon-head-in-gui-talking like the TTO/current Clash book toontorial)
7.
   (book is opened to **options**, buttons won't do anything in any of the pages unless the player is directed to do so, use arrows/flashing tabs to tell the player where to click when directed)
   a.
      Pete: The first page is the options page! Here, you can change your controls and audio, privacy, video, accessibility, gameplay, and camera settings.
   b.
      Pete: The options page is also accessible on the main menu if you need to make any changes before entering Toontown!
   c.
      Pete: Click the arrow on the bottom right of the page or the page icon on the right side of the book to continue to the next page.
8.
   [prompt user to click **districts** page, or the right arrow]
   a.
      Pete: This here is the Districts page. Each District is a copy of Toontown, so if you wanna meet up with your friends, make sure you're in the same District!
   b.
      Pete: Districts with the safe icons to the right of their name are immune to invasions and disable certain events. c.
      Pete: Let's continue to the next page, shall we?
9.
   [prompt user to click **map** page, or the right arrow]
   a.
      Pete: This is the Map page, where you can view the entirety of Toontown! Some parts of town are covered by clouds, but they will become visible once you've visited them!
   b.
      Pete: If you look at the bottom-right you'll notice some additional functionalities: Go Home, Playground, and

Minigames. c.
  Pete: The 'Go Home' button will take you to your own Toon estate, this is where deliveries sent to you will go and where your pet Doodle will stay if you buy one!
  d.
  Pete: The 'Playground' button will take you back to the closest Toon playground, using it in here for example will take you just outside!
  e.
  Pete: The 'Minigames' button will take you to the Minigames area where you can golf, race, and play table games! f.
  Pete: It is important to note, however, that it can be a long walk back to where you need to go if you haven't acquired teleport access quite yet.
  g.
  Pete: That's everything for the Map page, let's continue to the next one.
10.   page, or right arrow]
[prompt user to click **gag**
  a.
  Pete: This is your Gags page! Here, you can see all the Gags you can use to pull hilarious pranks around town!
  b.
  Pete: You don't have any Gags yet, but don't worry! Lord Lowden Clear work with you through that.
  c.
  Pete: See those tabs at the top of the page? Click the one labeled 'Gag Training' to switch tabs.
11.   the **gag training** tab]
[prompt user to click
  a.
  Pete: Now, this tab is for training your Gags to new heights! You can get a new Gag Track, or even Prestige ones you already have.
  b.
  Pete: Both of these options are accessible through Training Points, which you can gain through when you level up!
  c.
  Pete: Leveling up? Oh goodness, I almost forgot about your Experi-o-Meter!
  d.
  Pete: Close your book by clicking the book icon on the bottom right of the screen.
12.
  [Prompt user to close the book, pete does the funny hand-holding-up animation]
13.
  [Experience bar pops up above Pete's hand]
  a.
  Pete: This is the Experi-o-Meter, where the experience you earn from doing activities around town goes!
  b.
  Pete: You'll earn Training Points for your Gags at levels 4, 8, 12, 16, 20, 28, 38, 48, 58, 68, and 78.
  c.
  Pete: There are other benefits to increasing your level as well.
  d.
  Pete: For example, your Laff increases each level, you gain the ability to carry 500 more Jellybeans every 5 levels, and you can carry 10 more Gags in your pouch every 10 levels!
  e.
  Pete: What's Laff, you say? Lord Lowden Clear will teach you about the specifics of it shortly.
14.
  [The experience bar moves into proper position, and pete's hand goes back down]
  a.
  Pete: Let's go back into your Shtickerbook, we've still got plenty to cover!
15.
  [Prompt user to re-open the book, opens back up to the **Gag Training** tab]
  a.
  Pete: As I mentioned previously, you can either get new Gag Tracks or Prestige ones you already own in this tab.
  b.
  Pete: It takes two Training Points to unlock a new Gag Track, and only one Training Point to Prestige a Gag Track!
  c.
  Pete: Prestiges are upgrades to a Gag Track that you already own. They give your Gags special properties for extra silliness!
  d.
  Pete: Not falling asleep in class are we? Good, let's move on to the next page!
16.   **tasks** page, or right
[prompt user to click   arrow]
  a.
  Pete: This is your ToonTasks page. Here, you can see everything you're assigned to do around Toontown!
  b.
  Pete: Currently, you don't have any ToonTasks, but I'm sure Lord Lowden Clear will have some for you after class.
  c.
  Pete: Click on the "Sidetasks" tab on the top!
17.   the **sidetasks** tab]
[prompt user to click
  a.
  Pete: This is the Sidetasks tab! It'll show you what Sidetasks your Toon can get from each playground.
  b.
  Pete: Simply select a Sidetask's title to get a description of the task, where it can be retrieved, and what the rewards are for

  it!c.

17.   **Pete:** It's important to note, however, that you can only do Sidetasks up to the playground you're currently helping in. **Pete:** There's one more tab to discuss on this page. Click on the "Daily Tasks" tab!

c.
d.

18. [prompt user to click the **Daily Task** tab]

    a.
       Pete: These is your Daily Tasks, here you are assigned one random Daily Task each day; which gives many various rewards!

    b.
       Pete: On the left side of the page you can see you assigned Daily Tasks; you only have one right now, since it is your first day in Toontown.

    c.
       Pete: Let's take a look at your first Daily Task, at a glance you'll see a few elements of importance.

    d.
       Pete: At the top-right of the task poster, you can see a die icon; these are used to re-roll a specific Daily Task.

    e.
       Pete: At the bottom-right of the task poster, you'll see a gumball icon.

    f.
       Pete: Gumballs are a currency earned from completing Daily Tasks and can be traded at the Gumball Machine inside any Toon HQ for extended boosters and various customization items!

    g.
       Pete: That's all for the ToonTasks page. Let's move on to the next page!

19. [prompt user to click **Items and Codes** page, or right arrow]

    a.
       Pete: This is your Items and Codes page, here is where you can customize your Toon in many various ways!

    b.
       Pete: Currently, we're on the Profile tab of the page, here is where you can customize your appearance when other Toons look at your profile!

    c.
       Pete: You can set your profile background, your nameplate, and even the pose you make on your profile. Additionally, you can set the color of your speech phrases!

    d.
       Pete: Let's continue to the Clothing tab of the page.

20. [prompt the user to click the **Clothing** tab]

    a.
       Pete: This is your Toon's wardrobe, pretty empty currently since you've just gotten to town, but there's many ways to expand your fashion!

    b.
       Pete: To change what you want to wear, just click on a clothing category and then the article of clothing you want to wear.

    c.
       Pete: If you're ever feeling like an outfit is something you'd like to go back to, you can click the outfit button on the right side of the wardrobe to view and save your favorite styles!

    d.
       Pete: Additionally, you can undo and redo clothing changes with the two arrow buttons on the right side of the wardrobe and even randomize your outfit with the dice button.

    e.
       Pete: I'm excited to see how your style changes as you expand your wardrobe, let's continue.

21. [prompt user to click the **Items** tab]

    a.
       Pete: Here you can change some special attributes of your Toon.

    b.
       Pete: Take a glance to the right side of the page you can change your cheesy effect, nametag font, and your fishing rod.

    c.
       Pete: Cheesy effects are silly modifiers you can apply to your Toon, fonts change the look of the nametag above your Toon's head, and fishing rods change what fish you can catch at the pond!

    d.
       Pete: Let's take a look at the last tab this page has to offer.

22. [prompt user to click the **Codes** tab]

    a.
       Pete: This is the codes tab, if you ever receive or hear about a special code, you can enter it here. b.
       Pete: That's all for this page, let's turn to the next one.

23. [prompt user to click **Activities** page]

    a.
       Pete: Toontown has many side activities that you can enjoy in your free time; this is where you can see your progress in said activities.

    b.
       Pete: What you see here is your activity levels in each activity, every 10 levels in each activity rewards your Toon with a Laff boost.

    c.
       Pete: Fishing will max at level 70, every other activity listed here will max at level 30.

    d.
       Pete: To view the specifics of each activity, simply click the yellow arrows at the top of the page.

    e.
       Pete: Class is almost over. Let's continue to the next page.

24. [prompt user to click **cog gallery** page]

    a.
       Pete: Now, this is your Cog Galler- I mean, uh...

    b.
       Pete: Would ya look at the time, class dismissed!

25. [prompt user to

close the book]
- a.
  - **Pete:** Sorry about ending class so quickly, I'm not the one whose supposed to talk about the Cogs with new residents.
- b.
  - **Pete:** That's actually why Lord Lowden Clear came here with you; he'll tell you all you need to know about Cogs. c.
  - **Pete:** Well, anyways, you've got some additional training to do with him!
- d.
  - **Pete:** Before I let you go, did everything I say make sense?

26.   of silence]

[a few seconds
- a.
  - **Pete:** Cat bit your tongue?
- b.
  - **Pete:** Oh, you must not know how to speak with SpeedChat yet!

27.

[pete does the hand up animation again, new chatbox panel appears minimized above it, slides up to the top-left corner]
- a.
  - **Pete:** Click the blue button with the green circle with chat bubble inside it to say something to me, _avName_!

28.

[players say something in Speedchat, pete claps as he begins speaking]
- a.
  - **Pete:** Great job! That chatbox is a powerful tool, there's several tabs to filter discussion to makes conversing with other Toons easier.
- b.
  - **Pete:** It's highly customizable, too!
- c.
  - **Pete:** You're now ready to train with Lord Lowden Clear.
- d.
  - **Pete:** He is by the entrance to the training room, you'll be in capable hands with him.

29.

[Camera pans from Pete to Lowden, he speaks to tell you to go to him]
- a.
  - **Lowden Clear:** Over here, _avName_! We have lots to discuss!

30.

[Lowden walks into the training room, gives control back to the player, use the ! icon from the boss warnings (but yellow) by the door to signify to go through the door]

31.

[end first toontorial]