Dialogue Language Cheatsheet

A quick reference guide for the dialogue scripting language syntax.

Symbol / Syntax	Description	Example
Actor:	Assigns a line of dialogue to an Actor.	Jessie: Prepare for trouble!
Actor.Expression:	Assigns an Actor and a specific expression to a line. The expression persists on subsequent lines.	King.Angry: Listen to me!
//	**Comment:** The rest of the line is ignored and not shown in-game.	// This is a note.
*	**Choice:** Presents a selectable option to the player. Can have one @if condition	* I have some questions * @if has-money how about this...?
#label-name	**Label:** Creates a bookmark or a jump point in the script.	#start-of-loop
{{ variable }}	**Variable:** Inserts the value of a variable into the text.	Welcome, {{player-name}}!
[key: value]	**Metadata:** Adds extra data to a line for custom game logic or to override default behaviors.	Player: That's it! [id:12345]

Commands (@)

Commands are special instructions that perform actions within the dialogue.

Command	Description	Example
@run	Executes a game command. Use **await** to make the dialogue wait for the command to finish.	@run give-item-sword @run await change-to-night
@wait	Pauses the dialogue for a number of seconds. Use unscaled to ignore the game time scale.	@wait 3.5 @wait unscaled 2.0
@go	Jumps the dialogue flow to a specific #label.	@go questions-loop
@exit	Immediately stops the current script.	@exit
@script	Transitions to another script file. Can optionally jump to a label within that script.	@script common-greetings @script quests introduction

@select	Runs one of the indented lines below it.
	Options: `random`, `random-no-repeat`, `shuffle`, `shuffle-loop`, `sequence`, `sequence-loop`, `sequence-loop`
		@select random
		  Merchant: Hello.
		  Merchant: Greetings.

Conditional Logic

Used to control which lines are executed based on conditions from the game.

Command	Description	Example
@if	Executes the indented block below if its condition(s) are true. Multiple conditions act as an **AND** (all must be true). Can also be used directly on a * choice line.	@if has-sword has-shield
@or	Executes if the previous @if/@or was false, and its own condition(s) are true.	@or has-diamond
@else	Executes if all preceding @if/@or conditions in the chain were false.	@else

Metadata Keywords [key:value]

Keyword	Description	Accepted Values
id	A unique identifier for the line.	Any unique string.
continue	Overrides how to advance to the next line.	0: Interact 1: Timeout 2: Wait for Voice-Over
timeout	Duration (in seconds) to wait before advancing automatically.	Any positive number (e.g., 3.5).
unscaled	If 1, the timeout uses unscaled time (ignores game pause).	1 (true) or 0 (false).

Keyword	Description	Accepted Values
id	A unique identifier for the choice.	Any unique string.
shuffle	Overrides global setting for shuffling choice order.	1: Shuffle 0: Don't Shuffle
timed	Overrides global settings for making the choice timed.	1: Timed 0: Not Timed.
duration	Time (in seconds) the player has to make a choice.	Any positive number.
unscaled	If 1, the choice timer uses unscaled time.	1 (true) or 0 (false).
timeout	What happens when a timed choice expires.	0: Random 1: First 2: Last 3: Skip
hideUnavailable	If 1, hides the choice if its condition is not met.	1: Hide 0: Show disabled
autoPickSingle	If 1, automatically selects the choice if it's the only one.	1 (Enable) or 0 (Disable).

Keyword	Description	Accepted Values
weight	On a line under a @select is how often it gets picked.	Any positive number (e.g. 0.5). Defaults to 1.