

Player Interaction, Opening Dialogue	Player Interaction, Closing Dialogue	Player Interaction, Buying an Item	Player Interaction, Idle in Shop Menu
"Time's money, pal, so don't waste mine!"	"That's it? Off with ya's, then..."	"Remember, no refunds."	"I don't have all day, pal."
"And just what the Hells do you want?"	"Suit yaself, kid."	"Oh, ya like that one, huh?"	"Tick, tock, tick, tock."
"Oh no, please, I'm totally free!" (Sarcastic tone)	"Yea, yea."	"Ooo yeah, great pick, buy anotha!"	*Starts to snore*
"Huh, wuh? Oh, it's you."	"Oh, I wasn't listenin' anyways."	"Now be careful with that one, I paid good money for it."	"Hellooo? Anyone there?"
"Hey, how's the weather up there pal? heheh."	"Alright, now beat it."	"Can't leave with just one of those, right?"	"Earth to shopper, you there?"
"I'm listenin, I'm listenin..."	"Come back with some more cash next time."	"Good thing ol' Chester's here for ya. What else?"	"Why do I always get the nuts?"
"Alright, out with it, chop chop."	"What, ya waitin' for a hug?"	"Okay that, aaaand?"	"What'd you fall asleep? Buy somethin'."
"Ya couldn't have bothered anyone else?"	"Wait, ya still got some gold in those pockets!"	"Now ya can't just be leaving with that, right?"	"What'sa matter kid? You broke?"
"Make it quick, kid."	"Why dontcha make like a tree and get outta here?"	"It's dangerous out there, that all?"	"If you don't have the money, I think we're done."
"This better be important..."	"Jeez, I thought they'd never leave..." (Under his breath)	"I knew you'd want that, heheh."	*Muttering angrily under breath*