

Popup Audit — full rebuild

Every popup/modal fire site in the game (story beats, tutorial cards, world-encounter dialogs, the bespoke fortress discovery/repair panel, milestone narratives, and unlock/alert cards), captured as its ACTUAL in-game render with its complete resolved text, all button labels, its trigger condition in plain English, and its art status. Built for Nathan's content-pass review — flag wrong triggers, dupes, and missing art directly against the entries below. This supersedes the prior plate-thumbnail-only popup-audit (which showed a one-line blurb per entry, not the full text), is now presented as three stacked layers — a compact arc index, each arc's numbered story flow, then the full detailed renders — and reflects the current in-game render shape after the modal-format fixes in PR #3148 (fixed-width encounter dialogs; milestone/alert cards now match the tutorial card's shape) AND the PR #3170 follow-up (world-encounter dialogs and the discovery/repair panel widened from a 280px floor to the shared 320px UIHelpers.STANDARD_POPUP_CARD_WIDTH — every "World encounter dialog" and "Discovery Panel" thumbnail below is a fresh re-capture at the new width). Also new in this pass: the previously-missing discovery/repair panel (2 entries, locked + unlocked); the first-death narrative chain (first death → library discovery → retreat unlock — despite the "library" naming, it no longer unlocks the Library building; see the Librarian arc's blueprint step for the real gate, #3342) now lives inside the Librarian arc rather than a standalone cross-cutting section.

Captured against commit `877a14d7647c75c61305156940a22e400726f381` on `origin/main` · 65/65 popups rendered successfully · generated by an isolated audit-repair pass, 2026-07-17 · restructured into a 3-layer format (arc index → arc flows → detailed renders), 10 arcs/groups + 2 cross-cutting sections (65 popups), in a third presentation pass, 2026-07-17 · popups numbered 1-65 in document order for reference (e.g. "popup 7")

How popups work. Every popup in the game, in the order you meet them. A popup is any moment the game pauses to show you a framed screen — a beat of story, a choice to make, a tutorial tip, or an unlock. They're grouped into arcs: the opening (waking on the road through raising your fortress), then each person you find and help. The last two groups — milestones and alerts — aren't part of any one arc; they're the fortress-progress and notification cards that can fire anytime.

Three kinds of popup show up throughout: a story beat is passive — you read it and click on (the cold open, finding the log, a tutorial tip). An encounter is a choice at a spot in the world, with a green 'do it' button and a plain 'not now' button (the dying man, the beast, the Woodsman's trade, cutting the log). A milestone is a flavor card that fires on its own when something changes (a building finished, your first death). So the log is really two story beats — coming upon it, and the way clearing — wrapped around one encounter, the choice to cut it.

CRAFTSMAN	BASIC TOOL → BARRIER	SHARP TOOL → BARRIER
Woodsman	axe → south tree	sharp axe → north tree
Mason	mining pick → west boulder (reach the Thresher)	sharp pick → off the map (endgame exit)
Thresher	scythe → hedge (reach the Warrior/arena)	sharp scythe → bramble wall (reach the Archer, east)

Needs a map expansion (filed for the map lane); these flows are designed drafts.

Layer A — Arc Index

ARC	SUMMARY	STATUS
Intro	Wake, arm up, meet the wilds	BUILT
Builder	Find tower, recruit Builder, repair keep	BUILT
Woodsman	Trade for axe, clear the fallen log — Part 2 (house, sharp axe, north road) designed	BUILT PART 2 DESIGNED
Librarian	Rescue Librarian, unlock the Library	PARTLY DESIGNED
Mason	Trade for pick, break the west boulder	DESIGNED (DRAFT)
Thresher	Trade for scythe, cut through the brambles	DESIGNED (DRAFT)
Later (Warrior)	Fighter arena duel	DEFERRED
Archer	Not a rescue — a wandering, power-gated recruit in the east	BUILT REFRAME DESIGNED
Milestones	System-fired fortress-progress narratives	BUILT
Alerts	Unlock and level-up notification cards	BUILT

Layer B — Arc Flows

Intro details →

1. Wake on the road among the fallen.
2. A dying soldier hands you his club and warns of what's ahead.
3. Learn to equip it (Equip), that you're armed (Armed), and how to fight (A Beast Ahead).
4. Fight the beast — lose unarmed (Beaten Back) or win once equipped (The Beast Falls).

5. Learn the wilds: aggro ranges (The Wild) and enemy spawn marks (The Marks).
Intro ends here; the Vale opens and the Builder + Woodsman quests begin.

Builder details →

1. Find the ruined tower (You enter the Vale).
2. Reach the Builder's cottage (enter / the door).
3. Convince the Builder — locked until you've found the tower, ready once you have.
4. The Builder sets out for the tower.
5. Approach the fortress (discovery panel: locked / ready).
6. Enter and repair the keep.
7. Name your fortress.

Woodsman details →

1. Gather wood (first-wood tutorial).
 2. Reach the Woodsman's hut.
 3. Trade wood for his axe — offered if you have enough, "need more wood" if not.
 4. Come upon the fallen log blocking the path (tree found).
 5. Cut it down — enabled with the axe equipped, blocked without (Retreat).
 6. The way clears (tree chopped).
 7. After you build your first building, the Builder tells you to bring the Woodsman on full-time (a one-time nudge) — go ask him. **DESIGNED**
 8. He'll join if you build him a house he likes; he hands you a house blueprint. **DESIGNED**
 9. Build the Woodsman's house from the blueprint. **DESIGNED**
 10. House built → a pop-up: he's moved into town → visit his house. **DESIGNED**
 11. North of town, a bigger tree blocks the way — your axe isn't sharp enough. **DESIGNED**
 12. In his house, the Woodsman offers to sharpen your axe for 20 wood + 20 stone. **DESIGNED**
 13. Bring the wood and stone → he sharpens your axe. **DESIGNED**
 14. Equip the sharp axe → chop down the north tree (clears the north road). **DESIGNED**
- Part 2 above (the Woodsman's house, the sharpened axe, and the north road) is designed, not yet built.*

Librarian details →

1. The Builder tells you his friend the Librarian is captured by the bandit chief — go rescue him. **DESIGNED**
2. Find the bandit camp (NE, east across the river) and see the captive. **DESIGNED**
3. Fight the bandit chief — beat him, lose to him, or reach the captive mid-fight but can't free him yet. **DESIGNED**
4. Once the chief is beaten, untie the Librarian.
5. The Librarian thanks you and says he'll head to the fortress. **DESIGNED**

6. Back at the fortress, he gives you the blueprints. **DESIGNED**

7. Acquire the Library blueprint as an item. **DESIGNED**

8. Unlocks building the Library with the Builder. **DESIGNED**

Most of this arc is designed, not yet built; the existing pieces are the librarian rescue pair and the first-death narrative milestones below (mile_first_death / mile_library_discovery / mile_retreat_unlocked — despite their legacy names, these no longer unlock the Library; that now happens at the blueprint moment, item 7 above).

Mason details →

1. Trade for a mining pick. **DESIGNED**

2. The Mason tells you to go smash the west boulder. **DESIGNED**

3. Smash it with the pick → the way west opens (reach the Thresher). **DESIGNED**

4. He hands over his house blueprint (only after the boulder's down). **DESIGNED**

5. Build the Mason's house → he joins the town. **DESIGNED**

6. Later: he sharpens the pick into a sharp pick → clears the final barrier off the map. **DESIGNED**

DRAFT — self-task shape (the Mason prompts himself, not the Builder); approved 2026-07-18, designed but not yet built.

Thresher details →

1. Trade for a scythe. **DESIGNED**

2. The Thresher tells you to cut the hedge and come back. **DESIGNED**

3. Cut the hedge with the scythe → the way to the Warrior/arena opens. **DESIGNED**

4. He hands over his house blueprint (after the hedge's cut). **DESIGNED**

5. Build his house → he joins. **DESIGNED**

6. Later: he hones it into a sharp scythe → cut the bramble wall → reach the Archer. **DESIGNED**

DRAFT — self-task shape (the Thresher prompts himself, not the Builder); approved 2026-07-18, designed but not yet built.

Later — Warrior

- Warrior (the arena duel with the Fighter). **DEFERRED** details →

DEFERRED — Nathan adds this after Librarian/Archer.

Archer details →

1. The Archer wanders and patrols the east — not captive, not a rescue. **DESIGNED**

2. Cut through the bramble wall with the sharp scythe (via the Thresher) to reach the east and find them. **DESIGNED**

3. Power-gated — the Archer won't join until you're powerful enough. **DESIGNED**

Not a rescue — a wandering, power-gated recruit in the east. Reframed 2026-07-18; the 2 built cards below (Layer C) still show the earlier caged-rescue framing pending a content update.

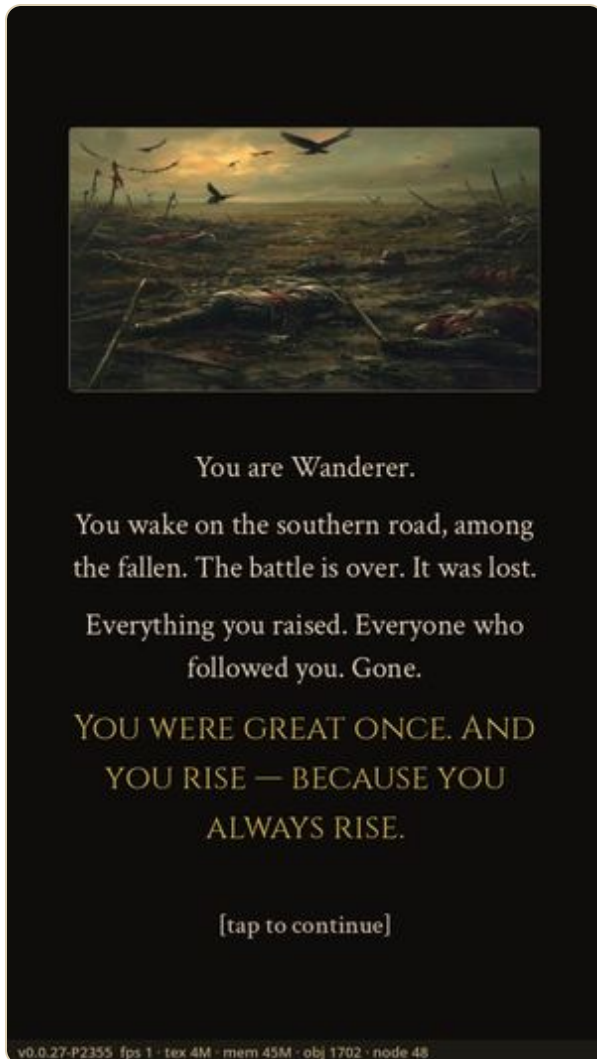
Milestones details →

Cross-cutting: system-fired fortress-progress narratives, not tied to one arc.

Alerts details →

Cross-cutting: unlock / level-up notification cards, not tied to one arc.

INTRO ARC — 10 popups



1 beat_wake_cold_open

STORY/TUTORIAL

PAINTED

(story beat — no card title) — Story (fullscreen)

Trigger: Fires automatically the first time the player enters Explore (static, always-met condition).

You are {player_name}.

You wake on the southern road, among the fallen. The battle is over. It was lost.

Everything you raised. Everyone who followed you. Gone.

You were great once. And you rise — because you always rise.

BUTTONS:

- (auto-advance / tap to continue)

Art: PAINTED

A Fallen Soldier — *World encounter dialog*

Trigger: Player approaches the dying man at the choke point on the Approach (hard gate — the choke stays blocked until the club is taken).

A soldier lies broken in the grass, his breath going shallow. He sees you — and something in him straightens.

"My lord. You live."

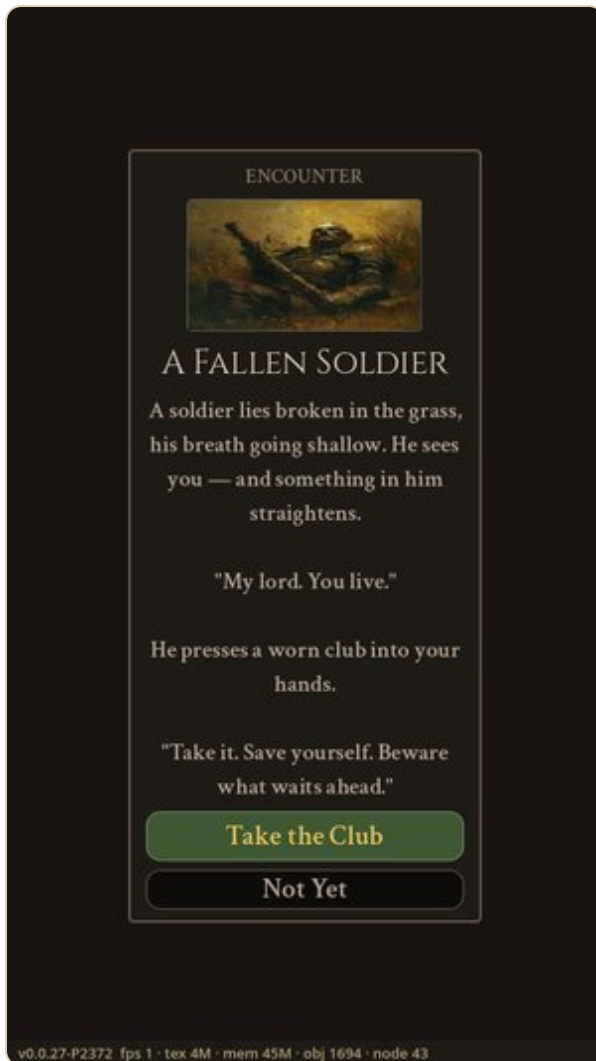
He presses a worn club into your hands.

"Take it. Save yourself. Beware what waits ahead."

BUTTONS:

- Take the Club (primary)
- Not Yet (secondary — re-arms on next approach)

Art: PAINTED



3 beat_tutorial_equip

STORY/TUTORIAL

PAINTED

Equip — *Tutorial card*

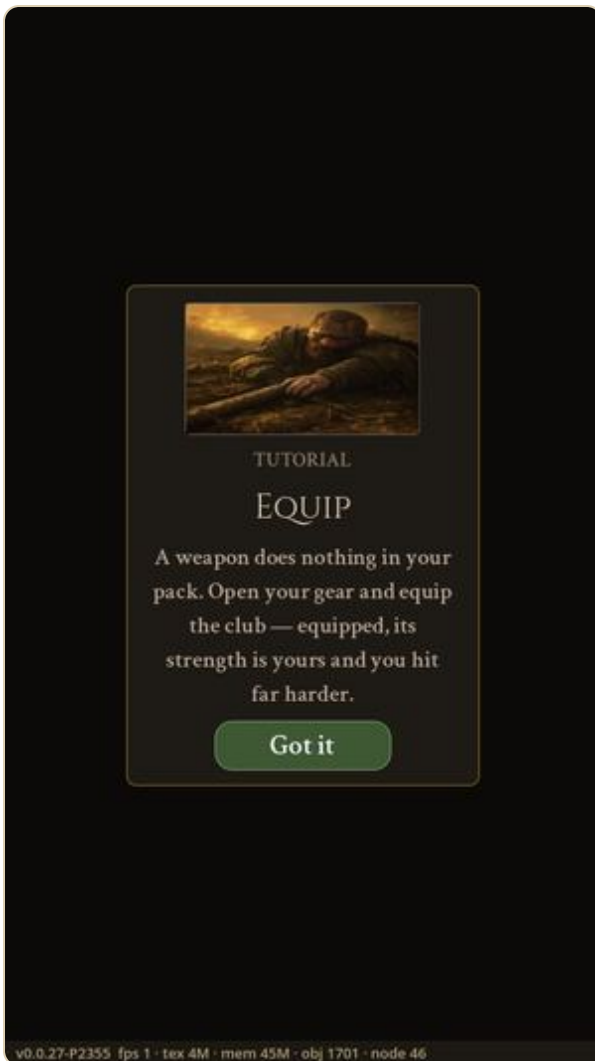
Trigger: Fires on the tutorial_club_taken event (the moment the dying man grants the club).

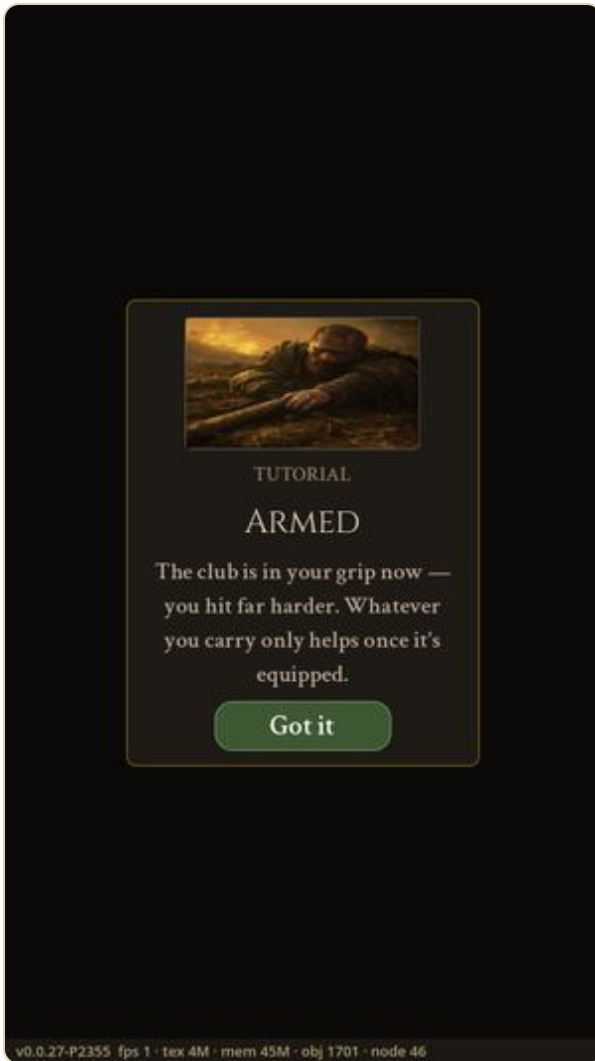
A weapon does nothing in your pack. Open your gear and equip the club — equipped, its strength is yours and you hit far harder.

BUTTONS:

- Got it (dismiss)

Art: PAINTED





4 beat_tutorial_equipped

STORY/TUTORIAL

PAINTED

Armed — *Tutorial card*

Trigger: Fires the moment the club lands in the weapon slot (static, fired by the equip-marker sequencer on the equipped transition).

The club is in your grip now — you hit far harder.
Whatever you carry only helps once it's equipped.

BUTTONS:

- Got it (dismiss)

Art: PAINTED (reuses tutorial_equip.png plate)

A Beast Ahead — *Tutorial card*

Trigger: Static — fires as the player nears the beast (a step forward after taking the club, before the fight).

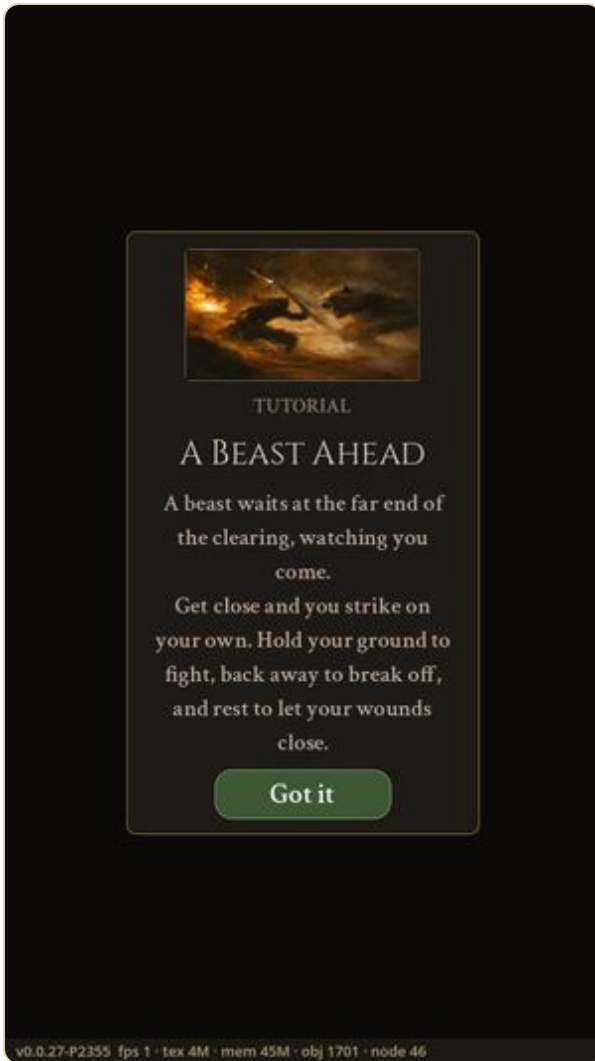
A beast waits at the far end of the clearing, watching you come.

Get close and you strike on your own. Hold your ground to fight, back away to break off, and rest to let your wounds close.

BUTTONS:

- Got it (dismiss)

Art: PAINTED



6

enc_tutorial_beast

ENCOUNTER

PAINTED

A Beast on the Road — *World encounter dialog*

Trigger: Player walks up to the tutorial beast (scripted first fight) after the club tutorial.

A gaunt, snarling thing blocks the path, hackles high. It means to see you off — teeth first.

BUTTONS:

- Attack (primary — starts a real scripted fight)
- Back Off (secondary)

Art: PAINTED

ENCOUNTER

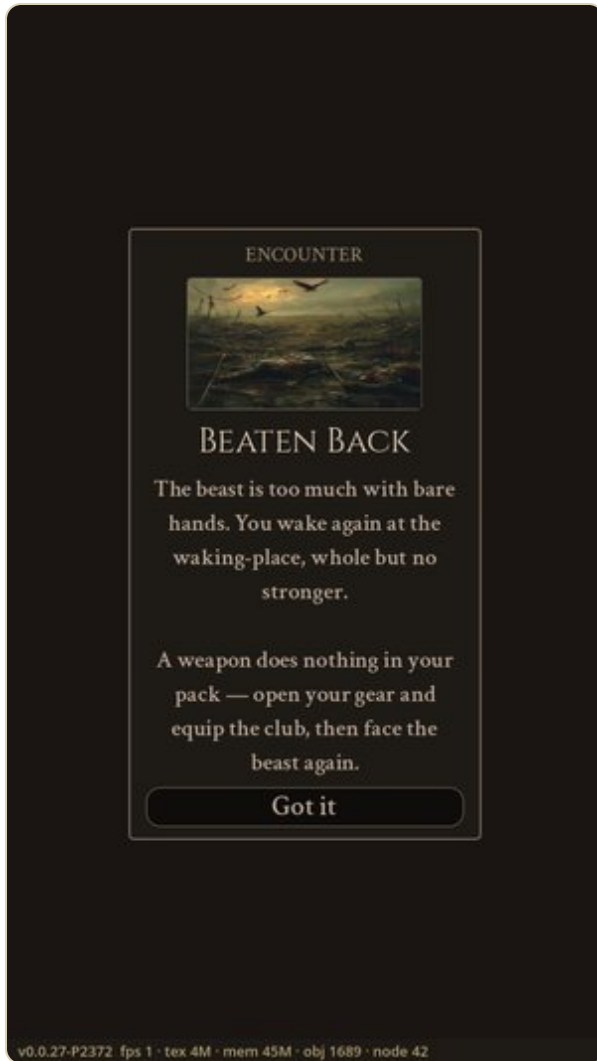


A BEAST ON THE ROAD

A gaunt, snarling thing blocks
the path, hackles high. It means
to see you off — teeth first.

Attack

Back Off



7

enc_tutorial_lost

ENCOUNTER

PAINTED

Beaten Back — *World encounter dialog (single-button)*

Trigger: The tutorial beast defeats the player fighting bare-fisted (unequipped club — the HP clamp only protects an equipped club).

The beast is too much with bare hands. You wake again at the waking-place, whole but no stronger.

A weapon does nothing in your pack — open your gear and equip the club, then face the beast again.

BUTTONS:

- Got it (single button)

Art: PAINTED (reuses wake_cold_open.png plate, id "tut_lost")

The Road Opens — *World encounter dialog (single-button)*

Trigger: The tutorial beast dies in real combat (club-equipped path guarantees the win).

The beast falls, and the way is yours again — club in hand, still breathing. It leaves its tattered hide in the grass: armor, once you equip it.

BUTTONS:

- Continue (single button)

Art: PAINTED

The Wild — *Tutorial card*

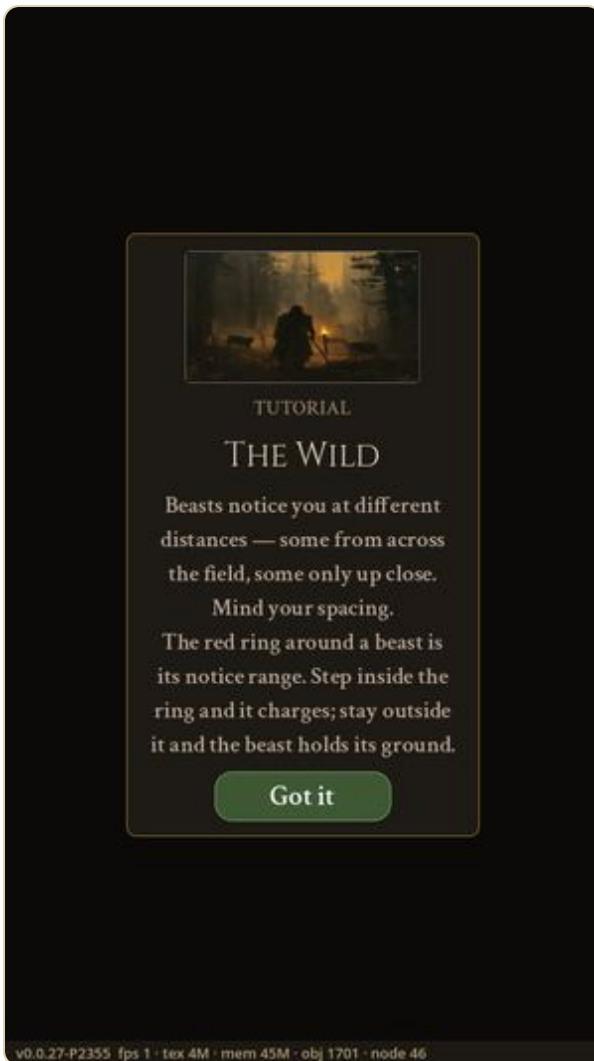
Trigger: Static — fires as the player nears the first live threat after the beast, before it aggros.

Beasts notice you at different distances — some from across the field, some only up close. Mind your spacing. [dim] The red ring around a beast is its notice range. Step inside the ring and it charges; stay outside it and the beast holds its ground.

BUTTONS:

- Got it (dismiss)

Art: PAINTED





10 beat_tutorial_spawn

STORY/TUTORIAL

PAINTED

The Marks — *Tutorial card*

Trigger: Static — fires once the first three wolves marked with "!" are down and the player steps forward from the kill spot.

The red marks show where enemies come from — clear one and the ground is yours for a while. Toggle the marks from the mini-map when you want a cleaner view.

[dim] A ringed mark is refilling — the ring shrinks as its beast returns. A bare mark stays cleared for good. Walk over the marked one ahead to move on.

BUTTONS:

- Got it (dismiss)

Art: PAINTED

(story beat — no card title) — *Story (fullscreen)*

Trigger: Static — fires as the player walks north past the chopped log and the tower comes into view (the Vale reveal).

You enter the Vale, and it is there.

A tower, crumbling but unbroken. Walls that once held
against the dark — and did not hold.

Great once. Like you.

BUTTONS:

- (auto-advance / tap to continue)

Art: PAINTED



You enter the Vale, and it is there.
A tower, crumbling but unbroken. Walls
that once held against the dark — and did
not hold.

GREAT ONCE. LIKE YOU.

[tap to continue]

The Cottage (Builder's hut doorstep) — *World**encounter dialog*

Trigger: Player approaches the Builder's cottage on the Vale (reachable both before and after fortress repair).

A low stone cottage sits at the trail's end, a thread of smoke rising from the chimney. Go inside?

BUTTONS:

- Enter (primary, hardcoded literal)
- Leave (secondary, hardcoded literal)

Art: PAINTED. Text is explicitly marked PLACEHOLDER in code comments ("the story lane owns the real text, #2788") — flag for content review.

13

enc_cottage_door

ENCOUNTER

PAINTED

The Door (leaving the Builder's cottage) — *World*

encounter dialog

Trigger: Player reaches the door from inside the Builder's cottage.

Step back out to the trail?

BUTTONS:

- Leave (primary, hardcoded literal)
- Stay (secondary, hardcoded literal)

Art: PAINTED. Text explicitly marked PLACEHOLDER (#2788).



The Builder — unlocked (fortress_discovered) —

World encounter dialog (convince frame)

Trigger: Player talks to the Builder inside his cottage
AFTER discovering the ruined fortress (event:
fortress_discovered).

You tell him what you found down the road. Not a shed. Not a fence. The old tower. He sets down his tools — and for the first time, he truly looks at you. "...Show me."

BUTTONS:

- Lead the Way (primary)
- Not Now (secondary)

Art: PAINTED

The Builder — locked (before fortress_discovered)

— World encounter dialog (locked shape, no primary)

Trigger: Player talks to the Builder BEFORE discovering the ruined fortress.

"Work? Aye, always. Sheds. Fences. Coops. These hands rebuilt garrisons, once. Bring me something worth building — and you'll see what they remember."
[info, muted] Find the ancient ruins first

BUTTONS:

- Later (secondary — only button)

Art: PAINTED

(story beat — no card title) — *Story (fullscreen)*

Trigger: Static — fires the moment the player LEAVES the cottage after convincing the Builder (not later, at repair).

The Builder gathers his tools and sets out for the tower. He'll meet you there.

BUTTONS:

- (auto-advance / tap to continue)

Art: PAINTED (reuses enc_builder.png plate)



The Builder gathers his tools and sets out
for the tower. He'll meet you there.

[tap to continue]

The Fortress Discovery/Repair Panel — first visit, locked (before Builder rescued) — *bespoke inline*

PanelContainer, NOT a WorldEncounterDialog (active_mode.gd's _show_discovery_dialog(), ~line 1286)

Trigger: Player reaches the ruined fortress for the first time, before the Builder has been rescued (is_repair_unlocked() false — the rescued_builder lock event is unmet).

Crumbling stones rise from the earth. This was once a fortress. With some effort, it could be again.
[info, muted] The bones are sound. But this is no work for one pair of hands — you need someone who knows stone.

BUTTONS:

- Come Back Later (secondary — only button; no repair path without the Builder)

Art: NO ART SLOT — _show_discovery_dialog() never reserves an image/VO slot for this panel (by design, not a missing-art gap). Missing entirely from the prior audit rebuild (#3158); added here alongside the #3170 width re-capture. Return-visit text (GameStrings.DISCOVERY_TITLE_RETURN "The Ruins" / DISCOVERY_DESC_RETURN "The ruins stand waiting. Ready to rebuild?") swaps in on every subsequent visit and is otherwise identical in shape — not separately captured.



The Fortress Discovery/Repair Panel — first visit, unlocked, can afford

— *bespoke inline PanelContainer, NOT*

a WorldEncounterDialog (active_mode.gd's

_show_discovery_dialog(), ~line 1286)

Trigger: Player reaches the ruined fortress after rescuing the Builder (`is_repair_unlocked()` true), shown here with enough resources to afford the repair.

Crumbling stones rise from the earth. This was once a fortress. With some effort, it could be again.

Cost: 5 Wood, 3 Stone, 5 Straw

You have: 10 Wood 5 Stone 10 Straw (representative — read live from `GameManager.wallet_*`)

BUTTONS:

- Repair Fortress (primary — spends the cost, ends the run into the naming cutscene)
- Come Back Later (secondary)

Art: NO ART SLOT (see note above). Below-affordability state (button reads "Not Enough Resources", disabled, cost line locked-colored) not separately captured — the branch is a single button-state swap, same panel shape.



Your Keep (post-claim, end Explore session) —

World encounter dialog

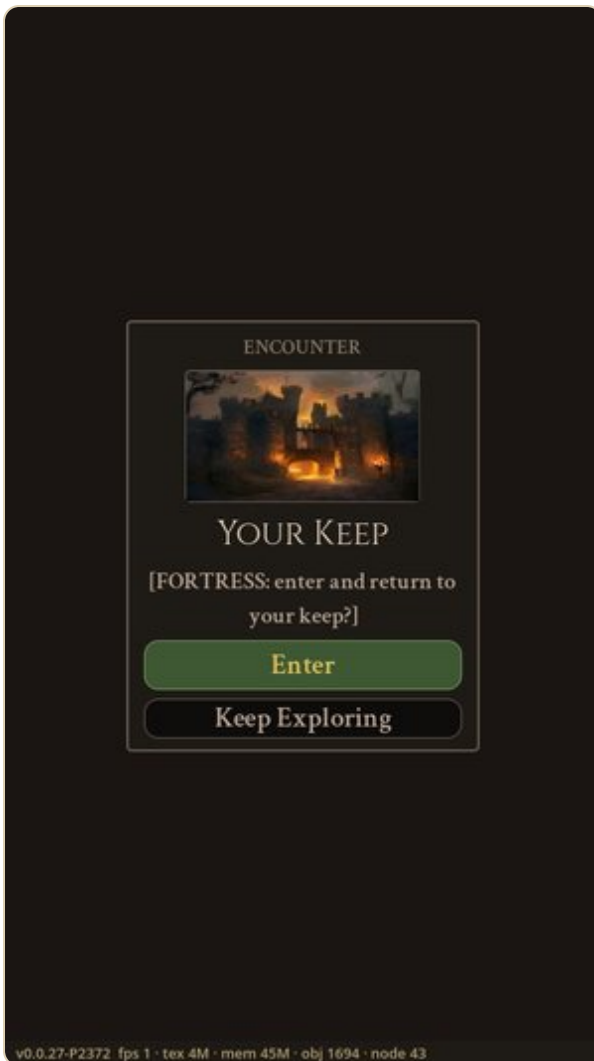
Trigger: Player walks up to the repaired keep after claiming it (offers to end the Explore session and return to Management).

[FORTRESS: enter and return to your keep?] — literal placeholder text still in GameStrings.FORTRESS_ENTER_BODY, was likely never finalized to real prose.

BUTTONS:

- Enter (primary — ends the run, returns to management)
- Keep Exploring (secondary)

Art: PAINTED



(story beat — no card title, 2 pages) — *Story (fullscreen, 2 pages — 2nd is a name-input prompt, not separately screenshotted)*

Trigger: Fires on the fortress_repaired event (repair completed via either the explore proximity dialog or the build-queue completion).

PAGE 1: The tower stands again. Rough, imperfect — but standing.

Something stirs in the stone. A low hum. Power, waiting to be shaped.

This is yours now.

PAGE 2 (text-input prompt): "The tower stands. It needs a name." — placeholder text "name your fortress", commits to fortress_name.

BUTTONS:

- (auto-advance to page 2, then a text-input field + commit)

Art: PAINTED



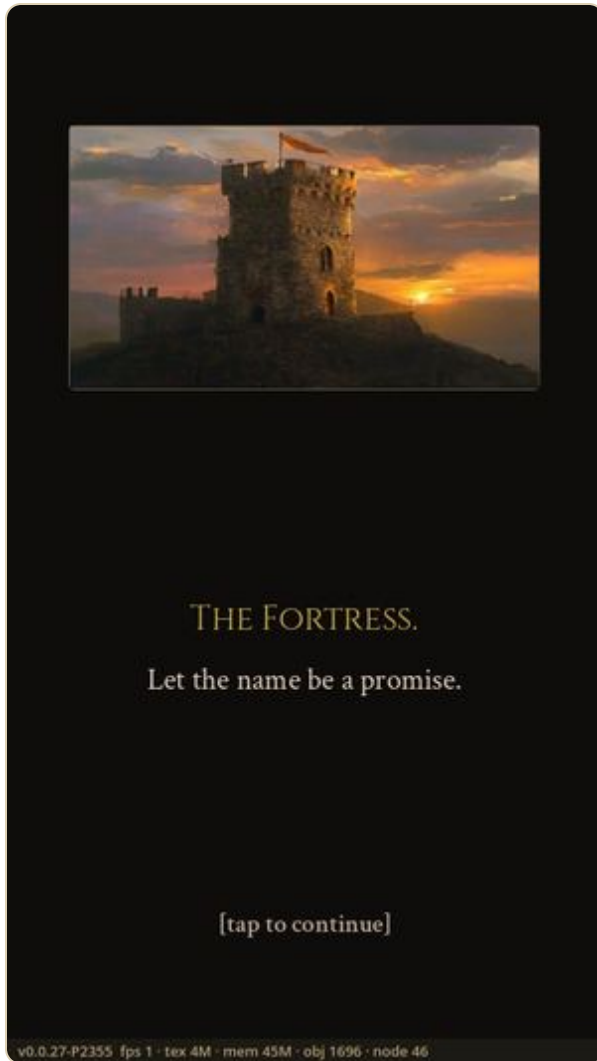
The tower stands again. Rough,
imperfect — but standing.

Something stirs in the stone. A low hum.
Power, waiting to be shaped.

THIS IS YOURS NOW.

1 / 2

[tap to continue]



21 beat_fortress_named

STORY/TUTORIAL

PAINTED

(story beat — no card title) — *Story (fullscreen)*

Trigger: Fires on the fortress_named event (immediately after the player commits a name on the fortress_repaired input page).

{fortress_name}.

Let the name be a promise.

BUTTONS:

- (auto-advance / tap to continue)

Art: PAINTED

WOODSMAN ARC — 8 popups

The Woodsman (hut doorstep) — *World encounter dialog*

Trigger: Player approaches the Woodsman's hut doorstep on the Vale.

A timber hut stands at the yard's edge, wood chips scattered about the step. Go inside?

BUTTONS:

- Enter (primary, hardcoded literal — not a GameStrings const)
- Leave (secondary, hardcoded literal)

Art: PAINTED, but POSSIBLE MISMATCH — uses the shared generic "cottage" plate (`enc_cottage.png`), the SAME plate the Builder's cottage entrance uses, even though a dedicated "woodsman" plate (`enc_woodsman.png`) already exists and is used later for the axe-trade card. Flagged for Nathan.



The Woodsman (trade offer — wood $\geq$ 10) — *World encounter dialog*

Trigger: Player talks to the Woodsman (inside his hut) while carrying $\geq$ 10 wood.

"Ten wood — that'll do me. Great, thanks so much. Here, take the axe. It's served me well."

BUTTONS:

- Trade 10 wood for the axe (primary)
- Not yet (secondary)

Art: PAINTED



The Woodsman (short on wood — wood < 10) —

World encounter dialog (no primary button)

Trigger: Player talks to the Woodsman while carrying < 10 wood.

A woodsman rests on a stump, eyeing the weapon at your side. "Tell you what — bring me ten wood and my old felling axe is yours. It bites deeper than that, I'd wager."

BUTTONS:

- (no primary button — primary_label is empty string)
- Later (secondary)

Art: PAINTED

Timber — *Tutorial card*

Trigger: Static — fires on the player's first wood harvest.

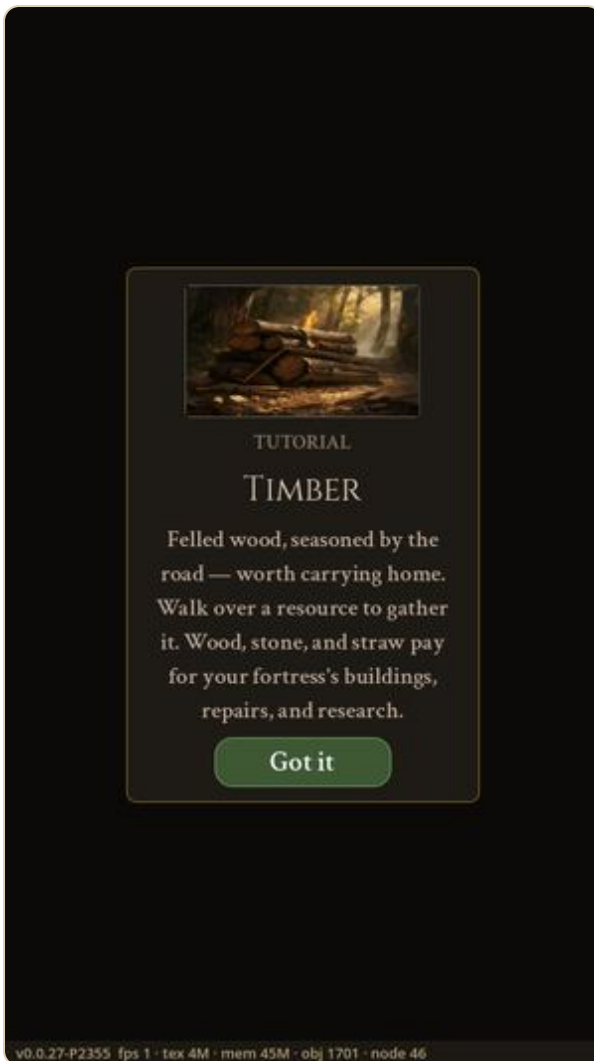
Felled wood, seasoned by the road — worth carrying home.

[dim] Walk over a resource to gather it. Wood, stone, and straw pay for your fortress's buildings, repairs, and research.

BUTTONS:

- Got it (dismiss)

Art: PAINTED (reuses enc_wood.png plate, id "tutorial_wood")





A great trunk lies felled across the road,
its roots torn from the earth.

Too thick to climb, too heavy to shift.
The way north is closed.

YOU WOULD NEED AN AXE —
AND A HAND THAT KNOWS
THE SWING.

[tap to continue]

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(story beat — no card title) — *Story (fullscreen)*

Trigger: Static — fires when the player first reaches the fallen log/tree barring the road north (before the axe).

A great trunk lies felled across the road, its roots torn from the earth.

Too thick to climb, too heavy to shift. The way north is closed.

You would need an axe — and a hand that knows the swing.

BUTTONS:

- (auto-advance / tap to continue)

Art: PAINTED

27

enc_log_axe_ready

ENCOUNTER

PAINTED

The Fallen Log (Woodsmen's axe equipped) —

World encounter dialog

Trigger: Player interacts with the fallen log WITH the Woodsmen's axe equipped as their weapon.

The great trunk bars the road north. It would take a woodsmen's axe — swung by your own hands — to open the way.

BUTTONS:

- Cut It Down (primary, enabled)
- Retreat (secondary)

Art: PAINTED (reuses tree_found.png plate, id "log")

ENCOUNTER



THE FALLEN LOG

The great trunk bars the road north. It would take a woodsmen's axe — swung by your own hands — to open the way.

Cut It Down

Retreat

The Fallen Log (no axe equipped) — *World encounter*

dialog (primary disabled + info line)

Trigger: Player interacts with the fallen log **WITHOUT** the Woodsman's axe equipped.

The great trunk bars the road north. It would take a woodsman's axe — swung by your own hands — to open the way.
[info, muted] Cut It Down needs the Woodsman's axe equipped as your weapon.

BUTTONS:

- Cut It Down (primary, DISABLED)
- Retreat (secondary)

Art: PAINTED (reuses tree_found.png plate, id "log")

(story beat — no card title) — *Story (fullscreen)*

Trigger: Static — fires when the player returns to the log with the Woodsman's axe equipped and chooses "Cut It Down" (the chop moment, at the tree).

Axe in hand, you set to the trunk.

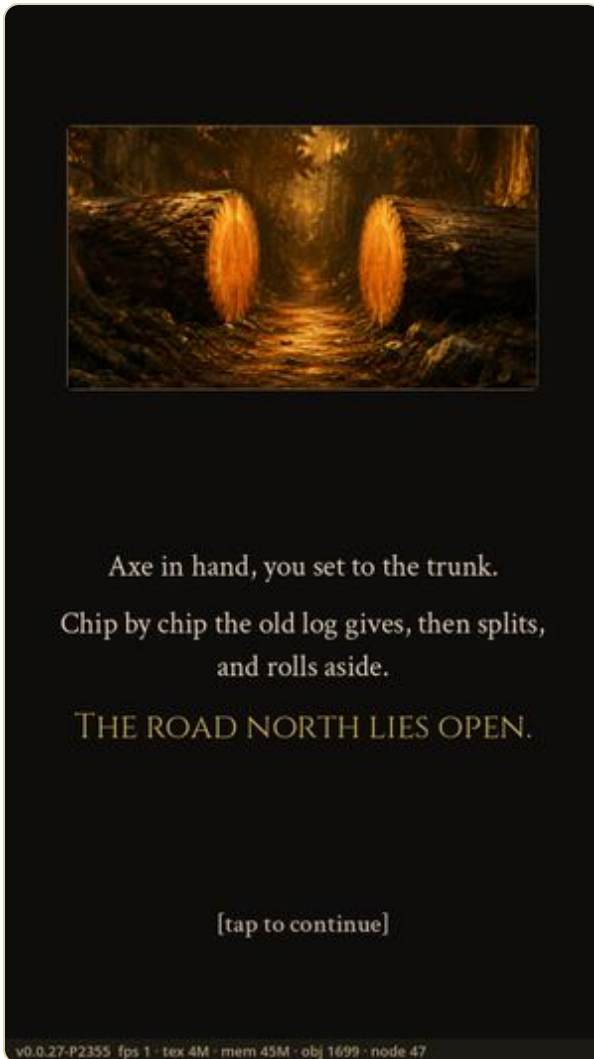
Chip by chip the old log gives, then splits, and rolls aside.

The road north lies open.

BUTTONS:

- (auto-advance / tap to continue)

Art: PAINTED



LIBRARIAN ARC — 5 popups

The rescue pair and the first-death narrative milestones below are built and rendered (the milestones no longer gate the Library unlock — see mile_first_death). The new intro / bandit-chief-fight / thanks / joined beats from the flow above (Layer B) are designed, not built, so they have no render yet.

The Librarian — unlocked (bandit boss defeated)

— *World encounter dialog (rescue frame, default flavor)*

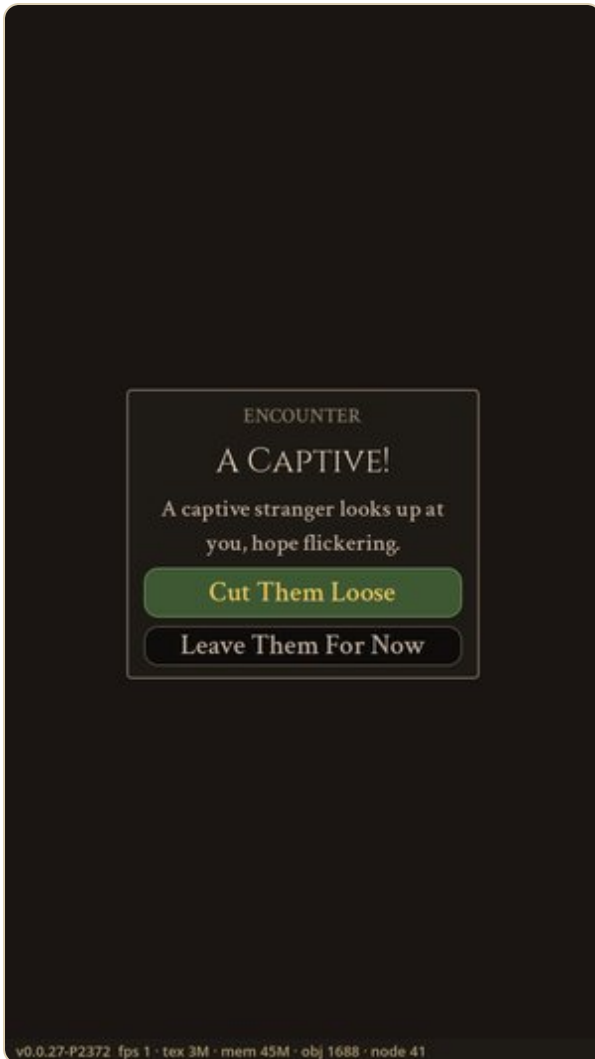
Trigger: Player reaches the Librarian in the NE bandit camp AFTER defeating the north bandit boss (spawn_cleared: north_boss).

A captive stranger looks up at you, hope flickering.
(DEFAULT flavor text — "librarian" has no entry in RESCUE_FLAVORS, so the generic fallback line renders instead of a bespoke line.)

BUTTONS:

- Cut Them Loose (primary)
- Leave Them For Now (secondary)

Art: NEEDS ART — class_id "librarian" has no POPUP_ART entry (encounter_image returns empty, slot dropped).



The Librarian — locked (bandit boss alive) — *World encounter dialog (locked shape, no primary, default flavor)*

Trigger: Player reaches the Librarian BEFORE defeating the north bandit boss.

They're bound tight — beyond your strength to free for now. (DEFAULT locked flavor — "librarian" has no entry in RESCUE_LOCKED_FLAVORS.)
[info, muted] Defeat the bandit leader first

BUTTONS:

- You Cannot Help Yet (secondary — only button)

Art: NEEDS ART — no POPUP_ART entry for "librarian".



The walls fell. The tower
went silent.

But the stones remember.
And so do you.

[tap to continue]

v0.0.27-P2355 fps 1 · tex 4M · mem 44M · obj 1687 · node 44

First Death — *Milestone narrative (fullscreen)*

Trigger: Player's fortress is destroyed for the first time (triggers `research_state.gd`'s `trigger_library_milestone()`, which enables Retreat and queues 3 narrative pages back-to-back — despite the function's legacy name, it no longer unlocks the Library building; that now happens at the blueprint moment, see the Librarian quest and `mile_library_discovery` below).

The walls fell. The tower
went silent.

But the stones remember.
And so do you.

BUTTONS:

- (auto-advance / tap to continue)

Art: PAINTED

Library Discovery (2nd of the first-death chain) —*Milestone narrative (fullscreen)*

Trigger: Immediately follows First Death — a narrative beat only; it no longer unlocks the Library building (moved off first-death and off rescued_librarian, #3342 — the real gate is now library_blueprint_acquired, set when Perrin hands over the blueprint back at the fort; see BuildingConfig.get_building_lock_conditions()["library"]). NOTE: this page's own copy ("The Library can be built.") still reads as the old unlock moment and has not been updated to match — flagged for Nathan, not edited here (narrative content is out of this audit-doc sweep's scope). Distinct from the later "Library Built" narrative that fires on actual construction.

The walls fell. But you stood
through it — and standing teaches
what strength cannot.

Something new stirs in the ruins.
A foundation, buried beneath
the tower. A place of study.

The Library can be built.

BUTTONS:

- (auto-advance / tap to continue)

Art: NEEDS ART — no art_id passed at this call site (research_state.gd:168).

The walls fell. But you stood
through it — and standing teaches
what strength cannot.

Something new stirs in the ruins.
A foundation, buried beneath
the tower. A place of study.

The Library can be built.

[tap to continue]

Retreat Unlocked (3rd of the first-death chain) —*Milestone narrative (fullscreen)*

Trigger: 3rd narrative in the first-death chain — unlocks the Retreat option.

Now you know when the walls
will fall — and when to leave
before they do.

Retreat is yours now.

BUTTONS:

- (auto-advance / tap to continue)

Art: NEEDS ART — no art_id passed at this call site (research_state.gd:170).

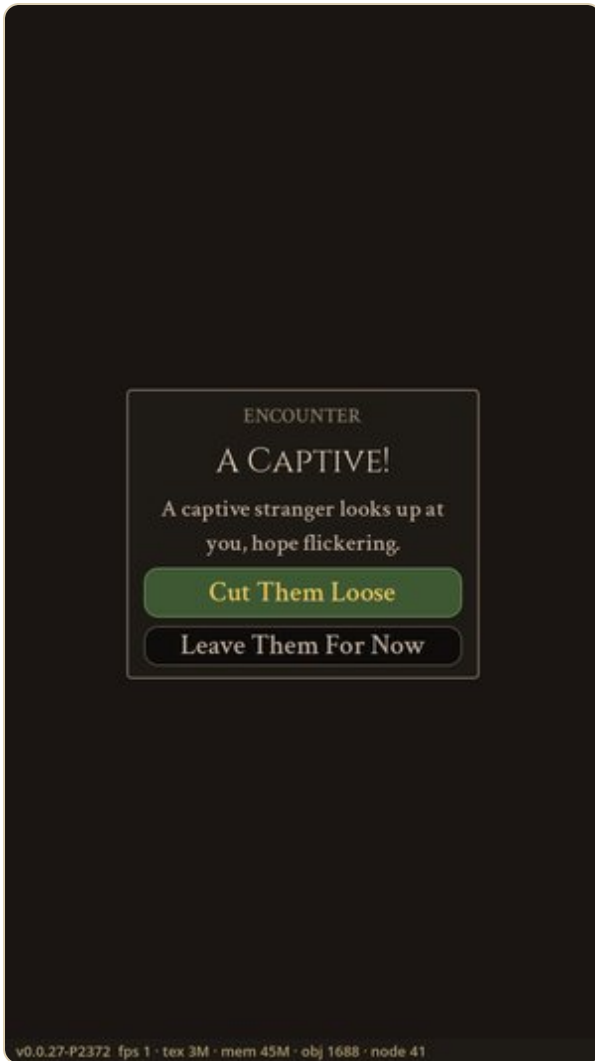
Now you know when the walls
will fall — and when to leave
before they do.

Retreat is yours now.

[tap to continue]

v0.0.27-P2355 fps 1 · tex 3M · mem 44M · obj 1681 · node 42

LATER: MASON (QUARRYMAN) — 2 popups



37

resc_quarryman

ENCOUNTER

NEEDS ART

The Quarryman — always unlocked (no lock conditions) — *World encounter dialog (rescue frame, default flavor)*

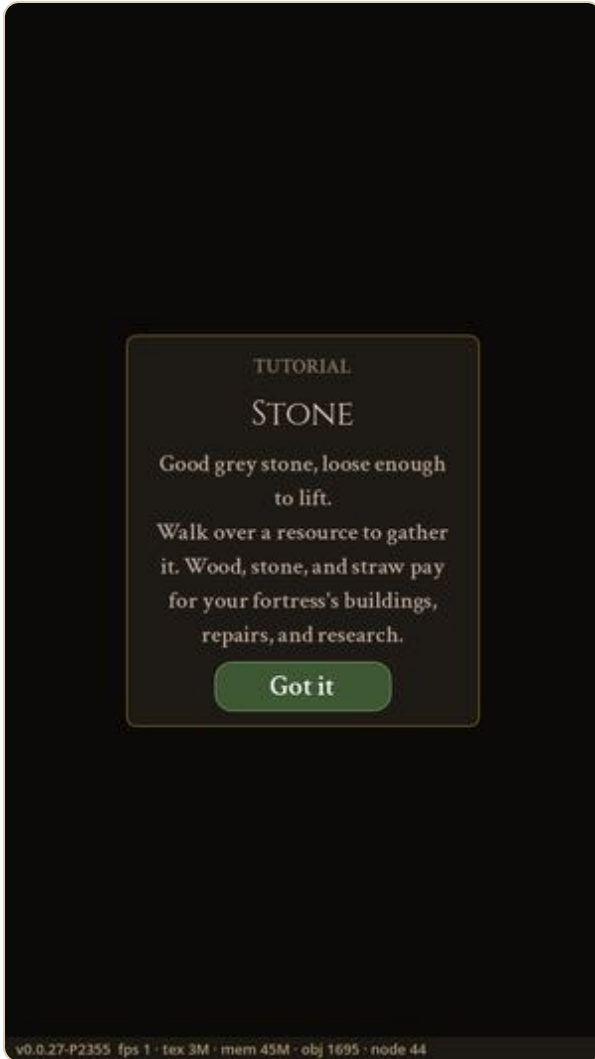
Trigger: Player reaches the Quarryman on the quarry patch (no lock_conditions set — always unlocked, so the locked variant never fires).

A captive stranger looks up at you, hope flickering.
(DEFAULT flavor — "quarryman" has no entry in RESCUE_FLAVORS.)

BUTTONS:

- Cut Them Loose (primary)
- Leave Them For Now (secondary)

Art: NEEDS ART — no POPUP_ART entry for "quarryman".



38 beat_tutorial_stone

STORY/TUTORIAL

NEEDS ART

Stone — *Tutorial card*

Trigger: Static — fires on the player's first stone harvest.

Good grey stone, loose enough to lift.

[dim] Walk over a resource to gather it. Wood, stone, and straw pay for your fortress's buildings, repairs, and research.

BUTTONS:

- Got it (dismiss)

Art: NEEDS ART — no plate registered for id "tutorial_stone" in POPUP_ART (comment in story_beats_config.gd explicitly notes this: "stone/straw have no bespoke plate yet").

LATER: THRESHER — 2 popups

The Thresher — always unlocked (no lock conditions) — *World encounter dialog (rescue frame, default flavor)*

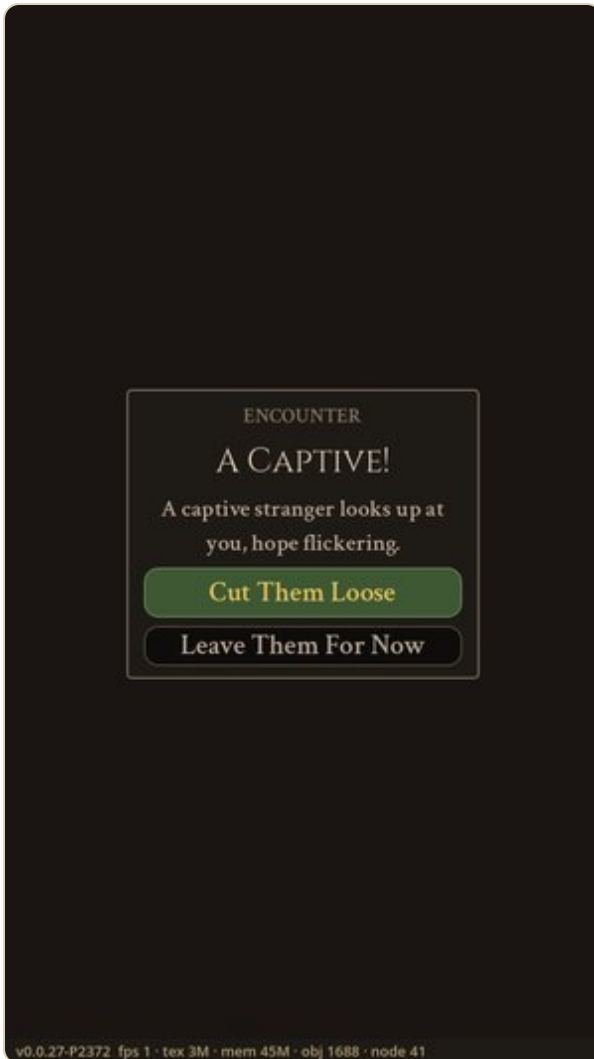
Trigger: Player reaches the Thresher in the NW farmland (no lock_conditions set — always unlocked).

A captive stranger looks up at you, hope flickering.
(DEFAULT flavor — "thresher" has no entry in RESCUE_FLAVORS.)

BUTTONS:

- Cut Them Loose (primary)
- Leave Them For Now (secondary)

Art: NEEDS ART — no POPUP_ART entry for "thresher".



Straw — *Tutorial card*

Trigger: Static — fires on the player's first straw harvest.

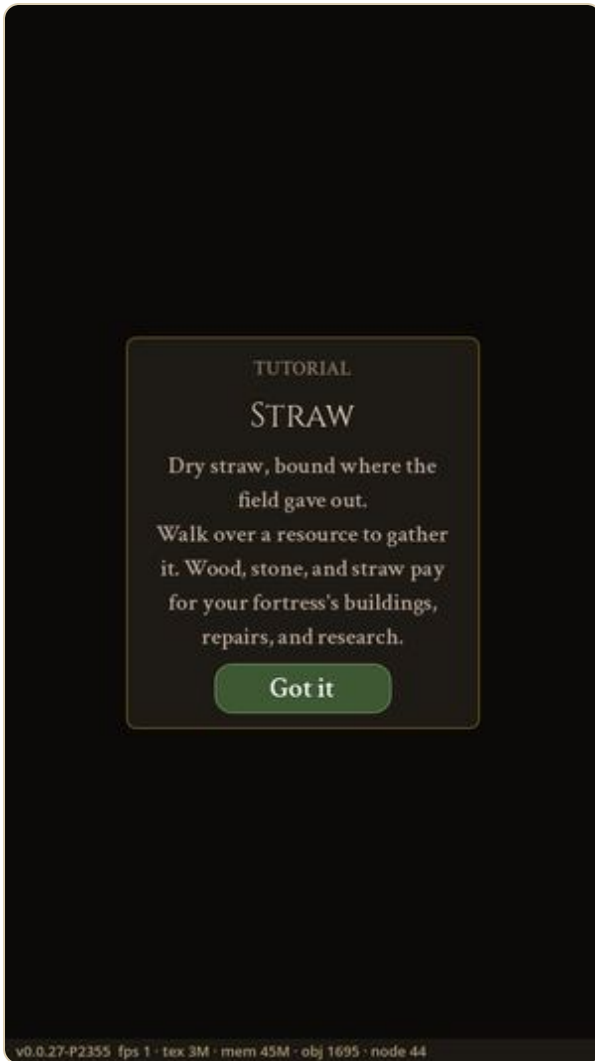
Dry straw, bound where the field gave out.

[dim] Walk over a resource to gather it. Wood, stone, and straw pay for your fortress's buildings, repairs, and research.

BUTTONS:

- Got it (dismiss)

Art: NEEDS ART — no plate registered for id "tutorial_straw" in POPUP_ART.



LATER: WARRIOR (THE FIGHTER'S ARENA) — 6 popups

41

enc_arena_entrance

ENCOUNTER

PAINTED

The Arena (gate) — *World encounter dialog*

Trigger: Player reaches the Arena gate off the Vale's west boulder gate (Gate 5, pickaxe).

Old stone, older sand. The gate stands open. From inside — the slow ring of someone sharpening steel.

Do you want to enter?

BUTTONS:

- Enter (primary)
- Walk Away (secondary)

Art: PAINTED

ENCOUNTER

**THE ARENA**

Old stone, older sand. The gate stands open. From inside — the slow ring of someone sharpening steel.

Do you want to enter?

Enter

Walk Away

The Door (leaving the Arena) — *World encounter dialog*

Trigger: Player reaches the door from inside the Arena (walking out mid-duel forfeits nothing).

Do you want to leave the Arena?

BUTTONS:

- Leave (primary)
- Stay (secondary)

Art: PAINTED



The Fighter — unlocked (Barracks built) — *World encounter dialog (challenge frame)*

Trigger: Player enters the Arena AFTER the Barracks is built (min level 1).

A broad-shouldered warrior waits on the sand, blade drawn. "So you've raised somewhere worth mustering to. Good. Prove you can hold it — draw."

BUTTONS:

- Draw Steel (primary — starts the duel)
- Walk Away (secondary)

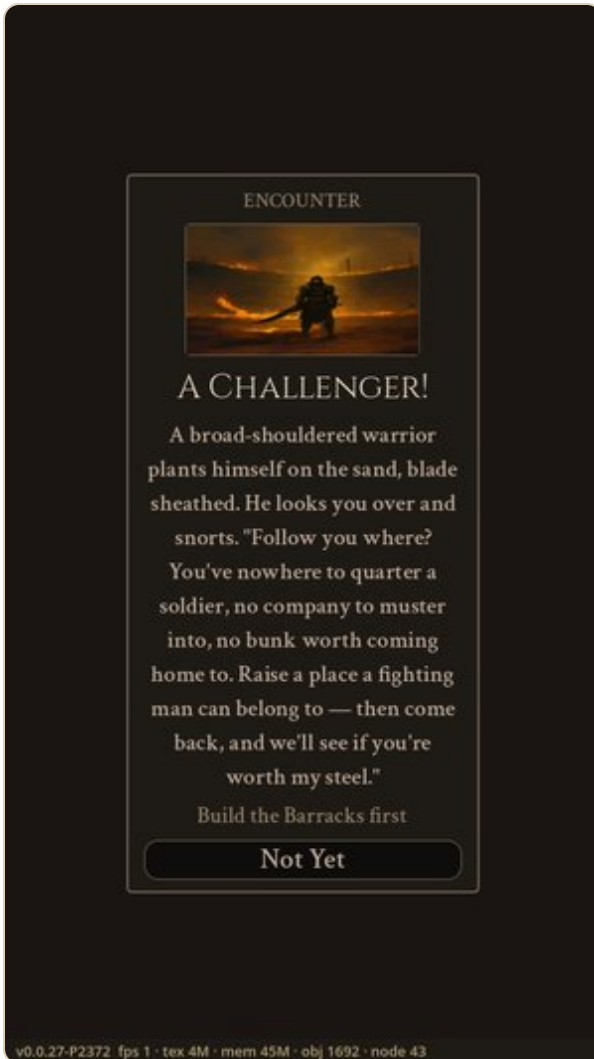
Art: PAINTED

The Fighter — locked (before Barracks) — *World**encounter dialog (locked shape, no primary)***Trigger:** Player enters the Arena BEFORE the Barracks is built.

A broad-shouldered warrior plants himself on the sand, blade sheathed. He looks you over and snorts. "Follow you where? You've nowhere to quarter a soldier, no company to muster into, no bunk worth coming home to. Raise a place a fighting man can belong to — then come back, and we'll see if you're worth my steel."
[info, muted] Build the Barracks first

BUTTONS:

- Not Yet (secondary — only button)

Art: PAINTED

The Fighter Yields (duel won) — *World encounter dialog* (single-button)

Trigger: Player wins the duel against the Fighter in the Arena.

He drops to one knee in the sand, laughing through bloodied teeth.

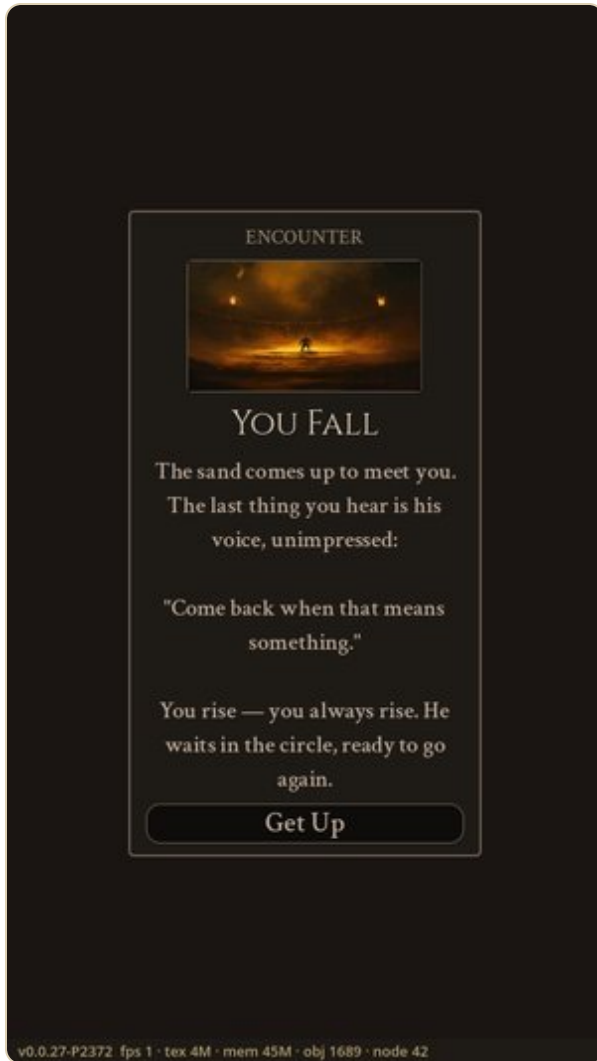
"Aye. I'll follow a fighter who can best me."

"You'll find me at your barracks. Point me at something worth hitting."

BUTTONS:

- So Be It (single button)

Art: PAINTED



46 enc_duel_lost

ENCOUNTER

PAINTED

You Fall (duel lost) — *World encounter dialog (single-button, soft-fail)*

Trigger: Player loses the duel against the Fighter (soft fail — no battle report, no run end, HP restores, Fighter resets in place).

The sand comes up to meet you. The last thing you hear is his voice, unimpressed:

"Come back when that means something."

You rise — you always rise. He waits in the circle, ready to go again.

BUTTONS:

- Get Up (single button)

Art: PAINTED

ARCHER ARC — 2 popups

Reframed 2026-07-18 — not a rescue: a wandering, power-gated recruit in the east, reached by cutting the bramble wall (sharp scythe). The 2 rendered cards below still show the earlier caged-rescue framing pending a content update.

The Archer — unlocked (Level 4 + Barracks) —

World encounter dialog (rescue frame)

Trigger: Player reaches the Archer's snare-cage across the river AFTER reaching player level 4 AND the Barracks is built.

A ranger hangs in a crude snare-cage across the riverbank, bow snapped beneath it. She watches you through the lattice. "Get me out of this thing and I'll put an arrow in anyone you point at."

BUTTONS:

- Cut Them Loose (primary)
- Leave Them For Now (secondary)

Art: PAINTED

36

resc_archer_locked

ENCOUNTER

PAINTED

The Archer — locked (below Level 4 or no**Barracks)** — *World encounter dialog (locked shape, no primary)***Trigger:** Player reaches the Archer before hitting player level 4 AND/OR before the Barracks is built.

"And go where after — sleep in the mud? You've no roof a bow-arm could bunk under, and you're green as spring wood besides. Raise somewhere soldiers can live, get some fights under your belt — then cut me loose." She settles back into the cage.

[info, muted] Requires Level 4, Build the Barracks first

BUTTONS:

- You Cannot Help Yet (secondary — only button)

Art: PAINTED

ENCOUNTER

**A CAPTIVE!**

"And go where after — sleep in the mud? You've no roof a bow-arm could bunk under, and you're green as spring wood besides. Raise somewhere soldiers can live, get some fights under your belt — then cut me loose." She settles back into the cage.

Requires Level 4, Build the Barracks first

You Cannot Help Yet

v0.0.27-P2372 fps 1 · tex 4M · mem 45M · obj 1692 · node 43

MILESTONES & NARRATIVES (CROSS-CUTTING) — 5 popups



Knowledge has a home now.

The Library holds what you
discover. Research what you
find — and the fortress
grows beyond its walls.

[tap to continue]

v0.0.27-P2355 fps 1 · tex 4M · mem 44M · obj 1687 · node 44

Library Built — *Milestone narrative (fullscreen)*

Trigger: Fires when the Library building's construction completes (reaches level 1) — level_1_effects.narratives on the "library" BuildingConfig entry.

Knowledge has a home now.

The Library holds what you
discover. Research what you
find — and the fortress
grows beyond its walls.

BUTTONS:

- (auto-advance / tap to continue)

Art: PAINTED



Fire and iron. The Forge
breathes life into steel.

Craft armaments here. Equip them
to the fortress. The tower's
aim is true — give it
something worth firing.

[tap to continue]

v0.0.27-P2355 fps 1 · tex 4M · mem 44M · obj 1687 · node 44

Forge Built — *Milestone narrative (fullscreen)*

Trigger: Fires when the Forge building's construction completes (reaches level 1) — `level_1_effects.narratives` on the "forge" BuildingConfig entry.

Fire and iron. The Forge
breathes life into steel.

Craft armaments here. Equip them
to the fortress. The tower's
aim is true — give it
something worth firing.

BUTTONS:

- (auto-advance / tap to continue)

Art: PAINTED



The throne is complete.

{player_name}, this is the final step.
Once taken, there is no return.

1 / 2

[tap to continue]

v0.0.27-P2355 fps 1 · tex 4M · mem 44M · obj 1689 · node 45

Throne Built (2 pages) — *Milestone narrative (fullscreen, 2 pages)*

Trigger: Fires when the Throne building's construction reaches level 1
(`buildings_milestones_state.on_throne_built`).

PAGE 1: The throne is complete.

{player_name}, this is the final step.
Once taken, there is no return.

PAGE 2: You will command from within.
Your power will flow through
every stone, every weapon,
every hero who fights
in your name.

But you will never walk
the wilds again.

BUTTONS:

- (auto-advance through both pages)

Art: PAINTED

Throne Transition (3 pages, the Commander moment) — Milestone narrative (fullscreen, 3 pages)

Trigger: Fires when the player CONFIRMS the one-way Throne transition (execute_throne_transition) — the game's central milestone.

PAGE 1: You sit.

The stone is cold. Then warm.
Then alive.

PAGE 2: You feel the walls. The tower.
The forge fires. The pulse of
every defender.

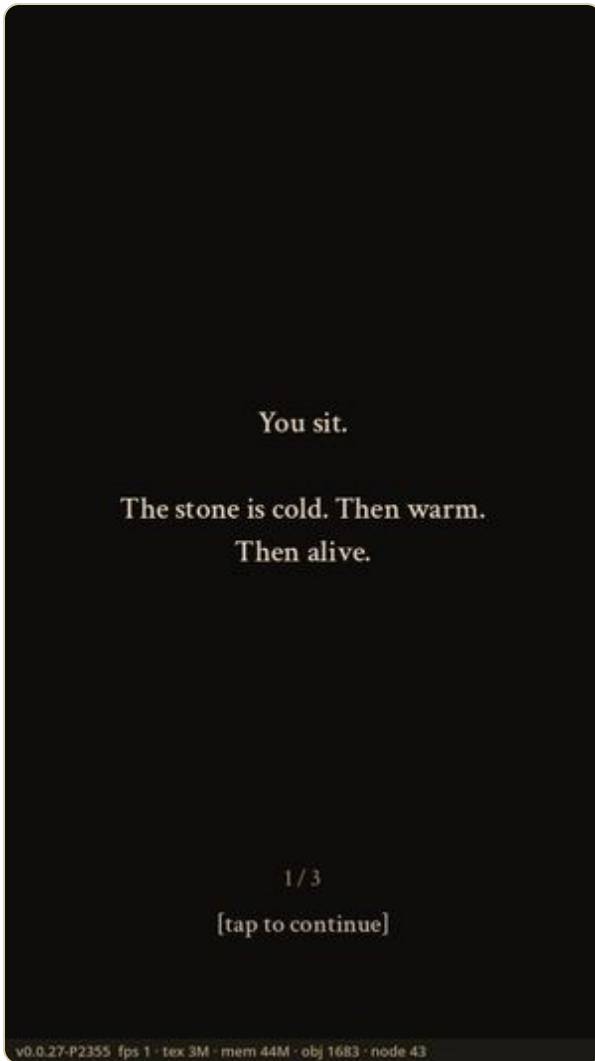
PAGE 3: You are the fortress now.

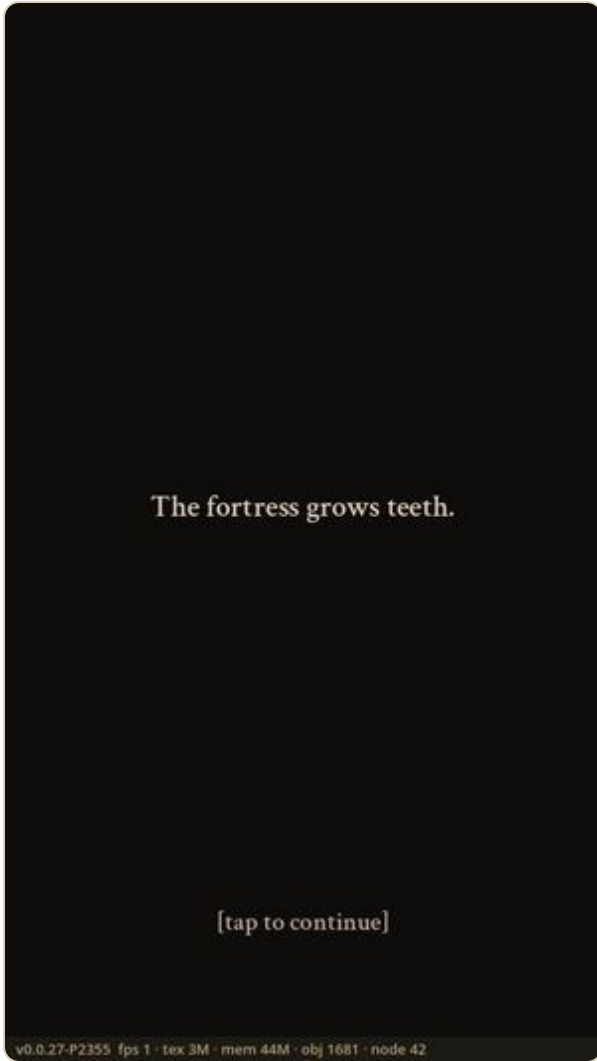
Welcome to your throne,
Commander {player_name}.

BUTTONS:

- (auto-advance through all 3 pages)

Art: NEEDS ART — no art_id passed at this call site (buildings_milestones_state.gd:230), despite this being the single most significant story milestone in the game.





51 mile_first_armament

MILESTONE

NEEDS ART

First Armament Crafted — *Milestone narrative (fullscreen)*

Trigger: Fires the first time the player crafts an armament at the Forge.

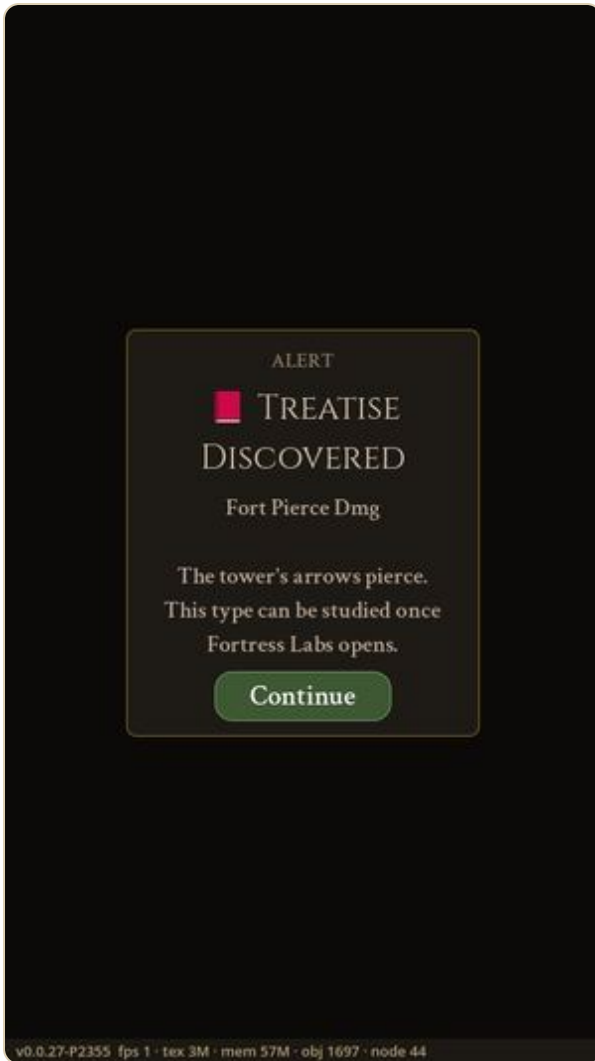
The fortress grows teeth.

BUTTONS:

- (auto-advance / tap to continue)

Art: NEEDS ART — no art_id passed (production_queue_state.gd:330).

ALERTS & NOTIFICATIONS (CROSS-CUTTING) – 14 popups



52

alert_treatise_discovered

ALERT

N/A

Treatise Discovered — *Alert/unlock card*

Trigger: Fires the instant the fortress is repaired (`_apply_fortress_repair`) — the Fort Pierce Dmg treatise becomes a known research topic.

Fort Pierce Dmg

The tower's arrows pierce.

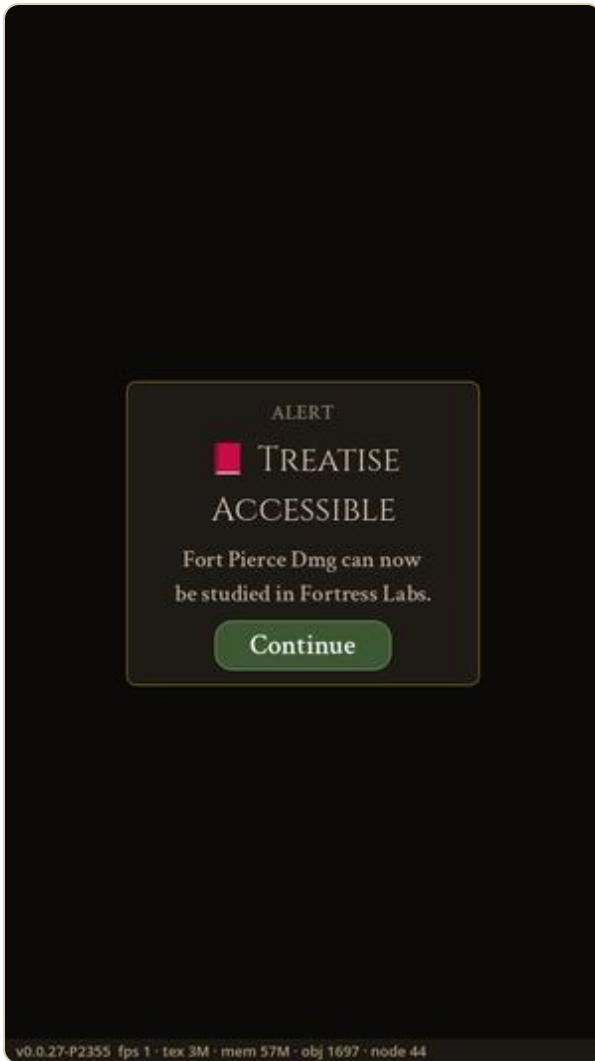
This type can be studied once

Fortress Labs opens.

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art in this build (`queue_alert`'s `art_id` parameter is never passed by any call site).



53

alert_treatise_accessible

ALERT

N/A

Treatise Accessible (deferred) — Alert/unlock card*(deferred — shown when the Research tab is next opened)*

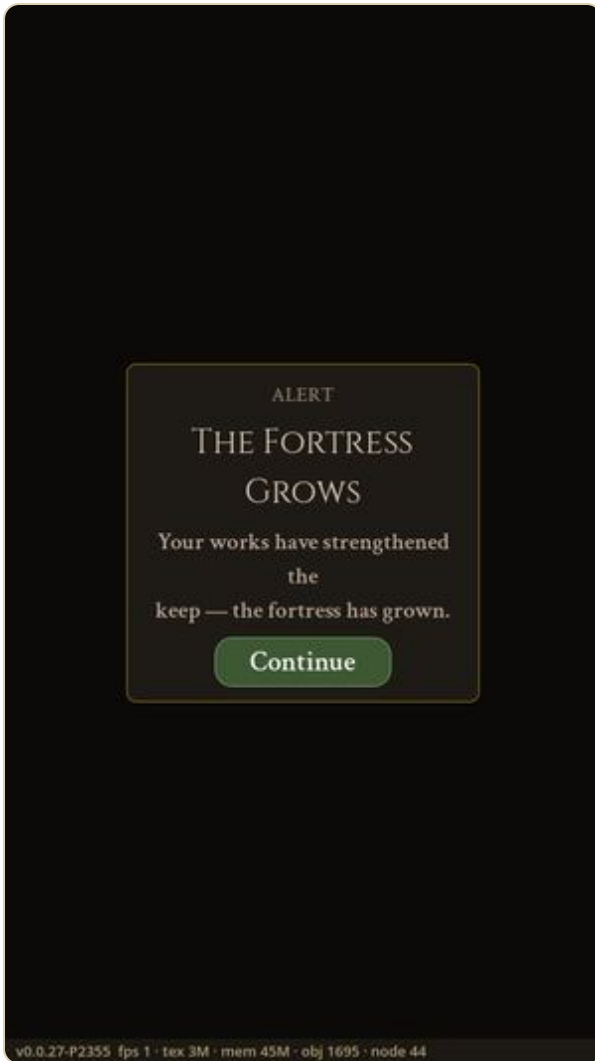
Trigger: Fires once Fortress Labs opens, making the previously-discovered Fort Pierce Dmg treatise actually studiable (queue_deferred_alert, tab="research").

Fort Pierce Dmg can now
be studied in Fortress Labs.

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.



54

alert_fortress_grew

ALERT

N/A

The Fortress Grows — *Alert/unlock card*

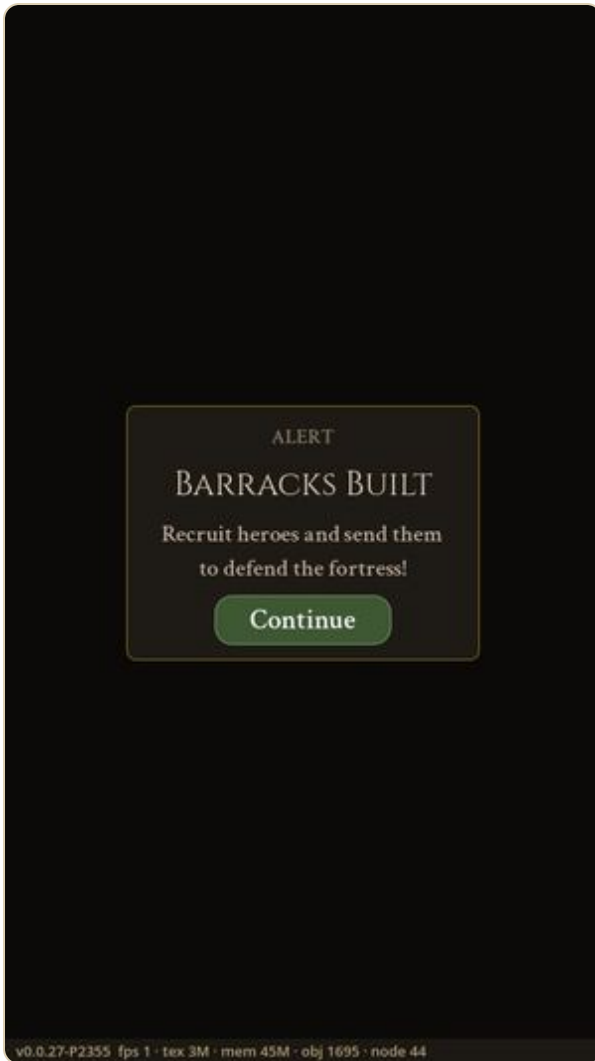
Trigger: Fires whenever the sum of all building levels crosses a growth-ladder threshold and the fortress world-sprite visibly grows a tier.

Your works have strengthened the
keep — the fortress has grown.

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.



55

alert_barracks_built

ALERT

N/A

Barracks Built — *Alert/unlock card*

Trigger: Fires when the Barracks building's construction reaches level 1 (level_1_effects.alerts).

Recruit heroes and send them
to defend the fortress!

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.

Barracks Research Available (deferred) —

Alert/unlock card (deferred, tab="research")

Trigger: Fires when the Forge's construction reaches level 1 (level_1_effects.deferred_alerts on the "forge" config) — tells the player Barracks blueprints are now studiable.

Barracks blueprints can now be
studied in Structures Labs.

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.





57 alert_throne_research_available

ALERT

N/A

Throne Research Available (deferred) — *Alert/unlock card (deferred, tab="research")*

Trigger: Fires when the Barracks' construction reaches level 1 (level_1_effects.deferred_alerts on the "barracks" config) — tells the player Throne blueprints are now studiable.

Throne blueprints can now be studied in Structures Labs.

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.



58

alert_sentry_towers_built

ALERT

N/A

Sentry Towers Built — *Alert/unlock card*

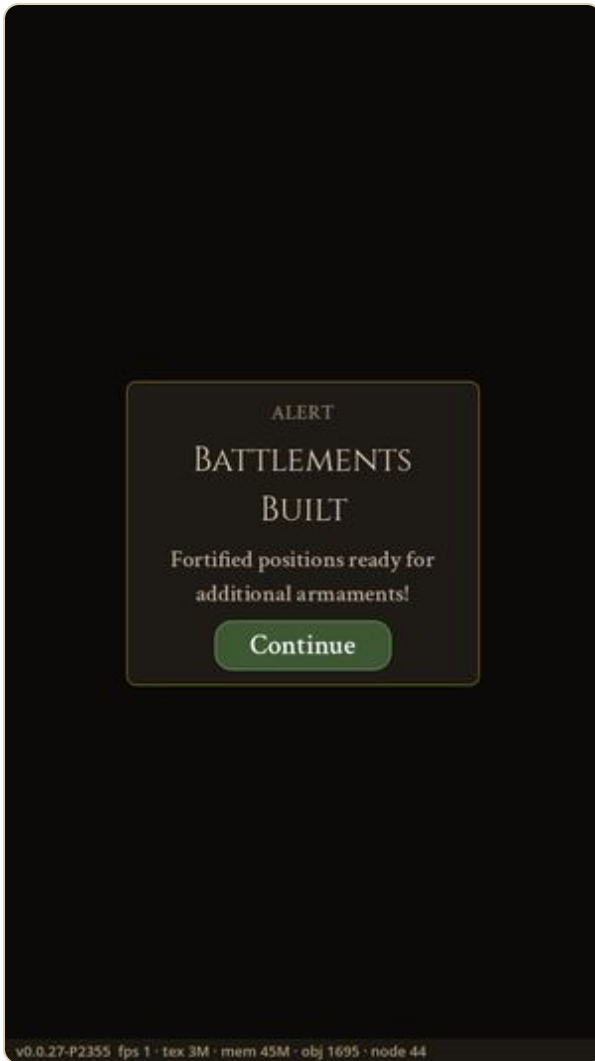
Trigger: Fires when the Sentry Towers building's construction reaches level 1.

Ranged sentries now patrol the
fortress perimeter!

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.



59

alert_battlements_built

ALERT

N/A

Battlements Built — *Alert/unlock card*

Trigger: Fires when the Battlements building's construction reaches level 1.

Fortified positions ready for additional armaments!

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.

Builder Level-Up (representative — Lv 2 shown; every level 2-16 listed below) — Alert/unlock card, one per

Builder level 2 through 16 (title "Builder Lv N")

Trigger: Fires every time the Builder building levels up, for every level that unlocks something new (levels 2,3,4,5,6,7,8,9,10,11,12,13,14,15,16 all carry text; level lookups with no entry fire nothing).



Only ONE representative screenshot captured (Lv 2) to keep the render count sane — all 15 texts are real and listed here in full:

Lv 2: Library Lv 2, Walls Lv 1\nnow available.

Lv 3: Library Lv 3, Quarry Lv 1\nnow available.

Lv 4: Library Lv 4, Walls Lv 2,\nStonemason Lv 1 now available.

Lv 5: Library Lv 5, Lumber Mill Lv 1\nnow available.

Lv 6: Library Lv 6, Quarry Lv 2,\nThresher Lv 2, Stonemason Lv 2,\nLumber Mill Lv 2 now available.

Lv 7: Library Lv 7, Forge Lv 1\nnow available.

Lv 8: Library Lv 8, Forge Lv 2,\nSentry Towers Lv 1 now available.

Lv 9: Library Lv 9, Barracks Lv 2\nnow available.

Lv 10: Forge Lv 3, Barracks Lv 3,\nSentry Towers Lv 2, Battlements Lv 1\nnow available.

Lv 11: Forge Lv 4, Walls Lv 3,\nStonemason Lv 3, Academy Lv 1\nnow available.

Lv 12: Forge Lv 5, Barracks Lv 4,\nLumber Mill Lv 3, Quarry Lv 3,\nThresher Lv 3, Vault Lv 3\nnow available.

Lv 13: Treasury Lv 1 now available.

Lv 14: Forge Lv 6, Barracks Lv 5,\nArmory Lv 10 now available.

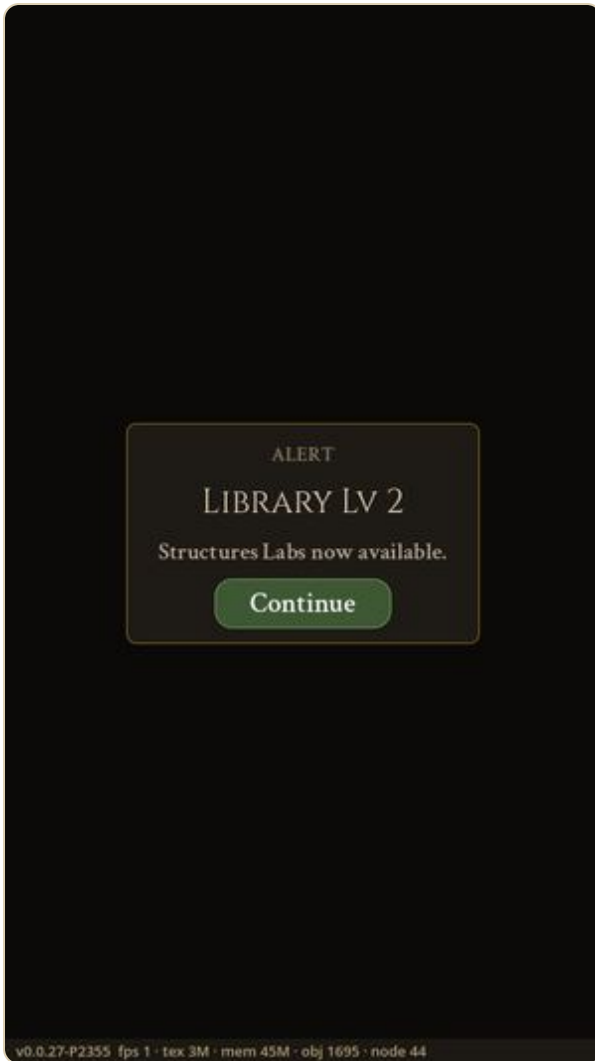
Lv 15: Forge Lv 7, Battlements Lv 2,\nGuardhouse Lv 10 now available.

Lv 16: Throne Lv 1 now available!\nAlso: Hall Lv 10, Forge Lv 12,\nTreasury Lv 5, Academy Lv 5,\nWalls Lv 5, Stonemason Lv 5,\nLumber Mill Lv 5, Quarry Lv 5,\nThresher Lv 5

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.



61 alert_library_levelup

ALERT

N/A

Library Level-Up (representative — Lv 2 shown; every level 2-9 listed below) — *Alert/unlock card, per*

Library level (title "Library Lv N")

Trigger: Fires every time the Library building levels up, for levels 2,3,4,5,7,8,9 (levels 6 has no entry, fires nothing).

Only ONE representative screenshot captured (Lv 2) — all texts listed here:

Lv 2: Structures Labs now available.

Lv 3: Forge Labs prerequisite met.\nBuild the Forge to open.

Lv 4: Tactics Labs prerequisite met.\nRecruit your first hero to open.

Lv 5: Commander Labs prerequisite met.\nTake the Throne to open.

Lv 7: 3rd research queue slot.

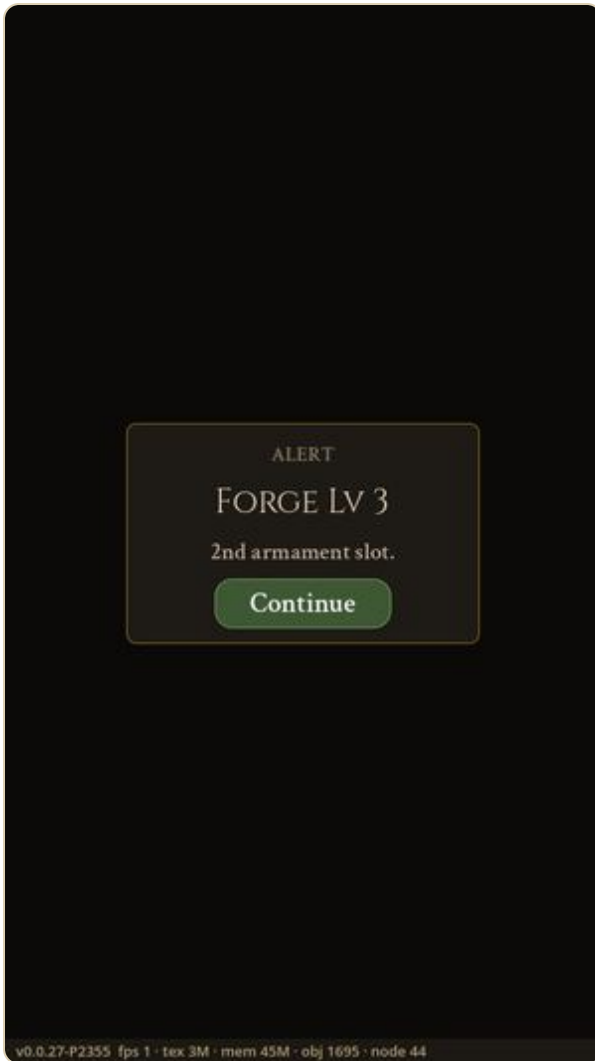
Lv 8: 4th research queue slot.

Lv 9: 5th research queue slot.

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.



62

alert_forge_levelup

ALERT

N/A

Forge Level-Up (representative — Lv 3 shown; Lv 5 listed below) — *Alert/unlock card, per Forge level (title "Forge Lv N")*

Trigger: Fires when the Forge levels up, for levels 3 and 5 only.

Only ONE representative screenshot captured (Lv 3) — all texts:

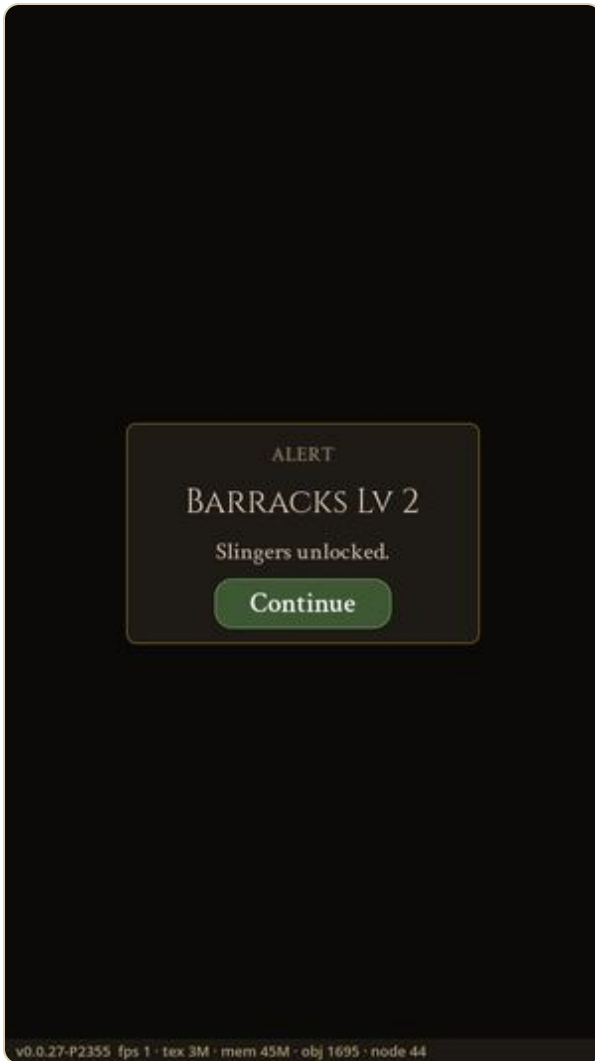
Lv 3: 2nd armament slot.

Lv 5: 3rd armament slot.

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.



63

alert_barracks_levelup

ALERT

N/A

Barracks Level-Up (representative — Lv 2 shown; Lv 3-5 listed below) — *Alert/unlock card, per Barracks level*

(title "Barracks Lv N")

Trigger: Fires when the Barracks levels up, for levels 2,3,4,5.

Only ONE representative screenshot captured (Lv 2) — all texts:

Lv 2: Slingers unlocked.

Lv 3: Axe Throwers unlocked.

Lv 4: Fighter recruitment prerequisite met.\nTake the Throne to recruit.

Lv 5: Archer recruitment prerequisite met.\nTake the Throne to recruit.

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.

Research Unlock: Blueprints Complete (representative — Forge shown; 10 more buildings listed below) — Alert/unlock card, fires on any

"building_unlock" research topic reaching level 1 (11 buildings total share this title)

Trigger: Fires when a building-unlock research topic completes (ResearchConfig unlock_alert), one per gathering/defense/utility building whose construction is research-gated.



Only ONE representative screenshot captured (Forge) — all 11 bodies share the title "Blueprints Complete":

Forge: Forge blueprints complete —\nconstruct it in the Builder tab.

Barracks: Barracks blueprints complete —\nconstruct it in the Builder tab.

Throne: Throne blueprints complete —\nconstruct it in the Builder tab.

Lumber Mill: Lumber Mill blueprints complete —\nconstruct it in the Builder tab.

Quarry: Quarry blueprints complete —\nconstruct it in the Builder tab.

Thresher: Thresher blueprints complete —\nconstruct it in the Builder tab.

Treasury: Treasury blueprints complete —\nconstruct it in the Builder tab.

Academy: Academy blueprints complete —\nconstruct it in the Builder tab.

Walls: Walls blueprints complete —\nconstruct it in the Builder tab.

Stonemason: Stonemason blueprints complete —\nconstruct it in the Builder tab.

Sentry Towers: Sentry Towers blueprints complete —\nconstruct it in the Builder tab.

Battlements: Battlements blueprints complete —\nconstruct it in the Builder tab.

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.

Research Unlock: Armament Unlocked (representative — Ballista shown; Catapult + Cleaver listed below) — Alert/unlock card, fires on an

armament-unlock research topic reaching level 1

Trigger: Fires when an armament-type research topic completes.

Only ONE representative screenshot captured (Ballista)
— all 3 bodies share the title "Armament Unlocked":

Ballista: Ballista can now be crafted\nat the
Forge!\n\nPierce • Projectile • Line AOE

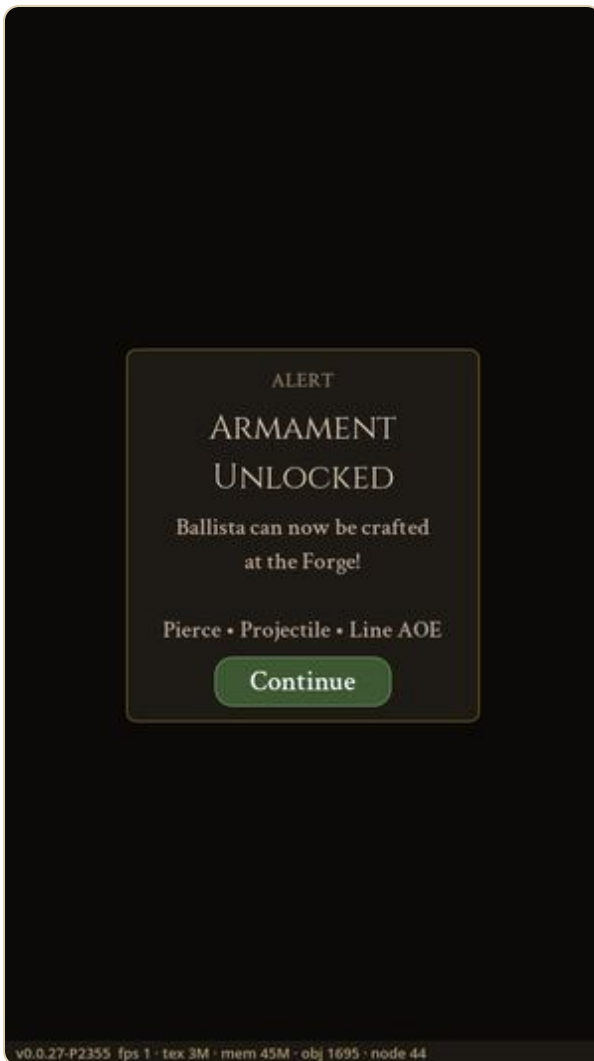
Catapult: Catapult can now be crafted\nat the
Forge!\n\nBludgeon • Projectile • Circle AOE

Cleaver: Cleaver can now be crafted\nat the
Forge!\n\nSlash • Direct • Single Target

BUTTONS:

- OK / dismiss

Art: N/A — alert cards never carry art.



Methodology notes: alert-kind cards (unlock/level-up notifications) never carry art in the current build — `queue_alert()`'s `art_id` parameter exists but no call site ever passes it, so "N/A" on an alert card is the normal shape, not a gap. Where a single call site drives many near-identical level-indexed variants (Builder/Library/Forge/Barracks level-up alerts; the two research-unlock alert families), ONE representative screenshot was captured and every other variant's full text is listed inline rather than rendered separately, to keep the render count sane. Dynamic text with a %-placeholder (player name, fortress name) is shown as the literal template with the placeholder marked `{player_name}` / `{fortress_name}` rather than a guessed value, since the capture harness boots without a real save.