

INT. PARADISE PLANNING STUDIO

The player enters the office as the loading curtains part. WARDELL, a large manatee in a red floral Paradise Planning shirt and a comically small boater hat, sits or stands at his post next to the goods he has to sell. LOTTIE, a pink otter in a dress version of the Paradise Planning uniform, stands behind her desk, and is either typing at her computer, fanning herself, or enjoying the breeze coming in through the window. If the player approaches Lottie and talks to her, she greets them.

LOTTIE  
Hey there! Do you need anything,  
[player]?

The player is then presented with the usual options: "I'm ready to work!", "Let's talk about facilities." and "No, I'm taking a break."

Selecting "I'm ready to work!" leads to this exchange.

LOTTIE  
OK! Then please change into your  
uniform.

The player exits the dialogue and does a twirling animation with flourish, changing into their Paradise Planning uniform. They then turn to face Lottie again.

LOTTIE  
Alright, see you later... huh?

The camera pans to a wide shot of the studio as NIKO, a small monkey in the same garb as Wardell, runs in from outside. Lottie and the player turn to face him.

LOTTIE  
Hi, Niko. What's up?

NIKO  
Well, I'm not sure where to start...

Niko turns to the door as a bell rings, and Lottie and the player turn their attention to the villager walking in. It's the first villager the player built a house for after ELOISE's tutorial.

LOTTIE  
Oh, look! It's [villager]! Hello there.  
Good to see you!

(Note: Dialogue from the villager during this exchange changes depending on what personality they are. For the purposes of this script I will be using the "Normal girl" personality type.)

VILLAGER

Sorry to bother you, [catchphrase].

NIKO

Yeah, we just ran into each other!  
[Villager] seemed confused. She looked like she couldn't make up her mind about coming inside, so I asked if I could help.

LOTTIE

Oh, I see! Well, [villager]... If you have a question about your vacation home, you've come to the right place! What can we do for you?

The scene cuts to black before opening up to the villager standing in front of the reception desk as Niko, the player, and Lottie stand on the other side listening intently.

VILLAGER

I appreciate you taking the time to talk with me. So, I was thinking it might be nice to share my vacation home with someone else. I often find myself thinking anything from chores to movie nights would be more fun to do with a friend...

LOTTIE

You'd like a roommate for your vacation home? I think that's a wonderful idea!

VILLAGER

The problem is, I'm not sure how to find someone to live with. I don't even know where to start.

LOTTIE

Hmmm, I'll have to think about that...

NIKO

M-maybe I can help with that, Lottie! I mean, I'm not an expert, but I'd like to offer my support.

Niko turns to face Lottie more directly, and gets an idea, denoted by the light bulb emotion.

NIKO

Oh! And wouldn't it be good to get [player] to help too? After all, [player] did the design on [villager]'s vacation home. I bet you [player] could find the perfect roommate!

The player is presented with two dialogue options: "Leave it to

me!" and "I dunno...". Selecting "Leave it to me!" causes the player to do the REPLACE emotion as they look at Niko.

NIKO

I knew you'd say that!

LOTTIE

I'm happy with that if all of you are!  
How about you, [villager]?

VILLAGER

You'd really do that for me? I'd love  
your help, [catchphrase]!

LOTTIE

Alright then! Niko, we've discussed the  
process for requests like this before,  
right? I really like the initiative you  
just showed, so I will put you fully in  
charge of this request. I'm excited to  
see how you do!

NIKO

A-alright! I'll do my best!

LOTTIE

I know you will. I'm here if you need  
any support at all. No question is too  
small!

The two share a smile before Niko turns to the villager.

NIKO

I promise you that we'll find you a  
great roommate in no time at all,  
[villager]!

The loading curtains close, ending the scene as it transitions  
to the planning table outside.

EXT. PARADISE PLANNING STUDIO, PATIO

Niko stands at the head of the table while the player sits  
across from the villager from before.

NIKO

Okey dokey, please just sit tight for a  
minute, [villager].

The villager nods as Niko turns to the player.

NIKO

OK. So. You'll find a roomie for our  
client, right [player]? An island  
visitor who'll be a great match for  
[villager]? Find 'em, explain the

4

details to 'em, and bring 'em this way!  
If I were a potential roomie, I'd be  
hanging out at the restaurant or the  
cafe. Try those places! Oh! If you have  
an amiibo, you can use the office amiibo  
scanner to invite a specific potential  
roomie. Or if you want to talk to  
someone who already has a vacation home,  
take a seat, and I'll call 'em up. OK,  
we're counting on you!

The camera pans out to default as the player hops off of the  
bench and is now free to move around.