

DialogueQuest — Concept Poster

Print this and pin it up — an at-a-glance map of the DialogueQuest cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Sprig	Branch meaningfulness — sapling-tween whose visible branching skeleton shifts physically when she picks between dialogue options (the choice re-routes her body)
Glance	Subtext — arctic-fox-tween in a thick scarf; speech-bubble visibly half-empty with dotted-line ghost-text floating beside it
Weigh	Tag balance — pangolin-tween with a brass balance-scale on her shoulder; scales tilt visibly as dialogue happens around her
Brogue	Voice consistency — border-collie-elder in a worn flat-cap who uses exactly 4-5 signature words across every appearance (deliberately non-specific old-country accent)
Rest	Rhythm + silence — heron-tween with a small silver pocket-watch around her neck; one foot perpetually raised mid-step; treats the pause as a line of dialogue itself
Prop	Action beats — red-squirrel-tween whose paws are always busy with a small acorn; the little actions between lines show feeling and set the rhythm of a talk
Spar	Conflict / friction — pine-marten-tween whose speech bubbles push against the other speaker's; two characters wanting different things is the engine (the push stays kind)
Clip	Economy — sparrow-tween with tiny silver scissors who trims the filler ('hello, how are you, fine') and starts scenes late, right where they get interesting
Dash	Interruption / overlap — chipmunk-tween who crashes into the ends of others' lines with a dash when feeling runs too high to wait (used on purpose, sparingly)
Aim	Line purpose — kestrel-tween with arrow-shaped speech bubbles that point at what each line is really trying to DO (ask, dodge, persuade), not just say

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