			PIANO DIA	LOGUE // 1	= neutral 2 =	happy 3 = sad
	Comma					Dialogue
Speaker	Name Tag	Expression		Animation		
< <set "piano"="" \$name="" to="">></set>	< <npctag nametags="">></npctag>	< <expression1< th=""><th>Piano>></th><th></th><th></th><th>Say, lad. Have you noticed the strange flora and fauna about? -> No?</th></expression1<>	Piano>>			Say, lad. Have you noticed the strange flora and fauna about? -> No?
		< <expression3< td=""><td>Player>></td><td></td><td></td><td>I suppose that makes sense. You woke up to see all this after all!</td></expression3<>	Player>>			I suppose that makes sense. You woke up to see all this after all!
						-> Yes, I have.
		< <expression1< td=""><td>Player>></td><td>hon</td><td>Piano>></td><td>Mm, yes.</td></expression1<>	Player>>	hon	Piano>>	Mm, yes.
		<=xpression i	Player >>	< <hop< td=""><td>Plano>></td><td>You see, the forest wasn't always like this!</td></hop<>	Plano>>	You see, the forest wasn't always like this!
				< turn D	Dianass	It was but a coniferous, verdant green wood. But now But now
				< <turnr< td=""><td>Piano>></td><td></td></turnr<>	Piano>>	
				< <turnl< td=""><td>Piano>></td><td>Well, it's strange. It's as if the environment has changed! Curious, isn't it?</td></turnl<>	Piano>>	Well, it's strange. It's as if the environment has changed! Curious, isn't it?
						I'll admit I don't know much about the on-goings outside my little corner of the valley
		< <expression2< td=""><td>Piano>></td><td><<hop< td=""><td>Piano>></td><td>But all this exploration be an excellent learning experience for us both then!</td></hop<></td></expression2<>	Piano>>	< <hop< td=""><td>Piano>></td><td>But all this exploration be an excellent learning experience for us both then!</td></hop<>	Piano>>	But all this exploration be an excellent learning experience for us both then!
			Piano>>			Well, at ease, lad. Best start heading off again!
< <set "piano"="" \$name="" to="">></set>	< <npctag nametags="">></npctag>					Egadsis that*Violin*?
		< <expression2< td=""><td>Piano>></td><td><<hop< td=""><td>Piano>></td><td>By jove, Iit's been ages since I last saw him!</td></hop<></td></expression2<>	Piano>>	< <hop< td=""><td>Piano>></td><td>By jove, Iit's been ages since I last saw him!</td></hop<>	Piano>>	By jove, Iit's been ages since I last saw him!
						Perhaps I should go strike up a conversation!
						What do you think?
						-> Go for it!
		< <expression2< td=""><td>Piano>></td><td></td><td></td><td>Yesyes, I think I shall!</td></expression2<>	Piano>>			Yesyes, I think I shall!
		< <expression1< td=""><td>Piano>></td><td></td><td></td><td>Though</td></expression1<>	Piano>>			Though
						-> Uh
		< <expression3< td=""><td>Player>></td><td></td><td></td><td>Oh? Why the long face, my friend?</td></expression3<>	Player>>			Oh? Why the long face, my friend?
		< <expression3< td=""><td>Piano>></td><td><<turnr< td=""><td>Piano>></td><td>*sigh* Indeed, the last time I saw Violin, we did not part on good terms.</td></turnr<></td></expression3<>	Piano>>	< <turnr< td=""><td>Piano>></td><td>*sigh* Indeed, the last time I saw Violin, we did not part on good terms.</td></turnr<>	Piano>>	*sigh* Indeed, the last time I saw Violin, we did not part on good terms.
		< <expression1< td=""><td>Piano>></td><td><<turnl< td=""><td>Piano>></td><td>But things have changed, and for the better!</td></turnl<></td></expression1<>	Piano>>	< <turnl< td=""><td>Piano>></td><td>But things have changed, and for the better!</td></turnl<>	Piano>>	But things have changed, and for the better!
		< <expression3< td=""><td>Piano>></td><td><<turnr< td=""><td>Piano>></td><td>But maybe I should give him his spacehm</td></turnr<></td></expression3<>	Piano>>	< <turnr< td=""><td>Piano>></td><td>But maybe I should give him his spacehm</td></turnr<>	Piano>>	But maybe I should give him his spacehm
						mumble mumble
						-> Give him space?
						-> Go when you're ready!
		< <expression1< td=""><td>Piano>></td><td><<turnl< td=""><td>Piano>></td><td>I see. That does sound wise indeed.</td></turnl<></td></expression1<>	Piano>>	< <turnl< td=""><td>Piano>></td><td>I see. That does sound wise indeed.</td></turnl<>	Piano>>	I see. That does sound wise indeed.
		< <expression2< td=""><td>Piano>></td><td></td><td></td><td>Yes, I will bide my time until an appropriate opportunity arises!</td></expression2<>	Piano>>			Yes, I will bide my time until an appropriate opportunity arises!
		-<=xpression2	Player>>			Thank you, my friend. You are the best of us all.
< <set "piano"="" \$name="" to="">></set>	< <npctag nametags="">></npctag>	< <expression1< td=""><td>Piano>></td><td></td><td></td><td>Ah, there you are, lad!</td></expression1<>	Piano>>			Ah, there you are, lad!
						Have you seen those shining globules floating about?
				< <hop< td=""><td>Piano>></td><td>I, too, have noticed their presence. For some time, in fact!</td></hop<>	Piano>>	I, too, have noticed their presence. For some time, in fact!
						I believe if you collect them, something may happen.
		< <expression2< td=""><td>Piano>></td><td><<hop< td=""><td>Piano>></td><td>Perhaps we should give them a chance!</td></hop<></td></expression2<>	Piano>>	< <hop< td=""><td>Piano>></td><td>Perhaps we should give them a chance!</td></hop<>	Piano>>	Perhaps we should give them a chance!

			VIOLIN DIAL	_ OGUE	= neutral 2 =	happy 3 = angry
	Comma	inds				Dialogue
Speaker	Name Tag	Expression		Animatio	n	Dialogue
< <set "violin"="" \$name="" to="">></set>	< <npctag nametags="">></npctag>	< <expression1< td=""><td>Violin>></td><td></td><td></td><td>Hey, what was that?</td></expression1<>	Violin>>			Hey, what was that?
						-> What was what?
						That sound. Didn't you hear it?
						-> That was me
				< <hop< td=""><td>Violin>></td><td>Aha!</td></hop<>	Violin>>	Aha!
						I thought so!
						Your stomach is growling, isn't it?
						You must be starving after all that adventuring you've been doing.
		< <expression2< td=""><td>Violin>></td><td></td><td></td><td>Well, it's a good thing you have *me* here.</td></expression2<>	Violin>>			Well, it's a good thing you have *me* here.
						Violin'll whip up something nice for you.
		< <expression1< td=""><td>Violin>></td><td><<turnr< td=""><td>Violin>></td><td>As soon as I can find a kitchen</td></turnr<></td></expression1<>	Violin>>	< <turnr< td=""><td>Violin>></td><td>As soon as I can find a kitchen</td></turnr<>	Violin>>	As soon as I can find a kitchen
						-> That sounds great!
		< <expression2< td=""><td>Violin>></td><td><<turnl< td=""><td>Violin>></td><td>I know it does!</td></turnl<></td></expression2<>	Violin>>	< <turnl< td=""><td>Violin>></td><td>I know it does!</td></turnl<>	Violin>>	I know it does!
						-> You don't have to
		< <expression1< td=""><td>Violin>></td><td><<turnl< td=""><td>Violin>></td><td>Nonsense! Can't travel on an empty stomach!</td></turnl<></td></expression1<>	Violin>>	< <turnl< td=""><td>Violin>></td><td>Nonsense! Can't travel on an empty stomach!</td></turnl<>	Violin>>	Nonsense! Can't travel on an empty stomach!
		< <expression1< td=""><td>Violin>></td><td></td><td></td><td>And, y'know, after camping out for so long, you pick up a few hobbies.</td></expression1<>	Violin>>			And, y'know, after camping out for so long, you pick up a few hobbies.
		< <expression2< td=""><td>Violin>></td><td><<hop< td=""><td>Violin>></td><td>We'll have a big dinner sometime, yeah?</td></hop<></td></expression2<>	Violin>>	< <hop< td=""><td>Violin>></td><td>We'll have a big dinner sometime, yeah?</td></hop<>	Violin>>	We'll have a big dinner sometime, yeah?
< <set "conductor"="" \$name="" to="">></set>	< <pctag nametags="">></pctag>		Player>>	< <hop< td=""><td>Player>></td><td>Yeah!</td></hop<>	Player>>	Yeah!
< <set "violin"="" \$name="" to="">></set>	< <npctag nametags="">></npctag>	< <expression1< td=""><td>Violin>></td><td></td><td></td><td>Hey, you!</td></expression1<>	Violin>>			Hey, you!
< <set "conductor"="" \$name="" to="">></set>	< <pctag nametags="">></pctag>	< <expression3< td=""><td>Player>></td><td></td><td></td><td>Me?</td></expression3<>	Player>>			Me?
< <set "violin"="" \$name="" to="">></set>	< <npctag nametags="">></npctag>	< <expression1< td=""><td>Violin>></td><td><<hop< td=""><td>Violin>></td><td>Yeah, you! You see those lights?</td></hop<></td></expression1<>	Violin>>	< <hop< td=""><td>Violin>></td><td>Yeah, you! You see those lights?</td></hop<>	Violin>>	Yeah, you! You see those lights?
						You see how they're kinda likeglowing in a certain order?
						-> Yes?
						-> No?
		< <expression1< td=""><td>Player>></td><td></td><td></td><td>Well, maybe if you tried copying them, something will happen?</td></expression1<>	Player>>			Well, maybe if you tried copying them, something will happen?
		< <expression2< td=""><td>Violin>></td><td><<hop< td=""><td>Violin>></td><td>Let's give it a shot!</td></hop<></td></expression2<>	Violin>>	< <hop< td=""><td>Violin>></td><td>Let's give it a shot!</td></hop<>	Violin>>	Let's give it a shot!

	Comma	nds	Dialogue			
Speaker	Name Tag	Expression		Animation	า	Dialogue
< <set "flute"="" \$name="" to="">></set>	< <npctag nametags="">></npctag>	< <expression1< td=""><td>Flute>></td><td></td><td></td><td></td></expression1<>	Flute>>			
< <set "conductor"="" \$name="" to="">></set>	< <pctag nametags="">></pctag>	< <expression1< td=""><td>Player>></td><td></td><td></td><td></td></expression1<>	Player>>			
< <set "flute"="" \$name="" to="">></set>	< <npctag nametags="">></npctag>					what?
< <set "conductor"="" \$name="" to="">></set>	< <pctag nametags="">></pctag>	< <expression3< td=""><td>Player>></td><td></td><td></td><td>Weren't you going to help?</td></expression3<>	Player>>			Weren't you going to help?
< <set "flute"="" \$name="" to="">></set>	< <npctag nametags="">></npctag>					Yeah? By helpin' ya move the pavilion?
< <set "conductor"="" \$name="" to="">></set>	< <pctag nametags="">></pctag>			< <hop< td=""><td>Player>></td><td>I thought you had a hint.</td></hop<>	Player>>	I thought you had a hint.
< <set "flute"="" \$name="" to="">></set>	< <npctag nametags="">></npctag>					Hint?
		< <expression2< td=""><td>Flute>></td><td></td><td></td><td>Oh ho ho!</td></expression2<>	Flute>>			Oh ho ho!
		< <expression3< td=""><td>Flute>></td><td></td><td></td><td>No.</td></expression3<>	Flute>>			No.
		< <expression4< td=""><td>Flute>></td><td><<hop< td=""><td>Flute>></td><td>This one is all skill, sweetie! You don't gotta think too hard on it.</td></hop<></td></expression4<>	Flute>>	< <hop< td=""><td>Flute>></td><td>This one is all skill, sweetie! You don't gotta think too hard on it.</td></hop<>	Flute>>	This one is all skill, sweetie! You don't gotta think too hard on it.
		< <expression2< td=""><td>Flute>></td><td>-</td><td></td><td>So, c'mon, lets get this puppy smoovin'!</td></expression2<>	Flute>>	-		So, c'mon, lets get this puppy smoovin'!
< <set "conductor"="" \$name="" to="">></set>	< <pctag nametags="">></pctag>			< <hop< td=""><td>Player>></td><td>O-okay!</td></hop<>	Player>>	O-okay!