

PIANO DIALOGUE // 1 = neutral 2 = happy 3 = sad					
Commands					Dialogue
Speaker	Name Tag	Expression	Animation		
<<set \$name to "Piano">>	<<NPCTag NameTags>>	<<Expression1	Piano>>		Say, lad. Have you noticed the strange flora and fauna about?
		<<Expression3	Player>>		-> No? I suppose that makes sense. You woke up to see all this after all!
		<<Expression1	Player>>	<<hop	Piano>> -> Yes, I have. Mm, yes.
				<<turnR	Piano>> You see, the forest wasn't always like this! It was but a coniferous, verdant green wood. But now...
				<<turnL	Piano>> But now... Well, it's strange. It's as if the environment has changed!
		<<Expression2	Piano>>	<<hop	Piano>> Curious, isn't it? I'll admit I don't know much about the on-goings outside my little corner of the valley... But all this exploration be an excellent learning experience for us both then! Well, at ease, lad. Best start heading off again!
<<set \$name to "Piano">>	<<NPCTag NameTags>>	<<Expression2	Piano>>	<<hop	Piano>> Egads...is that...*Violin*?
					By jove, I...it's been ages since I last saw him! Perhaps I should go strike up a conversation! What do you think?
		<<Expression2	Piano>>		-> Go for it! Yes...yes, I think I shall!
		<<Expression1	Piano>>		Though... -> Uh...
		<<Expression3	Player>>		Oh? Why the long face, my friend?
		<<Expression3	Piano>>	<<turnR	Piano>> *sigh* Indeed, the last time I saw Violin, we did not part on good terms.
		<<Expression1	Piano>>	<<turnL	Piano>> But things have changed, and for the better!
		<<Expression3	Piano>>	<<turnR	Piano>> But maybe I should give him his space...hm... *mumble mumble*
					-> Give him space? -> Go when you're ready!
		<<Expression1	Piano>>	<<turnL	Piano>> I see. That does sound wise indeed. Yes, I will bide my time until an appropriate opportunity arises!
<<set \$name to "Piano">>	<<NPCTag NameTags>>	<<Expression1	Piano>>		Thank you, my friend. You are the best of us all.
				<<hop	Piano>> Ah, there you are, lad! Have you seen those shining globules floating about?
		<<Expression2	Piano>>	<<hop	Piano>> I, too, have noticed their presence. For some time, in fact! I believe if you collect them, something may happen. Perhaps we should give them a chance!

VIOLIN DIALOGUE // 1 = neutral 2 = happy 3 = angry					
Commands					
Speaker	Name Tag	Expression	Animation	Dialogue	
<<set \$name to "Violin">>	<<NPCTag NameTags>>	<<Expression1	Violin>>		Hey, what was that? -> What was what? That sound. Didn't you hear it? -> That was me... Aha! I thought so! Your stomach is growling, isn't it? You must be starving after all that adventuring you've been doing. Well, it's a good thing you have *me* here. Violin'll whip up something nice for you.
				<<hop	Violin>>
		<<Expression2	Violin>>		As soon as I can find a kitchen...
		<<Expression1	Violin>>	<<turnR	Violin>>
		<<Expression2	Violin>>	<<turnL	Violin>>
		<<Expression1	Violin>>	<<turnL	Violin>>
		<<Expression1	Violin>>		
		<<Expression2	Violin>>	<<hop	Violin>>
<<set \$name to "Conductor">>	<<PCTag NameTags>>	Player>>	<<hop	Player>>	Yeah!
<<set \$name to "Violin">>	<<NPCTag NameTags>>	<<Expression1	Violin>>		Hey, you!
<<set \$name to "Conductor">>	<<PCTag NameTags>>	<<Expression3	Player>>		Me?
<<set \$name to "Violin">>	<<NPCTag NameTags>>	<<Expression1	Violin>>	<<hop	Violin>>
					Yeah, you! You see those lights? You see how they're kinda like...glowing in a certain order? -> Yes? -> No?
		<<Expression1	Player>>		Well, maybe if you tried copying them, something will happen?
		<<Expression2	Violin>>	<<hop	Violin>>
					Let's give it a shot!

FLUTE DIALOGUE // 1 = neutral 2 = happy 3 = angry 4 = smug						
Commands				Dialogue		
Speaker	Name Tag	Expression	Animation			
<<set \$name to "Flute">>	<<NPCTag NameTags>>	<<Expression1	Flute>>		...	
<<set \$name to "Conductor">>	<<PCTag NameTags>>	<<Expression1	Player>>		...	
<<set \$name to "Flute">>	<<NPCTag NameTags>>				...what?	
<<set \$name to "Conductor">>	<<PCTag NameTags>>	<<Expression3	Player>>		Weren't you going to help?	
<<set \$name to "Flute">>	<<NPCTag NameTags>>				Yeah? By helpin' ya move the pavilion?	
<<set \$name to "Conductor">>	<<PCTag NameTags>>			<<hop	Player>>	I thought you had a hint.
<<set \$name to "Flute">>	<<NPCTag NameTags>>					Hint?
		<<Expression2	Flute>>			Oh ho ho ho!
		<<Expression3	Flute>>			No.
		<<Expression4	Flute>>	<<hop	Flute>>	This one is all skill, sweetie! You don't gotta think too hard on it.
		<<Expression2	Flute>>			So, c'mon, lets get this puppy smoovin'!
<<set \$name to "Conductor">>	<<PCTag NameTags>>			<<hop	Player>>	O-okay!