

Character	Scenario/Trigger	Dialogue
Amadeus	Progression-helper dialogue: Hint for using a harpoon to progress.	The harpoon might do the trick.
Pontius	Progression-helper dialogue: Hint for using a harpoon to progress.	Let's try the harpoon!
Zoya	Progression-helper dialogue: Hint for using a harpoon to progress.	Let's see if that harpoon is of any help.
Pontius	Pontius hits Kraken's tentacle to get past it.	Out of the way!
Amadeus	Pontius needs to hit the Kraken tentacle for the heroes to get past it.	Pontius, do something!
Zoya	Pontius needs to hit the Kraken tentacle for the heroes to get past it.	Pontius, you need to strike the tentacle!
Amadeus	Warning about a hazardous liquid.	It might be better to steer clear of that metallic liquid.
Pontius	Warning about a hazardous liquid.	What sort of poison is that? Looks dangerous.
Zoya	Warning about a hazardous liquid.	Looks like the water's contaminated.
Pontius	Mountain top scenery commentary.	This would be lovely spot for a picnic. With pie of course!
Amadeus	Commentary on foxes.	Look at that skulk of foxes.. They seem like such a happy family.
Pontius	Commentary on foxes.	I wonder what those little fellows are up to.
Zoya	Commentary on foxes.	Oh, such cute little pups.
Amadeus	Meeting the foxes again.	There they are again. Whole family together.
Pontius	Meeting the foxes again.	The foxes came back to greet us.
Zoya	Meeting the foxes again.	Hello there. Headed to another adventure?
Amadeus	Commentary on interactable switches and buttons on an airship.	I wonder what all these switches do.
Pontius	Commentary on interactable switches and buttons on an airship.	What do they need so many buttons and switches for?
Zoya	Commentary on interactable switches and buttons on an airship.	What's the worst that could happen if I pull one of these switches?
Amadeus	After pressing buttons and pulling switches in the Airship cockpit to see what happens	We still seem to be up in the sky.
Pontius	After pressing buttons and pulling switches in the Airship cockpit to see what happens	Nothing seemed to break at least.
Zoya	After pressing buttons and pulling switches in the Airship cockpit to see what happens	I was hoping for a secret room to open.
Amadeus	An endless fight where enemies just keep coming.	What is this! They just keep coming!
Pontius	An endless fight where enemies just keep coming.	I don't know how long I can keep swinging my sword!
Zoya	An endless fight where enemies just keep coming.	How many of them are there? Maybe we should just make a run for it!
Zoya	Puzzle-helper dialogue, Amadeus and Pontius needed for solving.	Amadeus and Pontius, you can handle this, right?
Zoya	Puzzle-helper dialogue, Amadeus and Pontius needed for solving.	Maybe it's time you two step forward.
Amadeus	Puzzle-helper dialogue: Amadeus's boxes. [Amadeus is feeling hopeless.]	I could stick one of my boxes into those spikes... They are useless anyways.
Zoya	Puzzle-helper dialogue, all heroes needed. [The characters are feeling cautiously optimistic.]	Let's all put our heads together for this one, shall we?
Zoya	Puzzle-helper dialogue, all heroes needed. [The characters are feeling cautiously optimistic.]	I don't think any of us can solve this alone.
Amadeus	Puzzle-helper dialogue, a thrown sword is used as a spring board.	Pontius, try stomping on your sword? Not on the pointy end, though.
Pontius	Puzzle-helper dialogue, a thrown sword is used as a spring board.	Maybe I can jump higher if I stomp on the sword.
Zoya	Puzzle-helper dialogue, a thrown sword is used as a spring board.	The handle of your sword does look bouncy.
Pontius	Puzzle-helper dialogue, a thrown sword is used as a spring board. [Pontius is feeling hopeless.]	I'll stomp on my sword. It's not much use for anything else really.
Pontius	Puzzle-helper dialogue, a thrown sword is used as a spring board. [Pontius is feeling cautiously optimistic.]	Stomping on the sword might get us somewhere.
Pontius	Puzzle-helper dialogue, a thrown sword is used as a spring board. [Pontius is feeling heroic and optimistic.]	Let me stomp on my trusty sword!
Amadeus	Puzzle-helper dialogue: Using pipes to build platforms	Hmm, these pipes might be useful for something.
Narrator	Puzzle-helper dialogue: Using pipes to build platforms	Perhaps the pipes could be moved around to help the heroes along.
Amadeus	Puzzle-helper dialogue: Using pipes to build platforms	Maybe we can change the way the air flows out of those pipes.
Amadeus	Puzzle-helper dialogue: gravity-shifting boxes.	It's one those gravity-shifting boxes again.
Zoya	Puzzle-helper dialogue: gravity-shifting boxes.	I'll let my arrows fly. And those boxes as well.
Pontius	Puzzle-helper dialogue: gravity-shifting boxes.	These boxes float when hit with a sword!
Narrator	Puzzle-helper dialogue: hint for using a torch to light up an arrow.	Perhaps there was a way to light up Zoya's arrows.
Pontius	Progression-helper dialogue: Hitting crystals to activate a moving cart	I feel like hitting something might solve our problems.
Amadeus	Heroes progress through level while a rolling stone is on their tail (they are running)	I am really missing the spa right now!
Pontius	Heroes progress through level while a rolling stone is on their tail (they are running)	Hurry! Hurry!
Zoya	Heroes progress through level while a rolling stone is on their tail (they are running)	What next? The sky falls down on us?

UI TEXTS		
Skill Menu: Skill Description Text & Tooltip	Spell of Joining	Amadeus can join conjured objects and other metal objects together to create structures and imaginative ways, like bridges, to move forward.
		While levitating an object, hold "bind" to bind it to an object that it touches. Detach the objects with "bind".
Skill Menu: Skill Description Text & Tooltip	Wind Burst	A powerful gust of wind that knocks back unattached objects, enemies and other undesirable things like explosives.
		Create a burst of wind with "bind"
Skill Menu: Skill Description Text & Tooltip	Master Conjurer	There can never be enough of boxes, planks or balls, right? Amadeus can now conjure up to 6 objects simultaneously.
Skill Menu: Skill Description Text & Tooltip	Fox Rope	When Zoya's rope is attached to a target, Zoya can disappear and appear again at the other end of the rope. Quick as a fox.
		Attach the rope to a target and transport to the end of it by holding "bind"
Skill Menu: Skill Description Text & Tooltip	Roll	Zoya rolls forward quickly, dodging enemies and friends alike.
		Roll with "bind"
Skill Menu: Skill Description Text & Tooltip	Wily Roll	Zoya's roll weakens her enemies! When Zoya rolls through enemies, the first hit after the roll will do them more damage.
Skill Menu: Skill Description Text & Tooltip	Sword Throw	Pontius can now throw his sword! The thrown sword sticks to vertical walls and surfaces like trees and rocks, and causes damage to enemies caught in its path.
		Hold down "bind" and release it to throw the sword. Get the sword back by holding "bind"
Skill Menu: Skill Description Text & Tooltip	Hammer	Pontius now has a hammer up his sleeve as well!
		Switch between the sword and the hammer with "bind". Charge up the hammer swing by holding "bind" and release it to create a shockwave.
Skill Menu: Skill Description Text & Tooltip	Shield Sliding	Pontius can hop on his shield to slide over water, lava, spikes, acid and other hazardous surfaces. Do not try on electrified floors, however.
		Charge with "bind" and then use "bind" to slide with the shield.