

Tutorial interaction barks for Once Upon a Nightmare

<https://lucaszilke.itch.io/once-upon-a-nightmare>

Trigger – Voice line

Near the door – I'm on the other side of this door dear, you can interact with it and other objects by using [custom_key]

In the parents' bedroom – You must really miss her. I'll give you a moment, but then we need to go

In the bathroom – That rascal better be glad I'm not around to see this mess

In front of the living room – Shhh... let's be quiet sneaking past your dad

In the kitchen – If the gals at the spirit country club saw the state of this place I'd never be allowed back.

Locked door – Locked! We'll have to go through the garden!

In the garden – Oh my, this garden has seen better days! You can jump over obstacles by pressing and holding [custom_key]. The longer you'll hold the springy-er your legs will feel! Speaking of which, isn't that your favourite trampoline?

After jumping on the trampoline once – We better take this with us, you never know when it might come in handy! Go over it to pick it up, grandma can't bend like she used to! Press [custom_key] and I'll deploy it for you, anytime!

Before the water – WATCH OUT! I don't think you learned how to swim yet, have you? Try jumping across the water, and don't worry! I'll be there to catch you should you slip.

Before the enemies – The creepy crawlers ahead chill my old glowing bones. Could you try and get rid of them for me, dearie? Give them a good butt slam by pressing [custom_key] while in the air.

Forest – Now, where did I hide it? I could swear it was around here somewhere...