

Wolves of Allaria Tutorial Dialogue

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INT - LUNA CABIN - BEDROOM - DAY (START OF GAME)

MARIA

Ugh my head... What happened? Wait! The Puppies!

MARIA

I have to rescue them!

Maria gets out of bed and the player can see the bedroom on screen.

The player can interact with the door, the dresser, the bed, the side table, and the window.

Door Interactions:

1st Interaction

MARIA

The door is locked!

After 1st Interaction

MARIA

I'm going to need a key, or maybe a lockpick.

Using the lockpick on the door

MARIA

Yes, it worked!

Using the Screwdriver or Bobby Pin on the door

MARIA

Needs something else.

Dresser Interactions:

1st Interaction

MARIA

I could've sworn I left my screwdriver here somewhere.

After 1st Interaction

MARIA

Where could the screwdriver have gone?

Interaction with under the dresser

MARIA

Wait, I think I see it!

MARIA

Must have fallen down

The player gains the screwdriver

Interacting after collecting screwdriver

MARIA

I don't think there's any other useful stuff here.

Bed Interaction:

MARIA

I'd love to take a nap right now, but there's no time!

Side Table Interactions:

1st Interaction

MARIA

Let's take a look here. Oh, maybe this Bobby Pin could be useful.

The player gains the bobby pin

Interacting after collecting bobby pin

MARIA

I don't think there's any other useful stuff here.

Window Interactions:

1st Interaction

MARIA

If I jumped out of the window I wouldn't have any way to get back inside.

After 1st Interaction

MARIA

There's gotta be another way.

The player can also examine inventory items.

Item Examinations:

Screwdriver

MARIA

Great for any problem that involves twisting something.

Bobby Pin

MARIA

I have so many of these in my hair right now.

Lockpick

MARIA

This brings back a lot of memories.