\*XXX\* - Name of talker, used for spotlight and dialogue name box. Followed immediately by sentence

Sentence – Always follows \*XXX\* so does not need an annotation and can be started however desired

<snd\_XXX> – Play sound file called snd\_XXX

<wait X> – Set alarm to wait X amount of frames. X must be a real number

<show spr\_XXX> – Display sprite spr\_XXX in the middle of the screen (maybe add coordinates if desired)

<remove spr\_XXX> – Take down sprite spr\_XXX

<add bust spr\_XXX, X, Y> – Add a talker spr\_XXX

<change bust spr\_XXX, spr\_YYY> – Change talker spr\_XXX to spr\_YYY

<remove bust spr\_XXX> – Remove talker spr\_XXX