

Regents of the Undead Realm, the Game	
	MOBA with a high fantasy styling (similar to League of Legends, DOTA).
	PVP, teams of 5. Style is variable according to the hemisphere that each character is from (i.e. Western hemisphere is very tech-based, Eastern hemisphere is 1930s), but is stylized realism.
	Playable characters are named "Bonds" because of their aethereal connection to the actual real-life player.
	Teams are called "Bonded" and "Bound"; Bonds react to being placed on either side according to their natural alignment.
Coinhead, the Dreamseeking Marksman	
DPS - AD, Turret siege	Calm, humble, respectful of the balance of nature, and resourceful.
Alignment: Bonded	Naïve, introverted, and not used to social interaction. His ability to press the offensive on his own allows his teammates to focus on other areas.
	Male, late teens. A newcomer with a surprisingly accurate shot and a rifle too powerful for his slim body.
	Armed with an oversized bolt-action rifle. Each time it shoots, he gets pushed back. Accompanied by his protective Lantern, Willow, who serves almost as a Greek Chorus.

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Barks									
Trigger	Audible to	Line (CHARACTER: "Line")	Notes	Recorded	Implemented				
On spawn	Player	WILLOW: "Then, flanked by only the finest, he set out to bring balance back to the Undead Realm."		<input type="checkbox"/>	<input type="checkbox"/>				
On spawn	Player	COINHEAD: "I trust you completely; let's bring balance to its former glory."		<input type="checkbox"/>	<input type="checkbox"/>				
On spawn	Player	WILLOW: "The soil... It anticipates bloodshed today." COINHEAD: "May it be in our favor."		<input type="checkbox"/>	<input type="checkbox"/>				
On spawn	Player	COINHEAD: "The Undead Realm." WILLOW: "A place of beauty." COINHEAD: "Of death." WILLOW: "Of glory."		<input type="checkbox"/>	<input type="checkbox"/>				
On spawn	Player	COINHEAD: "Out there, we're mere drops in the pond." WILLOW: "Here, we're the weavers of our own fate."		<input type="checkbox"/>	<input type="checkbox"/>				
On spawn	Player	COINHEAD: "If anything happens, know th--" WILLOW: "I'll keep you warm until the end." COINHEAD: "... Thank you."		<input type="checkbox"/>	<input type="checkbox"/>				
On spawn	Player	COINHEAD: "What are the chances we won't have to fire a single shot?" WILLOW: "Oh, old friend. Never lose that spirit."		<input type="checkbox"/>	<input type="checkbox"/>				
On spawn (Bound team)	Player	COINHEAD: "Where there used to be light--" WILLOW: "Now is darkness."		<input type="checkbox"/>	<input type="checkbox"/>				
On spawn (Bound team)	Player	COINHEAD: "I see something... different when I look inside." WILLOW: "You see something you can't comprehend."		<input type="checkbox"/>	<input type="checkbox"/>				
On spawn (Bound team)	Player	WILLOW: "We keep coming back." COINHEAD: "And not always fighting for what we believe."		<input type="checkbox"/>	<input type="checkbox"/>				
On spawn (Bound team)	Player	COINHEAD: "We're just passing. It will be over soon." WILLOW: "We help where we're needed. That was the deal, old friend."		<input type="checkbox"/>	<input type="checkbox"/>				
Gets a kill	Team	COINHEAD: "Now your eyes don't move anymore."		<input type="checkbox"/>	<input type="checkbox"/>				
Gets a kill	Team	COINHEAD: "Let go." WILLOW: "Flowers will grow where you lay."		<input type="checkbox"/>	<input type="checkbox"/>				
Gets a kill	Team	COINHEAD: "We'll meet again soon enough."		<input type="checkbox"/>	<input type="checkbox"/>				
Gets a kill	Team	WILLOW: "A mere feather in the balance of nature."		<input type="checkbox"/>	<input type="checkbox"/>				
Gets a kill	Team	COINHEAD: "My shoulder is hurting." WILLOW: "But you can't argue with the results."		<input type="checkbox"/>	<input type="checkbox"/>				
Gets a kill	Team	COINHEAD: "May you solemnly rest." WILLOW: "While we carry on with our mission."		<input type="checkbox"/>	<input type="checkbox"/>				
Gets a kill (With ultimate)	Team	COINHEAD: "And then, there was light." WILLOW: "There always is."		<input type="checkbox"/>	<input type="checkbox"/>				
Gets a kill (With ultimate)	Team	COINHEAD: "May your light cleanse their bond."		<input type="checkbox"/>	<input type="checkbox"/>				
Gets a kill (With ultimate)	Team	WILLOW: "May you ascend, wrapped in sheets with a dove at your side."		<input type="checkbox"/>	<input type="checkbox"/>				
Killed by enemy	Team	COINHEAD: "Can you sing the one I love? That's perfect. That's perfect, that's--"	When Coinhead is about to die, he hears Chiara - the Yodelling Gondolier - sing to him, to guide him into the afterlife. The player never hears Chiara sing.	<input type="checkbox"/>	<input type="checkbox"/>				
Killed by enemy	Team	COINHEAD: "It--It's time. I'm not afraid." WILLOW: "You never were a good liar, old friend."		<input type="checkbox"/>	<input type="checkbox"/>				
Killed by enemy	Team	COINHEAD: "As required by the balance." WILLOW: "May you awaken once more."		<input type="checkbox"/>	<input type="checkbox"/>				
Killed by enemy	Team	WILLOW: "It's time to rest. Don't cry. I'm right here." Willow hums along with the Yodelling Gondolier's song.		<input type="checkbox"/>	<input type="checkbox"/>				
Killed by enemy	Team	Coinhead sobs as he loses strength. WILLOW: "Shh, I'm here, old friend. I'm here."		<input type="checkbox"/>	<input type="checkbox"/>				
Executed by monster	Team	COINHEAD: "It wasn't meant to be." WILLOW: "A fight that nature itself opposed."		<input type="checkbox"/>	<input type="checkbox"/>				
Executed by turret	Team	WILLOW: "Can you hear the beams humming, old friend? Focus on the singing."		<input type="checkbox"/>	<input type="checkbox"/>				
Movement commanded	Player	COINHEAD: "Tell <i>me</i> where." WILLOW: "Tell <i>me</i> when."	The emphasis is very subtle.	<input type="checkbox"/>	<input type="checkbox"/>				
Movement commanded	Player	COINHEAD: "A sound tactical position."		<input type="checkbox"/>	<input type="checkbox"/>				
Movement commanded	Player	WILLOW: "Less likelihood of dying there."		<input type="checkbox"/>	<input type="checkbox"/>				
Movement commanded	Player	COINHEAD: "Let's hope the enemy didn't have the same idea."		<input type="checkbox"/>	<input type="checkbox"/>				
Movement commanded	Player	COINHEAD: "As the balance requests."		<input type="checkbox"/>	<input type="checkbox"/>				
Movement commanded	Player	WILLOW: "Keep your eyes open. Always."		<input type="checkbox"/>	<input type="checkbox"/>				
Turret captured	Player	WILLOW: "A fine team effort."		<input type="checkbox"/>	<input type="checkbox"/>				
Turret captured	Player	COINHEAD: "Make note of the ruins." WILLOW: "There will be more soon."		<input type="checkbox"/>	<input type="checkbox"/>				
Turret captured	Player	COINHEAD: "Our work is not done yet." WILLOW: "But a pat on the back is deserved still."		<input type="checkbox"/>	<input type="checkbox"/>				
Turret captured (solo)	Player	COINHEAD: "We've taken a resting spot for the crows." WILLOW: "They'll survive."		<input type="checkbox"/>	<input type="checkbox"/>				
Turret captured (solo)	Player	COINHEAD: "This one will hurt us no more."		<input type="checkbox"/>	<input type="checkbox"/>				
Turret captured (solo)	Player	WILLOW: "Its light was no match for our own."		<input type="checkbox"/>	<input type="checkbox"/>				
Turret lost	Player	COINHEAD: "Things here tend to come back." WILLOW: "Not this one, I'm afraid."		<input type="checkbox"/>	<input type="checkbox"/>				
Turret lost	Player	WILLOW: "Is a strategy change in order?"		<input type="checkbox"/>	<input type="checkbox"/>				
Turret lost	Player	COINHEAD: "One less powerful beam to protect us."		<input type="checkbox"/>	<input type="checkbox"/>				
Turret lost	Player	WILLOW: "Its tallness and strength did it no good in the end. Something to reflect about."		<input type="checkbox"/>	<input type="checkbox"/>				
Turret lost (solo destroyer)	Player	COINHEAD: "A tactical vantage point, lost in the blink of an eye."		<input type="checkbox"/>	<input type="checkbox"/>				
Turret lost (solo destroyer)	Player	WILLOW: "They've laid waste to one of our protectors."		<input type="checkbox"/>	<input type="checkbox"/>				
Turret lost (solo destroyer)	Player	COINHEAD: "They push everforward." WILLOW: "Let's make sure to do the same."		<input type="checkbox"/>	<input type="checkbox"/>				
Large monster captured	Team	COINHEAD: "Its eyes drift away." WILLOW: "As its spirit does the same."		<input type="checkbox"/>	<input type="checkbox"/>				
Large monster captured	Team	COINHEAD: "A life for an advantage." WILLOW: "What a cruel fate."		<input type="checkbox"/>	<input type="checkbox"/>				
Large monster captured	Team	COINHEAD: "With its life." WILLOW: "The beast takes a part of your heart."		<input type="checkbox"/>	<input type="checkbox"/>				
Large monster captured	Team	COINHEAD: "Few things are as powerful--" WILLOW: "As the essence of an innocent soul."		<input type="checkbox"/>	<input type="checkbox"/>				
Large monster captured	Team	WILLOW: "Its life will empower us." COINHEAD: "Thank you, beast. And I'm sorry."		<input type="checkbox"/>	<input type="checkbox"/>				
Large monster lost	Team	COINHEAD: "It wasn't meant to be." WILLOW: "We'll move on without it."		<input type="checkbox"/>	<input type="checkbox"/>				
Large monster lost	Team	WILLOW: "Let's make the beast's distraction count."		<input type="checkbox"/>	<input type="checkbox"/>				
Large monster lost	Team	COINHEAD: "They'll be dangerous." WILLOW: "Weren't they always?"		<input type="checkbox"/>	<input type="checkbox"/>				
Large monster lost	Team	WILLOW: "It didn't fall to our own, but that <i>doesn't</i> mean it wasn't meant to be."		<input type="checkbox"/>	<input type="checkbox"/>				
Large monster lost	Team	WILLOW: "A wild life, wasted." COINHEAD: "We don't know that yet."		<input type="checkbox"/>	<input type="checkbox"/>				
Victory	Player	COINHEAD: "No losers. No victors. Only survivors." WILLOW: "And this time, survive we have."		<input type="checkbox"/>	<input type="checkbox"/>				
Victory	Player	COINHEAD: "Luck won't always be on our side." WILLOW: "It was never about luck, old friend."		<input type="checkbox"/>	<input type="checkbox"/>				
Victory	Player	COINHEAD: "Tomorrow, this battle will be forgotten." WILLOW: "But in our memories, it will live forever."		<input type="checkbox"/>	<input type="checkbox"/>				
Victory	Player	COINHEAD: "We make a good team, you know?" WILLOW: "I've been told."		<input type="checkbox"/>	<input type="checkbox"/>				
Victory (Bound team)	Player	COINHEAD: "I suppose the universe is never wrong." WILLOW: "Not this time, anyway."		<input type="checkbox"/>	<input type="checkbox"/>				
Victory (Long game)	Player	COINHEAD: "Was there ever any doubt?" WILLOW: "Yes. There were. Many." COINHEAD: "Oh."		<input type="checkbox"/>	<input type="checkbox"/>				
Victory (Long game)	Player	COINHEAD: "My body is tired. My shoulders sore." WILLOW: "For now, we rest; for tomorrow will come."		<input type="checkbox"/>	<input type="checkbox"/>				
Loss	Player	COINHEAD: "What's meant to be carries a lot of power." WILLOW: "What <i>isn't</i> carries more."		<input type="checkbox"/>	<input type="checkbox"/>				
Loss	Player	WILLOW: "What's wrong, old friend?" COINHEAD: "We failed to restore balance... We failed."		<input type="checkbox"/>	<input type="checkbox"/>				
Loss	Player	COINHEAD: "We tasted our blood in our own mouths one too many times." WILLOW: "And paid the ultimate price for it."		<input type="checkbox"/>	<input type="checkbox"/>				
Loss	Player	COINHEAD: "We'll fall. We'll recollect." WILLOW: "We'll come back stronger."		<input type="checkbox"/>	<input type="checkbox"/>				
Loss (Bound team)	Player	COINHEAD: "The winds..." WILLOW: "They were off from the very beginning."		<input type="checkbox"/>	<input type="checkbox"/>				
Loss (Bound team)	Player	WILLOW: "Th--There's a chill in the air." COINHEAD: "Our bond was never meant to be."		<input type="checkbox"/>	<input type="checkbox"/>				