Knocking on Crate: play when player interacts with a crate.

Player Walk Sound: Plays whenever the player moves on the screen.

Mouse Hover Over Berimund: Plays whenever the mouse is put over Berimund during conversation

Mouse Hover Over Holly: Plays whenever the mouse is put over Berimund during conversation

Mouse Hover Over Sheera: Plays whenever the mouse is put over Berimund during conversation

Berimund Select Sound: When player selects Berimund to speak

Holly Select Sound: When player selects Holly to speak

Sheera Select Sound: When player selects Sheera to speak

Chest Open Sound: When player interacts with a chest

Text Scroll: plays when text rolls on screen. Stops when no more text.