

0	Story	Section	Triggered
101	Liminal Spaces	Chapter 1 - Crumpled	Start of Game
102	Liminal Spaces	Chapter 1 - Crumpled	Slows down behind semi.
103	Liminal Spaces	Chapter 1 - Crumpled	A car flies by in the fast lane.
104	Liminal Spaces	Chapter 1 - Crumpled	A semi approaches closer and closer in his rearview mirror.
105	Liminal Spaces	Chapter 1 - Crumpled	The semi's grill fills the view out the back window.
106	Liminal Spaces	Chapter 1 - Crumpled	His car crumples between the two semis.
107	Liminal Spaces	Chapter 2 - Bedroom	Comb awakens standing up.
108	Liminal Spaces	Chapter 2 - Bedroom	Comb looks at the ceiling fan.
109	Liminal Spaces	Chapter 2 - Bedroom	He pulls the light's pulley switch.
110	Liminal Spaces	Chapter 2 - Bedroom	Unlocks the door with key.
111	Liminal Spaces	Chapter 2 - Diner	Enters the new room.
112	Liminal Spaces	Chapter 2 - Diner	A tile slides off the tiled-wall and hangs from one of its corners.
113	Liminal Spaces	Chapter 2 - Diner	He finds a crooked P on the wall menu's letter magnets.
114	Liminal Spaces	Chapter 2 - Diner	He places the magnet on the metal plate in the tile spot.
115	Liminal Spaces	Chapter 2 - Playplace	Comb fades into the dark play room.
116	Liminal Spaces	Chapter 2 - Playplace	Comb finds the entrance to the rubber course
117	Liminal Spaces	Chapter 2 - Playplace	While climbing inside the maze, a rattle from a snake grows louder.
118	Liminal Spaces	Chapter 2 - Playplace	Comb looks back again at the crumb.
119	Liminal Spaces	Chapter 2 - Redwing	Comb slides down the top slide and crashes into a red, goopy hallway.
120	Liminal Spaces	Chapter 2 - Redwing	Comb discovers the difference shades of tiles on the floor.

121	Liminal Spaces	Chapter 3 - Hospital	When he bolts into the doors, a bright light shines. It fades him to life in his hospital bed.
122	Liminal Spaces	Chapter 3 - Hospital	The doctor steps beside him.

Character	Line	Voice Direction
Comb	Another day on the job.	Pleasant.
Comb	I'm in no hurry today.	Happy.
Comb	They won't be too happy when they get a ticket.	
Comb	Hey. He's getting kind of close there.	Concerned.
Comb	No, no, no.	Nervous.
Comb	Stop!	Panicked.
Comb	Where am I?	Confused.
Comb	I wonder if the power works.	Curious.
Comb	Hm. It's a key.	Puzzled.
Comb	Bingo.	
Comb	An old diner from the eighties.	
Comb	That's strange.	
Comb	Maybe this will do the trick.	Astranged.
Comb	Gotchya.	
Comb	I know this place. I used to play here as a kid.	Interested.
Comb	I hope I don't get stuck.	
Comb	What is that?	
Crumb	Imma getchya.	
Comb	Hm. I have to find a way to the doors.	
Comb	Seems to be a pattern I have to follow.	

Comb	Ugh. What happened?	Dizzy
Doctor	You've just awoken from your one-year coma. Don't worry, we'll catch ya up on the time.	

Context	Translation and Other Notes
Comb drives on the freeway behind a semi truck carrying steel on an overloaded trailer. He's heading to work.	Cars fly by in the fast lane.
Comb checks the mirror, then focuses in front where the semi slows even more on an uphill.	
Grill of semi reaches the rear window in the mirror.	
The windows shatter as Comb blackouts.	
The ominous, dark but lit bedroom stands in silence. There's a locked door.	
Key is left behind in the open door. A new room appears on the other side.	
An old vintage diner rests in neon lights. It's dim and dark, but yet it's peaceful with faded-out pink.	There's a lot of PINK (clue).
A metal plate is exposed behind the tile.	
The magnet unlocks the trapped door in the wall.	A dark room appears in the doorway.
From behind him, a small crumb floats over the rubber and chases him. It's not fast, but it's not slow.	
At the far end of the tiled-floor hallway, two huge emergency doors stand.	
The player can choose the black or grey shaded tiles (in red from light), the white/bright red tiles are a no-no.	
