

	Info	Who says the hint?	Seconds of delay	Is infinite?	Has iterations?	Has fail state?	Has "told you"?	Activated by	Dialogues	Extra Dialogues	Told ya
1	Jump tutorial	Drone	0	Yes	No	No	No	Player	I'vel needs you to locate a lost train. Jump over this ledge.		
2	Double jump tutorial	Drone	0	Yes	No	No	No	Player	Use the blinkboost to get higher!		
3	Blinkshot tutorial	Drone	0	Yes	Yes	Yes	Yes	Player	next use the Blink blaster to get further.	Please, try harder - Please, Aim for the glowing sphere	
4	Combination tutorial	Drone	0	No	No	No	Yes	Player	I'vel weapons all have a combining feature. Use it against this rock.	Every minute will be discounted from payment.	
5	Go to train	Drone	0	No	Yes	No	No	Player	Go find MMEC-OS. Because we definitely need more zombies in our lives.		
6	Spore fire puzzle hint	Train	10	No	Yes	No	Yes	Train	Maybe show those rocks the explosive power of friendship?	Oh, come on, I know you've done this before	I mean...I told you
7	Spore fire chain puzzle hint	Train	15	No	Yes	No	Yes	Train	Is it me? or those rocks seem to connect?	Hey, how did you get the job? Just courtesy	Yeah, that felt right.
8	Spore fire chain complex puzzle hint	Train	10	No	Yes	No	Yes	Train	This looks like I want to be exploded, just not from here?	Dudes, why don't you try exploring a bit?	See? using that brain from time to time can't hurt
9	Tower enter explanation	Train	0	No	No	No	No	Player			
10	Enter to the critical point 1	Drone	0	Yes	Yes	Yes	Yes	Train			
11	Critical point explanation	Drone	0	No	No	No	Yes	Combat finish	This is connected to the core, destroy it to hurt the hive.		The hive doesn't like it...
12	Enter to the critical point 2	Train	0	No	Yes	Yes	Yes	Train	There! Another entrance, good luck guys.	Hey! I know its scary. But im more scared!! come on!	
13	Spore fire rock door hint (reminder)	Drone	45	No	Yes	No	No	Train	Remember: Use your weapons to explode rocks!	Green, feed, explosion.	This is going on the report
14	Enter to the critical point 3	Train	0	No	Yes	No	Yes	Train	Third level's the charm!	Come on guys, it's right there!	Good boys
15	Falling rock by fire (burn the spider web)	Drone	25	No	No	No	Yes	Combat finish	Guns can use his lava blaster to burn alien webs	Guns should, use his lava blaster to burn alien webs	Guns used his lava blaster to burn alien webs
16	Instruction: Follow the train	Drone	0	Yes	No	No	No	Player	Go after MMEC-OS		
17	Hydro electro connection tutorial	Train	20	No	Yes	No	Yes	Player	Take those weapon guys, maybe you can make those few few things you do.	Hey, try using electricity on those plants - Hmnn, they have to be lit at the same time it seems.	Oh, see? I knew you would crack it. Genius work matching the colours, team!
18	Electro fire light tutorial	Train	10	No	No	No	Yes	Train	Hey, what is that thing on the ceiling?	Maybe you can try burning that... Oh! It looks like a light bulb!	
19	Spore hydro dark matter tutorial	Train	0	No	Yes	No	Yes	Train	Hey guys, are you planning on being here? Why don't you try something with your new weapon, robot?	Drone - Spore in combination with hydrogel can create powerful acid clouds, try using it.	Train - Yeah, whatever it said.
20	Electro fire light, combat warning	Train	0	No	Yes	No	Yes	Train	One of those lights again, prepare for an ambush.	Come on...do it already.	
21	Electro hydro connection with dark matter (How to connect?)	Train	20	No	No	Yes	No	Train	Hmnn, I can't see the second plant.	Maybe you can find the other plant somewhere - Guys, why dont you try getting rid of the nasty mass?	
22	Suggestion of turn on the lights (not mandatory)	Train	0	No	No	No	Yes	Train	Won't you light those bulbs? My flashlight is getting tired	Not okay, let's not break the atmosphere.	Hmnn, no more enemies...weird.
23	Find the cave under the dark matter	Train	15	No	Yes	No	Yes	Train	It looks like this rock is blocking the exit.	That nasty mass looks suspicious bugs...	Abal pure genius here
24	Burrow arena explanation	Train	0	No	No	No	No	Train			
25											
26											
27											
28											
29											
31	Electro hydro connection with falling rock (How to connect?)	Train	20	No	Yes	No	Yes	Train	Hey, can't you connect them?	Oh, if you only had a surface to connect them	well done
32	Electro hydro connection with rock door (How to connect?)	Train	20	No	Yes	No	Yes	Train	The second plant seems to be hidden again.	Hey, that rock looks cracked right?	
33	Electro hydro jump impulse	Train	0	No	Yes	No	Yes	Train			
34	Third arena, electro fire light, light warning	Train	10	No	Yes	No	Yes	Train	Another light. At this point, I'm a bit thired for a combat	Yeah just what you are thinking guns, shoot at the thing!	Here they are!
35	Jump on train to go	Train	0	Yes	No	No	No	Train	Get on, fll carry you guys.		
36	Train and you separate ways, (We meet ahead)	Train	0	No	No	No	Yes	Train	Taking a detour it seems!		
37	Look to the dark matter	Drone	30	No	Yes	No	No	Player	Reminder: Use Hydrogel and spore to clear the sticky poison.		
38	Electro fire light (please turn the light on)	Train	25	No	Yes	No	Yes	Train	Drone: low battery light. Train: I guess you'll have to light the bulbs.	Okay I'll have to admit it, I'm afraid of the dark, can you please turn those on?	
39	Jump out of the train	Train	0	No	No	Yes	No	Train	Ouch, my back is killing me, time to get off		Yay! teamwork!
40	The train helps you to jump from one platform to other	Train	0	No	Yes	Yes	Yes	Train	Jump here, let me help!	Dudes, I really think you can't make this jump	
41	Go for the blinkpoint corridor	Drone	0	No	Yes	Yes	No	Train	*		
42	Arena tower second round explanation	Train	0	No	No	No	No	Train			
43	Enter to the critical point 1	Train	0	No	Yes	Yes	Yes	Train	Oh more holes! I kinda missed them		
44	Dark matter blocking the way hint (reminder)	Drone	45	No	Yes	No	No	Combat finish	Last reminder: Spore, hydrogel, thats it.		
45	Enter to the critical point 2	Train	0	No	Yes	Yes	Yes	Train	*reuse		
46	Turn on the light to find the way	Drone	30	No	Yes	No	No	Combat finish	Light plant detected nearby		
47	Enter to the critical point 3	Train	0	No	Yes	Yes	Yes	Train	*reuse		
48	Hydro electro connection hint (reminder)	Drone	45	No	Yes	No	No	Combat finish	Last last reminder: hydrogel can be electrified.	Use it to connect the electroplants	
49	Enter to the critical point 4	Train	0	No	Yes	Yes	Yes	Train	Get in the next hole! I've ran out of jokes!		
50	Find the chain rock starting point covered by dark matter	Drone	25	No	Yes	No	No	Combat finish	These rocks need to be cracked to explode	Try finding the cracked stone	
51	Enter to the critical point 5	Train	0	No	Yes	Yes	Yes	Train	Even I'm getting bored of the holes, lets finish please.		
52	Turn on the lights	Drone	5	No	Yes	No	No	Combat finish	Light plant detected nearby		
53	Hydro electro connection hint (reminder)	Drone	45	No	Yes	No	No	Combat finish	Re-Last-last reminder: hydrogel can be electrified.		
54	Enter to the critical point 6	Train	0	No	Yes	Yes	Yes	Train	Wait wait, this seems to be the last hole.		
55	Last puzzle, use your combinations, the end is near	Drone	0	Yes	No	No	No	Combat finish			
56	Keep going forward	Drone	0	Yes	No	No	No	Combat finish			
57	Jump into the tower	Train	0	No	Yes	Yes	Yes	Train			
58	Destroy the last critical points	Drone	0	No	Yes	No	Yes	Player			