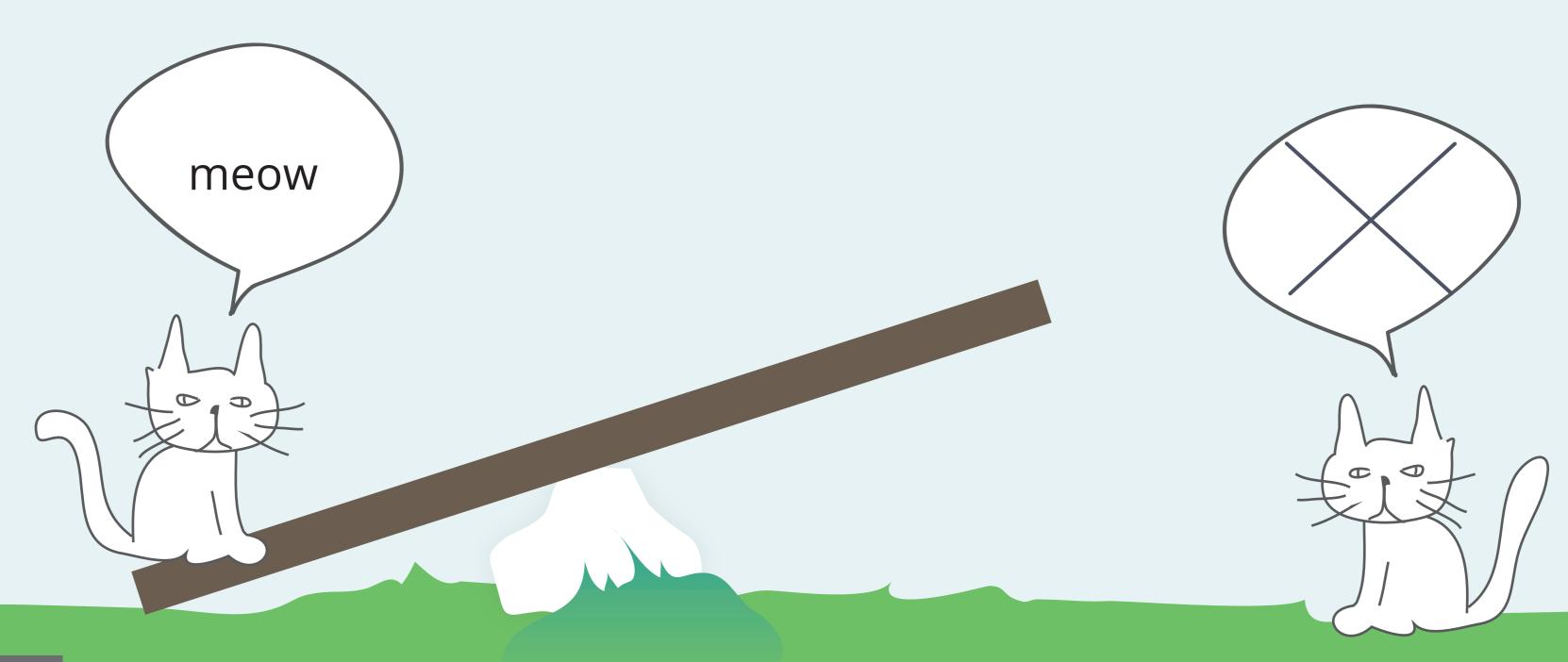






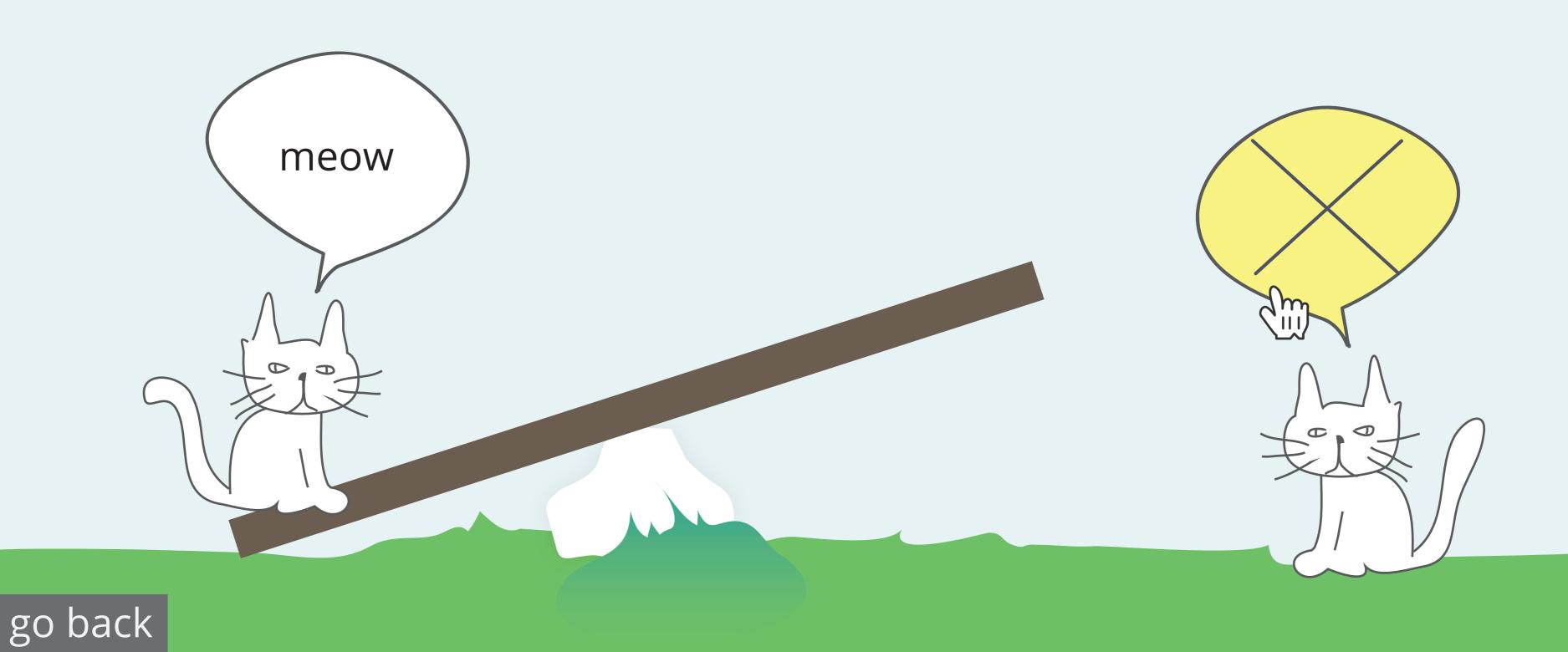
"Hello!" is spoken and highlighted on hover, English is selected.

# talking or quiet?



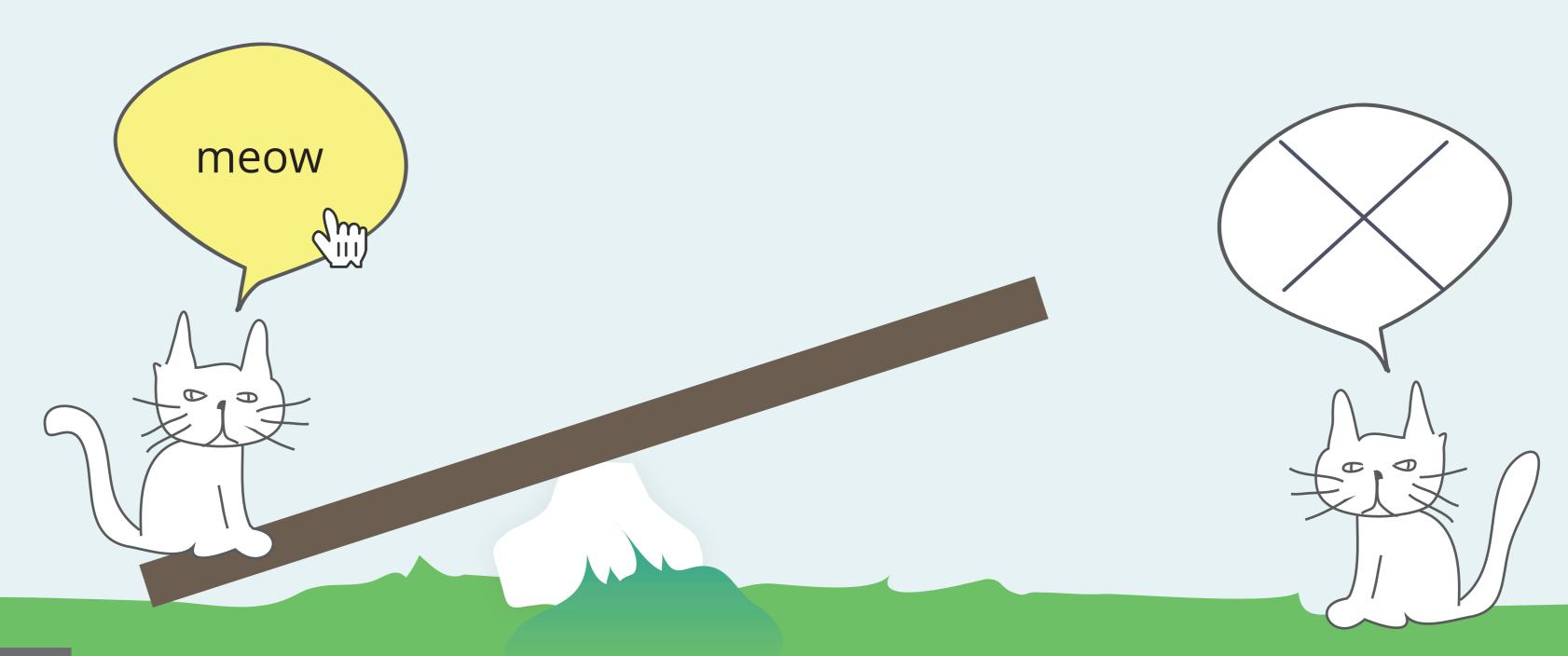
go back

## talking or quiet?



Nothing is spoken on hover, no selection is made.

## talking or quiet?



go back

"Meow" is spoken on hover, speaking is selected.

### change the colours



#### change the colours

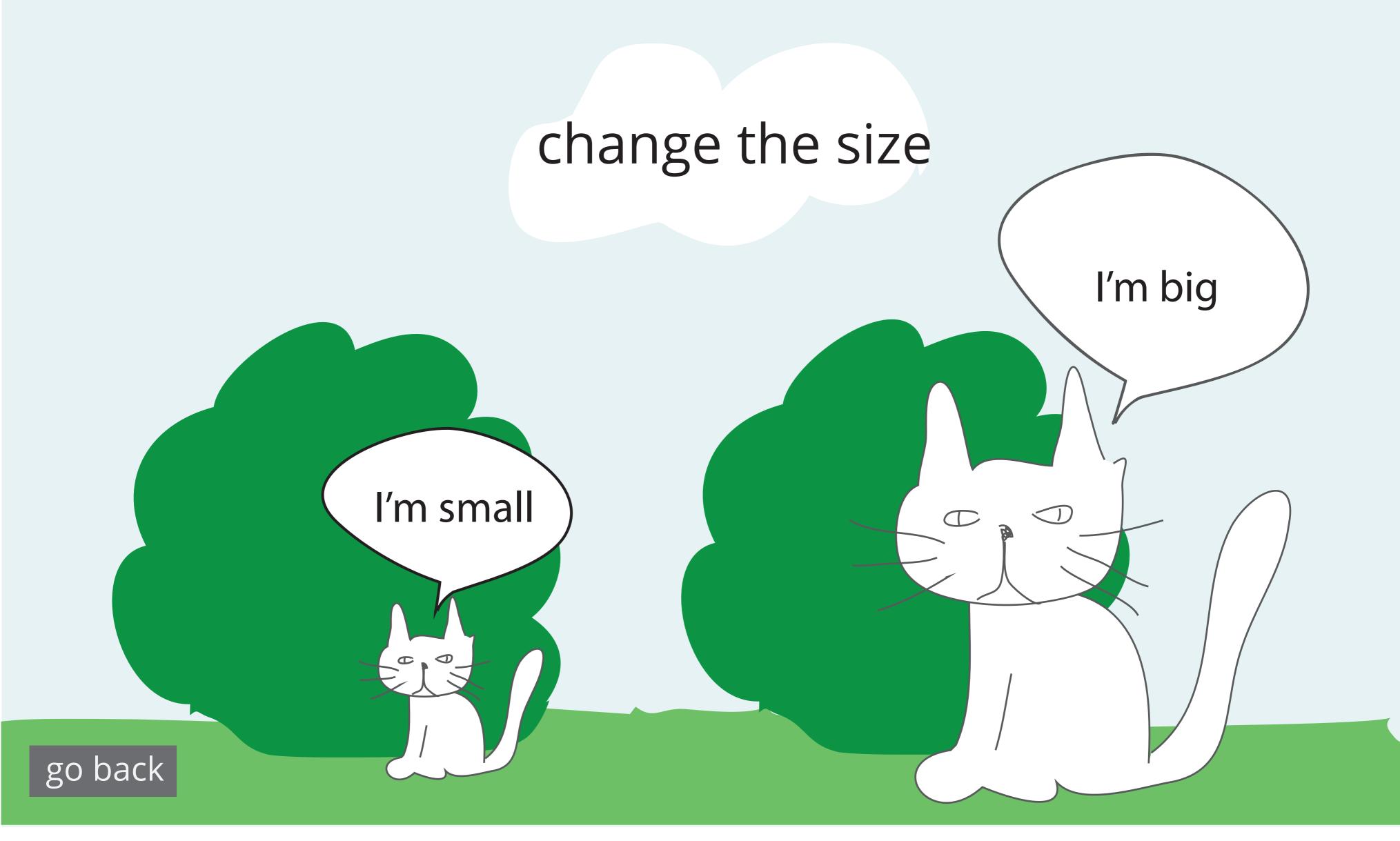


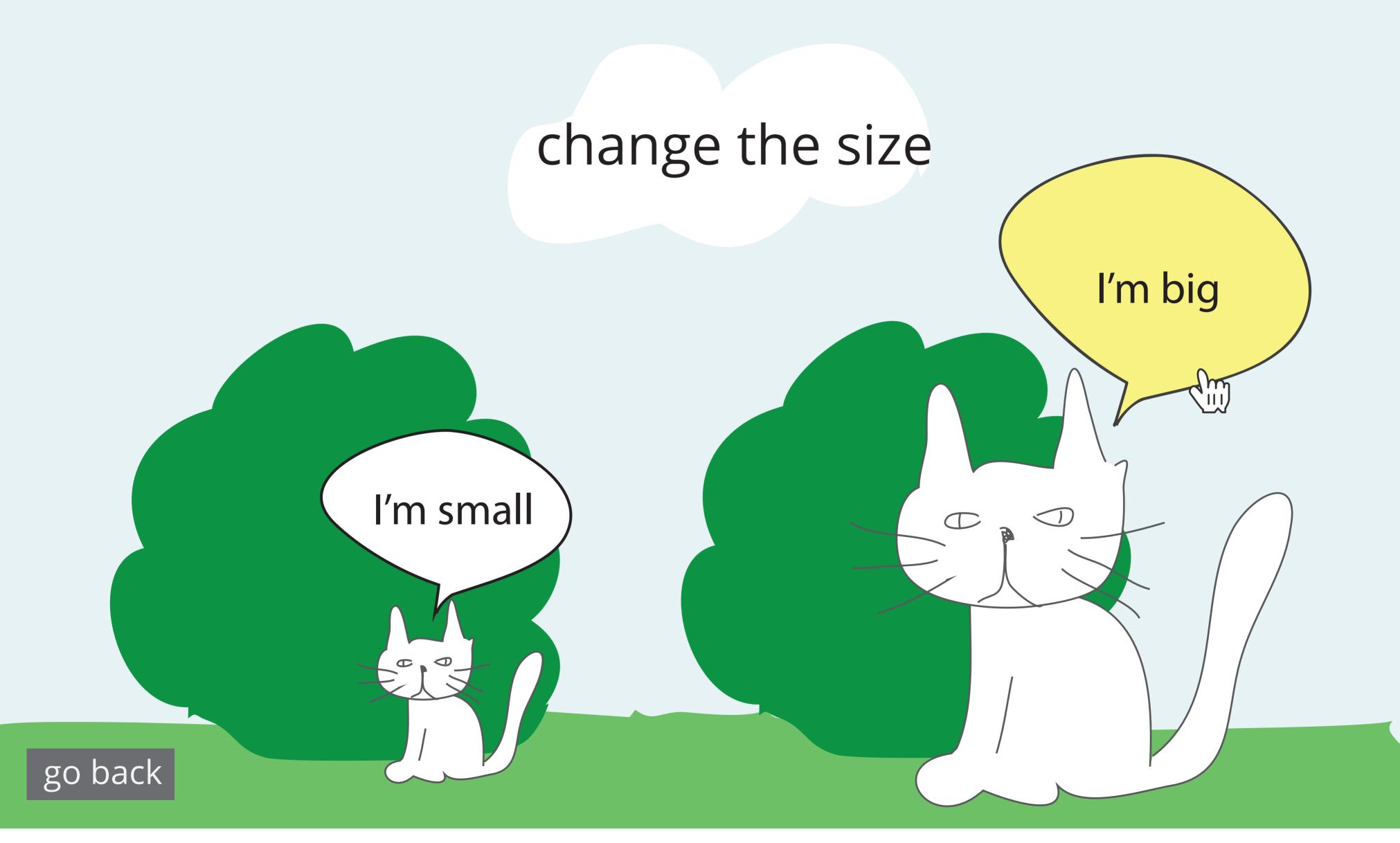
"It's dark out here" is spoken and highlighted on hover. No selection is made.

### change the colours

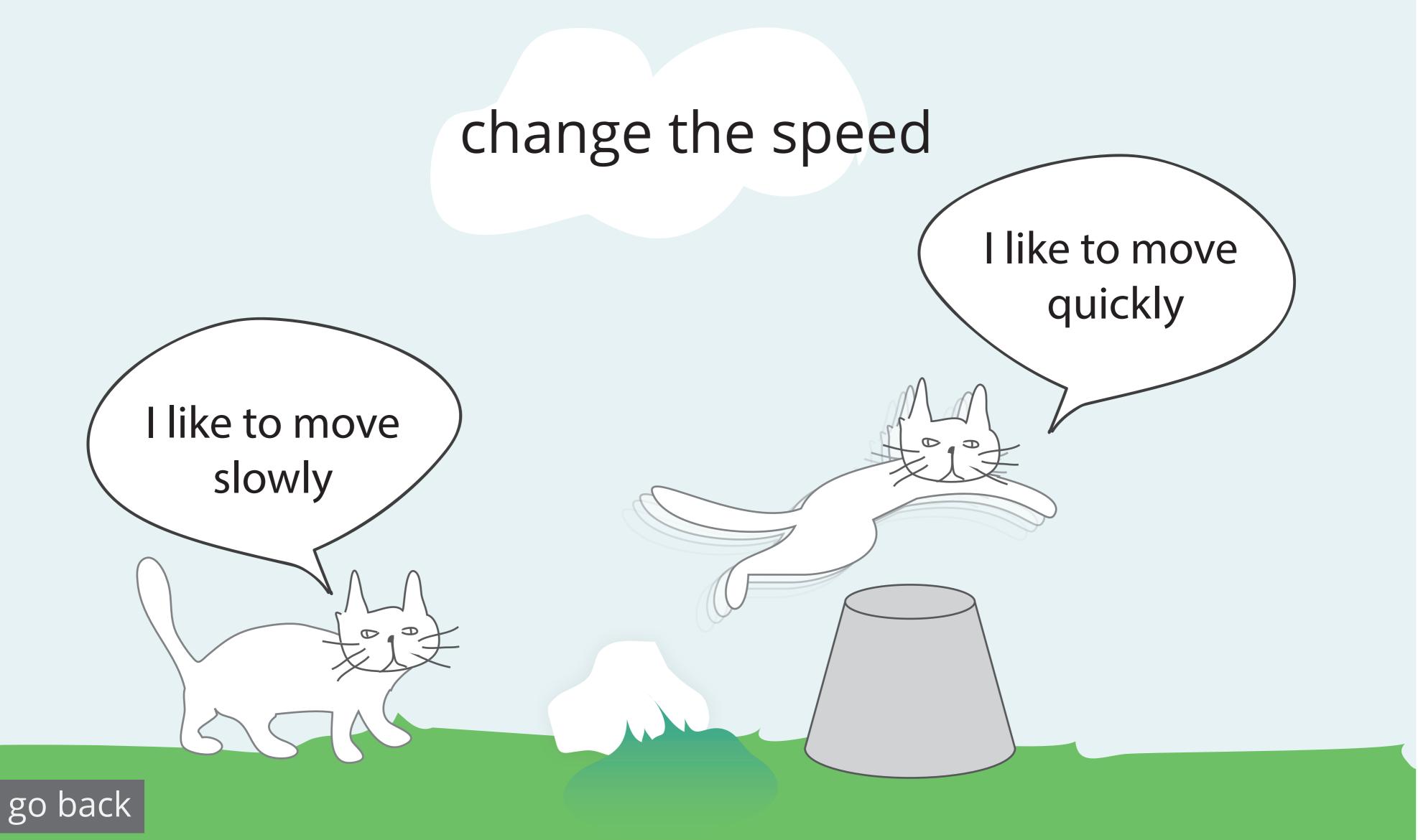


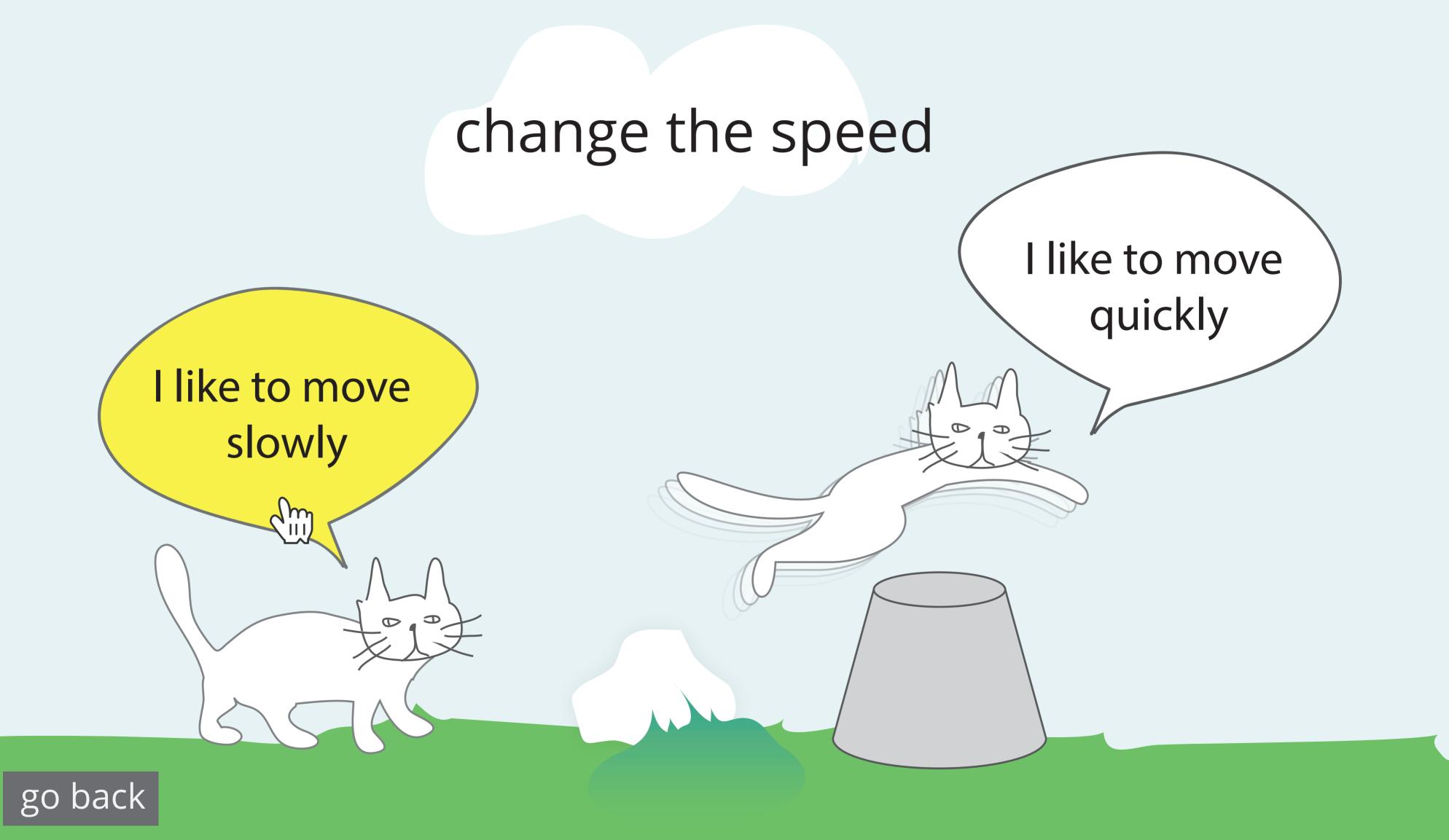
"It's bright out here" is spoken and highlighted on hover. "It's bright out here" is selected.





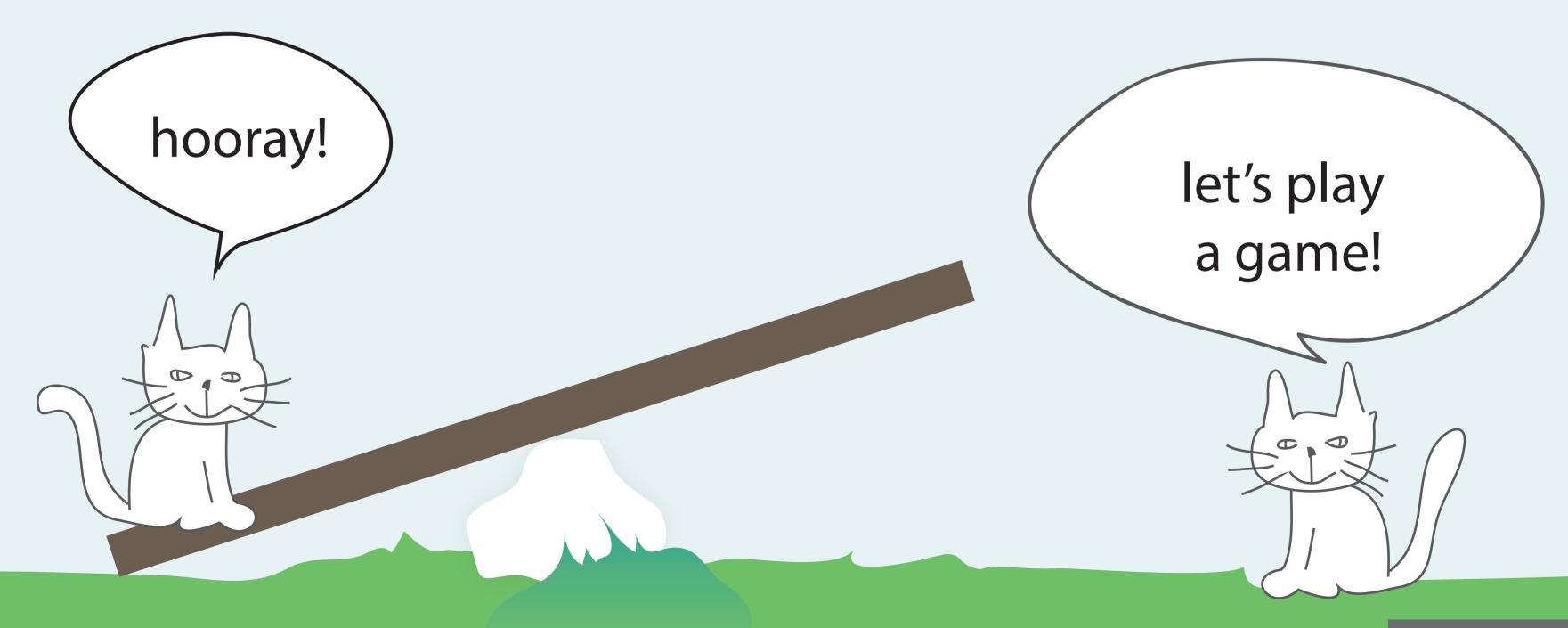
"I'm big" is spoken and highlighted on hover. "I'm big" is selected.

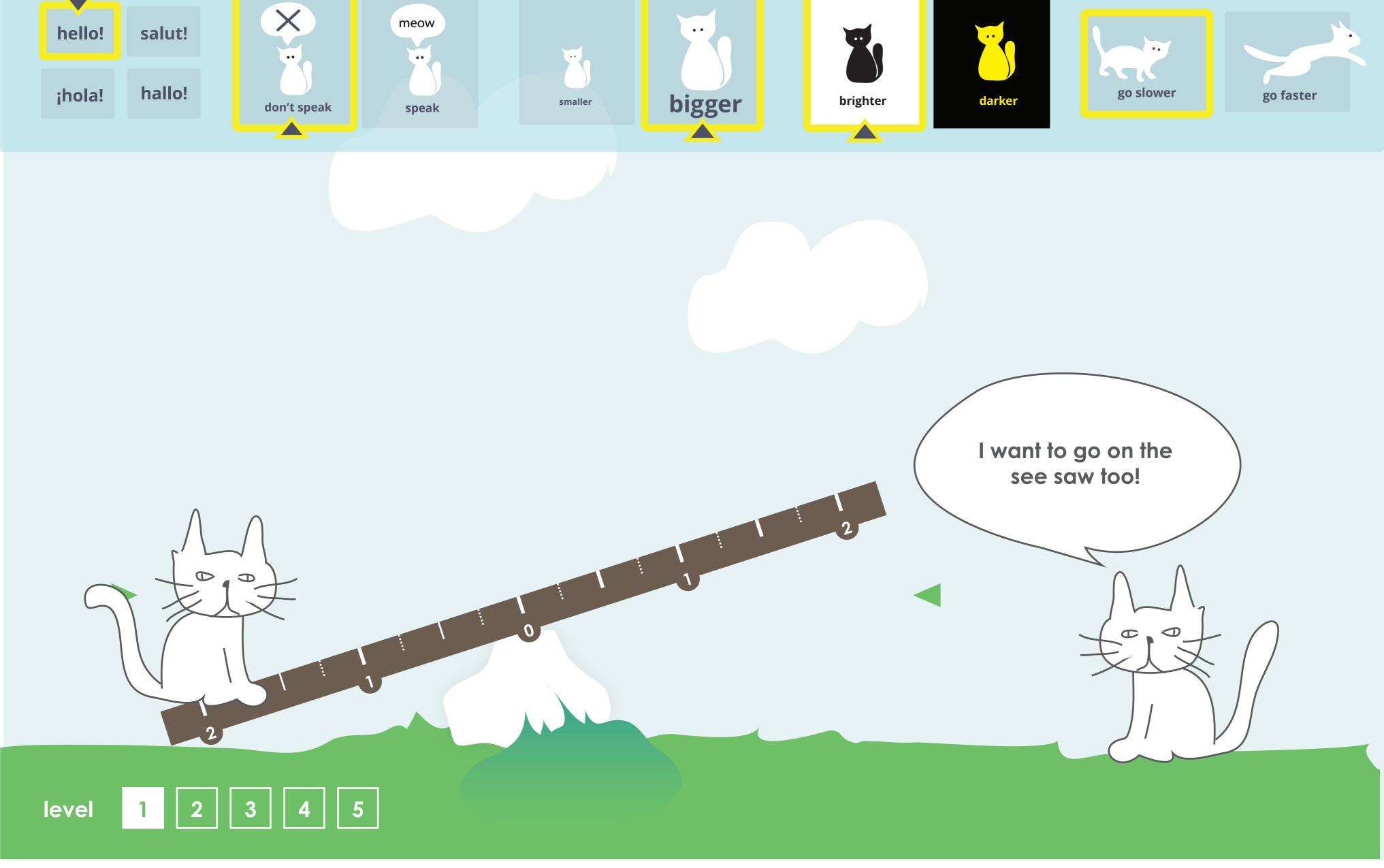




"I like to move slowly" is spoken and highlighted on hover. "I like to move slowly" is selected.

#### finished!





Panel appears when entering the game.