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## OIP- Bark Guide

### Category

**Chapter** – Chapter in the game the bark first appears to be played (ex. Chapter 00 = Prologue, chapter 03 = Chapter 3)

### Triggers

**Detect Enemy** – character enters visible proximity to an enemy

**Dodge Enemy / Dodge** – When character is performing a dodge when being attacked

**Block Enemy / Block** – When character blocks an attack

**Attack Enemy / Attack** – When a character performs a standard attack or attack string/combination attack (Combo)

**Counter** – When character is performing a counter attack

**Damage** – When character is being hit by attacks or is taking damage from attacks

**Heavy Damage** – When character has taken large amounts of damage very quickly

**Battle Intro** – Beginning of Boss Battle

**Special Attacks** – When character uses a special attack

**Ultimate Attack** – When character uses a significantly powerful and damaging attack

**Taunts** – When character taunts

**Sam Low Health** – When player character (Sam) enters a state of low health

**Sam Heavy Damage** – When player character (Sam) takes large amounts of damage very quickly

**Notice Treasure Chest** – When player character (Sam) enters visible proximity to a treasure chest

**Notice Collectable Tome** – When player character (Sam) enters visible proximity to a collectable tome item

**Rare Enemy Material** – player character (Sam) collects material from severing parts from a special enemy

**Low Health** – When character enters low health

**Half Health** – When character has 50% health remaining

**Defeated Enemy** – Character defeats an enemy

**Defeated by Enemy** – Character is defeated by an enemy, meaning no health remaining

**Demon Drain** – Player character performs the move “Demon Drain” after cutting the right spot on an enemy during Sever Mode

**Demon Fusion** – Player character triggers “Demon Fusion”, transforming character into demonic form

**Demon Fusion with Alice Response / Demon Fusion with Sam Response** – Player Character triggers “Demon Fusion”, and character (Sam/Alice) says line that will be followed by their partner character (Alice/Sam)

**Alice Demon Fusion Bark Response / Sam Demon Fusion Bark Response** – character (Sam/Alice) responds to the line said by their partner character (Alice/Sam), after activating “Demon Fusion”

**Game Over** – Player gets a game over from being defeated